User journey by the Design Team of Accenture Interactive NL

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. $\boldsymbol{\mathcal{P}}$

Phases High-level steps your user needs to accomplish from start to finish	Installation	Register	Processing	Feed back
Steps Detailed actions your user has to perform	Google play Store App store Store	Login Choose the payment Package Acces daily plan	Direct app Monitoring Experiencing the app	Review User Activity
Feelings What your user might be thinking and feeling at the moment	New Technology Beginning Improvement Assurity	Healthy way fitness No health fitness issues timing food chart	Physical diet activity consious Hydrating	Get proper Result
7	Need internet connection Phone Regular Checking	Regular Excersises! Is this worth for money! Avoid favorite junk foods!	Consistent Favorite Snacks Managing Time	Cannot use after Subscription end
Pain points Problems your user runs into	Its a app they need to install	Its not free	Feeling tedious sometimes	Sometimes missing Daily Routine
6 Opportunities Potential improvements or enhancements to the experience	Chances to gain weight Chance to loss weight chances to maintain fitnes	To Groom Updating daily feed	Get the result as wewant	Learn to maintain their health

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