

Ideation Phase

Empathize & Discover

Date	25 July 2025
Team ID	PNT2025TMID09656
Project Name	ShopEZ: E-Commerce Application
Maximum Marks	4 Marks

Empathy Map Canvas:

Empathy Map for Sarah (Buyer)

What She Expresses

- "I need a meaningful gift without wasting hours."
- "Online stores are overwhelming."
- "I don't have time to scroll endlessly."

What She Reflects On

- "What if I don't get it in time?" • "Is this something she'll actually love?" • "Why can't online shopping be faster and smarter?"

Her Actions

- Browses items by theme (e.g. birthday, hobbies)
- Uses filters like price, rating, and delivery time
- Compares shortlisted products before adding to cart

What She Experiences Emotionally

- Pressured by limited free time
- Nervous about gifting decisions
- Relieved after a smooth purchase process

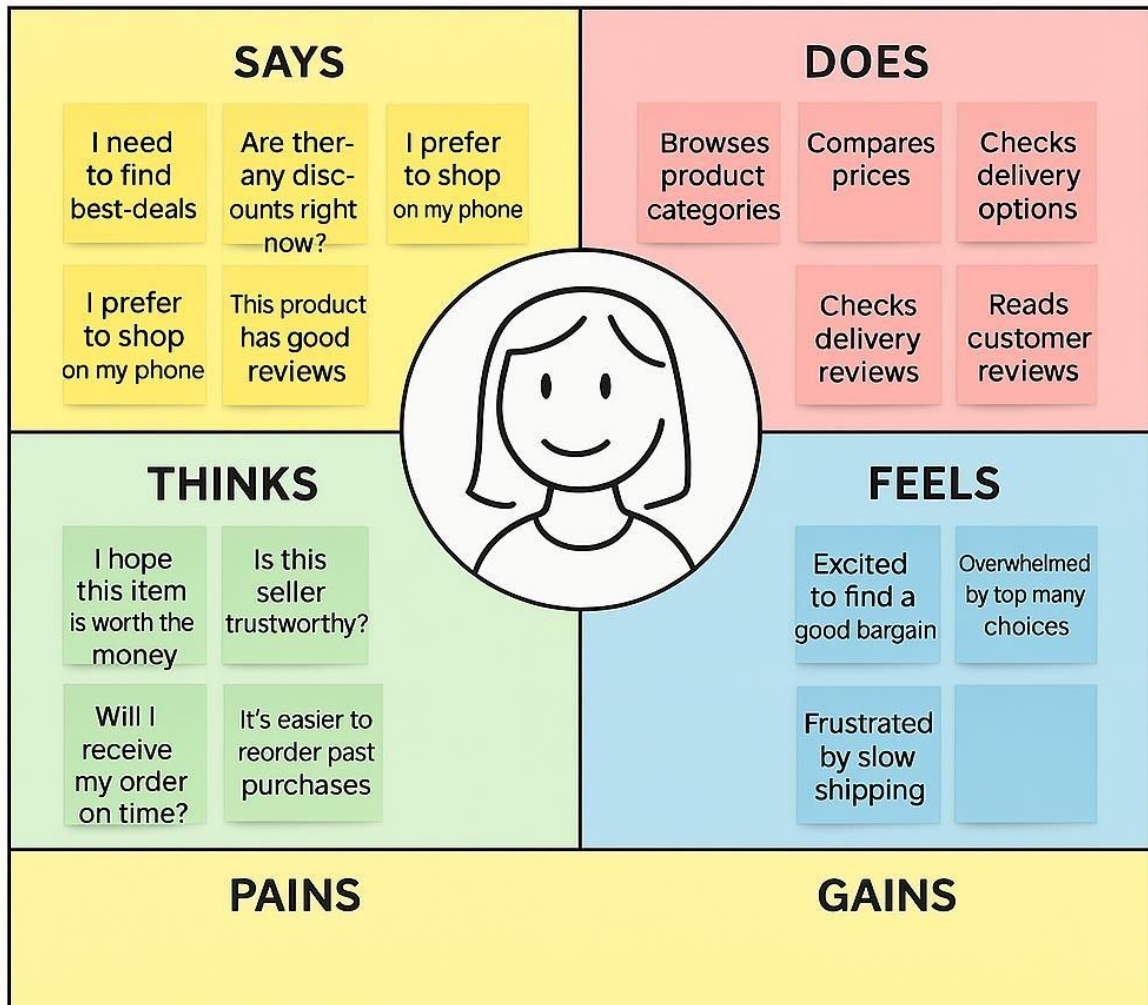
Challenges (Pain Points) • Too many disjointed options and UX patterns

- Inconsistent product presentation and navigation • Lack of intelligent recommendation and urgency features

🔗 Desired Outcomes (Goals) • Fast discovery through curated product suggestions •
Enjoyable, relevant shopping experience • Streamlined checkout with real-time order assurance

EMPATHY MAP CANVAS

Sarah, Buyer for Shopez Ecommerce Application



Example: Food Ordering & Delivery Application

Empathy Map for Seller

EMPATHY MAP

Seller for Shopez Ecommerce Application

SAYS	DOES
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