Ideation Phase

Customer Journey Map

Date	21 July 2025		
Team ID	PNT2025TMID10592		
Project Name	I Revolution: A Data-driven Exploration of Apple's iPhone Impact in India		
Maximum Marks	4 Marks		

	Scenario: [Existing experience through a product or service]	Entice How does someone become asset of this service?	Enter What do people experience as they begin the process?	Engage Is the core moments in the process, what hoppens?	Exit What do people typically experience as the process frishes?	Extend What happens after the experience is over?
****	Experience steps What does the person (or people) at the center of this scenario typically experience in each step?	Spots a calcify Nemoes its about need or action company social media. Phones easy know more	Opens the Revolution representation website Opens.	Appoint files its in influence models add by aids. Appoint files its influence models add by aids. Appoint files its influence models add by aids. Appoint files its influence models and products by models by the format influence models. Appoint files its influence models and products by the format influence models. Appoint files its influence models and products by the format influence models.	Snomics the beat Proof based on statisfied with a clear choice.	Baceless 8 reminder about price drops or offers. Shares Sevelution Indicates Sevelution Wheat-dipp.
*	Interactions What interactions do they have at each stee plating the way? • People: Who do they see or telk to? • Places: Where are they? • Things: What digital touchpoints or physical objects do they use?	People Places: Sech Things: Product evitor intends Instiguent wideo, beg post	People Revolution chattotFAQ Things Search bar, log n form	People None (self-service) Places Smart dashboard gradio, files, review analytics	People None Places Checkout redrect Things. Edemal Ink to Flipkart Amazon	People Revolution nonflucion system App, Email App, Email Things. Coupons, price elect, with list
*	Goals & motivations At each step, what is a person's primary goal or motivation? ["Help me" or "Help me avoid."]	Help me find something new and visitable Inspired to try wasting time wasting time.	Help me easily Help me access what understand im looking for what to do next	Help me stay there get the precise in control and confident	Help me wrap up with clarity lose progress	Help me remember this experience when needed
0	Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?	Sew an exciting relatible tester test	Smooth and quick message or onboarding support	Learned Made Got noticeable encouraging progress feedback	Clearly saw Received thank- final result you message	Gor reminder or follow-up. Shared with a friend
8	Negative moments What steps does a hybral person find frustrating, confusing, angeing, coday, or time consuming?	Confused Too many about how the insiewant platform works.	Confusing UI Too many and unclear irrelevant instructions results	Slow loading overwhelming filters Too many or unknely notifications	No continuence and constant research success feel abrupt feedback	No post-action Looses no Looses no hard to share engaging to learn
	Areas of apportunity How might we make each step better? What ideas do we have? What have others suggested?	Short time victics, influence invivince, facilities fail from times. SEO boxes FAQU and tachers.	Clear UL chattod for tests, cutch Google/ Chriedin signup walkthrough	Garafed dephosed special processes of the special process of the spe	Smooth checkout, reel-time traces; confirmation, thank you process	Essy social shorting, following entails, referral investible, user shortes personalized haights.