User journey

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TEAM ID:PNT2022TMID24275

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

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