### Project Design Phase - II Customer Journey Map

Date	15 October 2022
Team ID	PNT2022TMID04052
Project Name	Plasma Donor Application
Maximum Marks	4 Marks

### PLASMA DONOR APPLICATION

Searching,
Requesting, and
donating plasma and
plasma donor

# 413

#### **Entice**

How does someone initially become aware of this process?



## **Enter**

What do people experience as they begin the process?



### Engage

In the core moments in the process, what happens?



### Exit

What do people typically experience as the process finishes?



## Extend

What happens after the experience is over?



### Steps

What does the person (or group) typically experience?





















### 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?

















span across website, iOS app, or Android

### Goals & motivations

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

about where to go donate plasma

If other users intera with this person, th will see the reward certificates of done

Help me see what I could be doing next enhance my health.



### 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?

People sometimes forget to enter all the details

People express a bit of fear while donating plasma

People expressed awkwardness about finding their donor

Recipient is unclear about whether the donor will donate plasma on-time.

### Areas of opportunity

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

How might we give appreciation or benefits to donor?