

PROJECT DESIGN PHASE -II CUSTOMER JOURNEY MAP

What's the journey like?

Game-Changer

Game changers are people who introduce new practices to their organizations. They want inspire others to co-create and innovate together.

What are their key goals and needs?

Equal opportunities for employment

Appropriate and Affordable Health Care

opportunity to get quality education in line with their unique needs.

What do they struggle with most?

Access to adequate treatment and resources

Poor implementation of policies and schemes

Stereotyping, stigma, and discrimination

What tasks do they have?

Struggle difficulty with navigating, navigating, or making decisions

Maintenance of Dignity and self-worth

Promoting self-care and independence

