J&P

#### **6.CUSTOMER CONSTRAINTS**

Сс

#### 5. AVAILABLE

 Archaeologist • Ornithologist

Define CS, fit into

on J&P, tap into BE,

Sn

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Define CS, fit into

- Entomologist
- Common people

**Furious**-It makes furious on not getting an idea of new things. Fizzle-Not completing an ideas properly

• By searching in books, e-books, online websites etc...

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

> • By gathering the information from the peoples and come understanding

# 2. JOBS-TO-BE-DONE / **PROBLEMS**

# 9. PROBLEM ROOT CAUSE

What is the real reason that this problem exists?

### 7. BEHAVIOUR

What does your customer do to address the problem and getthe 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)

• Customer satisfaction is more important

- Providing the correct information to the researchers & customers, wildlife photographers
- easily accessible and it should be more user friendly
- negotiating the unwanted stuffs

- Too much of data cannot be stored by any human or they may forgot
- Need depend on experts
- Lack of study in the sequence of things
- Unaware of the object
- New to environment
- When the user Don't have the knowledge about particular thing (flora and fauna) this kind of situation occurs.
- In important situation not gaining the proper information

## 3. TRIGGERS

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

## 10. YOUR SOLUTION

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What kind of solution suits Customer scenario the best? Adjust your solution to fit Customer behaviour, use Triggers, Channels & Emotions for marketing and communication.

## **8.1 ONLINE CHANNELS**

SL

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

CH

• Seeking for self-gratification by identity the thing

- Enthusiastic on learning new things
- To help peoples to get extra knowledge about the
- thing in (flora and fauna)

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&

**BEFORE**-Knowledge about the wildlife and flora and fauna will be quite lesser

**AFTER**-Gaining more information by a resource Will make a satisfaction on getting

In this project, we are creating a web application which uses a deep learning model, trained on different species of birds, mammals flowers and subclasses in each for a quick understanding) and get the prediction of the bird when an image is been given

8.2 OFFLINE CHANNELS

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

> • Using the guide books we can take the information about the species

All features are accessible

Using the internet search

Social media we can get

during online

the species

the resource

• Collecting the information from the tourist guide will be more help full

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

Focus on J&P, tap into BE, understa

CH

Explore AS, differentiate