## CAR RESALE VALUE PREDICTION

## **CUSTOMER JOURNEY MAP**

## **TEAM ID: PNT2022TMID53855**

## $\rightarrow$ 0 $\rightarrow$ (P) **SCENARIOS Entice** Enter **Engage** Exit Extend Browsing, booking car, How does someone What do people In the core moments What do people What happens after the comparing car values initially become aware of this process? typically experience as the process finishes? experience is over? experience as they in the process, what with desired need(i.e begin the process? happens? engine used colour brand etc) Steps Exiting after booking the car Comparing every cars to buy °∏, Using the car What does the person (or group) typically experience? Interactions The interaction is with the application to buy a car What interactions do they have at each step along the way? Phone, PC and browser • People: Who do they see or talk to? ■ Places: Where are thev? Things: What digital touchpoints or physical objects would they use? Goals & motivations At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...") Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting? **Negative moments** (F) What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming? Areas of opportunity How might we make each step better? What ideas do we have? What have others suggested?