



K. S. INSTITUTE OF TECHNOLOGY, BANGALORE-560109
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
PROJECT PHASE 1 + SEMINAR (18CSP77)



PROJECT ABSTRACT SUBMISSION 7TH SEM A & B SEC 2021-22 (Odd Sem)

PROJECT TITLE: E-Commerce for Art Gallery. (Artquarium.com)

Batch No.:
2021_CSE_16

Guide Name: Mrs. Geetha R

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ABSTRACT

As India is known for its intangible cultural heritage. Indian art consists of variety of art form including painting, sculpture, pottery, and textile art. But in the pandemic we have seen that local artist has suffered a lot as their talent did not reach many people due to this they incurred losses. So they are quitting their profession and are moving to secondary business which results in depletion of our Indian cultural arts like Manjusha Painting, Parsi Embroidery, Toda Embroidery and many more.

So, this project (Artquarium.com) is like an Art Gallery where Artist can not only share their artistic ideas but also they can promote and sell their masterpiece. This website helps the local vendors and others to sell their work from the comfort of home through internet. Here, user can select the aesthetic painting to buy or they can add in Wishlist too. The item in the shopping cart will be presented as order and user can place the order by filling some basic details like address, phone number, and payment methods.

A complete web interface is provided with different modules like user can login, register (if new). They can post their creative work to respective account, buy and sell their masterpiece, follow others as well as they can like and save the posts. Chatbot will be provided to assist the user. We are providing security features like Two Factor Authentication for keeping payment secure, SSL certificate and firewall to keep webpage secured.

Our proposed model will be proven to be appropriate for local vendors and others as well by providing benefits of buying, selling, and promoting their creativities. This platform does not let the traditional and cultural painting of India to get extinct but helps to raise and maintain the ethnicity of India. Our motto is to make sure that art culture is preserved for future generation and providing credibility to artist who worked hard to bring out their talent.



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System Requirements (H/W and S/W)

Minimum Hardware Requirements:

- **Processor :** Intel's i5 7th Gen. processor or above (rec. quad core)
- **Hard Disk :** 20GB min. (50 GB rec.)
- **Memory :** 4GB min. (8GB rec.)

Software Requirements:

- **Client-side Technologies:** HTML, CSS, Bootstrap, JavaScript
- **Server-side Technologies:** Php, JavaScript, Python
- **Database:** SQL Database
- **Web Browser:** Chrome/Firefox
- **Editor:** Visual Studio Code
- **Operating System:** MS-Windows (2007/8/10/11) / Linux (Any) / macOS (Sierra/Mojave)

Base Paper Submitted: Yes

Provide Base Paper Details in the following format:

Alexandra Fernandes and Luís U. Afonso “**Online Sales and Business Model Innovation in Art Markets**”,
Instituto Universitário de Lisboa (ISCTE-IUL), Business Research Unit (BRU-IUL), Avenida das Forças Armadas,
1649-026 Lisboa, Portugal doi:10.3390/socsci9020007, 21 January 2020, volume 9, Published By:
<https://doi.org/10.3390/socsci9020007>.

Note: Not for Student Use

ACCEPTED	REJECTED	RE SUBMIT
Reason for Rejection:		
Reason for Re Submit:		

Project Coordinator

HOD