ANNA UNIVERSITY NAAN MUDHALVAN – GUIDED PROJECT BRAINSTROMING TRANSPARENT EDUCATION DATA MANAGEMENT

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TEAM ID	NM2023TMID04485
PROJECT NAME	DRUG TRACEABILITY
COLLEGE NAME	SSM COLLEGE OF ENGINEERING

Ideation&Brainstorming:

BRAINSTROMING IDEAS

TEAM GATHERING

- 1.Ajith.M
- 2. Akshay. G
- 3. Anitha. S
- 4. Anurithi Gantthi. K
- 5. Vignesh.K

GOAL

Developing a system for drug traceability using blockchain technology is a critical application that can enhance patient safety and ensure the authenticity of pharmaceutical products

AJITH.M

• User Access and Roles:

- Identify the different roles and permissions for participants in the system, e.g., manufacturers, distributors, pharmacists, and consumers.
- Data Input Mechanism:
- Determine how data will be recorded on the blockchain. This could be through IoT sensors, barcode scanning, or manual entry.

AKSHAY.G

Verification Process:

- Develop a mechanism for verifying the authenticity of a drug. This could involve scanning a QR code or accessing a web portal to check the blockchain.
- Smart Contracts:
- Implement smart contracts for automating certain processes, such as payment between parties, alerts on product recalls, and compliance with regulatory requirements.

ANITHA.S

•1.Privacy and Security:

- Explore methods to protect sensitive information and ensure privacy. Consider using zero-knowledge proofs or other privacy-enhancing technologies.
- Data Analytics:
- Implement data analytics tools to track and analyze the movement of drugs throughout the supply chain. This can help identify trends and potential issues.

ANURITHIGANTHI.K

•Global Reach:

 Consider how the system can be designed to facilitate international drug traceability, addressing global supply chain issues.

Sustainability:

•Explore the environmental impact of the blockchain system and aim for sustainable practices.

VIGNESH.K

•Testing and Pilots:

 Conduct extensive testing and pilot programs involving various stakeholders to identify and resolve issues.

Feedback Mechanism:

•Create a feedback loop to continuously improve the system based on the experiences and suggestions of users.