

In-Store Mobile Consumer App Project



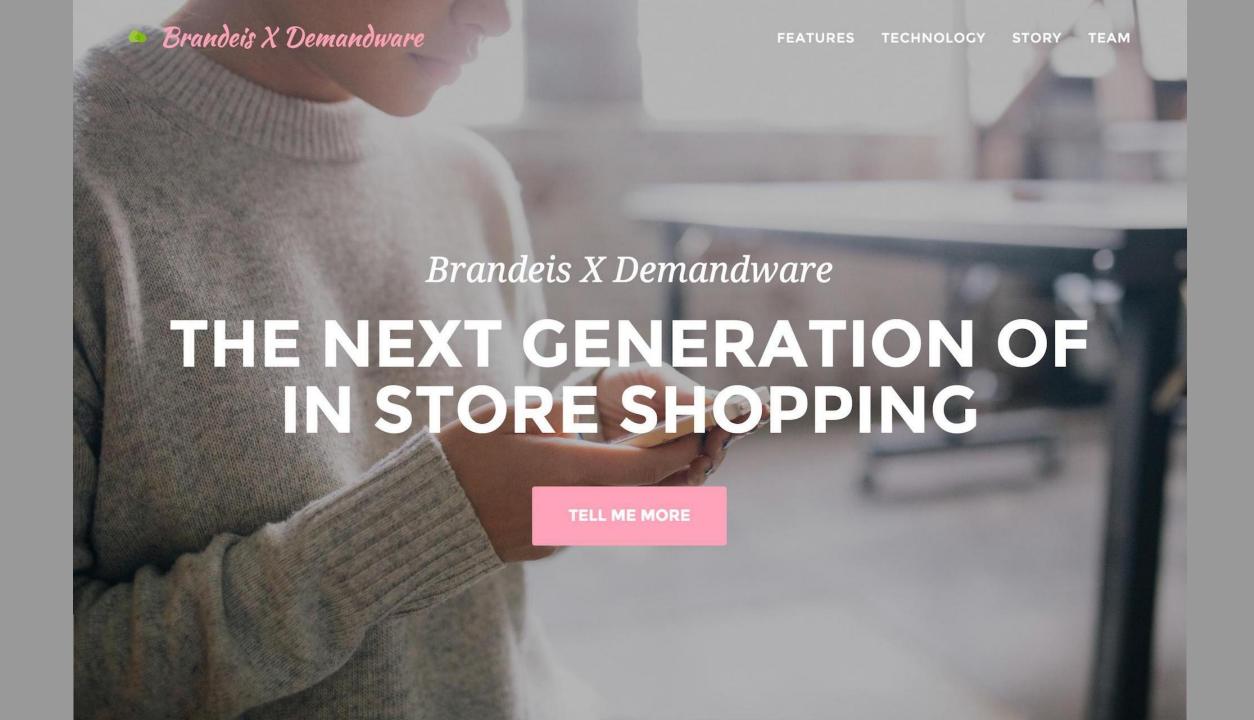
Shimon, Wesley, Jing, Brian

- Overview
- Problem Space
- Features
- User Story
- Technology
  - Map Interface Demo
- Prototype Design Demo
- Conclusion
- Q & A

### Overview

- Semester long field project led by Professor Pito Salas and Technical Lead
  Mia Stern at Demandware
- Our mission was to create the proof of concept for a consumer mobile app used primarily in-store
- We investigated competing apps and technologies, and came up with specific, customer-validated, technically feasible proofs of concept for such an application
- Let's dive right in...

- ✓ Overview
- Problem Space
- Features
- User Story
- Technology
  - Map Interface Demo
- Prototype Design Demo
- Conclusion
- Q & A



- ✓ Overview
- ✓ Problem Space
- ✓ Features
- ✓ User Story
- Technology
  - Map Interface Demo
- Prototype Design Demo
- Conclusion
- Q & A

#### Beacons:

"Eyes for your blind phone in the pocket"

Bluetooth Low Energy Signals

2.5 - 3 year battery life

Accuracy:

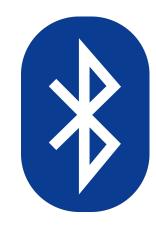
Ranging: < 10 cm

Location: < 2 m

Range Up to 70 m

Additional Motion/ Temperature Sensors





#### Our Choice of Beacons:



#### Estimote, an Y Combinator Graduate

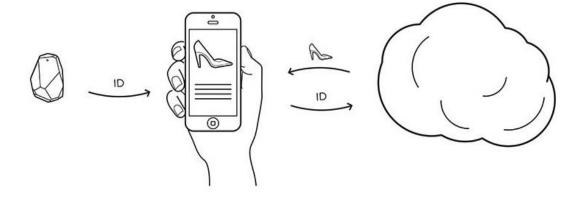
Estimote is an open platform with demo apps and source code on Github

Well documented development guideline

Good Q&A page

Other Options:

Swirl, Radius Network, Onyx, etc.



### Background Monitoring/Ranging System

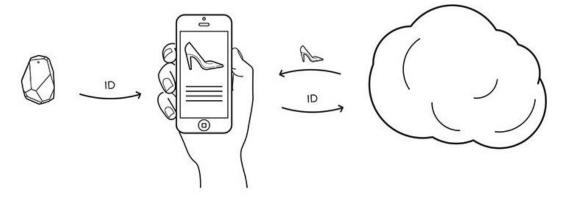
#### Setup Listener:

Listen to a set of beacons with the same UUID for the **Burlington store**Listen to a set of beacons with Major/Minor number > 100 for the **clothing section**Listen to a single beacon with Major/Minor number = 100 for just the **sweatshirt aisle** 

#### Enter/Exit Trigger Function:

Push notification for sales and recommendation Initiate/ terminate timer for behavior analysis

### Indoor Location System



Precise blue-dot location services indoors using trilateration of signal strength

How does it works?

- 1. **Place** beacons on each wall
- 2. **Map** the border of the space using Estimote Indoor Location App, which will upload the configuration to the Estimote Cloud
- 3. **Link** the configuration from the cloud in the application and start fetching location
- 4. **Call** delegated function to get Location object, which includes coordinate and orientation

#### Caveat:

Our mapping successful rate is 30%, so it takes some time to do the configuration, especially for large spaces

#### Potential Problems with Beacons

#### From Beacons to Application:

Streamline the process of setting up beacons in store

Configure information in application

#### **Scaling:**

3 beacons -> 30 beacons

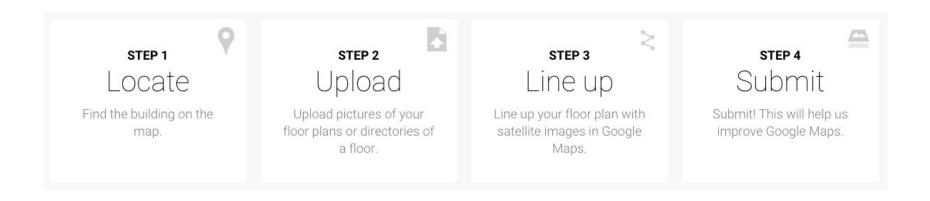
Optimize the layout and maintain the beacon

#### **Indoor Location Accuracy:**



### Map Interface

A simple way to get indoor layout map with matured map system



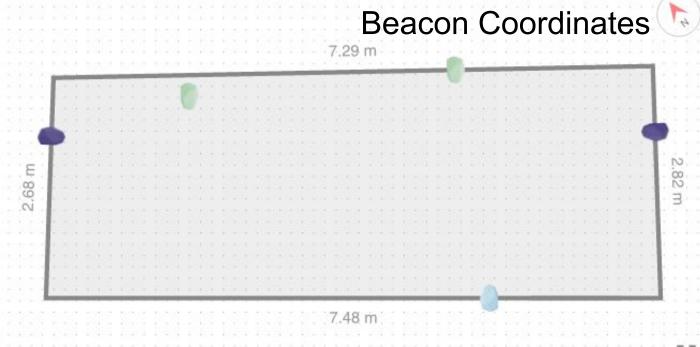
Apple ID **Indoor Survey** Enable indoor positioning. Forgot your Username or Password?

Google Indoor Map

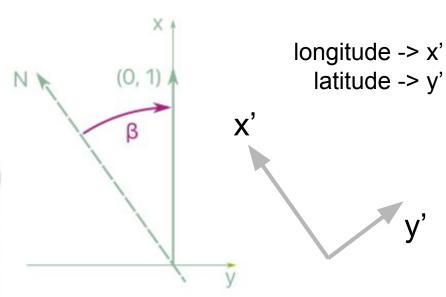
Apple Indoor Map

- ✓ Overview
- ✓ Problem Space
- ✓ Features
- ✓ User Story
- ✓ Technology
  - ✓ Map Interface Demo
- Prototype Design Demo
- Conclusion
- Q & A

# Map Interface Demo



We want to map **Beacon** Coordinates onto the **Google Maps** Coordinates



### Mercator Projection



### Fingerprint Payment

Make purchases with a single touch

billing

shipping

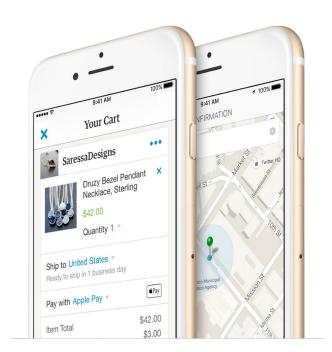
contact details

Prerequisite for **Apple Pay** in-app purchase API:

In addition to implementing Apple Pay with the PassKit framework, which will release the payment credential token, you must:

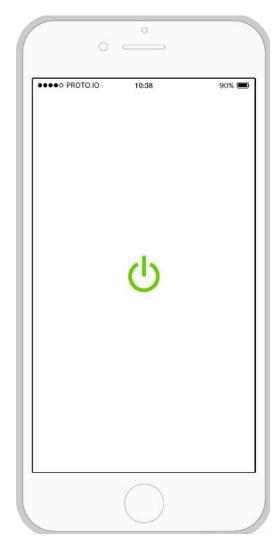
- Set up an account with **a payment processor or gateway**, if you don't already have one. You can find a list on developer.apple.com/apple-pay.
  - Register a **Merchant Identifier** via Certificates, Identifiers & Profiles
- Submit a **Certificate Signing Request** to obtain Public and Private keys that will be used to encrypt and decrypt Payment Tokens
  - Include an **Apple Pay entitlement** in your app.

**Android Pay** in-app purchase API is on its way



- ✓ Overview
- ✓ Problem Space
- ✓ Features
- ✓ User Story
- ✓ Technology
  - ✓ Map Interface Demo
- Prototype Design Demo
- Conclusion
- Q & A

## Prototype Design Demo



User-story:

Mary



- ✓ Overview
- ✓ Problem Space
- ✓ Features
- ✓ User Story
- ✓ Technology
  - ✓ Map Interface Demo
- ✓ Prototype Design Demo
- Conclusion
- Q & A

### Conclusion

Website:

https://BrandeisXDemandware.github.io

Github Repo:

https://github.com/BrandeisXDemandware open source under the MIT licence

Prototype:

http://brandeisxdemandware.github.io/Interface-Design-Prototype/

• Report:

http://tinyurl.com/demandwarexbrandeis-report

• Presentation:

http://tinyurl.com/demandwarexbrandeis

- ✓ Overview
- ✓ Problem Space
- ✓ Features
- ✓ User Story
- ✓ Technology
  - ✓ Map Interface Demo
- ✓ Prototype Design Demo
- ✓ Conclusion
- Q & A

# A & Q



- ✓ Overview
- ✓ Problem Space
- ✓ Features
- ✓ User Story
- ✓ Technology
  - ✓ Map Interface Demo
- ✓ Prototype Design Demo
- ✓ Conclusion
- ✓ Q & A

# Thank you!

Mia Stern

**Amy Croot** 

Gilberte Houbart

**Demandware Team** 

Pito Salas