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. \wp

1 Phases High-level steps your user needs to accomplish from start to finish	PHYSICAL iNVENTORY	INVENTORY VALUE	INVENTORY CONTROL	INVENTORY MANAGEMENT
2 Steps etailed actions your user has to erform	copying of known key performance indicators Esternal expectations are greater	Focusing on companies realization of with low turnover plans	Monitoring an inventory level over time Proper southern direction is expected	Impression of having control over the process Work is effective
3 Feelings What your user might be thinking and feeling at the moment	Excitement curiosity	High quality products	products are trust worthy	Assurance of quality
7	Frustrated	Lack of credits	Neutral progress made	untrustable
Pain points roblems your user runs into	customer doesn't know whether the stock meets the profit	Purchase through local sellers	want to implement this as fast as possible	Increase awareness and intrest
Opportunities otential improvements or hancements to the experience	updates in technology	Easy Trustworthy instalation source of and information maintanance	Minimalizing the capital frozen in the inventories	Justified impression of having a control over the process