











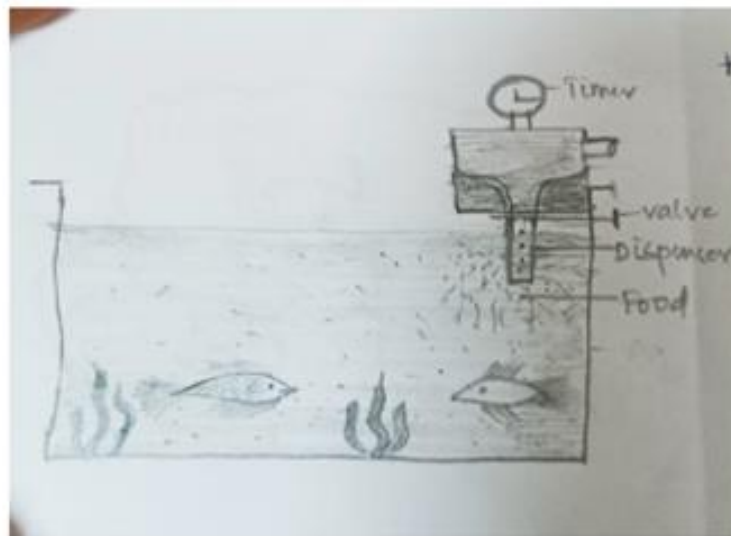




**NAME:** Automatic Fish Food Dispenser

**DESCRIPTION:** An automatic fish food dispenser is a device designed to simply the task of feeding the aquatic buddies by automatically dispensing their meals at scheduled times. Typically, it consists of a container for fish food, a programmable timer, and a mechanism to release the food into the water. It is attached to one corner of the aquarium and connected to electric supply. It is useful for the professionals working whole day and night.

**SKETCH:**



GROUP NUMBER : 11

K. Prajwal Krishna Singh (1602-20-736-091)

Sharanya Jawalkar (1602-20-736-103)

S. Shiva Kumar (1602-20-736-104)

Parameshwar (1602-20-736-330)



# Product Profile Ratings

1602-20-336-091 K. Pragna  
 1602-20-336-103 J. Chavanya  
 1602-20-336-104 S. Divya Kumari  
 1602-20-336-330 P. Animesh

Selection Criteria	1602-20-336-091	1603	336	Concepts	091	103	104
	A Automatic Fish Food Dispenser	B Face Wash Maker	C Headphone Cum Earring	D Taser Ring	E Stainless Table cloth	F Walk Fit	
Ease of Handling	+	+	-	+	+	+	+
Ease of use	+	<del>+</del> (-)	+	+	+	+	+
Readability of settings	+	0	+	+	+	+	+
Dose metering accuracy	0	0	0	0	0	0	0
Durability	-	-	+	+	+	+	+
Ease of manufacture	+	-	-	+	-	0	+
Portability	0	-	+	+	0	+	+
Sum +'s	(4)	(1)	(4)	(6)	(4)	(5)	
Sum 0's	(2)	(3)	(1)	(1)	(2)	(2)	
Sum -'s	(1)	(3)	(2)	(0)	(1)	(0)	
Net Score	(3)	(-2)	(2)	(6)	(3)	(5)	
Rank	(3)	(5)	(4)	(1)	(3)	(2)	
Continue?	yes.	NO	Combine	yes	yes	yes	yes

# Taser Ring

Product Name:

Sl. No	Factor	(5) Very High	(4) High	(3) Medium	(2) Low	(1) Very Low
1	Utility					
2	Need	✓				
3	Sales Appeal			✓		
4	Advantages and Improvements			✓		
5	Size of Market			✓		
6	Patentability			✓		
7	Research and Development Cost				✓	
8	Setup and tool cost advantage				✓	
9	Profit Potential					
10	Suitability of Engineering and facilities				✓	
11	Suitability of sales and distribution	✓				
12	Strength of company compared		✓			
13	Expected product life	✓				
14	Product compatibility	✓				

$$(20) + (0) + (18) + (6) = (44)$$

This learning method helped the students to understand the various sources of idea generation, brain storming process, listing and screening of new product ideas. The next step would be developing clear project proposal and design specifications. This may encourage them on the path of developing a new product and creating a startup idea.

## Experiential learning

Students learned through direct experience and reflection, gaining practical skills and knowledge by actually involving in hand on practice.





