## **CUSTOMER JOURNEY MAP**

## **TEAM ID: PNT2022TMID37578**

## $\overline{\geq}$ 0 (P) **SCENARIOS Entice** Enter Exit **Engage** Extend Browsing, booking car, What do people experience as they What do people How does someone In the core moments What happens after the comparing car values initially become aware in the process, what happens? typically experience experience is over? with desired need(i.e of this process? begin the process? as the process finishes? engine used colour brand etc) Steps °∏. Using the car What does the person (or group) typically experience? Interactions 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 they? ■ 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** 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?