Project Work Statement

Sponsor

Banana Republic

> Wedress sounds belter, but chesn't reflect the brand name ...

Develop the "Weadress" Daily Dressing Tips

Application

objective should

(not CS priect)

' What are your

endogeneous à endogeneous vanialles?

· make the project to be such that it can be used

for the basis for App.

development.

Participants

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Any apparent association of this work to Banana Republic is fictional one, and the sole purpose of this work is a class exercise

Background 1

The original Banana Republic was founded by Mel and Patricia Ziegler in 1978. It was a two-store safari and travel themed clothing company. The majority of sales came from its eccentric, hand-illustrated catalog, which presented high-end and unique items with chatty, usually fictional backstories from exotic locations, as well as more pedestrian high-volume products deliberately spiced up with a similar treatment. Many of the backstories were written by well-known authors including Cyra McFadden, author also of The Serial and Rain or Shine. As Banana Republic expanded its retail operation, it became known for the themed decoration in its stores, often featuring authentic elements, such as real Jeeps and foliage, as well as atmospheric elements, such as fog and steam. The Gap, Inc. acquired Banana Republic in 1983, eventually rebranding it as a mainstream luxury clothing retailer. The literate articles, hand-drawn catalogue, and eccentric tourist-oriented items were phased out and were replaced with more luxurious, but less unique, items for which the brand is currently known (as of 2012). To set itself apart from Gap as a more upmarket brand, Banana Republic occasionally buys and refurbishes historic buildings for its retail locations. As of the end of Q1 2011, Banana Republic had 642 company owned or franchised stores in operation across 32 countries, shipped to 20 countries through company owned websites, and had the ability to ship to more than 50 countries through a 3rd party.

saw most Banana K. are in shopping

Good Stuff!

Problem Statement

Cie. a short/consise version) Cellphone is widely used nowadays and many companies started to target the cellphone users. However it is difficult to advertise through cellphones. The conventional way of cellphone commercials is pop-out advertisement using GOOGLE PLUS, which gets a lot critic and will possibly damage the brand image. Banana Republic launched an app on Apple Store this year, which customers can shop through the app. However, the app did not get enough downloads and usage rate; Additionally, the sales data did not show improvement after the app was launched for more than a year. Therefore, Banana Republic is seeking a new solution to grow customer loyalty. The app that Banana Republic wants can 1. Create positive brand image. The public's perception will come from every interaction your company has, so it is important to interact with users. Delivering an interesting experience with the app will make good impression in clients mind. (2) Develop customer loyalty. Receiving feedback and giving constant adjustment is the commonly recognized way to gain customer loyalty. By personalizing and learning, the app will be able to give customized experience to clients and will increase daily usage. (3.) Bring profit to the company The core of the app is to build profitable

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Cinsort the televance of your to Borrara P. 5 overall goal.

this is not

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Po not make it a CS project. His Moth project!

connection with customers. After launching the app, Banana Republic should continuously monitor the sales data and keep updating the app.

3 Approach

How do you plan to develop the modal?

My idea is to develop a mobile application, named 'Weadress', combining the weather forcast and dressing tips. This apps would not only give the daily weather report but also show users what they should put on in oder to keep their body comfortable. For example, if today will be rainy with 60 degrees in fahrenheit, the app would suggest user to put on hoody, shorts and flip-flop. At the end of the day, there will be some questionnaires. What we need to do is give our feedback on dressing tips. Based on the feedbacks, the app can modify its system. Giving more and more feedback, user will finally be feeded with dressing tips totally personally designed. The way to show the tips is picking some pictures of latest products from Banana Republic.

See & 272 (Chapter 12) of WMA

-18.

4 Milestones

We have the following major deadlines:

- Work Statement due date, Sep 28, 2012,
- Midterm Presentation due date, Oct 12, 2012,
- Progress Report due date, Oct 26, 2012,
- Final Presentation due date, Nov 6, 2012,
- Final Report due date, Nov 30, 2012,
- R package due date, Dec 5, 2012,
- Beta version Weadress due date, Dec 10, 2012,
- Weadress 1.0 due date, Dec 26, 2012.

this rould be an internal a part of your internal time live, but you don't promise them on paper.

5 Deliverable

5.1 From Team to Sponsor

The following outputs are expected from this project:

- List of features of Weadress and how it helps in advertising BR
- Algorithms for tips generating and self-modify system
- Numerical experiment results reporting performance of the developed algorithms
- R package of the regressiong model, with a complete set of documentations along with some test codes that can be used to reproduce our numerical and simulation test results
- Beta version of Weadress package with testing report
- Final version of Weadress
- Technical report and presentations summarizing the work.

5.2 From Sponsor to Team

In order for our project to be of successful one, we will need:

- · Images for latest products, whykere and but here
- interface to the member account database,
- Sales analytic report of each season,
- Timely responses to inquiries.

alt is this is good, but alots try to be a little bit more realistic for rext version for class project.