Problem Solving (A3) Report

Topic: Space for creators and projects

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1. Identify a Problem PLAN

Person has an
Idea for a fun project
And wants to develop.

Person needs to recruit people
Who are interested on the project.

Looks for friends
and other online forums for interested
individuals.

Looks in a platform in which the same
can be done with the
addition of other interested user
on the development of related products.
And even join someone else's project.
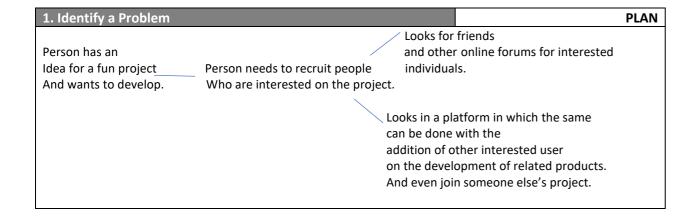
2. Set the Target PLAN

Target of the product would be creators. Be it artists, engineers and others. This range covers a large portion of the age spectrum.

This platform would provide a place in which they can look for and join interesting projects be it to get experience while making a fun project in their fields, start making their dream project, better ones technical skills, make connections and more. It's a meeting place for creators which can be divided by areas of interests like game design, music, videos, etc… Providing a direct way to other creators interested in the same areas. This product could also be implemented in schools and universities for assignment and different other activities.

Youtube creators and users age distribution

3. Analyze the Causes PLAN

Creators have a difficult time looking for people to join the passion projects, ideas and others. This is caused due to the overpopulated platforms focus on the creation of content but not the process nor directly communicating creators alike with one another. Making it difficult to look for individuals interested in joining projects.

Large amount of platforms
For creator

Competitive fields
and lack of online focus places
that focuses on connecting creators
directly

Difficulty finding
appropriate people
or projects to work with
or on.

4. Propose & Implement Countermeasures PLAN/DO

A countermeasure is the creation of a focused space in which creators can get together, look into their areas of interest and meet people who might be interested in joining their projects or otherwise. Providing said creators with a place to meet and even further down the line hold meetings and much more, with the goals of covering areas of the creating process, facilitating and providing the direct connection between them when all other platforms focus on the sole uploading of said creations but not this crucial initial process which makes or breaks the final product.

5. Check/Evaluate CHECK

ASK:
- Did the countermeasures work?
- Was the target achieved
- Can I verify that the Root Cause was eliminated (can I turn it off & on)
- If the Countermeasure was not effective, why didn't it work

SHOW:
The results; describe the reliability of the new process
TOOLS:
Line graph, pareto

6. Act and/or Standardize ACT

ASK:
- How will we ensure the process continues to work (stays solved)?
- What have we learned?
- Where else can we apply this learning?

SHOW:
New or changed procedures, plans to apply learning in other areas
TOOLS:
Standard Operating Procedures

Template by Ignacio Tampe