Explore AS, differentiate

1. CUSTOMER SEGMENT(S)

CS

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

- Health Conscious people above the age of 13
- People who are suffering from lifestyle diseases

6. CUSTOMER CONSTRAINTS

9. PROBLEM ROOT CAUSE

diseases



RC

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.

- Spending more time to get satisfactory result
- Loss in motivation due to external reason

5. AVAILABLE SOLUTIONS



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

- Free online fitness videos
- Gym
- Diet Plans
- Fitness App

2. JOBS-TO-BE-DONE / PROBLEMS

There could be more than one; explore different sides.



\A/I-

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.

- Fruits Classification
- Tracking user's day to day progress
- Design user friendly UI to create the urge to use the application

Which jobs-to-be-done (or problems) do you address for your customers?

- To enjoy the life without lifestyle
- To get rid out of lifestyle diseases
- To look well in eyes of society

7. BEHAVIOUR



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 yolunteering work (i.e. Greenpeace)

- Following social media's unproven diet plan
- Getting suggestion from colleague
- Tracking their fitness process through notebook

3. TRIGGERS



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

Got to heard a lot of advantages of this app through colleagues, reading blog or seeing video about negative effects of unhealthy diet

4. EMOTIONS: BEFORE / AFTER



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.

Before: insecure, experience bullying

After: feel confident, improvement in efficiency of doing tasks.

10. YOUR SOLUTION



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.

Fruits Classification from a image taken by user using Convolutional Neutral Networks and thus giving exact nutitional values.

8. CHANNELS of BEHAVIOUR



8.1 ONLINE

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

social media influencer videos , blogs, post, fitness app

B.2 OFFLINE

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

gym, colleagues, notebook



EM

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Identify strong

