



UTM

UNIVERSITI TEKNOLOGI MALAYSIA

FACULTY OF COMPUTING

SESSION: 2023/2024-1

COURSE CODE: SECP1513

SECTION: 03

LECTURER'S NAME: Ts. Dr. Muhammad Iqbal Tariq bin Idris

GROUP NAME: TECH TITANS

PROJECT PROPOSAL

Student's Name	Matric No.
Abhilashinie A/P Prabakaran	A23CS0031
BEATRICE ANN DAVID	A23CS0055
ALNADHARI MUSTAFA SAEED ABDULQADER	A20EC4071
VIBHUSHA A/P SAMPASIVA RAO	A23CS0194
ONG JIN YIE	A23CS0169
AMR YOUSEF ALWAFI	A23CS4005

Table of Contents

Client Background.....	3
Existing Technology.....	3
Problem with Existing Technology.....	3
Proposed Idea/Solutions.....	3
Benefits/Advantages.....	3

Client Background

The companies in the e-commerce sector provide an online marketplace for various products. Currently, the system uses traditional e-commerce techniques involving viewing the products through images and descriptions.

Existing Technology

The clients who are using standard e-commerce websites can view the products through images and text descriptions only.

Problem with Existing Technology

The primary issue with the current system is that standard e-commerce websites such as Shopee are lacking interactive and immersive elements. Customers cannot interact with desired products. Customers cannot visualize products in their own space. This leads to a gap in the shopping experience. Consequently, there may be potentially higher return rates due to unmet expectations.

Proposed Idea/Solutions

We propose an Augmented Reality application for online shopping. Customers can preview products in their environment using a smartphone. The app allows visualization of products in personal spaces. It aids in making informed purchasing decisions.

Benefits/Advantages

1. **Enhanced Customer Experience:** Provides a more interactive and engaging shopping experience.
2. **Reduced Return Rates:** By allowing customers to preview products in their space, the likelihood of returns due to unmet expectations is significantly reduced.
3. **Competitive Edge:** Positions the client as a forward-thinking leader in e-commerce.

4. **Increased Sales:** Engaging and interactive experiences are likely to boost customer interest and sales.

This AR application represents a step forward in bridging the gap between online shopping and real-world experience. It offers a unique value to both the sellers and their customers.