## Project Design Phase-II Customer Journey Map

| Date          | 08 October 2022  |
|---------------|--|
| Team ID       | PNT2022TMID10443   |
| Project Name  | Project - Emerging Methods for Early Detection of Forest Fires |
| Maximum Marks | 4 Marks  |

| Emerging Methods for<br>Early Detection of<br>Forest Fires  | 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?   | Finding Solution Acknowledging from other countries                                       | Confusion A little confusion about the working of the process        | Getting used to it  Feels comfortable and convenient     | Understand the importance of this method Feeling happier for choosing this software | Ready to implement in all areas                   |
| 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? | Talk to their colleagues about different websites  Looking at other countries' techniques | Sharing Getting knowledge knowledge around colleagues about software | Customizing Learning to use the settings it efficiently  | Proficient in using the software  | Recommend<br>this to other<br>stations            |
| Goals & motivations At each step, what is a person's primary goal or motivation? ("Help me" or "Help me avoid")   | To preserve forest and wild lives information sharing time                                | To get used To learn to it quickly                                   | To master using this software To learn how to improve    | To verify the accuracy of the software  | To be able to<br>make<br>improvements             |
| Positive moments  What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?  | Work can be done Can save forest and wild lives   | Good and<br>friendly UI  | Mostly accurate Reduce reaction time                     | Saving nature and lives   | Worth to suggest for others                       |
| Negative moments What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?   | Knowing it is not 100% accurate   | Feeling difficult Getting used to to get familiar the software       | Will be vague in cloudy weather conditions               | Should close the software property. May take some time                              | Concerned about the reliability of the software   |
| Areas of opportunity How might we make each step better? What cleased on we have? What have others suggested?   | Should give clear explanation about the software  | Adding procedural details in the website                             | To make the UI better                                    | Feedback can be obtained  | Should improve the reliability                    |