



Says

What have we heard them say?  
What can we imagine them saying?



Thinks

What are their wants, needs, hopes, and dreams?  
What other thoughts might influence their behavior?



Wholesaling or distributing is the sale of goods to retailer to industrial, commercial, institutional or other professional businessman to other wholesalers (wholesale businesses) and related subordinated services.

The consumption and production of marketed food are spatially separated. Production is primarily in rural areas while consumption is mainly in urban areas.In today's highly competitive business landscape, gaining deep market insights is essential for businesses to thrive and grow.

The primary objective of this project is to understand customer spending patterns, preferences, and trends across various dimensions..

Visualizing user attitudes and behaviors in an empathy map helps UX teams align on a deep understanding of end users.

An empathy map is a template that organizes a user's behaviors and feelings to create a sense of empathy between the user and your team.

Empathy mapping helps you to make better decisions by getting inside the mind of a customer. Follow these seven steps to create your own empathy map.

What you want to know (completing a task or reacting to a design)—testing their dexterity and flow through the shopping experience

The definition of an Empathy Map is like this: an easy-to-understand visual map that condenses details about a user’s behavior and points of view.

Creating an Empathy Map is a simple workshop activity that can be carried out by marketing and sales, development and design teams, creative teams, and stakeholders to foster empathy for end customers.

When creating a solution for the users, it’s critical to understand their real problems and the feelings of the person experiencing them.

They are both user-centric methods for understanding your user’s pain points and motivations.

A user persona is an iterative process; continuously gather data on your existing customers via different methods and update personas.



Does

What behavior have we observed?  
What can we imagine them doing?



Feels

What are their fears, frustrations, and anxieties?  
What other feelings might influence their behavior?