

Project Design Phase2 Customer Journey Map

Date	16 OCTOBER 2022
Team ID	PNT2022TMID47051
Project Name	Real-Time Communication System Powered by AI for Specially Abled
Maximum Marks	4 Marks

Customer Journey Map for “Natural Disaster Intensity Analysis and Classification Using Artificial Intelligence”:

Step-1: Goals and needs



What are their key goals and needs?



What do they struggle with most?



What tasks do they have?











Step 2: Journey Steps



Document an existing experience

Narrow your focus to a specific scenario or process within an existing product

typically experiences, then add detail to each of the other rows.

<p>EXPANDED</p> <p>Browsing, booking, attending, and rating a local city tour</p>	<p></p> <p>Entice</p> <p>How does someone initially become aware of this process?</p>	<p></p> <p>Enter</p> <p>What do people experience as they begin the process?</p>
<p></p> <p>Steps</p> <p>What does the person (or group) typically experience?</p>	<p>Checking for updates</p> <p>When a person is not at a computer, they can check for updates on their phone.</p> <p>Searching for updates</p> <p>When a person is not at a computer, they can search for updates on their phone.</p>	<p>Starting the tour</p> <p>When a person is not at a computer, they can start the tour on their phone.</p> <p>Rating the tour</p> <p>When a person is not at a computer, they can rate the tour on their phone.</p>
<p></p> <p>Interactions</p> <p>What interactions do they have at each step along the way?</p> <ul style="list-style-type: none"> People: Who do they see or talk to? Places: Where are they? Things: What digital touchpoints or physical objects would they use? <p></p> <p>Goals & motivations</p> <p>At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")</p> <p></p> <p>Positive moments</p> <p>What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?</p>	<p>Checking for updates</p> <p>When a person is not at a computer, they can check for updates on their phone.</p> <p>Searching for updates</p> <p>When a person is not at a computer, they can search for updates on their phone.</p> <p>Starting the tour</p> <p>When a person is not at a computer, they can start the tour on their phone.</p> <p>Rating the tour</p> <p>When a person is not at a computer, they can rate the tour on their phone.</p>	<p>Starting the tour</p> <p>When a person is not at a computer, they can start the tour on their phone.</p> <p>Rating the tour</p> <p>When a person is not at a computer, they can rate the tour on their phone.</p>
<p></p> <p>Negative moments</p> <p>What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?</p>	<p>Checking for updates</p> <p>When a person is not at a computer, they can check for updates on their phone.</p> <p>Searching for updates</p> <p>When a person is not at a computer, they can search for updates on their phone.</p>	<p>Starting the tour</p> <p>When a person is not at a computer, they can start the tour on their phone.</p> <p>Rating the tour</p> <p>When a person is not at a computer, they can rate the tour on their phone.</p>
<p></p> <p>Areas of opportunity</p> <p>How might we make each step better? What ideas do we have? What have others suggested?</p>	<p>Checking for updates</p> <p>When a person is not at a computer, they can check for updates on their phone.</p> <p>Searching for updates</p> <p>When a person is not at a computer, they can search for updates on their phone.</p>	<p>Starting the tour</p> <p>When a person is not at a computer, they can start the tour on their phone.</p> <p>Rating the tour</p> <p>When a person is not at a computer, they can rate the tour on their phone.</p>

Step 3: Journey Outcomes

