Project Title: IoT Based Safety Gadget for Child Safety Monitoring and Notification

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|  | **3. TRIGGERS TR**  What triggers customers to act? i.e. seeing their neighbor installing solar panels, reading about a more efﬁcient solution in the news.  **TR: On by watching neighbors** | **10. YOUR SOLUTION**  **SL**  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 behavior.  SL:The perfect output of my problem solution is designing a IOT based wearable gadget with pressure sensor,to monitor children from attackers and thief | 1. **CHANNELS of BEHAVIOR**   **CH**   * 1. **ONLINE**   What kind of actions do customers take online? Extract online channels from #7  **CH:**  A quick response to queries   * 1. **OFFLINE**   What kind of actions do customers take ofﬂine? Extract ofﬂine channels from #7 and use them for customer development.  They have to take risk |  |
| **4. EMOTIONS: BEFORE / AFTER**  **EM**  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.  EM:BEFORE:Insecure AFTER:feeling secured ,happy |

**Project Design Phase-I** - **Solution Fit Template Team ID:** PNT2022TMID12698

