Customer Journey During Before Persona 1: age, gender, job ---------------______ Persona 1: ----------••••• ----does, thinks, feels or says at this point time Persona 2: ----------Persona 2: -----•••• does, thinks, ----------- post-it feels ---------or says at this point time 11/ **Ideas** to enforce / scale positive experience 11/ **Ideas** to take away negative experience

Board of Innovation