The Team

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INTERACTIVE GAUNTLET



NexGen Shopping Experience

Theme

Lifelike shopping experience

Gloves:

- ✓ Touch
- ✓ Temperature
- ✓ Pain





Goggles:

- √ Visual
- ✓ Auditory
- ✓ Time

The User

Our Users: Aged 30-60 (Not Techie)

What do they want to do with the system?

Enhance their shopping experience by incorporating more senses than currently possible like Touch, temperature, pain, time etc.

What is the context?

A person unwilling/unable to shop physically due to lack of time/ill health or if he just wants to FEEL the product virtually.

DIA Cycle – Iteration 1

Idea of "4 walls display" for Touch & Vision of Products

Done by Overhead Projectors, 3D Holography & Motion Tracking System.

Analysis from user feedback: Not Bad

- > Not very realistic
- > Expensive Infrastructure
- Dedicated Spaces required

DIA Cycle – Iteration 2

Idea of Virtual Reality Goggles with earphones inbuilt

Done using morphing gloves and Goggles

User Feedback: Pampered

But need to develop more intuitive gestures for navigation

Summary

- ✓ These gloves enable the user to FEEL the artificial touch, pain, temperature (heat/cold) etc. of an object along with its texture, size, and dimensions.
- ✓ With our system, we try to bring the physicality of the object as close as to reality.
- ✓ With the above capabilities, we believe, user can be better able to experience the pleasure of shopping virtually just from the comfort of his couch.

The Video prototype

3 PARTS

- > GOING TO SHOP DIRECTLY
- > ONLINE WEB SHOPPING
- > OUR SYSTEM