

Customer experience journey map

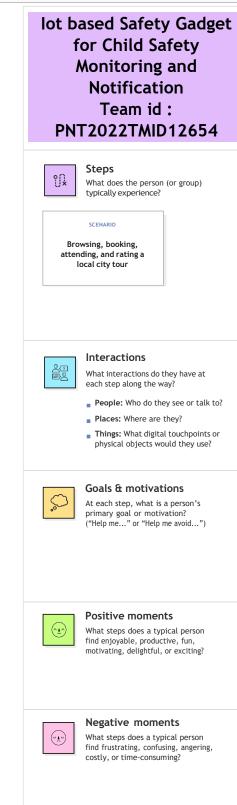
Use this framework to better understand customer needs, motivations, and obstacles by illustrating a key scenario or process from start to finish. When possible, use this map to document and summarize interviews and observations with real people rather than relying on your hunches or assumptions.

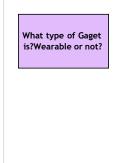
Created in partnership with

Product School









Entice

How does someone

of this process?

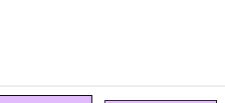
initially become aware

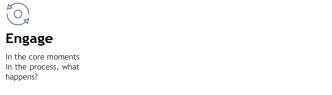


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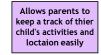


What do people typically experience as the process finishes?



What happens after the experience is over?





The wearable device has a lot of inbuilt features to track the location of the child

The device has a GPS to track the childs locaton

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Notify the parents/ guardians if any onormal conditions are happened

The exact location of the child would be known to the parents and can be verifed in the website too

Interactions

each step along the way?

- Places: Where are they
- Things: What digital touchpoints or

Interaction in a place

The device works on IBM watson platform Step 2:

Step 1:

It uses IBM's cloudervices to store dataabout the child'slocation

It uses cloudervices to store child's location past and present also

The gadget will make use of GPS and a python script to publish the location details to the IBM IoT platform

The Gadget sends immediate response to the user if the child crossesthe goofence (particular location)

Data is stored in a web application is user riendly and secure created using the Node Red Service.

Goals & motivations

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

Goal or motivation High performance in terms of simple usage and security

Step 3:

Any time usage backed up by power supply

To safeguard the child from threats

. This gadget continuously monitors the individual children's location

Increased safety and security

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

Description of a positive moment

environment for children to move

Step 4:

High level with increase in performance

Increased reliability towards technology and reduced towards guardians.

clearly rings an alarm which the nearby public or nearby station immediately

Panic button helps the child feel more safer safer

Negative moments

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

Description of a

The battery life required for these devices is more

Step 5:

Material should be fexible and have low cost

Material should not be high cost and should not be irritaable to skin.

Comfort of the user should be given more priority

Location updates must be fast and continuous

Areas of opportunity How might we make each step

better? What ideas do we have

What have others suggested?

ldea

Additional sensors can be added to improve

Step 6:

Solar batteries and replaceable batteries are improve the life of system.

More features like geofencing can be integrated

The device must be non removable to track the child's activity

The device must be affordable/low cost effecient





