












Product Design Phase-II

Customer Journey Map

Date	03 October 2022
Team ID	PNT2022TMID38957
Project Name	Emerging Methods for Early Detection of Forest Fires
Maximum Marks	4 Marks

	<div>Entice When could the product actually become useful to this audience?</div>	<div>Enter What are the barriers to engagement in this stage? If any, how can we remove them?</div>	<div>Engage Is it clear how we can meet the user's requirements, what is expected?</div>	<div>Exit What are the possible types of engagement with the product, is it useful?</div>	<div>Extend What happens after the user leaves the product?</div>
<div>Steps What are the steps in the process? Is it really an easy one?</div>	<div>Find the solution</div>	<div>Look at other developments and work around the subject.</div>	<div>They feel confused</div> <div>Don't know where to start</div>	<div>Getting used to the process</div> <div>start to get a hang of it</div>	<div>understand the process</div> <div>feel very convinced with experience</div> <div>It can be implemented in multiple areas</div>
<div>Interactions What are the interactions that will take place? How will the user interact with the product? • People (Who is the target audience?) • Places (Where will they use it?) • Things (What could they use it for?)</div>	<div>Look at other requirements</div> <div>Research about if a product related to this device or this tool.</div> <div>Talk with others about the product.</div>	<div>They react to the UI of the product.</div> <div>Focus on how to use the product with the user.</div>	<div>Customize the software according to their requirements.</div> <div>Learning to use it in the most efficient way possible.</div>	<div>Become good at using the software</div>	<div>Recommend the software to other stations</div>
<div>Goals & motivations What are the goals and motivations of the user? (What are they trying to achieve?)</div>	<div>To preserve our forests and wildlife</div> <div>To help the forest department.</div>	<div>get used to the software</div> <div>Learn how to use it</div>	<div>Get to know the core of the software</div> <div>To find out any bugs</div>	<div>To verify the credibility of the software</div>	<div>report about the software</div>
<div>Positive moments What are the positive moments in the user's journey? (What are the things that make them happy?)</div>	<div>Makes their work easier</div> <div>enables us to protect the forest in a efficient manner.</div>	<div>good looking and responsive user interface</div>	<div>mostly accurate</div> <div>reduces the reaction time</div>	<div>improvement in reaction time in case of a forest fire.</div> <div>better response depending on the situation.</div>	<div>Worthy of sharing the details of the product.</div>
<div>Negative moments What are the negative moments in the user's journey? (What are the things that make them sad?)</div>	<div>getting confused on how the product works</div>	<div>not able to get used to the product</div> <div>Too overwhelming for some individuals</div>	<div>Not accurate all the time.</div> <div>Predictions may be affected depending upon the weather</div>	<div>It might take sometime for the software to start</div>	<div>Thinking about how much we can depend on the software</div>
<div>Areas of opportunity What are the areas of opportunity for the product? (What are the things that we can improve?)</div>	<div>Make it easier for the users to understand the product.</div> <div>Include tutorials when the software is opened for the first time.</div>	<div>Include a walk through of the software</div>	<div>Make the user interface as responsive as possible</div>	<div>Get regular feedback from the users</div>	<div>improve the credibility of the software</div>