Problem-Solution fit canvas 2.0

Purpose / Vision

1. CUSTOMER SEGMENT(S) `CS`

Who is your customer?
i.e. working parents of 0-5 y.o. kids

Customers who deal with handwritten numbers include banking industries, educational institutions, and other railroads, businesses, etc.

6. CUSTOMER CONSTRAINTS `CC`

What constraints prevent your customers from taking action or limit their choices of solutions? i.e. spending power, budget, no cash, network connection, available devices.

Proper internet connectivity is required and user must enter appropriate details for accurate results
Customer must read the guidelines for better usage

5. AVAILABLE SOLUTIONS `AS`

Which solutions are available to the customers when they face the problem or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking

There are no commonly used programs that can read handwriting; instead, they confirm the number with other individuals

2. JOBS-TO-BE-DONE / PROBLEMS `J&P`

Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one; explore different sides.

Handwritten numbers may occasionally be challenging to comprehend andanalyze.
If you're dealing with sloppy handwriting, errors might happen.

9. PROBLEM ROOT CAUSE `RC`

What is the real reason that this problem exists?
What is the back story behind the need to do this job?
i.e. customers have to do it because of the change in regulations.

In order to recognise handwritten numbers, we must overcome many obstacles.
because to varying scribbling habits of individuals and a lack of Optic character recognition This study provides a thorough comparison of several machine literacy and deep literacy approaches

7. BEHAVIOUR `BE`

What does your customer do to address the problem and get the job done?
i.e. directly related: find the right solar panel installer, calculate usage and benefits; indirectly associated: customers spend free time on volunteering work (i.e. Greenpeace)

Finding the finest software to more quickly and accurately recognise digits

3. TRIGGERS `TR`

What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news.

To rapidly and precisely collect the statistics.

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.

When numbers are not entered, customer feels angry and depressed

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 behaviour.

The Handwritten Digit Recognition System, which uses an image of a digit to identify the digit contained in the image, offers a solution to this issue. To recognise handwritten numbers, a convolutional neural network model created using PyTorch was deployed to the MNIST dataset.

8. CHANNELS of BEHAVIOUR `CH`

8.1 ONLINE
What kind of actions do customers take online? Extract online channels from #7

The software enlisting the help of individuals around to identify the numerals printed written by the user

8.2 OFFLINE
What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.

The software that is accessible both online and offline