IoT Based Safety Gadget for Child Safety Monitoring & Notification

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SCENARIO

IoT Based Safety Gadget for Child Safety Monitoring & Notification

Steps

What does the person (or group) typically experience?

People: Who do they see or talk to?

Places: Where are they?

Goals & motivations

primary goal or motivation? ("Help me..." or"Helpmeavoid...")

Positive moments

What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?

Negative moments

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

How might we make each step better? What ideas do we have? What have others suggested?

Entice

How does someone initially become aware of this process?

Buying infa nt

Visit website or app

Enter

What do people experience as they begin the process?

Start purchase of safety

Confirm payment & purcha se

Product arrive at tour gui de &

Engage

happens?

In the core moments

in the process, what

with the produc

Exit

Provi de the gadget to the

gadget

is alone

Depending on the situation, the product alerts the

What do people

typically experience

as the process finishes?

Prompt for

Extend

What happens after the

experience is over?

Interactions

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

Things: What digital touch-points orphysical objects would they use?

At each step, what is a person's

costly, or time-consuming?

Areas of opportunity

web site or app

using this product

Help me leave the child at home with good feelings and no anxieties

safety e ven furth er

readrevie ws writ ter

of fear of

commitment at this

Trepidation about the purchase ("I hope this will be worth it!")

People fee I peer pressure to use a safety gadget on a child instead of hiring a nanny

generally leave home s feeling relieved

clear that the

people to have a back-up in case the product fails?

feeling review

leaving a revie w as

Ho w might we

rates (15% of people provide a review)