## User journey

People





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.  $\mathcal{P}$ 

1 Phases  High-level steps your user needs to accomplish from start to finish	System and Camera Compatibility check	Open Web App	Capture or upload hand gestures	Sterile browsing of images
2 Steps Detailed actions your user has to perform	Check camera health health resolution	View how to use app  Navigation controls of app	Start the web app to upload image Start the	Predict the action using model Label the action identified
3 Feelings What your user might be thinking and feeling at the moment	Surprised Curious	Aesthetic User Friendly	Happy Satisfied Helped	Analytical
7	Anxiety Uncertain	Perplexed Annoyed	Scared Fear	Confused Doubtful
4 Pain points Problems your user runs into	Feels unnecessary	User is new to Interface  Hard to use app due to bad UI	More Bad image gestures to quality yields remember poor result	Incorrect mapping of recognition gesture to image
5 Opportunities  Potential improvements or enhancements to the experience	Small procedure to avoid overhead Convert to background process check	Better onboarding process	Easier navigation between the available modes	Easier Easier method to comprehend actions actions