

# **Startup management**

# **Understanding Customers**

FRI 63749B

# Customer experience

Customer experience is the internal and subjective response customers have to any direct or indirect contact with a company

# Target Customers

- Demographics
- Lifestyle
- Needs/desires
- Hopes/aspirations
- Fears/concerns
- Product purchase behaviour
- Product usage behaviour

# Personas

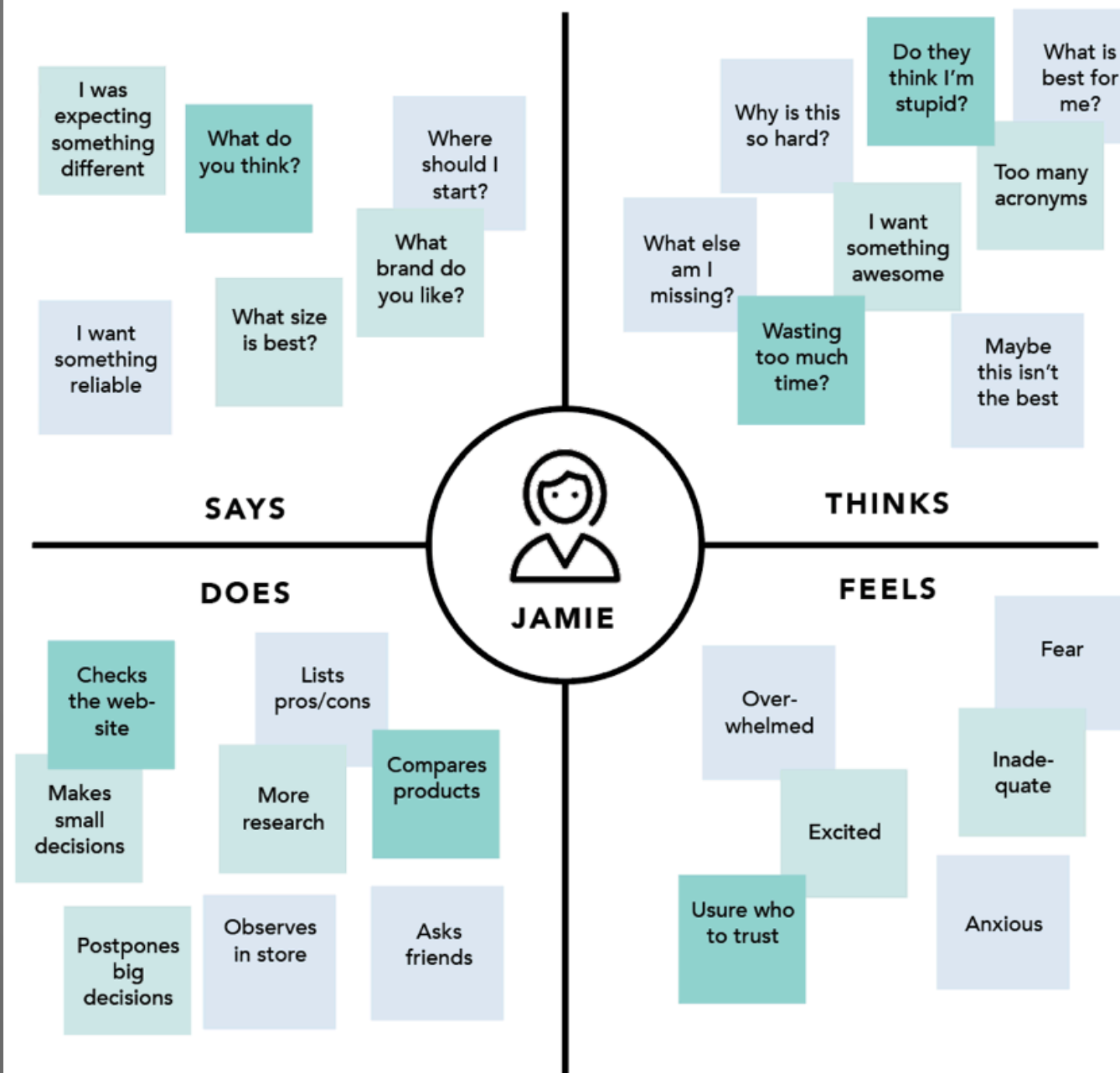
personas are fictional characters created to represent the different user types that might use a site, brand, or product in a similar way

# Personas

- Name and description
- Personality
- Interests
- Reasons to use/buy our product
- Skills
- Tech Saviness

# Empathy Map

## EMPATHY MAP *Example (Buying a TV)*



# Stakeholders



# Touchpoints

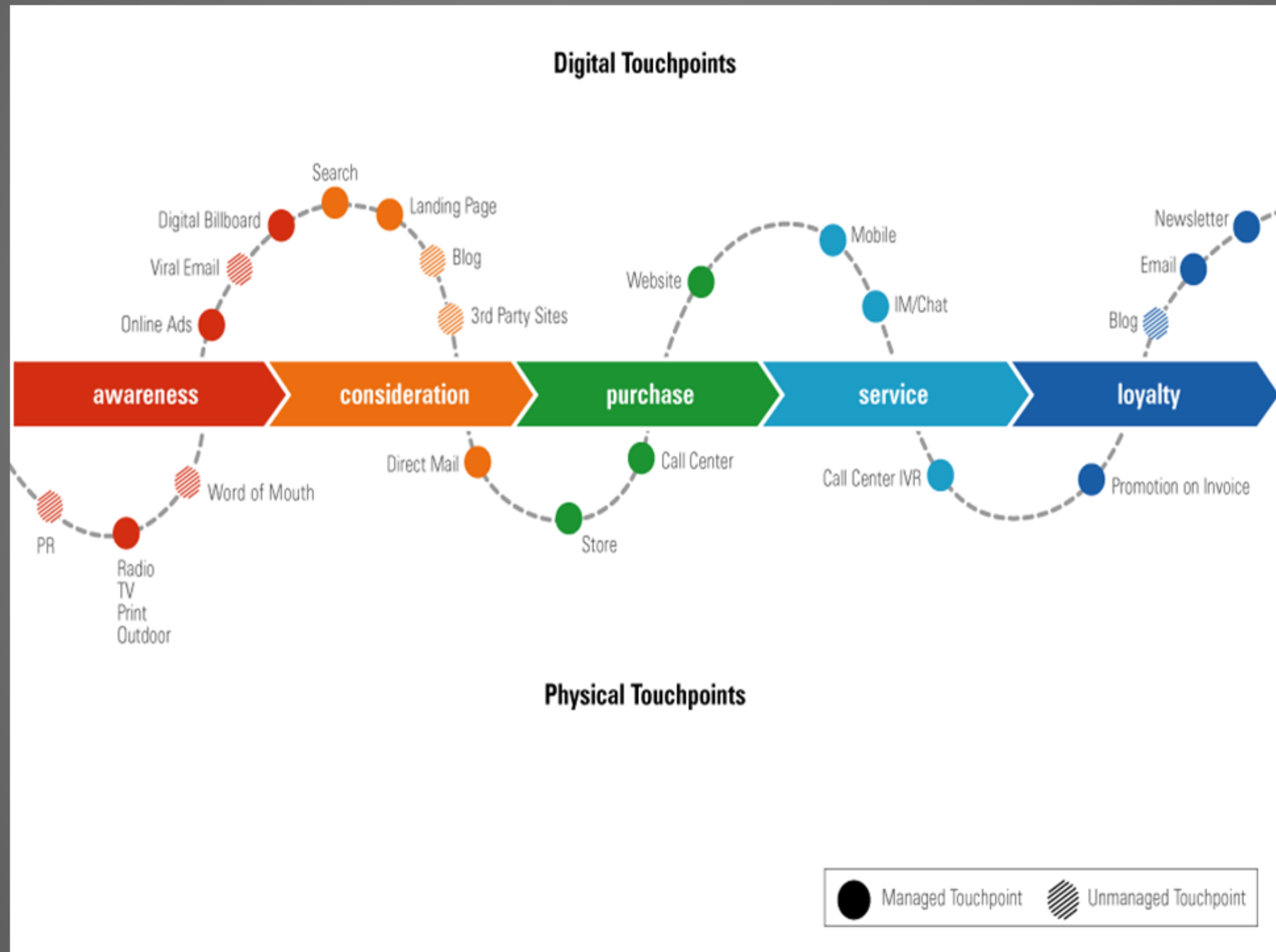
- awareness
- consideration
- buy-in/purchase
- service/product
- loyalty

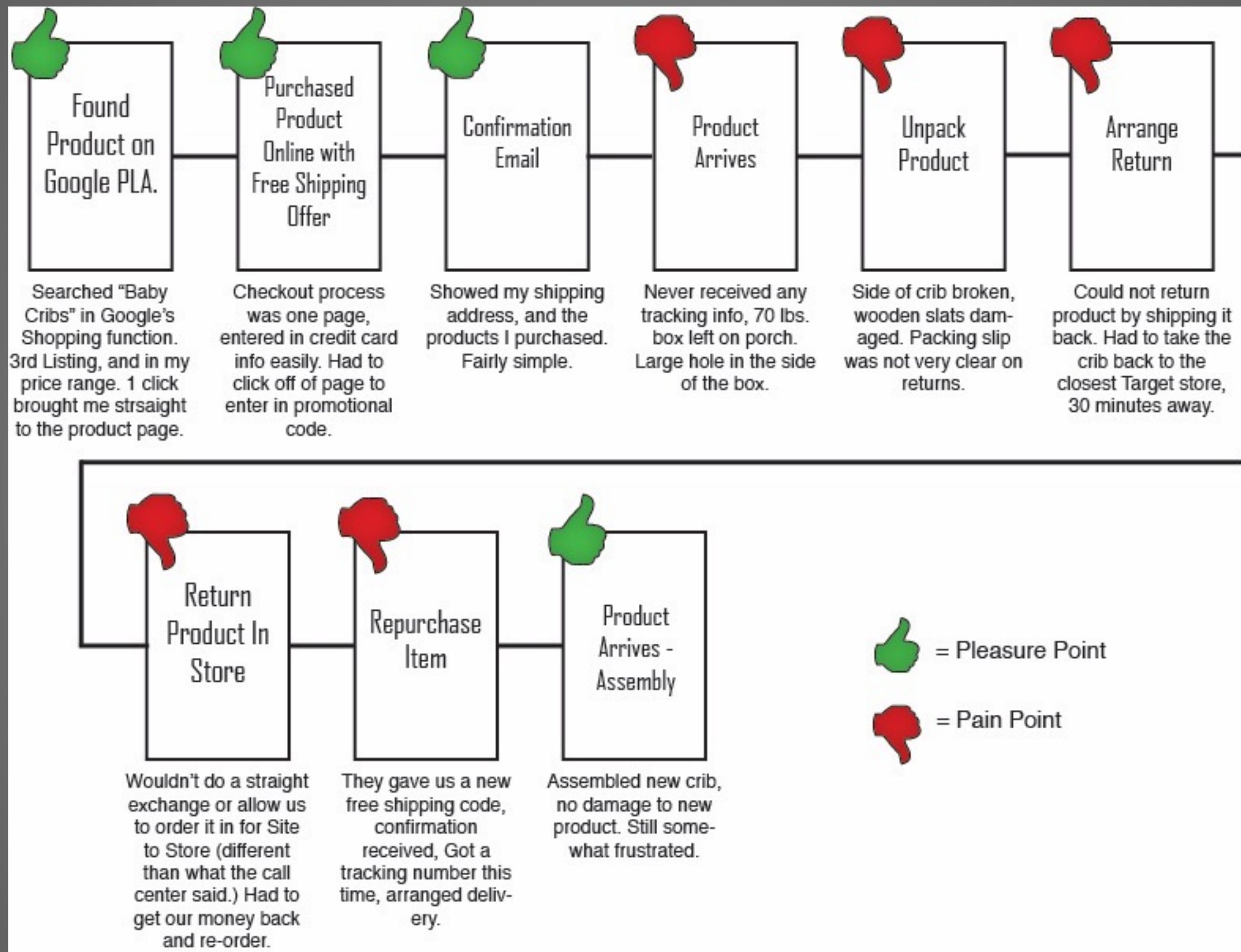


# Actions

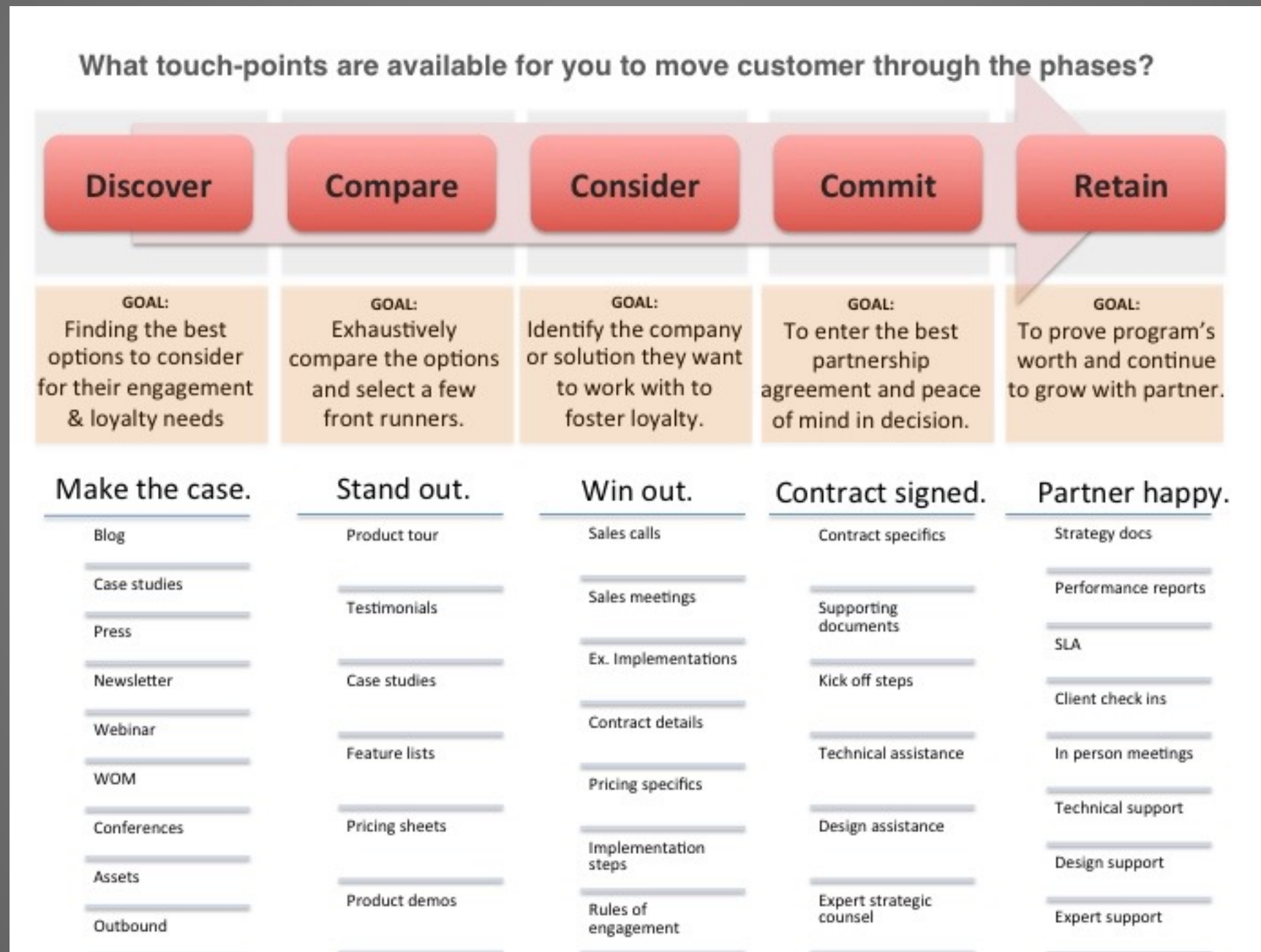
- **Attract** – How are customers attracted to and informed of the service or product?
- **Accept** – How does the customer enter into dealings with your organisation?
- **Adopt** – How does the customer interact throughout the entire experience?
- **Amplify** – How do you leave the customer feeling at the end of the interaction?
- **Advance** – How do you follow up with customers and extend the current relationship?

# TP MAP



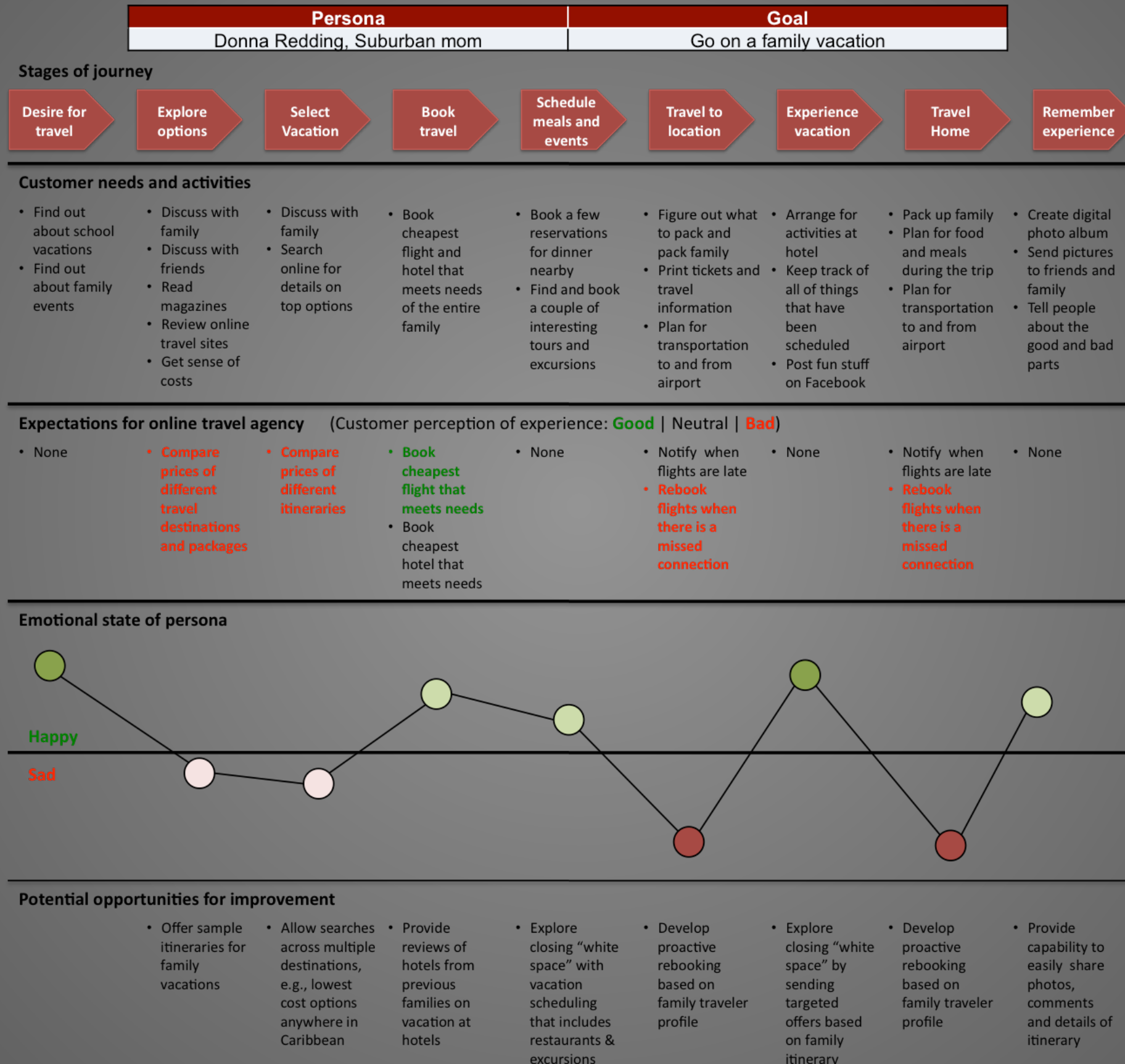


# Template





## Example of Customer Journey Map for Online Travel Agency



# Assignment

- create personas/scenarios for your customers
- create touchpoint map for your service