Based on ten customer interviews and observations from the SmartFarmer - IoT Enabled Smart Farming Application

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Guided city tours

SCENAR

Browsing, booking, attending, and rating a local city tour

Steps

What does the person (or group) typically experience?

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 with 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

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?

Entice

How does someone initially become aware of this process?

Visit the website or app	Check the weather	Check the humidity
The user should navigate to our website or appl	The app first check the weather of particular location today	The app use hygrometer to measure the humidity

At the starting the customer will be worried about the process and they will think whether it will be effective

The primary goal of the customer is to understand about the app in depth, for better operation

Increased quality of production

It saves time and reduce labour cost

in some rural areas the network connectivity was poor

Some people don't know how to use the smart device

provide a simpler information about smart farming

Enter

What do people experience as they begin the process?

Login to the app	Check the soil moisture	Humidity of the soil	Switch on the motor
Login to the app by using mail or phone number	Using the app user can soil moisture whether it is dry or not	App can intimate the result	If the field is dry we car able to switch on the motor

The customer will get to handle application through the person who has the knowledge about that application

Initially the growth of the plants can be seen & it provides more hope to use the application

CURIOSITY

THEY WOULD FEEL CURIOUS IN USING THESE KINDS OF PRODUCT WHICH IS ENTIRELY NEW FOR THEM

Rural People express a bit of fear to use technology

By these technology most literate peoples are ready to do farming

Engage

In the core moments in the process, what happens?

Alert message	Switch on/off
Jser can get alert when certain soil humidity level reach	Using app user can switch on/off the motor anywhere

they will develop some sort of trust towards the application and will be eager to learn more about the application

THE GOAL OF THE USER IS TO MAKE CORRECT DECISION BASED ON THE SUGGESTION GIVEN BY THE PRODUCT.

EXCITING:

THE USER WILL BE EXCITED SEEING THE EFFICIENCY OF THE PRODUCT

MOTIVATION IS TO USE IT

Exit

What do people typically experience as the process finishes?

Ensure the yield of the crop	Submitting Feedback
After the growth of the crop we can Ensure the yield of the crop	The User can write are view and gives ideas of the app

They will be able to use the app with our technical assistance

THE MOTIVATION IS TO UTILIZE THE PRODUCT TO THE MAXIMUM AND TO GET THE BEST OUT OF IT.

HAPPY AND
PRODUCTIVE
PRODUCT REDUCES
THEIR PHYSICAL
PRESENCE AND PROVISE
GOOD YIELD AND
PRODUCTION IN
PRODUCTION IN

Extend

What happens after the experience is over?

Farming in the user profile	Personalized Word
In the customer profile they can see the data about the field.	Farmer should not engage themselves fulltime in the field, th can feel relax by usin this application

They will have good experience while using this app and they will have productive yields

They will expand their usage to other farming application

They may recommend their positive Feed back about the app and help people to work with the app