

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. 📌

<div>➊ Phases</div> <div>High-level steps your user needs to accomplish from start to finish</div>	Register / Login	Input Text	Translation	
<div>➋ Steps</div> <div>Detailed actions your user has to perform</div>	Check and find appropriate text input	Verify the appropriate text from user input		
<div>➌ Feelings</div> <div>What your user might be thinking and feeling at the moment</div> <div>👍</div> <div>👎</div>	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	
<div>➍ Pain points</div> <div>Problems your user runs into</div>	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	
<div>➎ Opportunities</div> <div>Potential improvements or enhancements to the experience</div>	Acquisition of input from the user	Provide user enhancability in digital text system	less time managing and fail to resampling of data	<div>TIP</div> <div>Click on the + outside the border of the table to add additional rows and columns..</div>

Share your feedback