

SMART FASHION RECOMMENDER APPLICATION

SCENARIO Browsing a designing,fashion,stylish	Entice How does someone initially become aware of this process?	Enter What do people experience as they begin the process?	Engage In the core moments in the process, what happens?	Exit What do people typically experience as the process finishes?	Extend What happens after the experience is over?
Steps What does the person (or group) typically experience?	first we are searching the website	we are choosing the derss next ordering to the dress	the prodeuct was not satisfication we are change to the option	suppose you are not interested after the ordering you are cancelling the order	not satisfiction you are cancelling the order
Interactions What interactions do they have at each step along the way? People: Who do they see or talk to? Places: Where are they? Things: What digital touchpoints or physical objects would they use?	esign is at the interface between technology or material and the consumer	smart clothing is entering many indusrial fields such as fashion, and security.	focusing on the design of wearable interaction for different form factors.	user interaction with illustration of wirst-worm device, smart cichingand alternative factors	
Goals & motivations At each step, what is a person's primary goal or motivation? ("Help me" or "Help me avoid")	easy to purchase increase traffic to your website	achieve brand recognition increase social following	target reliable distributors	hire new employee create new product	increasing products
Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?	Wear clothing and accessories that enhance your features	wear style that you feel comfortable	weat styles that enhance your features	people love to design if you have a color or style that you love, buy similar types of clothes or ac accessories	does not move to any places
Negative moments What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?	fashion trends can be costly	you will have to buy new clothes quite often	bad for our environment	your happiness should not depend on your style may lead to shallow values in our society	time could be better spent on other hobbies
Areas of opportunity How might we make each step better? What ideas do we have? What have others suggested?	improving health and safty	maximising productivity	increasing efficiency	resucing risk encouraging movement	improving comfort