

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

Project Design Phase-I - Solution Fit Template

Team ID: PNT2022TMIDxxxxxx

Define CS, fit into CC	<div>1. CUSTOMER SEGMENT(S)<div>CS</div><div>Who is your customer? i.e. working parents of 0-5 y.o. kids</div><div>Parents</div><div>CS: working parents whose children are 0-5yrs</div></div>	<div>6. CUSTOMER CONSTRAINTS<div>CC</div><div>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</div><div>Budget</div><div>CC:The average visit of duration or last date of visit of customers</div></div>	<div>5. AVAILABLE SOLUTIONS<div>AS</div><div>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</div><div>Wearable gadget-pressure sensor</div><div>AS:Today ,the recent technology which helps in wearable gadget is IOT based pressure button ,where in past days it is not implemented,because of which children can be safe</div></div>	Explore AS, differentiate
	<div>2. JOBS-TO-BE-DONE / PROBLEMS<div>J&P</div><div>Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one; explore different sides.</div><div>Creation of pressure sensor</div><div>J&P:The user can apply pressure to the device by squeezing and pressing and detect and call to the parents or guardian</div></div>	<div>9. PROBLEM ROOT CAUSE<div>RC</div><div>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.</div><div>Child monitoring</div><div>RC:Due to the attackers ,the for children is difficult.so,in order to overcome this,we have found latest technology of wearable child monitoring system</div></div>	<div>7. BEHAVIOUR<div>BE</div><div>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)</div><div>Better maintenance</div><div>BE:</div><div>1)In order to protect children</div><div>2)Parent's should do proper maintenance</div></div>	
	<div>3. TRIGGERS<div>TR</div><div>What triggers customers to act? i.e. seeing their neighbor installing solar panels, reading about a more efficient solution in the news.</div><div>TR: On by watching neighbors</div></div> <div>4. EMOTIONS: BEFORE / AFTER<div>EM</div><div>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.</div><div>EM:BEFORE:Insecure</div><div>AFTER:feeling secured ,happy</div></div>	<div>10. YOUR SOLUTION<div>SL</div><div>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 behavior.</div><div>SL:The perfect output of my problem solution is designing a IOT based wearable gadget with pressure sensor,to monitor children from attackers and thief</div></div>	<div>8.CHANNELS of BEHAVIOR<div>CH</div><div>8.1 ONLINE What kind of actions do customers take online? Extract online channels from #7</div><div>CH:</div><div>A quick response to queries</div><div>8.2 OFFLINE What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.</div><div>They have to take risk</div></div>	
Identify strong TR & EM	Identify strong TR & EM			