

Define CS, fit into CC	<div>1. CUSTOMER SEGMENT(S)<div>CS</div><p>Who is your customer?</p><p>i.e.</p><p>Working with deaf and dumb people's</p></div>	<div>6. CUSTOMER CONSTRAINTS<div>CC</div><p>Who constraints prevent your customers from taking action or limit their choices?</p><p>Network connection,available source device</p></div>	<div>5. AVAILABLE SOLUTIONS<div>AS</div><p>Which solutions are available to the customers having face problem?</p><p>Lack of Noice injure&amp; base on heridity</p></div>	Explore AS, different
	<div>2. JOBS-TO-BE-DONE / PROBLEMS<div>JP</div><p>Which jobs-to-be-done(or problems) do you</p><p>Address for your sutomers?</p><p>More number of affective peoples</p></div>	<div>9. PROBLEM ROOT CAUSE<div>RC</div><p>What is the real reason of problem exists?</p><p>What is the back story behind the need to do this job?</p><p>i.e. customers have heridity and sound infections</p></div>	<div>7. BEHAVIOUR<div>BE</div><p>What does your customer do to address the problem and get the job done?</p><p>Customers have more benefits using this project while communication for deaf-dumb peoples</p></div>	
Focus on J&P, tap into BE, understand RC				

<div>3. TRIGGERS<div>TR</div><p>What tiggers customer to act?</p><p>Deaf-dumb peoples are lot of struggles to Faced in communication</p></div>	<div>10. YOUR SOLUTION<div>SL</div><p>if your are working on an existing write down the solution first?</p><p>Collecting dataset preprocessing the data train &amp; test the model and predict our output</p></div>	<div>8. CHANNELS of BEHAVIOUR<div>CH</div><div>8.1 ONLINE</div><p>Effected people's are verified by online</p><div>8.2 OFFLINE</div><p>Predict our result</p></div>
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4. EMOTIONS: BEFORE / AFTER

EM

How do customers feel when they face a problem or a job and afterwards?  
Insecure>confident in control - using it in your communication strategy