Customer Experience Map

STAGE	DECISION TO START	DECIDE ON CHALLENGE	GROUP CREATION	1. RESEARCH	2. FEEL	3. IMAGINE	4. DO	5. SHARE
DOING	Start	Search by Pick a Category Challenge	Set Group Name & Invite Friends	Conduct Research Fill out Question	Define Stakeholders Conduct Interviews Create user personas	Create ideas Vote Best Ideas	Define Needs and Obstacles Create Action Plan	Hold a presentation Share your ideas
THINK	"The teacher gave me the task to use this environment or a problem of mine." "I want to change something in my "Design Thinking sounds interesting!"	"Aah this problem sounds familiar to me!" "I'd like to have a coach." this challenge up!" "Nice, I know the organization that put "These problems sound hard to solve." "Why should this matter to me?"	"Yeah, I'll invite my best friends!" "I'm glad I don't have to do this alone!" "Mmhhhm how to name our group? Something goofy should do it haha!" "Dang, my friends don't know their email-addresses can I add them later?"	"Oh, didn't know this topic is so diverse!" mation in the app." "I feel a little lost – I don't want to read so "I don't know where to look this up." lost. – Guide on how to conduct research – Explanation Video	To think about all the stakeholders and their needs is a new but interesting concept to me." "Did I miss one?" "It's challenging to think about all their characteristics." "Haha I love to create the avatars!" "The interviews gave us good insights." "Nice to know for whom we do this."	"It's fun to create crazy ideas." "I'm a little insecure. I don't want my team to laugh about my ideas."	"It's fun to create crazy ideas." "I'm a little insecure. I don't want my team to laugh about my ideas."	"It's fun to create crazy ideas." "I'm a little insecure. I don't want my team to laugh about my ideas."
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