PROJECT DESIGN PHASE - II CUSTOMER JOURNEY MAP

Date	3 rd October 2022		
Team ID	PNT2022TMID37486 University Admit Eligibility Predictor		
Project Name			
Maximum Marks	4 Marks		

UNIVERSITY ADMIT ELIGIBILITY PREDICTOR	Entice How does someone initially become aware of this process?	Enter What do people experience as they begin the process?	Engage In the core moments in the process, what happens?	Exit What do people typically experience as the process finishes?	Extend What happens after the experience is over?
Steps What does the person (or group) typically experience?	Visit a website or app Colleges Mostly shaders to achorisidge universities session or our worksten or app.	User mail id Enter username and password checklist details Connectusor mail id Student can enter by unifer piles user website by unifer piles user id and password cettels To check the student details	Engage the student Mandatery fields contains important details for university reference Students should enter their original documents	Student exparience whether they student that they can enter into this university Else better luck next time	The University council confirm the student admit card
Interactions What interactions do they have at each step along the way? People: Who do they see or talk to? Places: Where are they? Things: What digital touchpoints or physical objects would they use?	Publishing different adis people can see and talk about the university They can use heir softcopy of their marischeets	After seeing the advertisement university, with the people gets help of entering interested. The process is mentioned on the enter phase above	The students order into the websites of the university the university the course. The students should have contain create to enter into the students into the to university. The students should have contain create the way for the university admit our admit our admit our students.	This process tells clear details about to get clear content student eligibility They can choose Tell They can choose Tell Tell They can choose Tell Tell Tell Tell Tell Tell Tell Te	The students can get their expected course by the interaction
Goals & motivations At each step, what is a person's primary goal or motivation? ("Help me" or "Help me avoid")	This webpage The goal of the step helps to make the sadem and unready to get student. Student there expectations	The beginning of the process the students good to data here stigents got their course with sizend card.	The molive to get students placed in university university	They got their This motivate the upcoming students The goal and motive to attain the need of the students	After this the goals are attained by the university
Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?	After entering into the university has addent have officered from exhibites from exhibites from the university. That websites tells the earth activities in the university.	The students will experience different atmosphere They will connect better with seniors and juniors. They will be reward by certificates and gifts	The university tries to connect student with offerent activities The student will have lot of enjoyable	The student enjoy the process and create have fun great atmosphere	Create great experience to the student
Negative moments What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?	When students entered wrong informations Availability	Students might Students might There Some login issues Coessibility	Authendication may #many_student get fail secss smutaneously	Prediction might be resulted negatively and regard regard with intel process Students may feel disappointed	Student ray not get into right or coperation or copected universities
Areas of opportunity How might we make each step better? What ideas do we have? What have others suggested?	Viewing the rovieus in sacial media universities from parton about universities from passed out university students Asking to neighbours about the university	Onsport hely can view the infrastructure of the infrastructure of the university. They can get some real-time experience about university.	Students can try to connect with university environmen terms of the students can engage with their course process	Their better process will lead them into select in a top university. Scholarships can be provided to students.	After the completion of process, they can start their courses in university