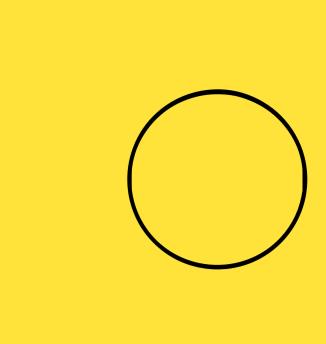
User journey

by the Design Team of Accenture Interactive NL





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. \triangleright

1 Phases High-level steps your user needs to accomplish from start to finish	Installation the App	Upload the image	Analysis	Display output
2 Steps Detailed actions your user has to perform	Open the app	Capture & upload the input image into the model	It will analyse the image & detect it in the trained model.	Output information will be provided based on the analysis.
3 Feelings What your user might be thinking and feeling at the moment	Customer eagerly wants to access the app and they love the designing & features of the app	Does the model should identify the pictures correctly?	Determining the training model should be work properly.	Does the output will satisfy the excitement of the user?
4 Pain points				