# Píoject Design Phase-I - Solution Iit

# Identify strong TR & EM

3. 1°RIGGERS

12R

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

Seeing theií neighboí faímeís have a betteí yield by usage of natuíal oí non- natuíal means

## 4. EMOTIONS: BETORE / ATTER



How do customeís feel when they face a píoblem oí a job and afteíwaíds? i.e. lost, insecure > confident, in control - use it in your communication strategy & design.

Befoie: insecuie > stiength / tiust of giowth: Aftei

### 10. YOUR SOLU PION



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.

An interactive, visualization dashboard that precisely indicates the predictions of the needed parameters for farmers to get insights about what is needed. It is a one-stop solution and there is no extra setup that is required.

### 8. CHANNELS of BEHAVIOUR



### 8.1 ONLINE

What kind of actions do customeís take online? Extíact online channels fíom 7

None

### 8.2 OÏÏLINE

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

- 1 Yiying to use pesticides and feitilizeis that inciease gain but cause haim
- Iííigation channel changes