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. 🔎

1 Phases High-level steps your user needs to accomplish from start to finish	Register / Login	Input Text	Translation	
2 Steps Detailed actions your user has to perform	Check and find approriate text input Verify the approriate text from user input			
3 Feelings What your user might be thinking and feeling at the moment 👍	Recognize Text Identify the language in the given text Create GUI to predict the digit			
👎	Giving an unethical inputs Invalid pixel size Missing of modules			
4 Pain points Problems your user runs into	Fail to grab the character to the grid Unprediction of text given by the user Fail to sense the color of the images of text			
5 Opportunities Potential improvements or enhancements to the experience	Acquisition of input from the user Provide user enhancability in digital text system less time managing and fail to resampling of data			

TIP
Click on the + outside the border of the table to add additional rows and columns.

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