IoT Based Safety Gadget for Child Safety Monitoring & Notification

TEAM ID: PNT2022TMID36626

SCENARIO

IoT Based Safety Gadget for Child Safety Monitoring & Notification

Steps

What does the person (or group) typically experience?

What interactions do they have at

Places: Where are they?

orphysical objects would they use?

Goals & motivations

At each step, what is a person's primary goal or motivation? ("Helpme..." or "Helpme avoid...")

Positive moments

What steps does a typical person find enjoyable, productive, fun,

What steps does a typical person find frustrating, confusing, angering,

better? What ideas do we have? What have others suggested?

Entice

How does someone initially become aware of this process?

Product arrive at tour Read the gui de &

Engage

happens?

Gadget arrives in a we packed fragile-labele package

In the core moments

in the process, what

Provi de the

Exit

What do people

typically experience

as the process finishes?

Interactions

each step along the way?

People: Who do they see or talk to?

Things: What digital touch-points

motivating, delightful, or exciting?

costly, or time-consuming?

How might we make each step

Enter

What do people

experience as they

begin the process?

The customer looks for the manua l or guide, often from the box as

buy this gadget

most of this gadget

People lov e the product, we ha ve a 98%satisfaction

child at home with good feelings and no anxieties

generally leave home s feeling relieved

gadget

ated when the

situation, the product alerts the

I've bought

How might we extend

enhance my child's safety e ven furth er

Negative moments

Areas of opportunity

of fear of ommitment at this

How might we make our manua I easily understandable(via colorful illustrations?)

leaving a review as

How might we equip people to have a back-up in case the product fails?

Howmight we make it clear that the

Ho w might we

What happens after the

experience is over?

Extend