

Generative AI Innovative Application | Final Project Report | Professor: Min-Yuh Day | Date : 2025/6/2

# NovaPet

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—  
“A burst of personality in your digital sky.”



Leisure & Sports  
Management, NTPU  
**Jun-Yu Wu**  
(Jeremy)



Information  
Management, NTPU  
**Hsin-Ting Lu**  
(Bob)



Smart Health Care  
Management, NTPU  
**Zeeshan Rehman**  
(ZEE)



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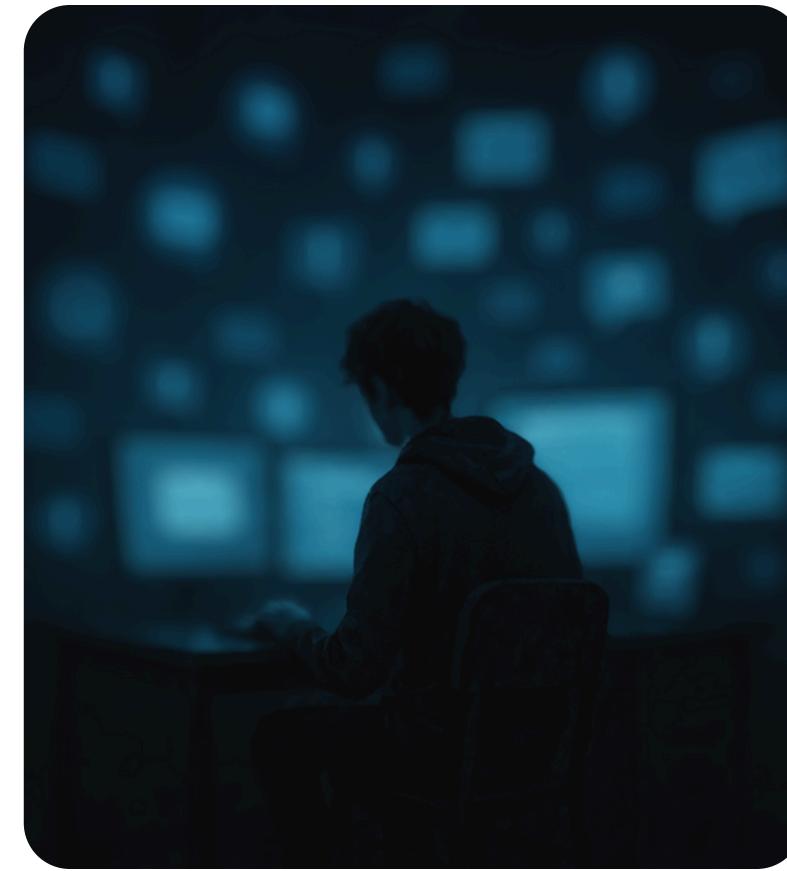
- 01 Improvements
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# Background and Motivation



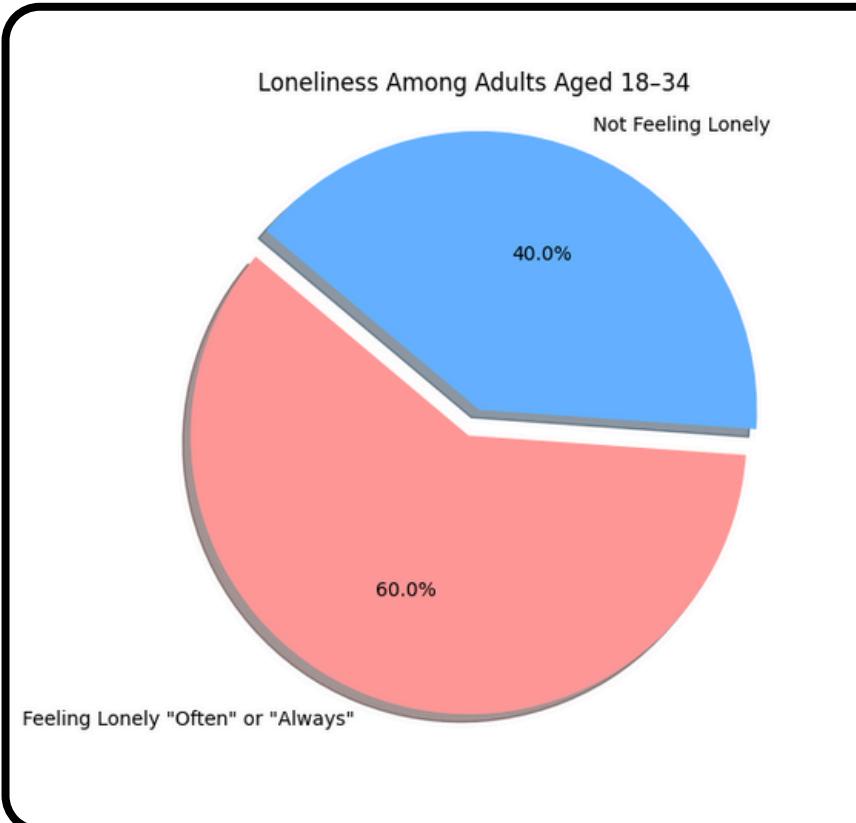
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**(ZEE)**

# Background



## The Digital Loneliness Epidemic

- 💡 Our daily lives are dominated by technology, often leaving interactions feeling impersonal.
- 💻 Extended screen time from remote work, studying and browsing can lead to stress and isolation.
- 🤖 AI tools today are transactional, not emotional.



## The Problem

- ⌚ 6+ hours/day spent online (Statista, 2023)
- 💔 52% of Gen Z/Millennials feel isolated despite constant connectivity (Pew Research)
- 📊 60% of adults aged 18–34 report feeling lonely "often" or "always" (Cigna, 2023).
- 🌟 89% of users are more loyal to apps that offer emotional engagement (McKinsey, 2024)

# Motivation



## Humanizing Technology

- 💡 Vision: Make AI feel less like a tool and more like a friend.
- 💡 Example: NovaPet pets don't just remind you to drink water they ask, "Had a rough day? Let's take a breather" 🌟

## Empowering Daily Life

- 💡 For Students: A study buddy that celebrates small wins.
- 💡 For Remote Workers: A companion that breaks the isolation of WFH.
- 💡 For Gamers: Collectible pets with rich lore and personalities.

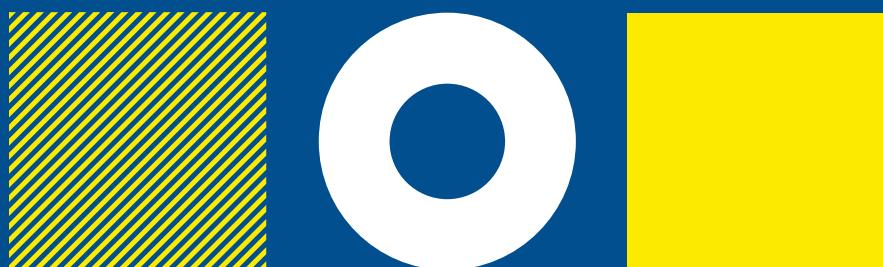
## The Inspiration



### Why NovaPet?

- 🌟 Emotional AI: Pets that listen and adapt to users.
- 🎮 Nostalgia Meets Innovation: Tamagotchi's charm + ChatGPT's brains.
- 🧠 Productivity with Heart: Turn browsers into spaces of warmth.

# User Scenario



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**(Jeremy)**



**MIN**

- 21 years old
- Female
- New Taipei
- Student
- @NTPU

## ABOUT THE USER

Min shares a small dorm room and often studies until midnight. She's used to being surrounded by people online, but still misses real emotional connection. NovaPet became her late-night companion that quietly cheered her on.

## BEHAVIOR PATTERNS

Uses Chrome for studying, YouTube, and daily browsing (6-8 hours/day)

## GOALS AND NEEDS

- Emotional support when being alone
- Gentle nudges for healthier digital habits (rest, hydration)
- A playful, non-intrusive companion to reduce academic stress

## ENGAGEMENT POTENTIAL

- Daily active user
- Emotionally motivated
- High retention if the pet feels "alive" and emotionally expressive

## FRUSTRATIONS

- Used to use a focus timer plugin, but found it too cold and rigid
- Tried mobile pet apps, but disliked having to "feed" or "train" the pet



## KEVIN

- 32 years old
- Male
- Taipei
- Product Manager
- @Google

### ABOUT THE USER

Kevin is a product manager at Google, leading fast-paced cross-functional teams. While he thrives on structure and efficiency, the daily intensity often feels draining. NovaPet became a rare moment of lightness—something simple, friendly, and just human enough to make long hours feel a little warmer.

### BEHAVIOR PATTERNS

Starts Chrome around 9 a.m. and works through tabs and meetings

### GOALS & NEEDS

- Gentle emotional balance during long, demanding workdays
- Integrated task reminders without breaking flow
- Prefer minimal, non-distracting interaction style

### ENGAGEMENT POTENTIAL

- Functional user type
- Medium emotional bonding, but high tool-utility dependency
- Likely to pay for productivity-enhancing upgrades

### FRUSTRATIONS

- Tried desktop pet software before, but it felt gimmicky or distracting
- Doesn't want tools that require training or too many setup steps



## NINA

- 24 years old
- Female
- Kaohsiung
- Content Creator
- @Instagram

### ABOUT THE USER

Nina is a creative spirit who believes every tool on her screen should either spark joy or spark ideas. NovaPet became her little companion that sits quietly on the side—sometimes playful, sometimes poetic.

### BEHAVIOR PATTERNS

Opens Chrome as part of her morning ritual

### GOALS & NEEDS

- Artistic inspiration and emotional stimulation when feeling blocked
- Enjoys collectible or customizable elements (pets, planets, themes)
- Seeks lightweight ritualistic tools to start her creative day

### ENGAGEMENT POTENTIAL

- Likely to become a brand evangelist
- High visual and emotional sensitivity
- May give feedback and share product on social media

### FRUSTRATIONS

- Tried desktop mascot apps but found them hard to customize
- Wishes more tools had aesthetic quality and personality

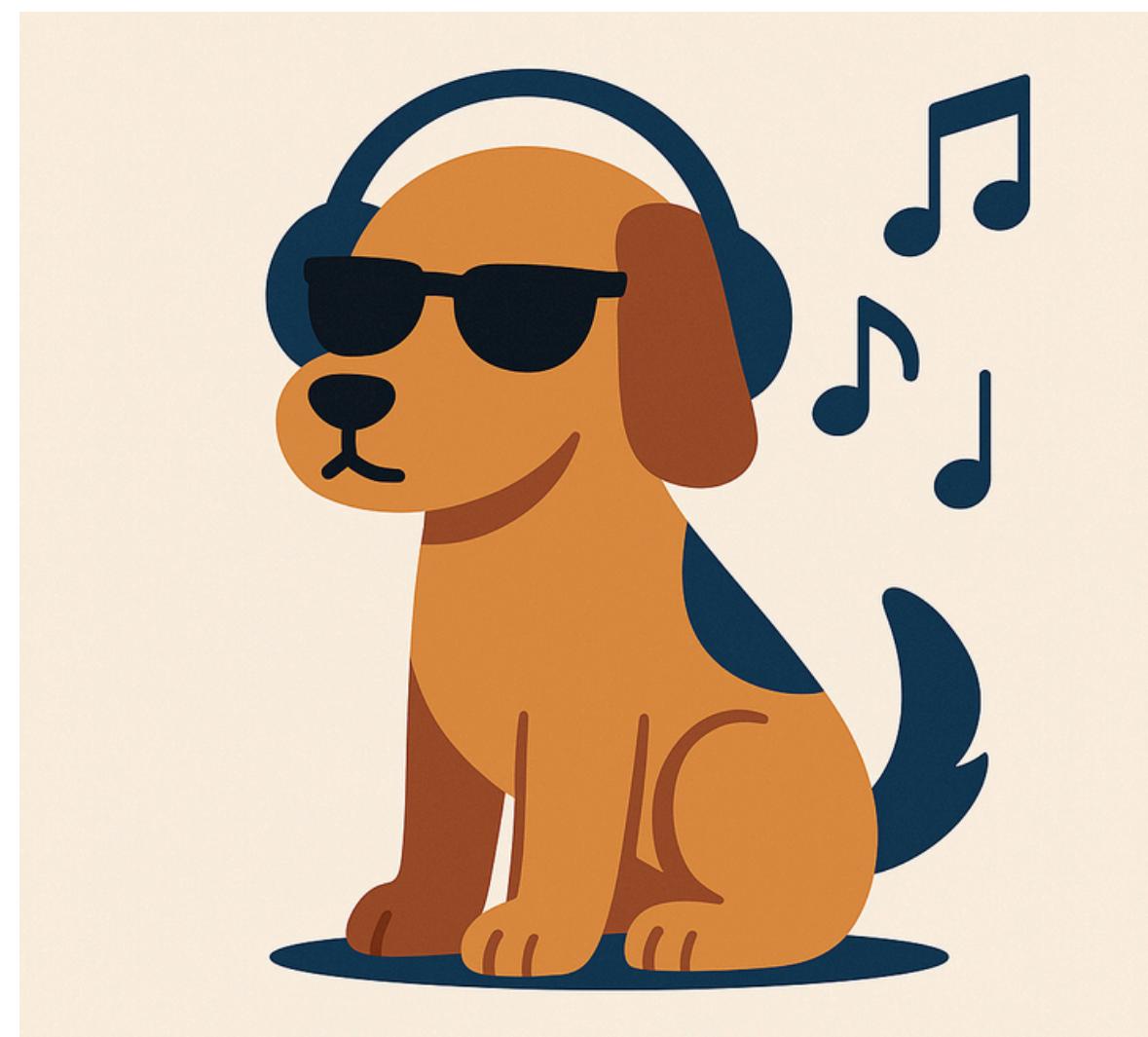
# Product Objectives



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**(Bob)**

# Product Objectives

An **AI-powered virtual pet** designed to deliver emotional companionship, interactive reminders, and engaging rewards, making your digital life warmer and more enjoyable!



# Product Objectives

What are we going to build?



Chrome Extension

# Product Objectives

## Why do we choose Chrome Extension?



No matter what you're doing online—videos, shopping, or learning—NovaPet is **always with you**. Your digital pet, your home companion.

# Marketing Analysis



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**(Jeremy)**



# 4P Analysis

## Product

### AI-POWERED VIRTUAL PETS

- 🌟 **Unique Personalities:** Every pet has its own mood, habits, and quirks.
- 🗣 **Dynamic Dialogue:** Smart, tone-sensitive conversations.
- 🌍 **Planetary Designs:** Customize habitats on themed mini-planets.
- 🔔 **Smart Reminders:** Gentle nudges to hydrate, stretch, or relax.
- ✳️ **Collectibles & Upgrades:** Unlockable traits, skins, and memories.

## Price

### FREEMIUM + MICROTRANSACTIONS

#### FREE Free Tier:

- Access to 1–2 base pets.
- Limited daily interactions and themes.

#### 💎 Premium Tier (Pay-to-Unlock):

- Exclusive pet species and planetary designs.
- Special rituals, seasonal events, and mini-games.
- One-time purchases or monthly membership.

#### 🛍️ In-App Purchases:

- Rare accessories (hats, outfits, gadgets).
- Emotion packs, stickers, or audio packs.
- Name change tokens or “rebirth” for legacy pets.

## Promotion

### HOW WE REACH USERS

- 📱 **Social Media Push:**
  - TikTok, IG, YouTube Shorts for pet reactions & skits.
  - Trendy challenges (e.g., #MyNovaPet).
- 🤝 **Influencer Partnerships:**
  - Creators co-design pets or themes.
  - Affiliate codes for custom pets.
- ✉️ **Email Campaigns:**
  - Pet care tips, event updates, birthday reminders.
- 🔍 **Search Engine & Video Ads:**
  - Target pet lovers, students, and productivity tools.
- 📅 **Daily Rituals:**
  - “Pet of the Day” quotes or journal-style prompts.
  - Emotional check-ins to drive habit loops.

## Place

### WHERE USERS ACCESS NOVA PET

#### ✳️ Chrome Extension Store:

Primary platform for distribution.

#### 🌐 Official Website:

For downloads, support, pet showcases.

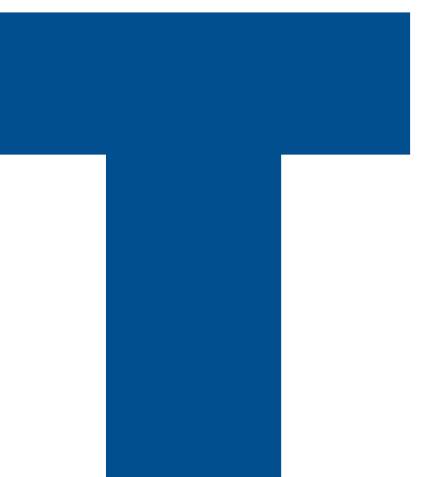
#### ✉️ Early Access Invites:

Build hype with limited test slots.



## Segmentation

- **Demographics:** Aged 15–30, students, freelancers, remote professionals
- **Behavior:** Heavy Chrome users, emotionally driven, pet lovers, tech-friendly
- **Needs:** Emotional support, light productivity tools, daily companionship



## Targeting

- **Primary Audience:** Students and workers who want an emotionally intelligent and pleasing companion while online
- **Secondary Audience:** Creators and mental wellness seekers interested in self-expression and routine rituals



## Positioning

**"NovaPet is an AI-powered virtual pet that offers daily companionship, emotional warmth, and playful interaction—living quietly inside your browser to make every day a little brighter."**

# Product development Process



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(Jeremy)**



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(Bob)**

# OUR TEAM MEMBERS

**JEREMY**



**PRODUCT  
MANAGER**

**BOB**



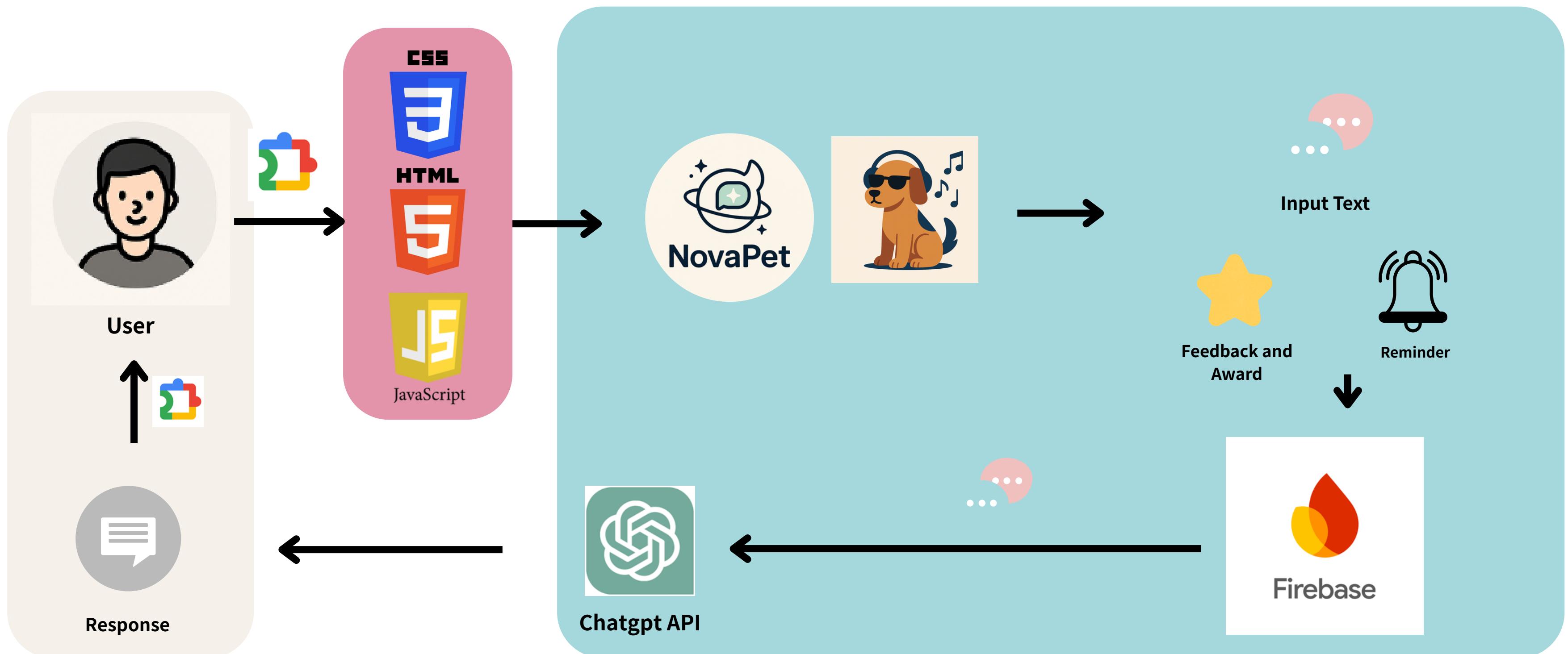
**FULLSTACK  
DEVELOPER**

**ZEE**



**TEAM  
MEMBER**

# Product Workflow





Bob

# “From Zero to Extension Hero”

## Personal Reflections:

**1. First time building a Chrome Extension**

— had no clear image in my mind at the beginning.

**2. Implementing context memory felt really cool since I had never tried it before~**

**3. It was challenging to build features one by one**

— sometimes AI didn't give the right answers, so I had to debug on my own.



Jeremy

# “Design with Vision, Deliver with Focus”

## Personal Reflections:

- **Focused on shaping what NovaPet should become — not just how to build it.**
- **Prioritized features based on value and feasibility under tight deadlines.**
- **Learned to make trade-offs when time was limited — not everything can ship.**
- **Explored how to design intuitive and engaging user interfaces.**
- **Faced the challenge of clearly communicating my ideas to developers.**

# Product Functions & DEMO



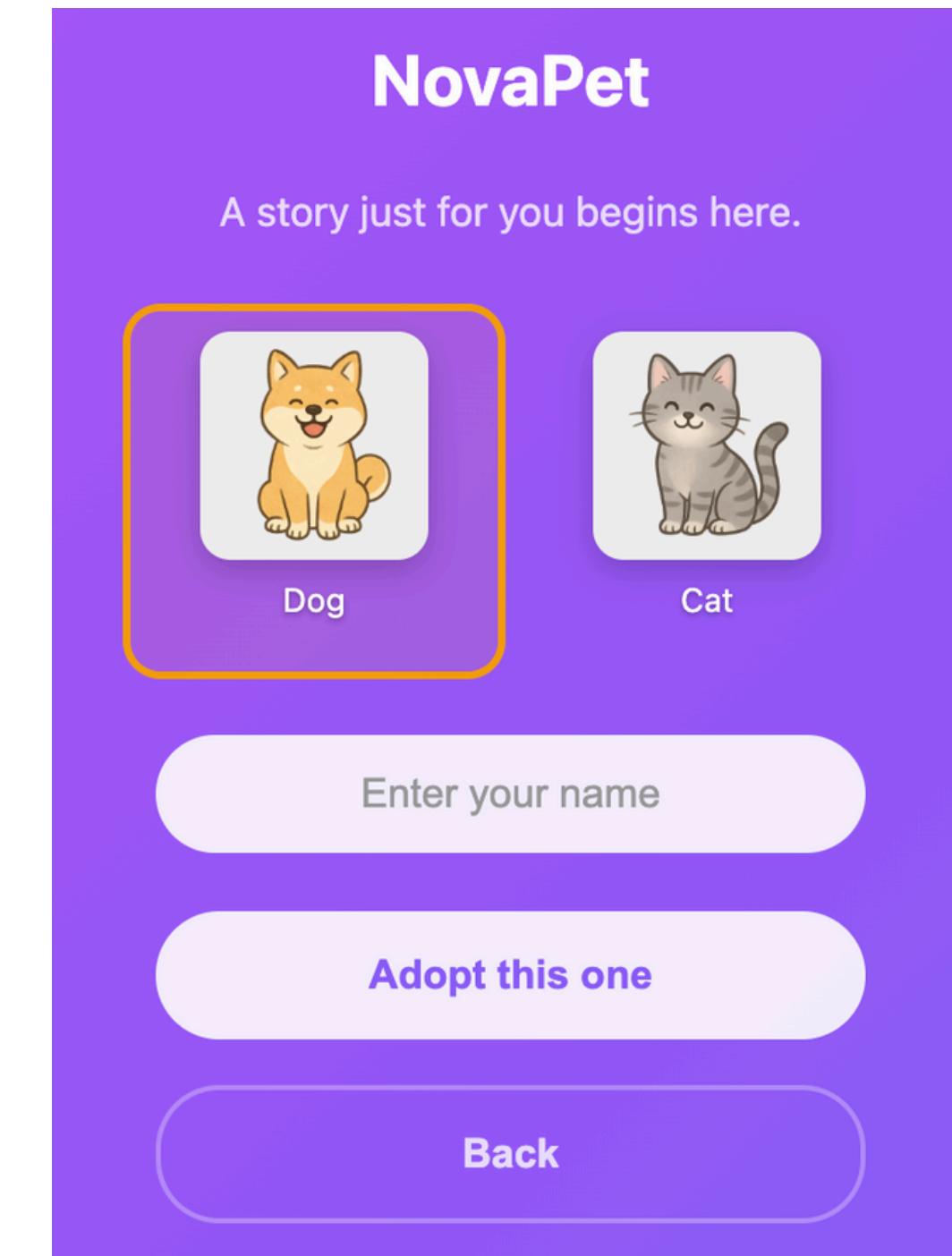
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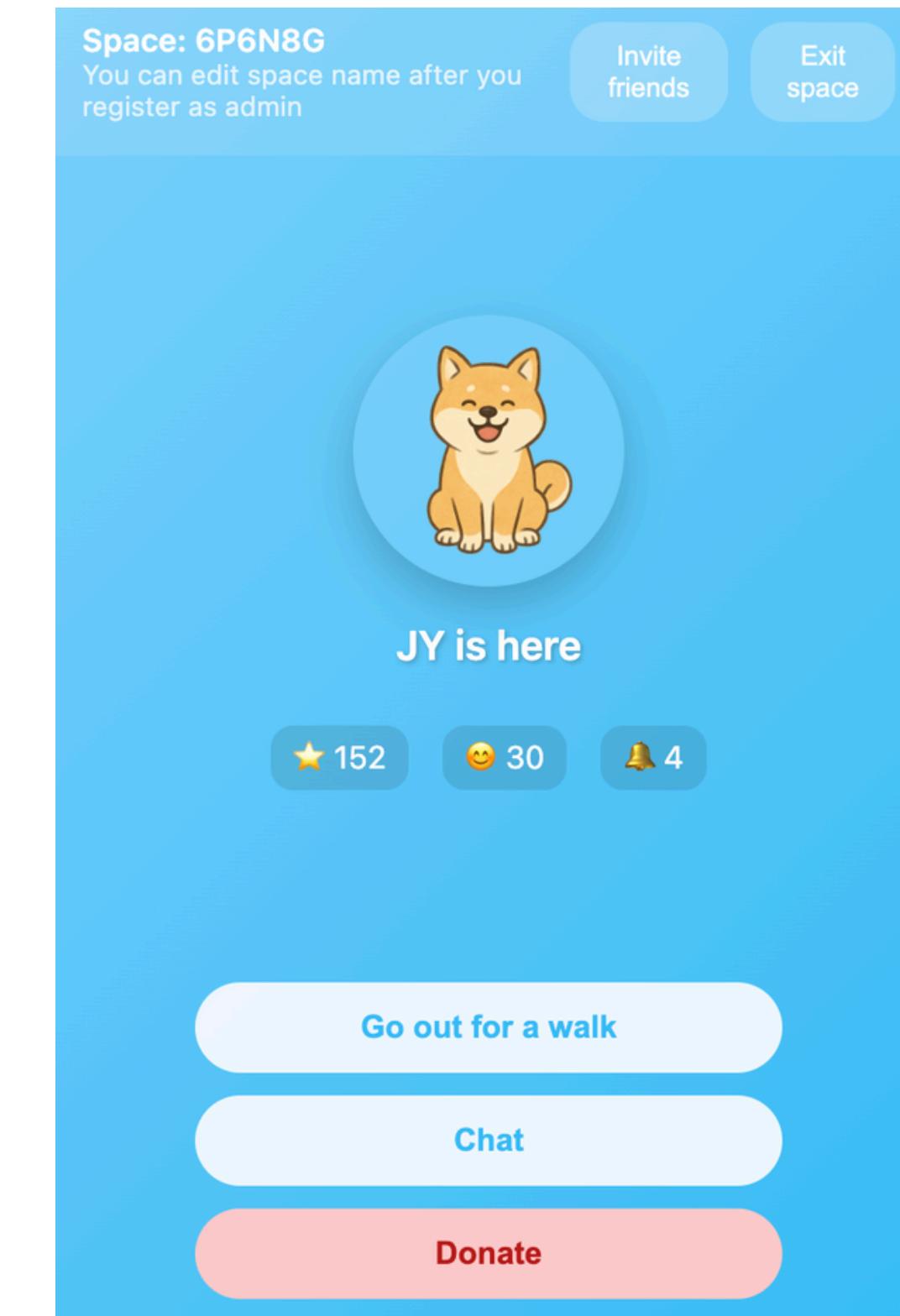
# NovaPet Feature

**Pick your own Pet!**

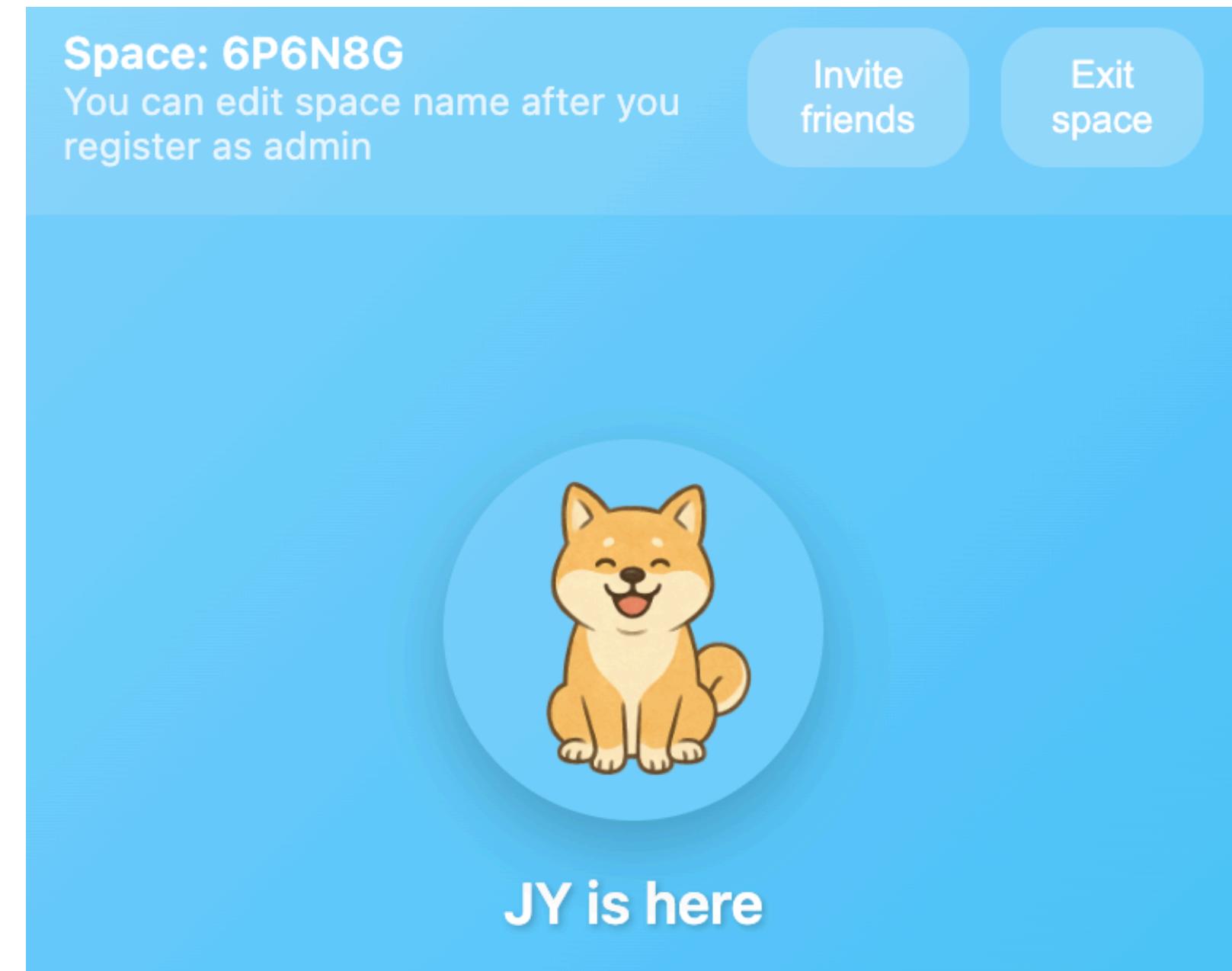


# NovaPet Feature

## Main Interface

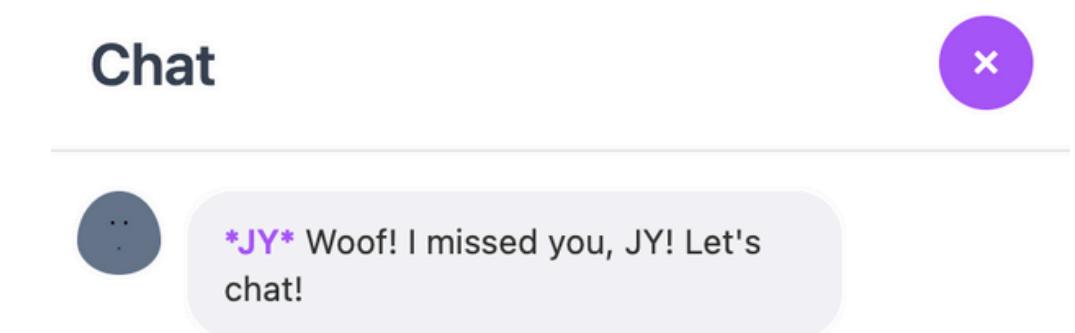


# NovaPet Feature

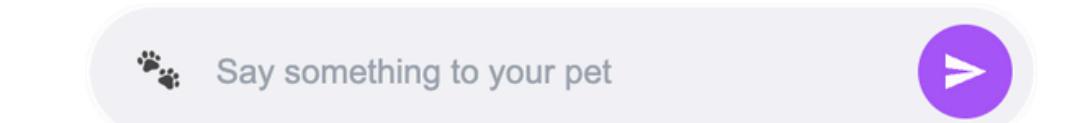


**Space & Code for  
Everyone to join!**

# NovaPet Feature



**Chat with your Pet  
with customize memories**



You can say anything to your happy dog. Just a few examples:

- Talk about how you feel today
- Ask for help with your homework
- Anything you want to talk to your friends about

# NovaPet Feature

**Donation for supporting  
this open source product!**

 **Support NovaPet**



Your support helps us create more magical moments with  
virtual pets!

Every contribution enables us to improve NovaPet and  
bring joy to more people.

Choose an amount:

\$5

\$10

\$15

\$20

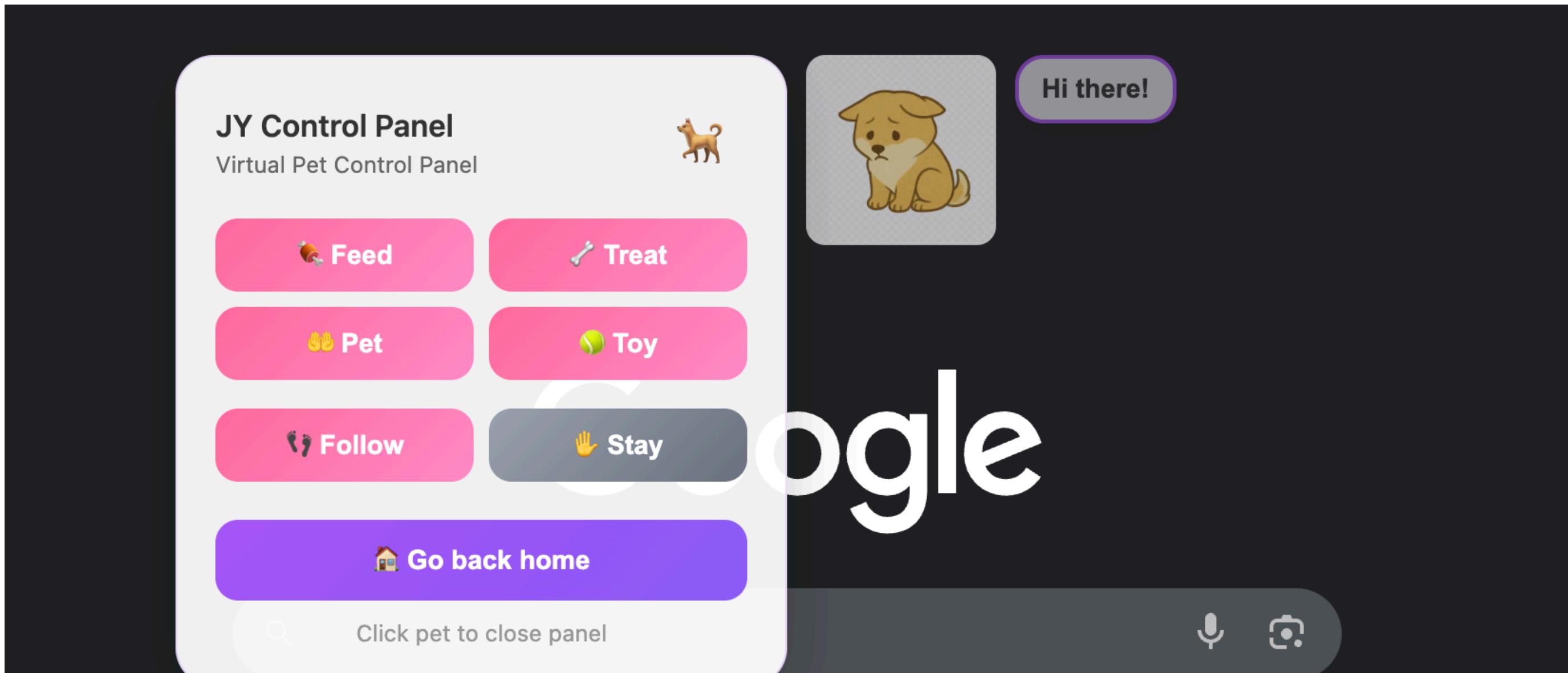
Selected: **\$0**

**Donate Now** 

Thank you for believing in our mission! 

 **Secure donation (Demo only)**

# NovaPet Feature



Walk your Pet while online!

# NovaPet Demo



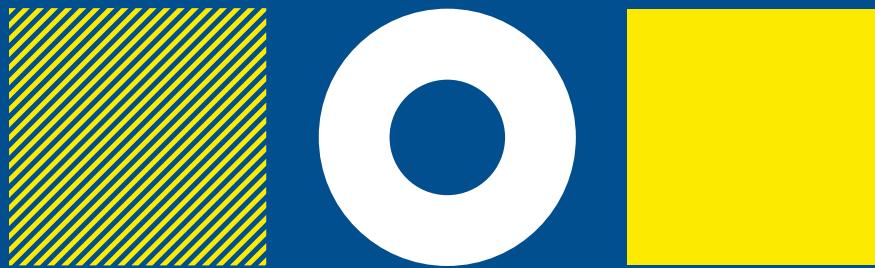
# NovaPet Website



<https://novapetextension.github.io/NovaPet.github.io/>

# Future Expansion

- **Improvements**
- **Business Model**



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# Future Improvements for NovaPet

## Product & Feature Enhancements



### Emotion Recognition

- Detect user mood via browser activity, keystroke speed, or webcam (with consent).
- Pet responds empathetically, e.g., offers encouragement or plays a calming animation.



### Mini-Games & Challenges

- Unlockable games based on pet type (e.g., puzzle solving, reflex games).
- Earn XP to evolve or decorate your pet's planet.



### Voice Interaction

- Talk to your pet using voice commands via mic.
- Adds accessibility and deeper emotional connection.

## Business Growth & Engagement



### Pet NFT Ecosystem

- Limited-edition pets.
- Community-designed pet drops or seasonal releases.



### Merchandise Store

Physical plushies, custom stickers, journals, or posters of your pet.



### Localization & Global Themes

Add language packs, regional festivals (e.g., Lunar New Year pets)

## Key Partners

- Freelance illustrators and motion designers (pet & planet artwork)
- AI API providers (e.g. OpenAI for dialogue generation)
- University communities and student ambassadors
- Developer community (for technical support & growth)

## Key Activities

- Unique Virtual pet characters and worlds
- Chrome extension development and maintenance
- Collecting user feedback and iterating the product

## Key Resources

- Character & pet art asset library
- Prompt-to-behavior configuration system
- User data (preferences, points, unlocks)

## Unique Value Proposition

- Emotionally intelligent AI pets that provide companionship while browsing
- Unique art styles and personalities for every pet, creating a collectible experience
- Seamless integration into daily life as a browser-side companion
- Light productivity support (reminders, rituals) blended with fun interactions

## Customer Relationships

Direct-to-user, emotional bonding, gamified interactions

## Channels

Chrome Extension Store, IG/TikTok, Discord, Product Hunt, campus promotions

## Customer Segments

- Gen Z students looking for digital companionship
- Remote workers and digital nomads seeking emotional balance
- Creatives (e.g. designers, illustrators, content creators)
- Early adopters and AI-curious users

## Cost Structure

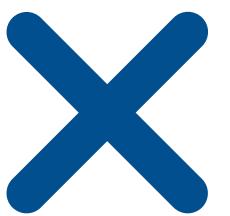
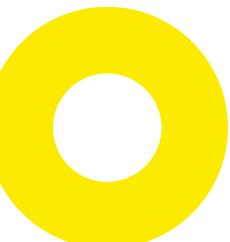
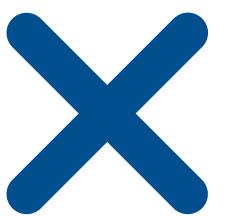
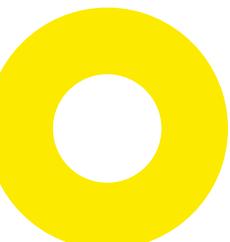
AI API costs, development, artist commissions, server maintenance (Cloud), Marketing budget (social media, influencer seeding)

## Revenue Streams

Fully open source! freely sponsored by the customer.

# References

- <https://www.pewresearch.org/>
- <https://www.cigna.com/>
- <https://www.media.mit.edu/>
- <https://hsph.harvard.edu/>



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