

Human Centred Design 101

Journey mapping



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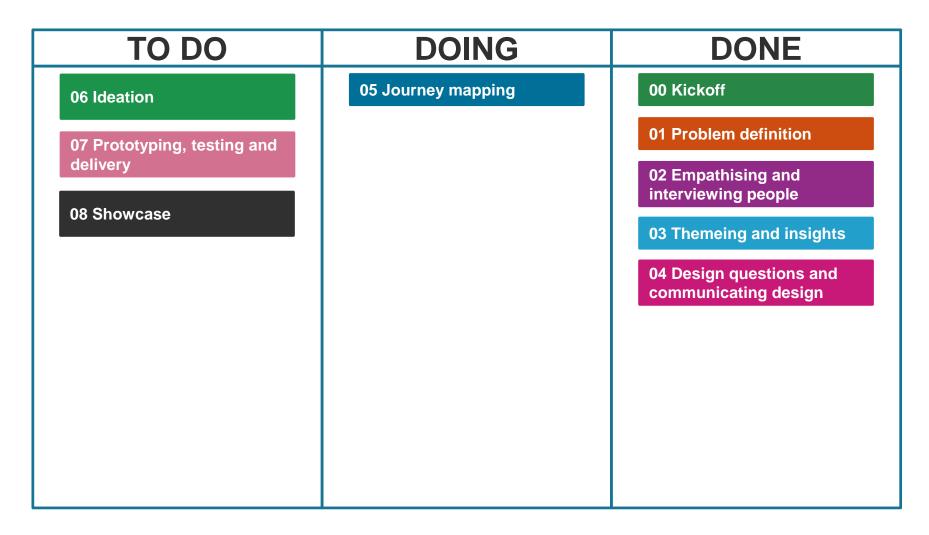
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We'll record this session

Agenda



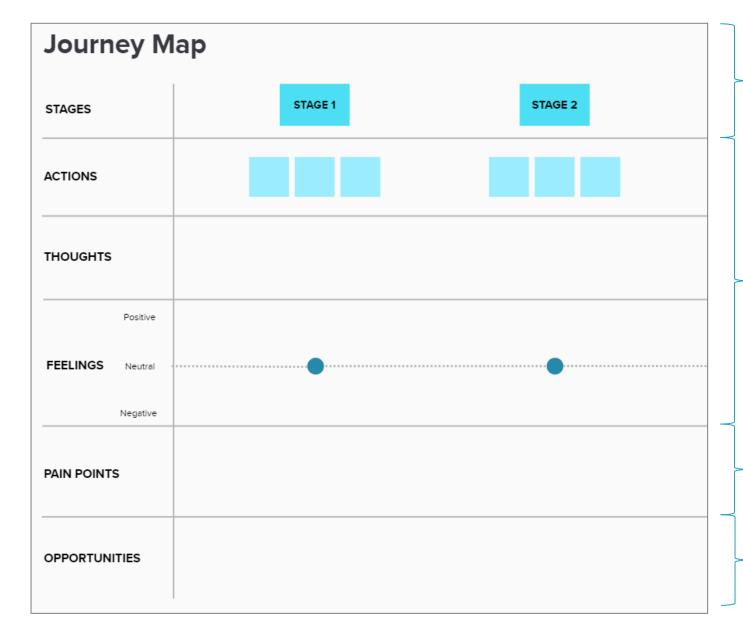
What we want to cover today

- Introduce the layers of a journey map
- Create a current state journey map from our research
- Add stories from research into our map
- Identify our user needs

Structure of maps (simple version)

BEFORE DURING AFTER

Journey maps are the simplest way to start



The steps of the journey – do these last

The experience

- Doing and thinking
- Actions or touchpoints
- Feelings









What issues or frustrations is the user experiencing?

How might we turn those issues into an opportunity (future state)



Map the journey

In your breakout teams:

- Jump into Miro follow the Miro board link for your team number
- Using knowledge gained during research
 - Map a journey using the template <u>or</u>
 - Use the space to create a different map

It's normal for it to take a few goes to get the steps of the journey right.

Pro-tips

 Steps should be at the same level of abstraction. Don't feel restricted to 6 steps. You can also group multiple steps into stages.

If the journey circles or splinters:

- Make sure you're still focused on the user goal
- Take the 'happy path' and note circles in what people are 'Doing'
- Consider creating a separate journey if what people do continues to diverge.

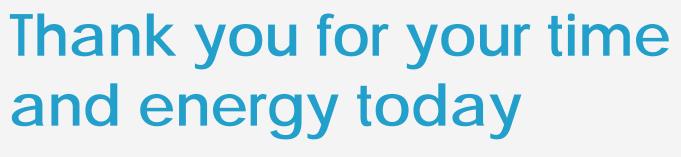


Mini showcase

One person from each team

- Share your screen and in 3 minutes talk us through your team's journey map
- As a group:
 - Do you have anything to add from your research?

NEXT TIME Ideation



Don't forget:

Jump into Miro and have fun