Game-Changer

This is the journey of a

Game changers are people who introduce new practices to their organizations. They want inspire others to co-create and innovate together.

What are their key goals and needs?

- colleting the user details
- giving the details to the model
- predicting the kidney disease

What do they struggle with most?

- most of the ui it complicated to use
- giving unwanted details
- accuracy

What tasks do they have?

- enter the user details
- giving the details to the model
- predicting the disease

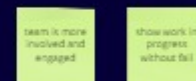| Journey Steps	Discovery	Registration	Onboarding and First Use	Sharing
Which step of the experience are you describing?	Why do they even start the journey?	Why would they trust us?	How can they feel successful?	Why would they invite others?
Actions	starts work with the team	collecting login details / verifying / confirm the user	enter the details / submit the form / see the outcome / predict the disease	open form / feedback / share
What does the customer do? What information do they look for? What is their context?				
Needs and Pains	collaborate / we are rarely to collaborate	how will be the work going to be done? / I dont give any personal data / no worry for paying for nothing	I got inspired by how others do it. / I dont need to read the manual	I can start creating right away / I can work with others
What does the customer want to achieve or avoid? Tip: Reduce ambiguity, e.g. by using the first person narrator.				
Touchpoint	all team members worked together	login page / verification page / validating page	registration form / email / message	form / submission
What part of the service do they interact with?				
Customer Feeling	😀	😊	😊	😊
What is the customer feeling? Tip: Use the **emoji app** to express more emotions				
Backstage				
Opportunities	Increase/decrease	Increase/decrease	Increase/decrease	Increase/decrease
What could we improve or introduce?				
Process ownership	selvaraj	selvaraj	selvaraj	selvaraj
Who is in the lead on this?				

Outcome

What changes for them?
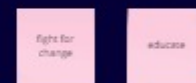
Describe how the life and environment of the customer changes once they used the product or service.

What are they able to do now?

- team is more involved and engaged
- show work in progress without fail

What can they finally avoid doing?

- fight for change
- educate

What changed in my environment?

- user interface
- accuracy

miro