Project Design Phase-II Customer Journey

| Date | 07 November 2022 |
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| Team ID | PNT2022TMID27548 |
| Project Name | Real-Time Communication System Powered by |
| | AI for Specially Abled |
| Maximum Marks | 2 Marks |

Customer Journey Map:

| SCENARIO Real-Time Communication System Powered by Al for Specially Abled | 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? | checking for searching for solutions a person during decrease to the solutions a person during decrease to the solution of t | starting this usage finding officulties solution as they large its startine complete recipit to the | state points the control of the con | Paga in later. All the second of the second | Figures on product of the control of |
| 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? | bey into piteracting with sciencially strong and engineering statents the selection state of the selection state o | Participates from the participate from the particip | unity to up they are constructed as a construction of the construc | after except for, and an except for an except for the except for t | |
| Goals & motivations At each step, what is a person's primary goal or motivation? ("Help me" or "Help me avoid") | during this step the motivation of the persons to the dispersion to the person to the dispersion to the dispersion of th | An extense of the part to the | to experience the advanced features of the application and make use of the system efficiently | they have a discrete to the state of the sta | |
| Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting? | they will get covail information related by the control of the con | No. of June 2000 to the Control of State of Stat | bey at the control of | Boy of the format of the control of | |
| What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming? | bey get more information which will get them confused | they may get a considerate and | Only may be spen additional to the tage of supplications | THE LIGHT WAS THE ME CONTROL OF THE | |
| Areas of opportunity How might we make each step better? What ideas do we have? What have others suggested? | they per pool loss and interesting to the per per more supportions from technologies of different people of the pe | they have as toss of vary part of the property | making gan by the second control of the second control of the second control of the second control of the second of the second control of the second of the second control of the second control of the second control of the second control of the second of the second control of the second control of the second of the second control of the second control of the second control of the second control of the second control of the second control of the second control of the second control of the second control | Many balance and a later constraint of the const | |