

## Customer 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 real people rather than relying on your hunches or assumptions.



Need some inspiration?

## Project Design Phase-II - Customer Journey Map

Date	4 NOV 2022
Team ID	PNT2022TMID45560
Project Name	Smart Solutions For Railways
Maximum Mark	4Marks

SCENARIO
A user wants to book a tro ticket and seat reservation online application by usin QR code

Document an existing experience

detail to each of the other rows.

Narrow your focus to a specific scenario or process within an existing productor service. In the Steps row, document the step-by-step process someone typically experiences, then add

**Entice** 





uses can know

about app and

details by clicking

Options are

available

in the option

button

travelling

this is new and easy

to use which replace

the difficulty to carry

the paper ticket

User can access

the details

by thebooking

арр

by our App user can know the train exact location

**Direct interactions** 

with the guide, and

potentially other

group members

remember where

and when to leave

the train via

will easily

understood by the

users

 $\stackrel{\textstyle \square}{\longrightarrow}$ 

Exit

What do people

after the travel hes, an email and inapp notification prompt the travel participant for a

We send the updates via email and a window on app

Extend

What happens after the experience is over?

> User can give their feedback after using our app

**Direct interactions** 

with the guide, and

potentially other

group members

Make cache for

improve

performance

## What interactions do they have at each step along the way? People: Who do they see or talk to?

Goals & motivations

At each step, what is a person's

primary goal or motivation

Positive moments What steps does a typical person

find enjoyable, productive, fun, motivating, delightful, or exciting?

("Help me..." or "Help me avoid...")

Interactions

What does the person (or group) typically experience?

Places: Where are they? Things: What digital touchpoints of physical objects would they use?



reduce the work load of



to get through the

information part

without any

information to the

simple

QR code download the website

user can create user ID and password for login

to download

the QR code

without any

are displayed just

by scanning the

QR code

feel more confident about

We try to improve the app and the booking while options

introduce more

displayed just by

scanning the QR

code

free help line is

available here

Our app configure

for booking

improve the

app facilities

**Customer's email** 

(software like

**Outlook or website** 

like Gmail)

Our users will be feel happy

to extent the travel before reaching at the destination with using this app

recommendation

spans across

website

**Update and** 

improve

by user friendly

extend the QR code validation to travel

What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?

**Negative moments** 

customer facing online payment issues

need more internet service

Login error due to poor connection of internet

login status

Due to poor internet cannot scan the QR code

sometimes presents server problems

We are trying to improve our Helpline and customer care system

Due to poor internet cannot scan the QR code

continuous internet servicesis need

## Areas of opportunity

How might we make each step better? What ideas do we have What have others suggested?



After login it's important to notify

We assure that the user data will be kept securely.

we make our train number easily identifiable via message

The login details will periodically sent to the user mail

If the testing of the app is good by user

feedback we need to introduced in market