

User journey



People
2-9



Time
30 min



Difficulty
Be

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. 📎

1 Phases

High-level steps your user needs to accomplish from start to finish

SIGN IN/SIGN UP

INPUT TEXT

TRANSLATION

2 Steps

Detailed actions your user has to perform

CHEAK AND
FIND THE
APPROPRIATE
INPUT

VERIFYING TEXT
FROM USER
INPUT

3 Feelings

What your user might be thinking and feeling at the moment



RECOGNIZATION
OF TEXT

IDENTIFY THE
LANGUAGE IN
THE GIVEN
TEXT

CREATE THE
GUI TO PREDICT
THE DIGIT



GIVING AN
UNDEFINED
INPUTS

ALTERED PIXEL
SIZE

MISSING
MODULES

4 Pain points

Problems your user runs into

GRABBING THE
CHARACTER TO
GRID IS
DIFFICULT

PREDICTION OF
THE TEXT GIVEN
BY USER IS
DIFFICULT

WRONG SENSE
OF COLOUR OF
THE IMAGE

5 Opportunities

Potential improvements or enhancements to the experience

GETTING THE
INPUT FROM
THE USER

USER CAN GET
ENHANCED
DIGITAL TEXT TO
SYSTEM

TAKES MORE
TIME AND FAIL
RESAMPLING
THE DATA

TIP
Click on the + outside the border of the table to add additional rows and columns.

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