JOURNEY: Which step of the experience are you describing?	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?
Steps: What does the person or group typically experience ?	checking for updated technologies for specially abled people specially abled person checks for new technologies for new technologies for new technologies for communication	attacking their usage  finding difficulties  find solution  as they begin to text the application they start to find usage, they start the application they start to find the enterior some about the application and discondition transling the advanced features of this application.	start using the start to use they see the features that are analytise for engaging the application they see the features that are analytise for engaging the people takes place takes place they communicate with the app using CNN and that converts them into vacer.	they get certain they also get the uploads in the steps that to be application as they use the app new versions of continuously the application
Interaction: What interaction do they have at each step along the way?	they keep they go for the interacting with pieces who give technically strong engineering that help specially students abled people their intuition	during usage they after getting clear interact with the they try to explain things to deaf and for their better dump people like usage of the app	using this app they can communicate with each other and with the normal people  they make communication much more easier and does not have the feel of disability	after usage they suggest this type of apps to nearby friends
Goal and Motivations: At each step, what is a person's primary goal or motivation.	during this step the motivation is to find a better technology	the motivation of the people during about the disassessin is to understand the application the project	to experience the advanced features of the application and make use of the system eficiently	they have a desire to share this to their friends
Positive moments: What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?	they will get several information related to advanced technology	they will come to know about the features and start using the benefts of the applications	they will enjoy the advanced feature of the application and forgot their disabilities	they will do good thing to their friends by suggesting this to others
Negative moments: What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?	they get more information which will get them confused	they may get disappointed due to the usage	they may even get addicted to this type of applications	this app may be not usable for their friends and they may get disappointed
Area of opportunity  How might we make each step better? What ideas do we have? What have others suggested	they get good ideas and they get more information suggestions regarding from different advanced technologies	they have an idea of using and good things application	making use for this advancement may make the person more satisfied and happy	they have such a better experience good enough to teaching this to their friends