1 0 \rightarrow (L) **SCENARIOS** Entice Enter Exit Extend Engage Browsing, booking car, How does someone What do people What do people What hannens after the In the core moments comparing car values initially become aware typically experience experience as they in the process, what evperience is over? as the process finishes? of this process? with desired need(i.e. begin the process? happens? engine used colour brand etc) Steps Exiting after booking the car €∫} Using the car What does the person (or group) typically experience? Interactions What interactions do they have at each step along the way? Phone, PC and browser 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?