# Project title: University Admit Eligibility Predictor

## Team ID:

SCENARIO

Predict the chance of admission for a student in universities



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?

Digital marketing

By means of social media platform and advertising on

By means of career guidance organized by their school and suggestions from alumni

Registration Students have to register their details

Students can view the details of the universities which were given by them

View details

Search for universities in preferred location

View the academic overview

Insight about universities of user's choice

experiencing this user friendly

Eventually foresee the next step to be taken

#### 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 physical objects would they use?

faculty and staff

Help to navigate various universit based on the

Reference to university's official page is provided

is communicating indirectly with the tour guide, who will

appropriate course when joining the university

#### Goals & motivations

At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")

spam websites

the application

Help me commit to the process ease throughout the process

Help me compare options to choose the best out of the

understand the

Help me leave the application with a relaxed feeling and

where the group met the guide, but not

Depending on the tour participant and guide, tipping/cash may be involved

courses offered by the

to other users

could be doing next

#### Positive moments

What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?

It's reassuring to us a well-designed application

Trustworthy to use an application with guaranteed privacy

Excited watching the demo videos on the process and the infrastructure of the university

Clear vision on the drawbacks they have to work on

Good review and word of mouth after using the application

### **Negative moments**

What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?

Students may also have doubts about the information that we have

May get disappointed when they didn't get expected output

Students might lose hope



## Areas of opportunity

How might we make each step better? What ideas do we have? What have others suggested?

We can collect review from users to prove the accuracy of the data that we are providing

Including a chat box where all the users can help the students with their experience to help may feel assertive

We can add supportive slogans in the websites, which may boost up the student's confidence

the website so that students get advice about their preparations and plans