












Product Design Phase-II

Customer Journey Map

Date	08 October 2022
Team ID	PNT2022TMID23374
Project Name	Emerging Methods for Early Detection of Forest Fires
Maximum Marks	4 Marks

	<div>Entice</div> <div>How does someone not already become aware of this product?</div>	<div>Enter</div> <div>What do people experience as they begin to use the product?</div>	<div>Engage</div> <div>In what ways does the product engage, add or improve?</div>	<div>Exit</div> <div>What do people do to get away from the product?</div>	<div>Extend</div> <div>What happens after the experience is over?</div>
<div>Steps</div> <div>What steps are people going through to use the product?</div>	<div>Find the solution</div>	<div>Look at other developments and work around the subject.</div>	<div>They feel confused</div> <div>Don't know where to start</div>	<div>Getting used to the process</div> <div>start to get a hang of it</div>	<div>understand the process</div> <div>feel very convinced with experience</div> <div>It can implemented in multiple areas</div>
<div>Interactions</div> <div>What are the interactions that people have with the product?</div>	<div>Look at other developments</div> <div>Research about the products related to the domain on the web.</div> <div>Talk with others about the product.</div>	<div>They report to the UI the product.</div> <div>Figure out how to use the product with no errors.</div>	<div>Customise the software according to their requirements.</div> <div>Learning to use it in the most efficient way possible.</div>	<div>Become good at using the software</div>	<div>Recommend the software to other stations</div>
<div>Goals & motivations</div> <div>What are the goals and motivations that people have for using the product?</div>	<div>To preserve our forests and wildlife.</div> <div>To help the forest department.</div>	<div>Get used to the software.</div> <div>Learn how to use it.</div>	<div>Get to know the core of the software.</div> <div>To find out any bugs.</div>	<div>To verify the credibility of the software.</div>	<div>report about the software</div>
<div>Positive moments</div> <div>What are the positive moments that people experience while using the product?</div>	<div>Makes their work easier.</div> <div>enables us to protect the forest in a efficient manner.</div>	<div>good looking and responsive User interface</div>	<div>mostly accurate</div> <div>reduces the reaction time</div>	<div>Improvement in reaction time in case of a forest fire</div> <div>better response depending on the situation</div>	<div>Worthy of sharing the details of the product.</div>
<div>Negative moments</div> <div>What are the negative moments that people experience while using the product?</div>	<div>getting confused on how the product works</div>	<div>not able to get used to the product</div> <div>Too overwhelming for some individuals</div>	<div>Not accurate all the time.</div> <div>Predictions may be affected depending upon the weather.</div>	<div>It might take sometime for the software to start</div>	<div>Thinking about how much we can depend on the software</div>
<div>Areas of opportunity</div> <div>What are the areas of opportunity that people experience while using the product?</div>	<div>Make it easier for the users to understand the product</div> <div>Include tutorials when the software is opened for the first time.</div>	<div>Include a walk through of the software</div>	<div>Make the user interface as responsive as possible</div>	<div>Get regular feedback from the users</div>	<div>improve the credibility of the software</div>