

AR Shopping App

Dong, Sarfaraz, Julie

Purpose of the Application

- This app demonstrates the AR experience through shopping app that customers can simulate the desired objects where they want to place such as lamp at empty desks, office chairs etc. By doing this, a company can minimize the returns for unwanted purchases. Conveniences for the user.

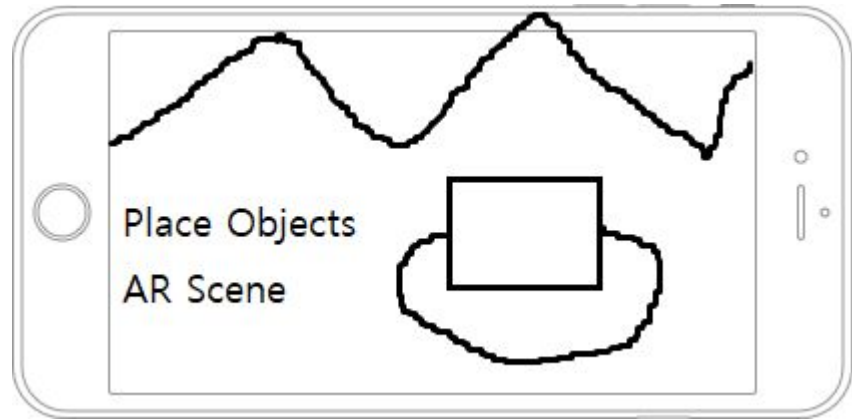
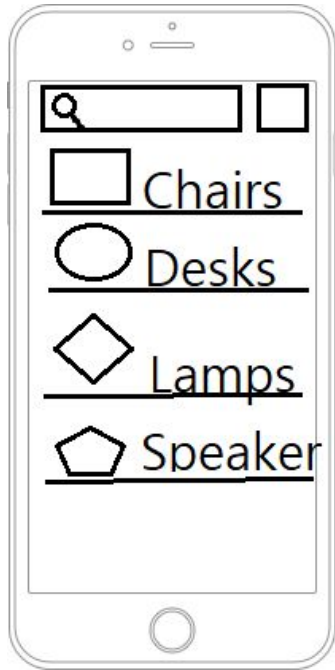
Areas of interest

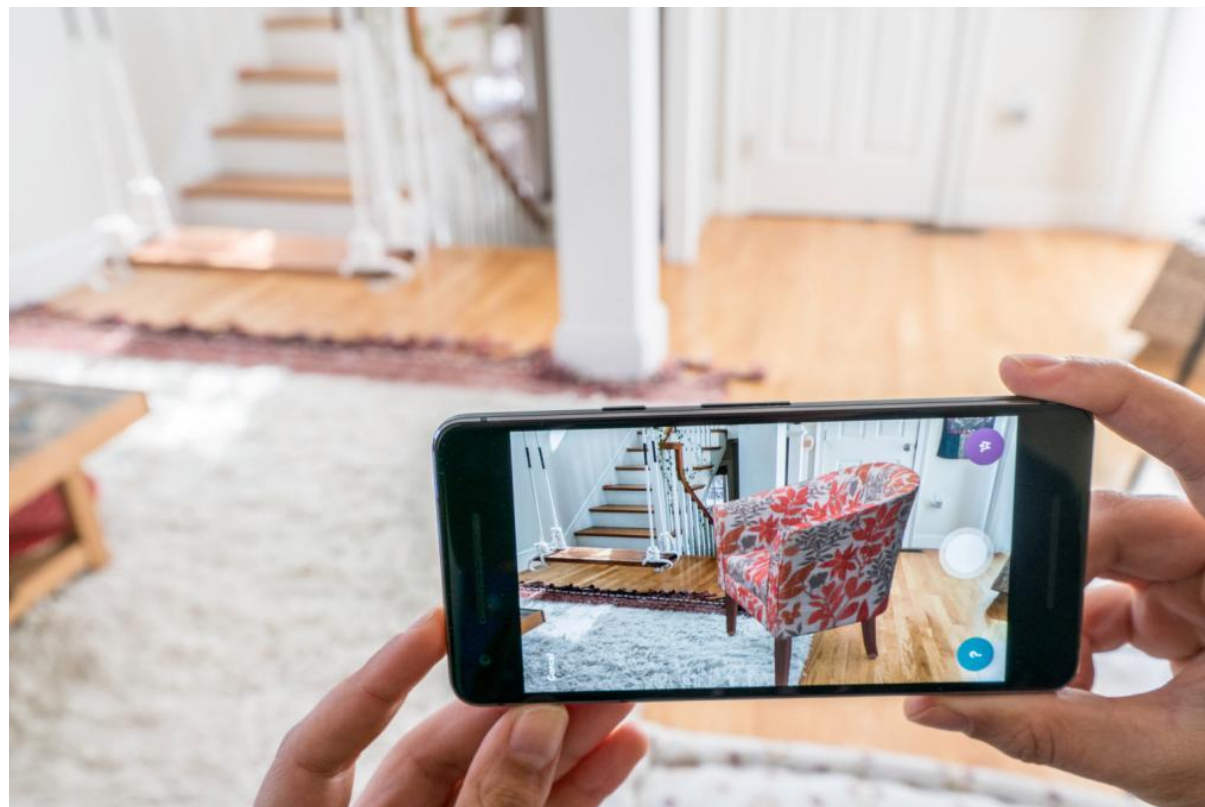
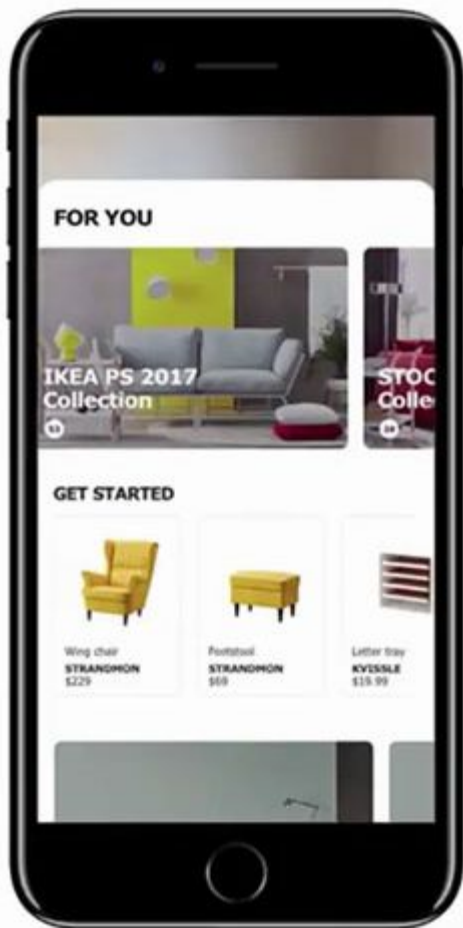
- Augmented Reality (AR Kit 2)
- Camera
- Shop App (Cart)

Value of the application

- Being able to buy desired object and able to see it in real time with AR before purchasing. Example, if a user wants to buy a chair they can view it in AR to see if it can fit in their or if it looks good with their other furniture.

Wireframe of App





Typical Path using the Application

1. Open the application
2. The user can pick from a list of the different types of furniture from the main screen
3. The user can click on a category which will take them to a populated list of the specific furniture type. They will see the price, and colours available
4. If the AR button is pressed, the AR screen will load and the user will be able to place the chosen item in the area around them.
5. The user can exit this mode by clicking the exit button.
6. The user can move back between the screens to pick a new category
7. The user can add a selected item to their purchase by clicking “Add to Cart”
8. The user can leave the application at any time

Using the Application

1. Let's say Julie wants to purchase a white closet in her room where some spaces are available and she wants test around before buying it from IKEA. By using this AR shopping app, she can generate objects through camera system and test around AR world.
2. Same for me too, I would like to buy a new bed frame. And I am not sure how big is this. By using bed frame AR objects to place at empty space and measure out. If that fits, I'm cool to buy this straight from IKEA, why not?