Guided city tours

















Browsing, booking, attending, and rating a local city tour



Entice

How does someone initially become aware of this process?



Enter

Start purchase of a tour

After deciding to go on this tour, they click the Purchase

What do people experience as they begin the process?



Engage

In the core moments in the process, what happens?



Leave the guide & group

What do people typically experience as the process finishes?

Extend

What happens after the experience is over?





Steps

What does the person (or group) typically experience?



Interactions

What interactions do they have at each step along the way?

- People: Who do they see or talk to?
- Places: Where are they?
- Things: What digital touch points orphysical objects would they use?

section of the website, iOS app,

to the city tours section of our

City tours section of the website, iOS app,

the website, iOS app

the website, iOS app, or Android app

within the website, iOS app, or Android app

(software like Outlook or websit like Gmail)

start in a specific public space (e.g. the steps of a statue in a town square)

with the guide, and potentially other

with the guide, and potentially other group members

Some tours include interactions with shopkeepers or restaurant staff (e.g. on a food-oriented tour)

Experience the tour



If other users interac with this person, the will see these completed tours also



At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")



The customer sees available tours for their dates, city, and

writes a review and gives the tour a star-

Help me see ways to enhance my new trip



Positive moments

What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?

exciting to see

purchase ("Here we go!")

People love the tour itself, we have a 98% satisfaction rating

People generally leave tours feeling refreshed and inspired

People like looking back on their past trips



Negative moments

What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?

the purchase ("I hope this will be worth it!")



Areas of opportunity

How might we make each step better? What ideas do we have? What have others suggested?