## Project Design Phase Problem – Solution Fit Template

Date:	1.07.2025	
Team Id:	LTVIP2025TMID52456	
Project Name:	Measuring the pulse of prosperity: An Index of economic freedom analysis	
Maximum Marks:	2 Marks	

Problem – Solution Fit Template:

The Problem-Solution Fit simply means that you have found a problem with your customer and that the solution you have realized for it actually solves the customer's problem. It helps entrepreneurs, marketers and corporate innovators identify behavioral patterns and recognize what would work and why

## Purpose:

- 1. Solve complex problems in a way that fits the state of your customers.
- 2. Succeed faster and increase your solution adoption by tapping into existing mediums and channels of behavior.
- 3. Sharpen your communication and marketing strategy with the right triggers and messaging.
- 4. Increase touch-points with your company by finding the right problem-behavior fit and building trust by solving frequent annoyances, or urgent or costly problems.
- 5. Understand the existing situation in order to improve it for your target group.

## Template:

Define CS, fit into CC	1. CUSTOMER SEGMENT(S)  Who is you customer?  I.e. working parents of 0-5 y.o. kids	CUSTOMER CONSTRAINTS  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.	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 stied in the past? What prox 8 come do these solutions have? I.e. pen and paper is an alternative to digital noteraking
Focus on J&P, tap into BE, understand RC	2. JOBS-TO-BE-DONE / PROBLEMS Whith jobs-to-be-done (or problems) do you address for your customers? There could be more than one; explore different aides.	9. PROBLEM ROOT CAUSE What is the real reacon that this problem exists? What is the beack routy beliefed the need to do this job? Le. customers have to do it because of the change in regulations.	7. BEHAVIOUR  What does your customer do to address the problem and get the job down?  Le. directly related, find the night address the problem and get the job down?  Le. directly related, find the night address the problem and per the job down?  Let t
ng TR & EM	3. TRIGGERS  What triggers outcomers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news.	10. YOUR SOLUTION  If you are working on an existing business, withe down your current solution first, fill in the canvas, and check how much it fise 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.	8. CHANNELS of BEHAVIOUR 8.1 ONLINE What kind of actions do customers take online? Extract online channels from 87
Identify strong	4. EMOTIONS: BEFORE / AFTER  Now do customers feel when they face a problem or a job and afterwards?  Le. lost, insecure > confident, in control - use it in your communication strategy & design.		8.2 OFFLINE What kind of actions do outstomers take offline? Extract offline channels from #7 and use them for outstomer development.