Project Title: **IOT BASED SAFETY GADGET FOR CHILD SAFETY MONITORING AND NOTIFICATION.**

Project Design Phase-I - **Solution Fit Template**

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Define CS, fit into CC

1. CUSTOMER SEGMENT(S)　CS

Who is your customer?
- working parents of 0-5 child
- pre-school,
- guardians, volunteer
- Child & Women all age people.
- It is mainly focused on parents who having a child. Especially, the child in the age of below 18. It is not a big deal for parents.

6. CUSTOMER CONSTRAINTS　CC

- Internet connectivity
- Electricity stability
- Hardware durability , budget, tempering.
- Easy Monitoring, Low expensive.
- The wearable devices better battery life.
- The parents and child need uninterrupted internet connections.
- The device must contain safety, security and privacy.

5. AVAILABLE SOLUTIONS　AS

- Availability of different models according to customer requirements
- Solar charging, concealed placement of the device.
- Become a braver and secure themselves.
- The temperature and pulse sensor are placed at the gadget to detect the health condition of the child continuously.
- Child GPS tracking system, child safety GSM kit, etc.
- Once suck constraint the customer facing are lost and insufficient in the working once purchased.

Explore AS, differentiate

Focus on J&P, tap into BE, understand RC

2. JOBS-TO-BE-DONE / PROBLEMS　J&P

- Tracking the temperature & tracking the heartbeat.
- Track the current location
- This gadget helps to reduce the vulnerability of the kids in harmful situation by sending notification of the children location using IOT.
- The parents are need to secure the children by using some smart device.

9. PROBLEM ROOT CAUSE　RC

- Parents cannot access contact information on child.
- Children runs away from target place.
- Leave a child alone.

7. BEHAVIOUR　BE

- Find the system which can send the notification when the child crosses the geofence stores the database.
- Easy to use everyone who needs and more safety precaution also.
- The problem which were forced by the customer, while using a gadget and parents mobile via with or Bluetooth.

Focus on J&P, tap into BE, understand RC

3. TRIGGERS

- Increasing events of kidnapping in recent news a child who hasn't grown will enough to be ensure safety of self .
- Make awareness about the product directly to the people.
- Posting the product in social media.
- Advertisement is the best way to start triggering the people to use our app.
- Mobile applications are which is easily reachable for the remote side people

4. EMOTIONS: BEFORE / AFTER

BEFORE:
- Frustration ,Indetermination , Insecure.

AFTER:
- Security ,Determination, satisfaction, In control.

- Before using the gadget , It is difficulty to watch their children everytime.

- After using the gadget, the security is much stronger, so the parent can't panic about their children.

- Once they start to use the developed solution they might feel free to focus on their work and also surveillance of their children would happen with dare to any point of time.

10. YOUR SOLUTION

- Designing a gadget for protecting the kids and alerting the parents in emergency situations.
- Child tracker helps the parent in continuously monitoring the child's location.
- They can simply leave their children in parks, schools and create a geofence around the particular location.
- The notification will be generated when the child crosses the geofence.
- Notifications will be sent according to the child's location to their parents/caretaker.
- The entire location data of the child will be stored in the database.

8. CHANNELS of BEHAVIOUR

8.1 ONLINE
- Apps and add -one can be developed to track the live location of children.
- The customer can continuously monitor the database of the child's location in online.
- Online self-efficiency does not reduce risk exposure.

8.2 OFFLINE
- Sensor and other detectors can be developed.
- Parents have to keep their child safety.