IoT Based Safety Gadget for Child Safety Monitoring & Notification

TEAM ID: PNT2022TMID36630

SCENARIO

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What does the person (or group)

Steps

typically experience?

Interactions

What interactions do they have at each step along the way?

People: Who do they see or talk to?

Places: Where are they?

Things: What digital touch-points 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, motivating, delightful, or exciting?

What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?

Areas of opportunity

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

Entice

How does someone initially become aware of this process?

Start purchase of safety gadget

Enter

What do people

experience as they

begin the process?

Product arrive at tour

Engage

happens?

Gadget arrives in a we packed fragile-labeled package

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

In the core moments

in the process, what

Read the gui de &

Provi de the

Exit

gadget

ated when the is alone

What do people

typically experience

as the process finishes?

Extend

What happens after the

experience is over?

enhance my child's safety e ven furth er

Negative moments

How might we make each step

most of this gadget

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

child at home with good feelings and no anxieties

I've bought

of fear of ommitment at this

How might we make our

generally leave home s feeling relieved

leaving a review as

Howmight we make it clear that the

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

Ho w might we