

Problem-Solution fit canvas 2.0

Purpose / Vision

Define CS, fit into CC	<div>1. CUSTOMER SEGMENT(S) <small>Who is your customer? i.e. working parents of 0-5y.o. kids</small></div> <div>Who are all looking for clear identification of diseases in leaves. and need fertilizers recommendation.</div>	<div>6. CUSTOMER CONSTRAINTS <small>What constraints prevent your customers from taking action or limit their choices of solutions? i.e. spending power, budget, no cash, network connection, available devices.</small></div> <div>Knowledge to use this model</div>	<div>5. AVAILABLE SOLUTIONS <small>Which solutions are available to the customers when they face the problem or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking</small></div> <div>Some of the solutions are available but they are not feasible, also the accuracy is not adequate</div>	Explore AS, differentiate
	<div>2. JOBS-TO-BE-DONE / PROBLEMS <small>Which jobs-to-be-done (or problems) do you address for your customer? There could be more than one; explore different sides.</small></div> <div>It is hard for humans to identify the diseases of leaves because in this world more number of diseases for different types of plants</div>	<div>9. PROBLEM ROOT CAUSE <small>What is the real reason that this problem exists? What is the back story behind the need to do this job? i.e. customers have to do it because of the change in regulations.</small></div> <div>Each plant has different type of diseases So, it is unable to identify diseases.</div>	<div>7. BEHAVIOUR <small>What does your customer do to address the problem and get the job done? i.e. directly related: find the right solar panel installer, calculate usage and benefits; indirectly associated: customers spend free time on volunteering work (i.e. Greenpeace)</small></div> <div>To use different kind of inputs to find the diseases. Finally, find the fertilizers recommendation system, which contains high accuracy rate and quick completion of task.</div>	
	<div>3. TRIGGERS <small>What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news.</small></div> <div>While Recognizing digits it provides invalid output and shows error.</div>	<div>10. YOUR SOLUTION <small>If you are working on an existing business, write down your current solution first, fill in the canvas, and check how much it fits reality. If you are working on a new business proposition, then keep it blank until you fill in the canvas and come up with a solution that fits within customer limitations, solves a problem and matches customer behaviour.</small></div> <div>Deep learning techniques are used to identify the diseases and suggest the precautions that can be taken for those diseases</div>	<div>8. CHANNELS of BEHAVIOUR <small>8.1 ONLINE What kind of actions do customers take online? Extract online channels from #7.</small></div> <div>In online, instant updates will come. So it is very helpful.</div>	
Identify strong TR & EM	<div>4. EMOTIONS: BEFORE / AFTER <small>How do customers feel when they face a problem or a job and afterwards? i.e. lost, insecure > confident, in control - use it in your communication strategy & design.</small></div> <div>Before: Stressed, Facing losses After: Stress free, Getting Profits</div>		<div>8.2 OFFLINE <small>What kind of actions do customers take offline? Extract offline channels from #7 and #8.</small></div> <div>The Customers use offline application to access digit recognition system , to solve their problems.</div>	Extract online & offline CH of BE