## ΚT

# **IoT Based Safety Gadget for Child Safety Monitoring & Notification TEAM ID: PNT2022TMID36647**

## **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 each step along the way?

People: Who do they see or talk to?

At each step, what is a person's primary goal or motivation?

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

## Areas of opportunity

## Entice

How does someone initially become aware of this process?

Visit website or app

Start purchase of safety gadget

Engage

happens?

In the core moments

in the process, what

gui de &

Experience the product

Provi de the

What do people

typically experience

as the process finishes?

Exit

Writing & submitting review

What happens after the

experience is over?

Extend

Interactions

Places: Where are they?

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

## Goals & motivations

("Help me..." or"Helpmeavoid...")

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

costly, or time-consuming?

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

Specifications section of our Main

web site or app

using this product

Enter

What do people

experience as they

begin the process?

oacked fragile-lai package

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

generally leave home s feeling relieved

gadget

Often product gets activated when the chi is alone

Depending on the situation, the product alerts the

I've bought

safety e ven furth er

Positive moments

# Negative moments

What have others suggested?

It's reassuring to readrevie ws writ ten

Help meunderstand what this gadget is all

of fear of

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

Howmight wemake it clear that the product would give 100% efficiency?

people to have a back up in case the produc fails?

Ho w might we

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

feeling review

leaving a revie w as an arduous process

Ifother usersinteract with thisperson, they will see these purcha sed items also