

## Project Design Phase 2

### Customer Journey Map

Date	19 October 2022
Team ID	PNT2022TMID51618
Project Name	Project – Natural Disaster Intensity Analysis and Classification using Artificial Intelligence
Maximum Marks	4 Marks

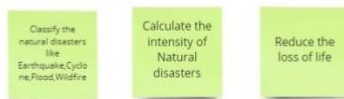
### Customer Journey Map for “Natural Disaster Intensity Analysis and Classification Using Artificial Intelligence”:

#### Step-1: Goals and needs



Game changers are people who introduce new practices to their organizations. They want inspire others to co-create and innovate together.

#### What are their key goals and needs?







#### What do they struggle with most?



#### What tasks do they have?



## Step 2: Journey Steps

Journey Steps Which step of the experience are you describing?	Discovery Why do they even start the journey?	Registration Why would they trust us?	Onboarding and First Use How can they feel successful?	Sharing Why would they invite others?
<b>Actions</b> What does the customer do? What information do they look for? What is their context?	Customer look for the name of the disaster	Connect with the game structure Emergency Take photos	preparedness Stay in a safe area or a shelter Practice safety drills Stay connected and updated	Creating awareness among the people Sharing the work experience during the natural disaster Sharing ideas to protect stores during disaster
<b>Needs and Pains</b> What does the customer want to achieve or avoid? <i>Tip: Reduce ambiguity, e.g. by using the first person narrator.</i>	Unwanted Advertisement Popup messages	Irrelevant informations Multiple verification steps Payed information	Try not to be panic Always keep emergency kits Plan for alternate location proper awareness programs should be conducted	Sharing necessary things to the people who have affected Sharing the effect of disaster through social media sharing disaster effect through phone calls or some intermediary
<b>Touchpoint</b> What part of the service do they interact with?	Press/Media social media Advertisement Flyers Telemarketing	Email Advertisements google notification	always keep first aid kit listen to local officials Be mindful of different kinds of disaster create an evaluation plan	sharing different preparations of disaster sharing food/cloths to the people proper acknowledgement and sharing the proper strategy behind the disaster
<b>Customer Feeling</b> What is the customer feeling? <i>Tip: Use the emoji app to express more emotions</i>				
<b>Backstage</b>				
<b>Opportunities</b> What could we improve or introduce?	A website can be created which identifies	The website can be made secure and more accurate so that it will	The customers can give a image as Input and the type of natural	The website can be made available to everyone who need to
<b>Process ownership</b> Who is in the lead on this?	After the website is created it will be in charge of NDRF	The NDRF team is in lead of the website.	The NDRF team is in lead of the website	The NDRF team is in lead of the website

### Step 3: Journey Outcomes

*What changes for them?*

## Outcome

Describe how the life and environment of the customer changes once they used the product or service.

### What are they able to do now?

Customers can easily identify the type of natural disaster.

Easy to identify the natural disaster when disaster image given as input.

Intensity identification when given a disaster image as input.

### What can they finally avoid doing?

No need for the continuous searching for the type of disaster.

No need to worry about the intensity calculation of that disaster.

They may not worry about image quality. Produce accurate result.

### What changed in my environment?

Earlier identification of natural disaster and intensity analysis.

Due to the product, there is a reduction of risk due to disaster.

The loss of lives and ecosystem are prevented due to easier identification