#### **Ideation Phase**

# **Brainstorm & Idea Prioritization Template**

Date	22 June 2025
Team ID	LTVIP2025TMID32100
Project Name	Citizen AI
Maximum Marks	4 Marks

# **Brainstorm & Idea Prioritization Template:**

Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions.



#### Brainstorm & idea prioritization

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( ) 10 minutes to prepare 1 hour to collaborate

2-8 people recommended



Before you collaborate

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- 10 minutes

Team gathering
Define who should pedicipate in the session and send an invite. Share relevant information or purework aband.

Set the goal
 Think about the problem you'll be focusing on solving in the brainstoming session.

Open article →



#### Define your problem statement

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Defer judgment.





Go for volume. On if possible, be visual.



# Civic Issue Reporting

Users don't know where or how to report civic problems

Al chatbot with "Report an issue" button and natural language input

### Response Time

Users face delays or no feedback on complaints

Real-time Algenerated responses; autoacknowledgement of complaints

## **Accessing Govt Services**

Citizens find portals complex and spread across different websites

Centralized chatbased interface powered by AI to answer queries

#### **Easy Deployment**

Need for a fast and accessible prototype Google Colab + Gradio = No installation, browserbased access

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#### **Group ideas**

During the planning phase of the *CitizenAl – Intelligent Citizen Engagement Platform*, we brainstormed various features and grouped them based on functionality to prioritize and streamline development. The first group focused on the **User Interface**, where we chose to implement a simple and accessible chatbot using **Gradio**, allowing users to interact naturally without navigating complex forms or menus.

The next critical group centered around **AI and NLP capabilities**. We prioritized integrating a **natural language processing engine** using models like **IBM Granite** or **Hugging Face Transformers**. This enabled the platform to understand user queries and generate relevant, context-aware responses. Complementing this, we designed a robust **Issue Handling** system with predefined categories like potholes, water issues, or electricity problems, making it easier to classify and guide user complaints.

While developing the MVP, we also considered ideas under Feedback and Reporting, such as adding a rating system for chatbot responses and collecting user feedback to improve the model. These were marked as optional enhancements for later versions. More ambitious ideas fell under Authentication and Identity, such as integrating Aadhar-based login or secure OTP verification, which were postponed due to implementation complexity and legal requirements. Additional groups included Localization and Accessibility, where features like multi-language support and voice input were discussed to make the app more inclusive, especially for rural users. In terms of architecture, we grouped ideas under Backend and Data, aiming to use FastAPI for future scalability and a database to store complaint history and government schemes.

Lastly, **Government Integration** and **Notification Systems** formed the long-term vision of CitizenAl. These ideas included connecting the platform to official grievance portals and sending SMS/email updates for complaint tracking. Although high in impact, they were reserved for the roadmap phase due to their high complexity.



