User journey

by the Design Team of Accenture Interactive NL

People 2–9

Time 30 min

Difficulty Beginner

Creating a user journey is a quick way to help you and your team gain a deeper understanding of who you're designing for, aka the stakeholder in your project. The information you add here should be representative of the observations and research you've done about your users. 🔍

	Register/Log in	Input marks	Output Prediction		
① Phases High-level steps your user needs to accomplish from start to finish					
② Steps Detailed actions your user has to perform	Get correct input from the user / Validate the candidate scores				
③ Feelings What your user might be thinking and feeling at the moment	Validate student marks / Create GUI to predict logic	Give an unethical inputs / Missing of modules			
④ Pain points Problems your user runs into	Unprediction for unethical inputs / Slow process / Inaccurate results will be provided for wrong inputs				
⑤ Opportunities Potential improvements or enhancements to the experience	Acquisition of input from the user / Less time managing and fall to resampling of data / Provide user-friendly environment				