

experience Journey map

Use this framework to better understand customer needs, motivations, and obstacles by illustrating a key scenario or process from start to finish. When possible, use this map to document and summarize interviews and observations with on your hunches or assumptions.

Created in partnership with

Product School



lot based Safety Gadget for Child Safety Monitoring and Notification Team id: PNT2022TMID18137

typically experience?

SCENARIO

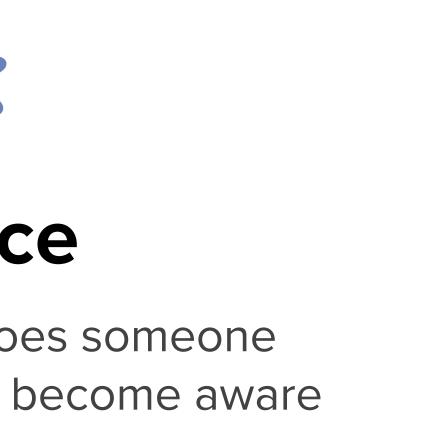
Browsing, booking,

attending, and rating a

local city tour

Interactions





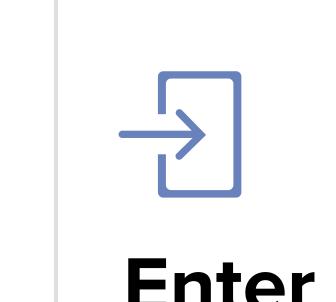
What type of Gaget

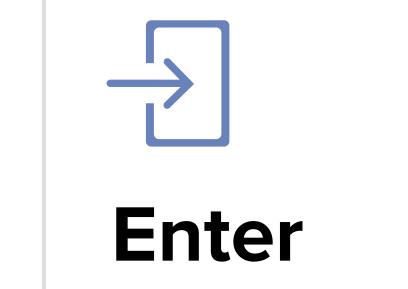
is?Wearable or not?

a place

Goal or

motivation





What do people

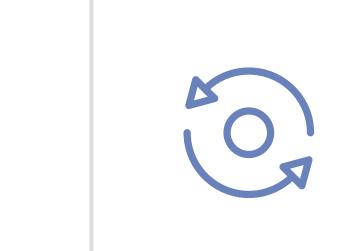
experience as they

begin the process?

Step 1:

Step 2:

Step 3:



The device has a

GPS to track the

childs locaton

It uses cloudervices

to store child's

location past and

present also

Engage

In the core moments in the process, what happens?



What do people typically experience as the process finishes?



Extend What happens after the experience is over?

real people rather than relying

Goals & motivations

Positive moments

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

What steps does a typical person

motivating, delightful, or exciting?

find enjoyable, productive, fun,

Negative moments

costly, or time-consuming?

Areas of opportunity

How might we make each step

What have others suggested?

What steps does a typical person

find frustrating, confusing, angering,

What interactions do they have at

People: Who do they see or talk to?

Things: What digital touchpoints or

physical objects would they use?

each step along the way?

Places: Where are they?

Description of a

negative

moment

Idea

Description of a positive moment

Interaction in The device works on

Creates a secure environment for children to move around.

The battery life

required for these

devices is more

Additional

sensors can be

added to improve

accuracy

Allows parents to

keep a track of thier

child's activities and

loctaion easily

IBM watson platform

High performance in

terms of simple

usage and security

Step 4:

High level with increase in performance

Any time usage

backed up by

power

supply

The wearable device

features to track the

location of the child

It uses IBM's

cloudervices to store

dataabout the

child'slocation

has a lot of inbuilt

Step 5:

Step 6:

Material should be fexible and have low cost

> Solar batteries and replaceable batteries improve the

life of system.

The device has a **GPS** to track the childs locaton

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The gadget will make

use of GPS and a

python script to publish

the location details to

the IBM IoT platform

The Gadget sends immediate response to the user if the child crossesthe goofence (particular location)

To safeguard the child from threats

> Increased reliability towards technology and reduced towards guardians.

Material should not be high cost and should not be irritaable to skin.

More features like geofencing can be integrated

guardians if any abnormal conditions are happened

Notify the parents/

Data is stored in a web application is user friendly and secure created using the Node Red

Service.

The exact location of the

child would be known to

the parents and can be

verifed in the website too

Increased safety and security

clearly rings an alarm which the nearby public or nearby police station immediately

. This gadget

continuously monitors

the individual

children's location

Comfort of the should be given more priority

The device must be non removable to track the child's

Panic button helps the child feel more safer safer

Location updates must be fast and continuous

The device must be affordable/low cost effecient

Share template feedback



