## **Customer Journey Map**

(1)

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. P

Phases  High-level steps your user needs to accomplish from start to finish	Register / Login	Input Text	Translation	
2 Steps  Detailed actions your user has to perform	Check and find approriate approriate text from text input user input			
3 Feelings  What your user might be thinking and feeling at the moment	Recognize Text  Identify the language in the given text  Create GUI to predict the digit			
	Giving an Invalid pixel Missing of unethical size modules inputs			
4 Pain points Problems your user runs into	Fail to grab Unprediction the of text given character to the grid by the user of text			
5 Opportunities  Potential improvements or enhancements to the experience	Acquisition Provide user less time of input enhancability and fail to from the in digital text user system of data			TIP  Click on the + outside the border of the table to add additional rows and columns.