|  |  |  |
| --- | --- | --- |
| **Problem Solving (A3) Report** | **Topic:** Virtual Time Capsule | **Date:** January 20, 2021 |
|  | **Name:** Fabian J. Matos Gierbolini |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1. Identify a Problem** | **PLAN** |  | **4. Propose & Implement Countermeasures** | **PLAN/DO** |
| * Making Time Capsules can be an arduous job. * Not all people have the space or time to make a time capsule. * Inability to cherish memories because people forget and there is no way to remember them. | |  | * Create an application to store photos, videos and other type of files, and make them unavailable to the user up to the date the user chooses. This would function as a virtual Time Capsule. * This program would allow people without the time and commitment to make an actual Time Capsule to create fast and easy. * This would allow people to cherish their memories easier. | |
|  | |  |  | |
| **2. Set the Target** | **PLAN** |  | **5. Check/Evaluate** | **CHECK** |
| Help people create time capsules, but in a more fast and easy way. With the integration of technology memories can be cherished long after the current times. | |  |  | |
|  | |  |  | |
| **3. Analyze the Causes** | **PLAN** |  | **6. Act and/or Standardize** | **ACT** |
| * People without the time and space are unable to make time capsules and go through the experience of being able to cherish memories in a new way. * It is mostly an activity made to analyze and retrospect on the advancement of times. | |  |  | |

Template by Ignacio Tampe