



a Digital Solution

for Walmart Global Technologies

ARTeam11

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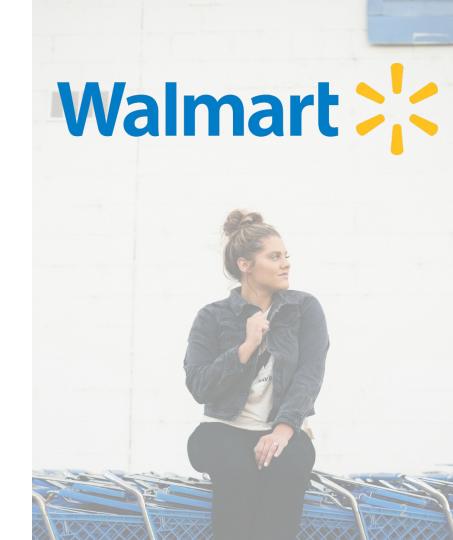
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Positioning Statement

- Omnichannel retailer that provides convenience
- Price sensitive customer
- Walmart represents one-stop shopping for everyday products



ARTeam11 Goal

To bring awareness to the new AR "Try On" feature on the existing Walmart App.





KEY INSIGHTS: Good Decisions & Avoiding Returns

41% of online shoppers buy variations of a product with the intent of returning.

0.5% of items viewed resulted in a purchase

Returns are *inconvenient* for the customer especially in a pandemic

Returns hurt profit margins for the business

How might we improve the experience of online shoppers to make smarter and budget-conscious purchase decisions?

BIG IDEA

Imagination brought to life.



Persona: Rebecca

AGE: 38

OCCUPATION: Occupational Therapist

PROFILE: Budget Conscious

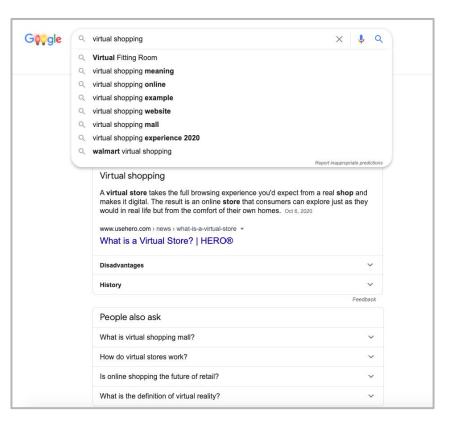
CONCERNS: Wants to maximize her time



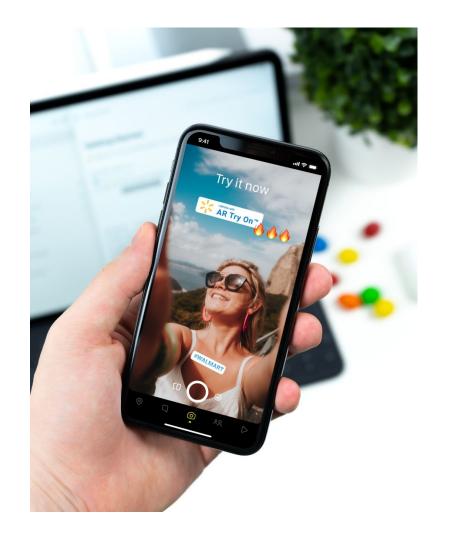
Rebecca grows aware...



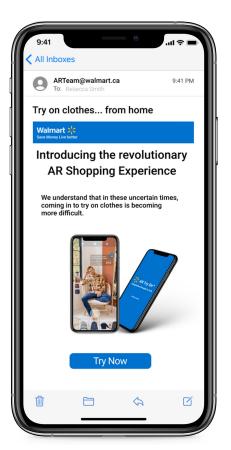
Search for a Solution



Turns to a Friend



Rebecca Has Mail



AR Try on Features

- Try on clothing in the comfort of your home
- Create profiles of people you often shop for
- Switch profiles with just a tap
- Easy-to-use Augmented Reality camera





Imagination Brought to Life





How Will We Measure Success?

Reach Adoption Rate Shared Content

\$370 M

Total Unconverted Sales opportunities

Lost opportunity from items viewed and not purchased

Key Takeaways

- Conduct user accessibility testing
- Implement additional features to enhance experience
- further research on the VR Data Modeling



THANK YOU