**Tech Addiction…**

**Problem Solving**

**And**

**Design Thinking…**

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## Agam Aggarwal – 20CSU203

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1. **EMPATHY MAP :**

Diagram

Description automatically generated

|  |  |
| --- | --- |
| PAIN POINTS | GAIN POINTS |
| 1. SCOLDINGS BY PARENTS  2. DEPRIVED OF SLEEP  3. WASTAGE OF TIME  4. FACING HEALTH ISSUES  5. TO INDULGE IN VIRTUAL WORLD | **1. REDUCES TRAVELLING TIME**  **2. SAVES PAPER**  **3. EASY AND USER FRIENDLY**  **4. HELPS TO CONNECT PEOPLE OVER LARGE DISTANCES**  **5. CAN FIND MANY TUTORIALS ON YOUTUBE** |

**PROBLEM STATEMENT: MOULIK, A UNIVERSITY STUDENT FACING TECH. ADDICTION DUE TO ALL THE CLASSES GOING ONLINE AND DEPENDING ON VIRTUAL MODE EVEN TO PERFORM HIS SMALL TASKS. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **MIND MAPPING:**

Timeline

Description automatically generated

Text

Description automatically generated

1. **PROTOTYPE POSTER:**

**Feedback :**

***Hence, from the feedback it is clear that most of the users think that SETTING UP A TIME LIMIT is the best way of avoiding tech addiction…***