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

Project Design Phase-I - **Solution Fit Template**   **Team ID:** PNT2022TMID38953

Define CS, fit into | **Focus on J&P, tap into BE, understand RC**

1. CUSTOMER SEGMENT(S)   CS
Who is your customer?
Working parents of (0-5)years kids.

6. CUSTOMER CONSTRAINTS   C
What constraints prevent your customers from taking action or limit their choices of solutions?
limited CPU,memory and power resources,security constraints,health issues,accuracy problem,poor data

5. AVAILABLE SOLUTIONS   AS
Which solutions are available to the customers when they face the problem or need to get job done that they have tried in past?Pros and cons?

Detecting and preventing machine failures,Standards and intelligent analysis of actions,improve security issues,

Explore AS, diffe | **Focus on J&P, tap into BE, understand RC**

2. JOBS-TO-BE-DONE / PROBLEMS   J&P
Which jobs-to-be-done (or problems) do you address for your customers?

IMPROVE SAFETY AND SECURITY,DON'T RELY ON CLOUD TECHNOLOGIES,UPDATE YOUR IoT DEVICE REGULARLY,consider security solution and tools

9. PROBLEM ROOT CAUSE   RC
What is the real reason that this problem exists?what is the back story behind the need to this job?

Escalated cyberattacks,malware,vulnerabilities,complex environments,5G connectivity,heavy use of GPS.

7. BEHAVIOUR   BE
What does your customer do to address the problem and get the job done?
Portable browsers and proxy sites to address the issues of the customers directly and develop a customer centric culture, collect feedback regularly to avoid problems

Identify strong TR &

3.   T
What triggers customers to act?
seeing their neighbour monitoring their child , need to be proactive

10. YOUR SOLUTION   SL
By avoiding technical difficulties and data interrupt child can be located accurately and precise condition can be monitored

8. CHANNELS OF BEHAVIOUR   C
8.1 ONLINE
Contact the support team and they can use the functionality guideline video to correct the malfunction and by directly giving feedback

8.2 OFFLINE
Use the manual to effective use of gadget and correct the malfunctions

4. EMOTIONS: BEFORE / AFTER

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M Anxious,worried,lost, insecure > confident, ease,calmness,relaxed.