User journey

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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. 🔎



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| --- | --- | --- | --- | --- |
| **1 Phases**  High-level steps your user needs to accomplish from start to finish | **Register / Login** | **Input Text** | **Translation** |  |
|  | | | | |
| **2 Steps**  Detailed actions your user has to perform | **Check and Verify the find approriate**  **approriate text from**  **text input user input** |  |  |  |
|  | | | | |
| **3 Feelings**  What your user might be thinking and feeling at the moment | **Identify the Create GUI Recognize language in to predict**  **Text the given the digit**  **text** |  |  |  |
| **Giving an Invalid pixel Missing of unethical size modules inputs** |  |  |  |
|  | | | | |
| **4 Pain points**  Problems your user runs into | **Fail to grab Unprediction Fail to sense the of text given the color of character to by the user the images**  **the grid of text** |  |  |  |
|  | | | | |
| **5 Opportunities**  Potential improvements or enhancements to the experience | **Acquisition Provide user less time of input enhancability managing from the in digital text and fail to**  **user system resampling**  **of data** |  |  | **TIP**  Click on the + outside the border of the table to add additional rows and columns. |