CAR RESALE VALUE PREDICTION

CUSTOMER JOURNEY MAP

TEAM ID: PNT2022TMID01669

\rightarrow 0 \rightarrow (L) **SCENARIOS Entice** Enter Engage Exit Extend Browsing, booking car, How does someone What do people What happens after the What do people In the core moments comparing car values initially become aware experience as they begin the process? in the process, what typically experience experience is over? of this process? as the process finishes? with desired need(i.e happens? engine used colour brand etc) Steps Exiting after booking the car €∭ × What does the person (or group) typically experience? Interactions The interaction is with the application to buy a car What interactions do they have at each step along the way? Phone, PC and browser Online mode with using any smart devices • People: Who do they see or talk to? Places: Where are thev? ■ 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?