

Retail store stock

SCENARIO

Buying a product from the shop

Entice

Why do we purchase ?

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?

Go for another shop	Visit website or app	Choose a city, dates, and number of people	Browse available shops	View detail on a single shop	Start purchase the products	Complete payment information	Confirm payment	Email confirmation	Email reminder	Arrive at home location	Meet the guide & group	Experience the product	Leave the guide & group	Prompt for review	Writing & submitting review	product appears in the user profile	Personalized recommendations	Personalized offers	Personalized suggestions after product booking
Most customers discover city shops as they are booking product online	A customer navigates to the city shops section of our website or app	The customer types a city, dates, and the number of people who will attend the shops to see what products are available	The customer sees available products for their dates, city, and number of people	After seeing a shop that interests them, the customer clicks on tags to view more. They see information about what and whether our will cover plan to give time if any and tour guide.	After deciding to go on this products, they click the Purchase button	They fill out their contact and credit card information, then continue	They see a summary of what they are about to purchase, then they confirm and the product is booked!	An email immediately sends to confirm their product and provide details about where and when to meet, and what to bring if applicable).	One day before the product begins, a reminder email is sent to all participants. The email emphasizes where and when to meet, and what to bring if applicable).	Using their own means of transportation, the customer makes their way to their location at the scheduled time.	participants meet the guide and other people who have joined	The guide brings the group around the area, explaining things as they go. Typically this lasts about 3 hours.	The guide wraps up and everyone heads their separate ways	One hour after the finishes, an email and in-app notification prompt the tour participant for a review	The participant writes a review and gives the quality review a star rating out of 5.	The completed apper on the "past experience" area of a customer's profile with a few details on where the group went	Participation in the informs our backend recommendation systems, which the customer may experience via better personalization	The customer receives an email 14 days after their with personalized recommendations	When a past participant books new travel with us, we show them personalized tour recommendations in their itinerary.

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?

Product booking section of the website, iOS app, or Android app	section of the website, iOS app, or Android app	City section of the website, iOS app, or Android app	City section of the website, iOS app, or Android app	City section of the website, iOS app, or Android app	City product section of the website, iOS app, or Android app	Payment overlay within the website, iOS app, or Android app	Payment overlay within the website, iOS app, or Android app	Customer's email (software like Outlook or website like Gmail)	Customer's email (software like Outlook or website like Gmail)	customer locations tend to start in a specific public space (e.g. the steps of a statue in a town square)	Direct interactions with the guide, and potentially other group members	Direct interactions with the guide, and potentially other group members	Direct interactions with the guide, and potentially other group members	Customer's email (software like Outlook or website like Gmail)	"Leave a review" modal window within the profile on the website, iOS app, or Android app	Completed experiences section of the profile on the website, iOS app, or Android app	Recommendations span across website, iOS app, or Android app	Customer's email (software like Outlook or website like Gmail)	Post-purchase screens website, iOS app, or Android app
				The product guide makes first appearance at this point, although the customer doesn't interact with them yet.						The customer looks for the group or guide, often from a distance as they walk closer		Some shops include interactions with shopkeepers or restaurant staff (e.g. on a food-oriented tour)		Often takes place at the same place where the group met the guide, but not always	To some degree, this is communicating indirectly with the tour guide, who will see their review	If other users interact with this person, they will see these completed tours also			
													Most common objects people interact with on tours are bikes, Segways, food, and beverages.		Depending on the tour participant and guide, tipping/cash may be involved				

Goals & motivations

At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")

Help me get this product booked	Help me have more fun or learn new things on my delevorable	Help me avoid seeing the wrong dates, location	Help me see what they have to offer	Help me understand what this retail is all about	Help me commit to going	Help me get through this payment part without too much hassle	Help me feel confident that my purchase is finalized and tell me what to do next	Help me feel confident that my purchase is finalized and tell me what to do next	Help me make sure I don't forget about my tour so that I don't waste money or get disappointed	Help me feel confident about where to go and which one of these people is my guide	Help me feel good about my decision to go on this product and to feel welcome	Help me make the most of my purchase to this new place	Help me with good awkwardness	Help me spread the word about a greater provide watch-outs and feedback for one that wasn't so good	Help me see what I've done before	Help me see what I could be doing next	Help me see ways to enhance my new product
				It's fun to look at options and imagine doing each like shopping for experiences				photos, videos, and explanations are exciting to see	We've heard from several people that the reminder emails were essential, especially if they booked way in advance		Our guides tend to be so good that people are reassured when they meet their guide	People love the itself, we have a 98% satisfaction rating	People generally leave feeling refreshed and inspired		People like looking back		We think people like these recommendations because they have an extremely high engagement rate
				It's reassuring to read reviews written by past													

Positive moments

What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?

Negative moments

What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?

Areas of opportunity

How might we make each step better? What ideas do we have? What have others suggested?

If you don't follow this path immediately after your booking, could we send a follow-up?	Could we automatically carry over the city from your booking? (e.g. via a cookie)	Make it easier to compare and shop for experiences without having to click on them	Provide a simpler summary to avoid information overload	Trepidation about the purchase ("I hope this will be worth it!")	Excitement about the purchase ("Here we go!")	Current payment flow is very bare-bones and simple	We've heard from several people that the reminder emails were essential, especially if they booked way in advance	Our guides tend to be so good that people are reassured when they meet their guide	People love the itself, we have a 98% satisfaction rating	People are unclear whether a tip is necessary, especially for non-Americans on an American tour	Customers report feeling review fatigue	People describe leaving a review as an arduous process	People feel peer pressure to tip a guide when someone else on the tour tips, leaving them feeling weird and bad if they don't	We have very low review rates (15% of people review experiences, and tours)	How might we help people celebrate and remember things they've done in the past?
			Show highlights or common phrases from reviews, or Uber-style "great guide" badges?							How might we make our guides easily identifiable (via a distinctive hat or shirt color, for example)?	How might we make it clear that is appreciated but not necessary?	Could we A/B test different language to see what changes response rates?	How might we progressively disclose the full review so that each step feels more simple?	How might we extend the personal connection to the guide long after the product is over?	
										How might we equip people to buy (e.g. via online food or equivalent app)					How might we totally eliminate this awkward moment?