

## Customer experience journey map

Use this framework to better understand customer needs, motivations, and obstacles by illustrating a key scenario or process from start to finish. When possible, use this map to document and summarize interviews and observations with real people rather than relying on your hunches or assumptions.

Created in partnership w

Product School

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Date	17 OCTOBER 2022
Team ID	PNT2022TMID16746
Project Name	Estimate Crop Yield Using Data Analytics

## Document an existing experience

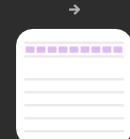
Narrow your focus to a specific scenario or process within an existing product or service. In the **Steps** row, document the step-by-step process someone typically experiences, then add detail to each of the other rows.

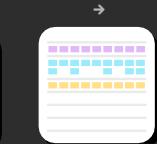


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Scenario	Entice	Enter	Engage	Exit	Extend
Estimation of crop yield	How does someone initially become aware of this process?	What do people experience as they begin the process?	In the core moments in the process, what happens?	What do people typically experience as the process finishes?	What happens after the experience is over?
Steps What does the person (or group) typically experience?	Login  Onboarding  Registration if New user  Login using User id and password	Visualization  User can view different dashboards	User can analyze and predict the way for profit	Greeting Users Feedback  Thanking users for using the Visualization Providing feedback form for knowing user's satisfaction	Real tim e Information Useful
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 touch points or physical objects would they use?	Useful and very informative  Advertisim ent in social media and newspaper  [Interaction with a thing ]	Free trail pages available Can loginwith Email accounts	User can perform analysis and interact with it for profit  They perform questionnaire among farmers and analyze	Experience of Digital Farming  Able to know about farming knowledge	Time Saving concept  User Friendly for any kind of users
Goals & motivations  At each step, what is a person's primary goal or motivation?  ("Help me" or "Help me avoid")	Help me for prediction Help me for Analyzing	Help me for better customer experience  Help me for User friendly	Help me track profit  Help me track profit  Help me avoid less  free trails	Help me with experts thought sharing  Help me for creating login credentials	Help me for high productivity  Help me to avoid user inconvenience
Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?	It is user friendly everyone can use it  Update in farming	Knows knowledge about exact quantity and usage	It is very useful and informative lit provides crop protection details	It is an update in farming Predicts proper irrigation	Ease of usage Prediction helps in increase of profit
Negative moments What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?	User has Fear of loss thought because it isnew	No difference between new and old system	Not possible  Thought of it will price high and exceed budget	Consumes loyalty of customers  Doubting It's success	Negative comments  Waste of tim e  Less Performance
Areas of opportunity  How might we make each step better? What ideas do we have? What have others suggested?	Increase crop value Increase customer	Using dashboard details users can increase their production  Making login and registration process simple increasing security	Updating Features and policies Updating database	User Interface can be improvised	Improve crop production Improve Quality of Crop











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