

ShopAssistant

Comeback of physical shop

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SHOP ASSISTANT



- Solution for physical shops
- Help them to improve their sales
- Combine the benefit of online shops
 - Real user feedbacks
 - Benchmarking opportunity
- Aggregate product information and user feedbacks into a mobile app.





ShopAssistant

Business

Market



- Potential client
 - Every physical shop in Estonia
 - Physical shops without own online-shop
 - Need to try/see in real
- Potential users
 - 40% of smartphone users know how to use qr-code.



Go to market strategy

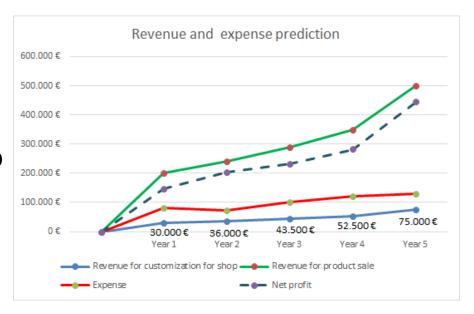


- Find partner companies
- Propagate increase of sale in magazines and newspapers
- Start with a small physical shops in Estonia
 - electronics devices especially wearable ones
 - smart glasses,
 - smart watches,
 - bracelets
 - fitness equipments.
- Advertisement on social networks
- Viral marketing strategy

Growth potential



- Vine, toys, furniture, sport equipment
- Grow up to all Europe
- Expecting exponential grow up



Competition



Who are they and what makes you different?

- Web pages for comparing products.
- Users can easily find product information from physical shops

Why competitors cannot just copy your product?

- We are the first in this area
- Community of users
- Aggreement with shops



Business model



- Free application for users
- Shop will charge 1€ per product
- Provide customization for shop
 - Statistic
 - Discount
 - Advertisment
 - 15% of revenues for customiz



Financials

year

- 24 small size shops
- 14 average size shops
- o 2 big size shops



Team





Martin Orava, Master IT Technology





Ezgi Yamac Electronic, hardware



Ranno Roosi



Ogunyemi Abiodun User Experience(UX), HCI

ShopAssistant

Demo





- Android application
- Java platform
- ide Android Studio









https://www.youtube.com/watch?v=7axJ54JEw78





Plan for near future

- Comment with images and video functionalities
- Add user profile page
- Add scanning history for users

Plan for long term

Create the web application version

ShopAssistant

Technical

Introduction

User Experience test to improve

- Usability
- Learnability
- Efficiency

- Aesthetics
- Intuitiveness

Testing of functional prototype

- 5 participants from estonia
- age 20-35
- 80% android users

Outcomes

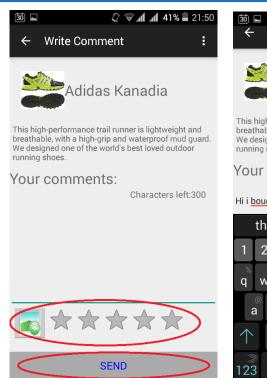
We explore that

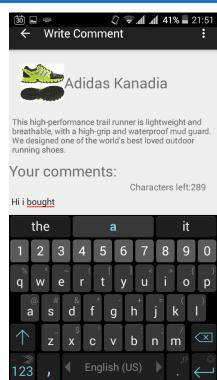
- Usability score is quite high (SUS 78)
- Users have motivation to use this application (Feedback form)
- One main intuitiveness problem

Intuitiveness problem

Participants don't know how to hide keyboard

- The rating bar
- The SEND button
 on the screen were
 invisible while the
 keyboard was opened.

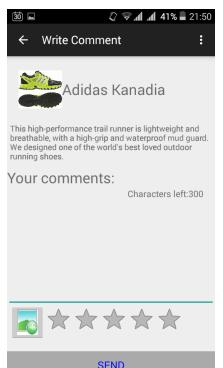


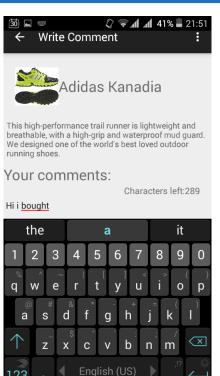


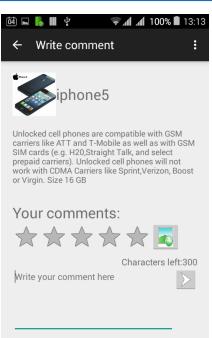
How it was discovered

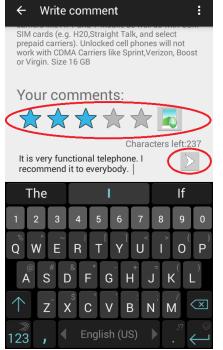
- In emofaces method 60% participant fill unpleasant for write comment task.
- From observation we as well discovered that users spent the most time and effort to complete the "write comment" task.

Design changes to fix the problem









Final Result

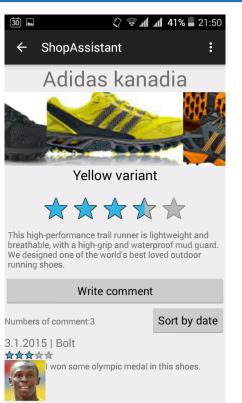
 Now you can use our application without knowledges how to hide the keyboard.

 Explanation statement that guide scanning QR-code





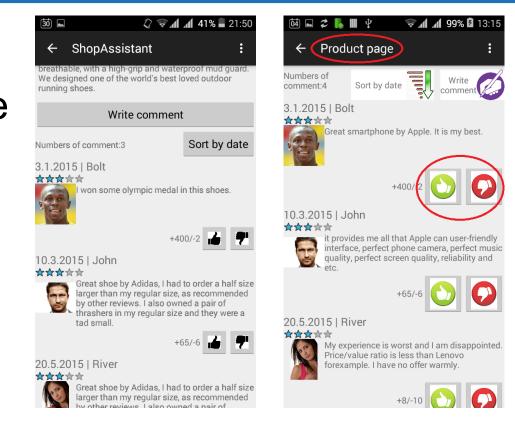
- Change of screens name
- Redesign of interface design elements
 Buttons for
 - Sorting comment
 - Writing comment



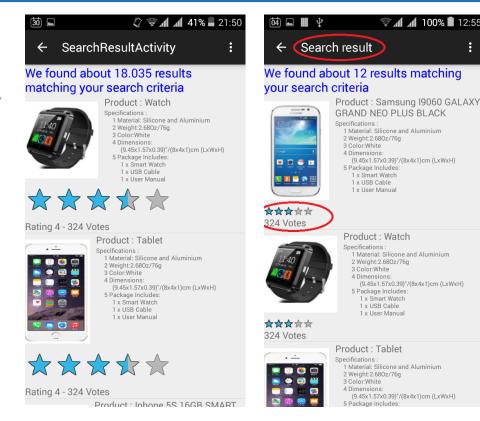


 Redesign of interface design elements
Buttons for

like-dislike



- Redesign of ratingbar
- Improve rating explanation



Thank you!