

Project Design Phase-II

Customer Journey Map

Date	5 November 2022
Team ID	PNT2022TMID10901
Project Name	Project - Visualizing and Predicting Heart Diseases with an Interactive Dash Board

<p>SCENARIO</p> <p>Browsing, booking, attending, and rating a local city tour</p>			<p>Enter</p> <p>What do people enter in our system as they begin the process?</p>	<p>Engage</p> <p>Is the user interested in the process, what happens?</p>	<p>Exit</p> <p>What do people typically experience as the process finishes?</p>
<p>Steps</p> <p>What does the person (or group) typically experience?</p>			<p>first create an user account</p> <p>by searching through online</p> <p>to find our prediction dashboard</p>	<p>visualize the information of prediction</p> <p>user gives their problems as their input for prediction system</p> <p>reviews of the users about prediction system</p>	<p>easy to access and visualized the prediction</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>interactive dashboard for heart disease prediction</p> <p>disease prediction in online</p>	<p>interaction with dashboard</p> <p>view the results from interactive dashboard</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>help me to check whether I have heart disease or not</p> <p>help me to get awareness about my health condition</p>	<p>quick prediction for the given symptoms</p> <p>emotional support, empathy and respect</p>	<p>maintain good health</p> <p>awareness about heart diseases</p>
<p>Positive moments</p> <p>What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?</p>			<p>detailed information about diseases</p> <p>easy to access and visualize the prediction</p>	<p>positive results from the prediction</p> <p>learn information communication</p>	<p>detailed explanation about the diseases</p> <p>improved prediction system</p>
<p>Negative moments</p> <p>What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?</p>			<p>fear about their health condition</p> <p>bewilderment</p>	<p>trust</p> <p>user friendly environment</p>	<p>knowing health condition from home</p> <p>cost-effective method</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>suggestion to avoid heart diseases</p> <p>displaying symptoms related to heart diseases</p>	<p>healthy lifestyle recommendation</p> <p>learn about treatment and self-care</p>	<p>staying informed about the diseases</p> <p>incorporate new desired activities</p>