

1. Sells the good of things.

What are their wants, needs, hopes, and dreams? Thinks What other thoughts might influence their behavior? 1. Quality



2. Marketing makes easier.

2. Customer required specification.

Short summary of the persona

Products.

3. Protable to all Byers and Sellers.



3. Anyone that could buy your product showing some commercial intent.

1. Co-ordinating Customer, Producers, Marketers.

Persona's name 1. Unveiling Mardet Insights.

1. Trusted Quality products.

2. Educating for global business.

> 3. A thorough investigation of Low customers engage with your company.

Experimenting and learning from different markets.

2. Way to make good society.

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?

