

● TEAM 3



***FESMARKET***



# OUR TEAM



**DOMINIKA**



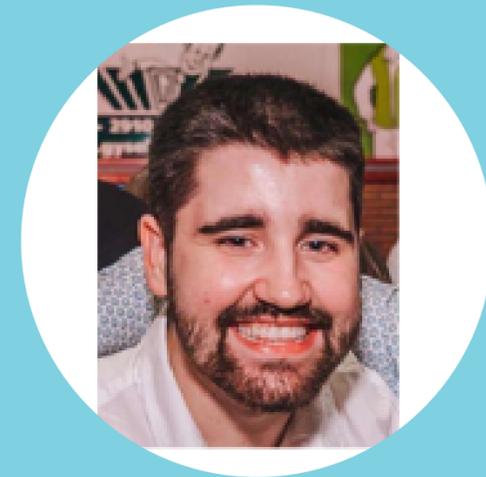
**DANIEL**



**HESSEL**



**MIQUEL**



**JELTE**



**TOBIAS**





## **FESMARKET**

**For** tech-savvy supermarket users **who** want to save time while shopping and improve their shopping experience, **the** FESMARKET **is** *a smart shopping cart* **that** improves the user experience in the supermarket **unlike** other current shopping carts. **Our** FESMARKET is intuitive, attractively designed and sustainable.



# PROBLEM



**NON-INCLUSIVE EXPERIENCE**



**LONG QUEUES**



**PRODUCT LOCATION**



**SHOPPING CART DESIGN**





# CONTEXT



**4 643 billion dollars of  
market size in 2027**



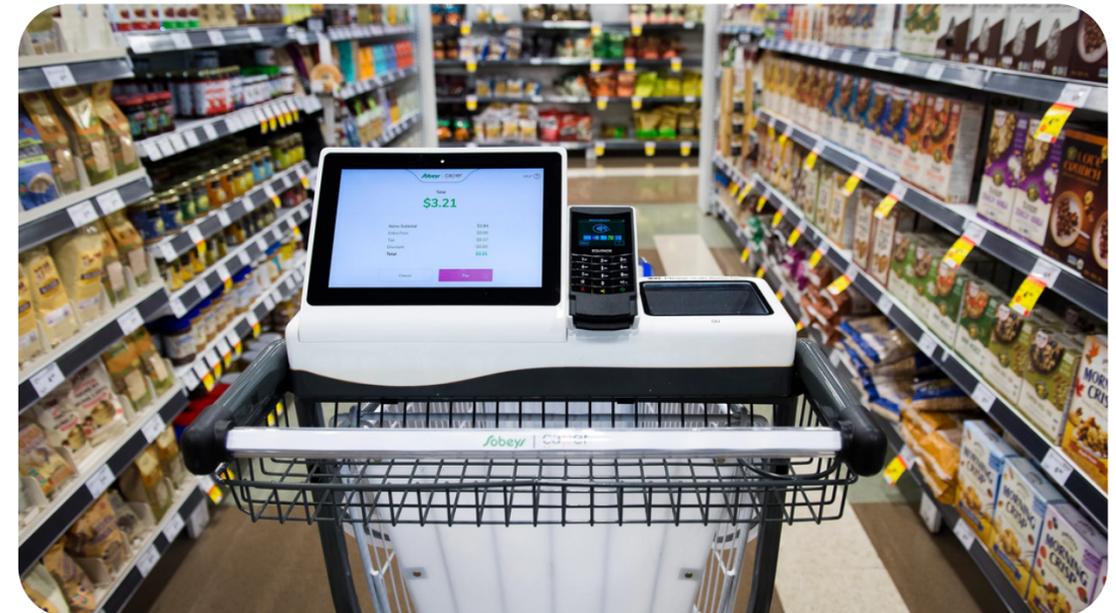
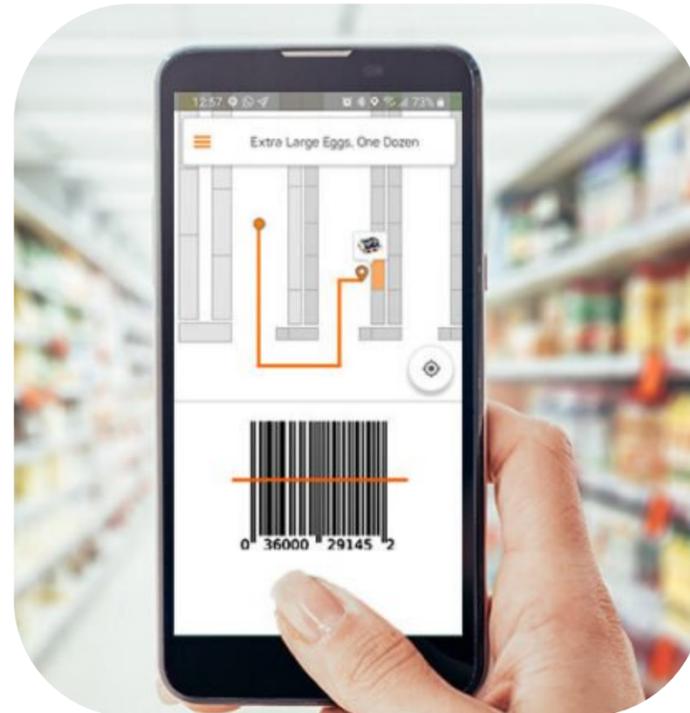
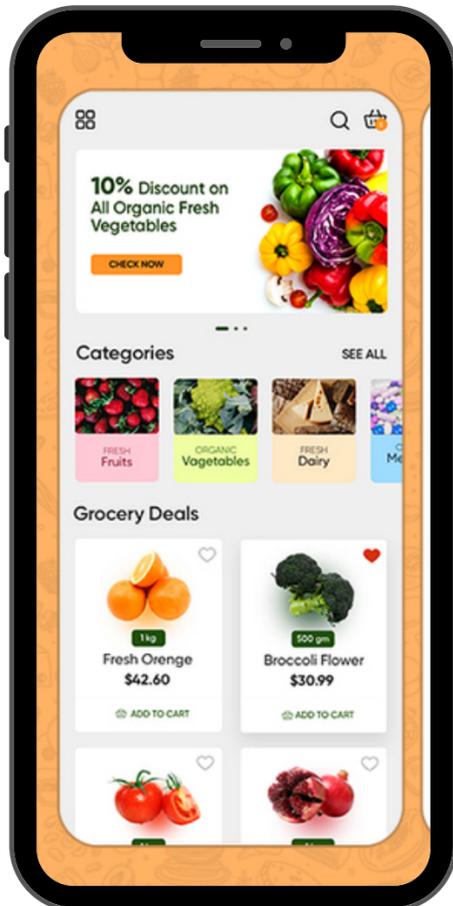
**Investment in new  
technologies**



**Gen Z value time and  
user experience**

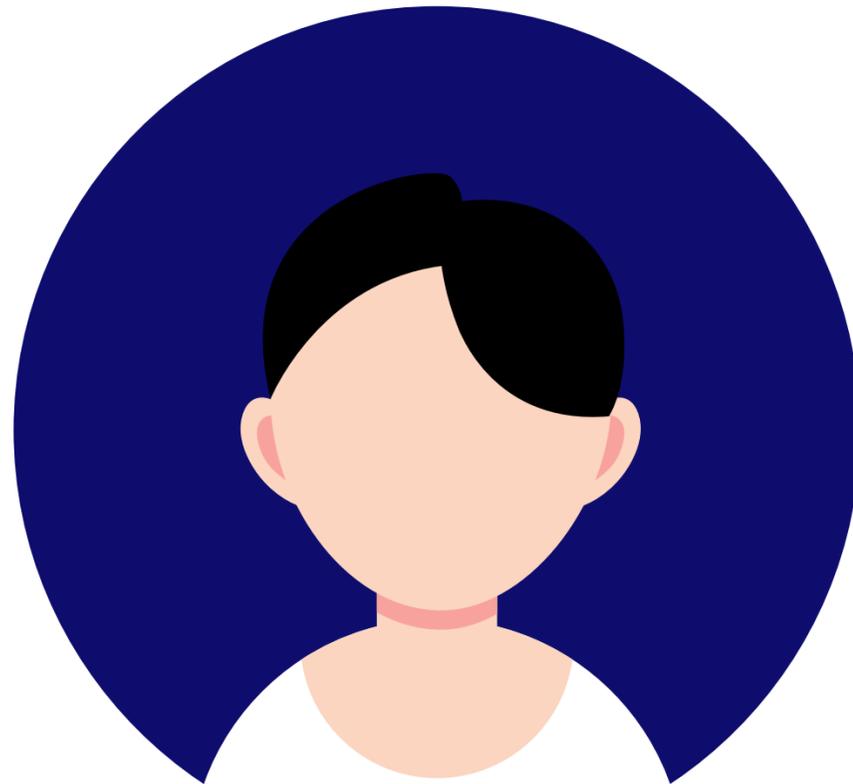


# STATE OF THE ART



# TARGET

## USER



- GOOD EXPERIENCE
- SAVE TIME AND MONEY
- TECH USER

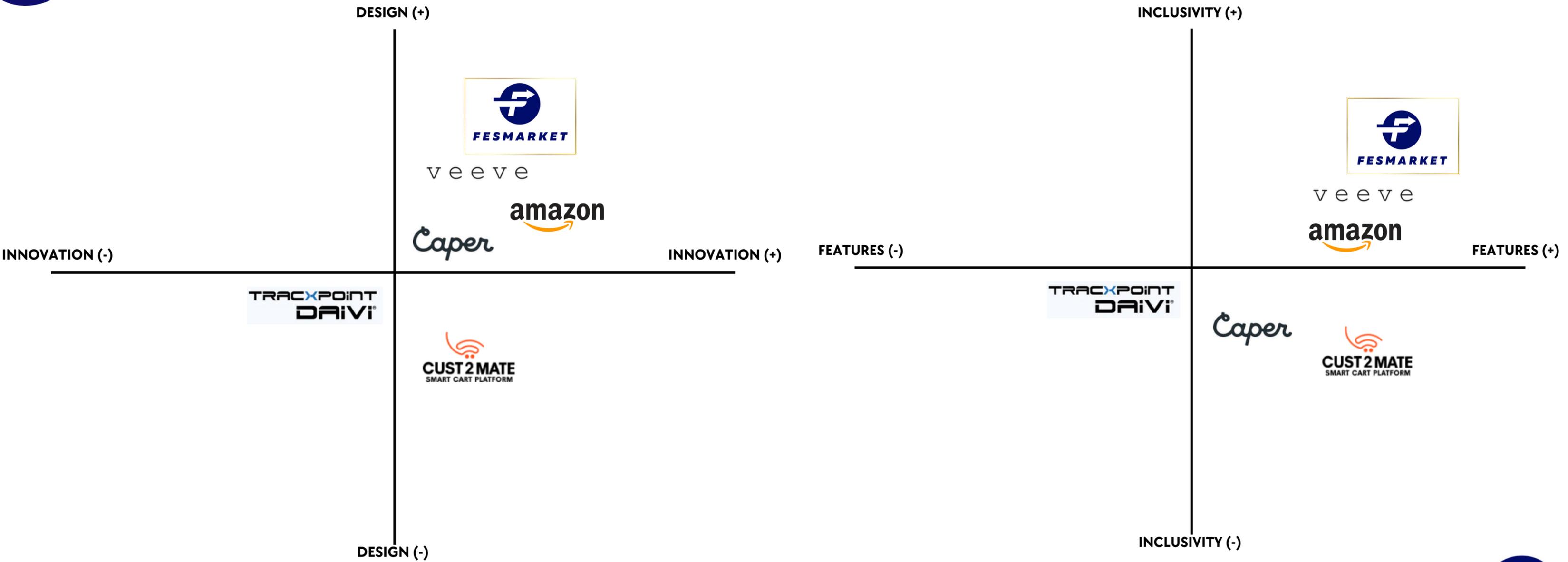
## SUPERMARKETS



- LESS WORKERS
- USER LOYALTY
- CONSUMER DATA



# POSITIONING





# CONCLUSIONS

**THE USE OF AI**

**INCREASING MARKET**

**ACCESSIBILITY VALUED**

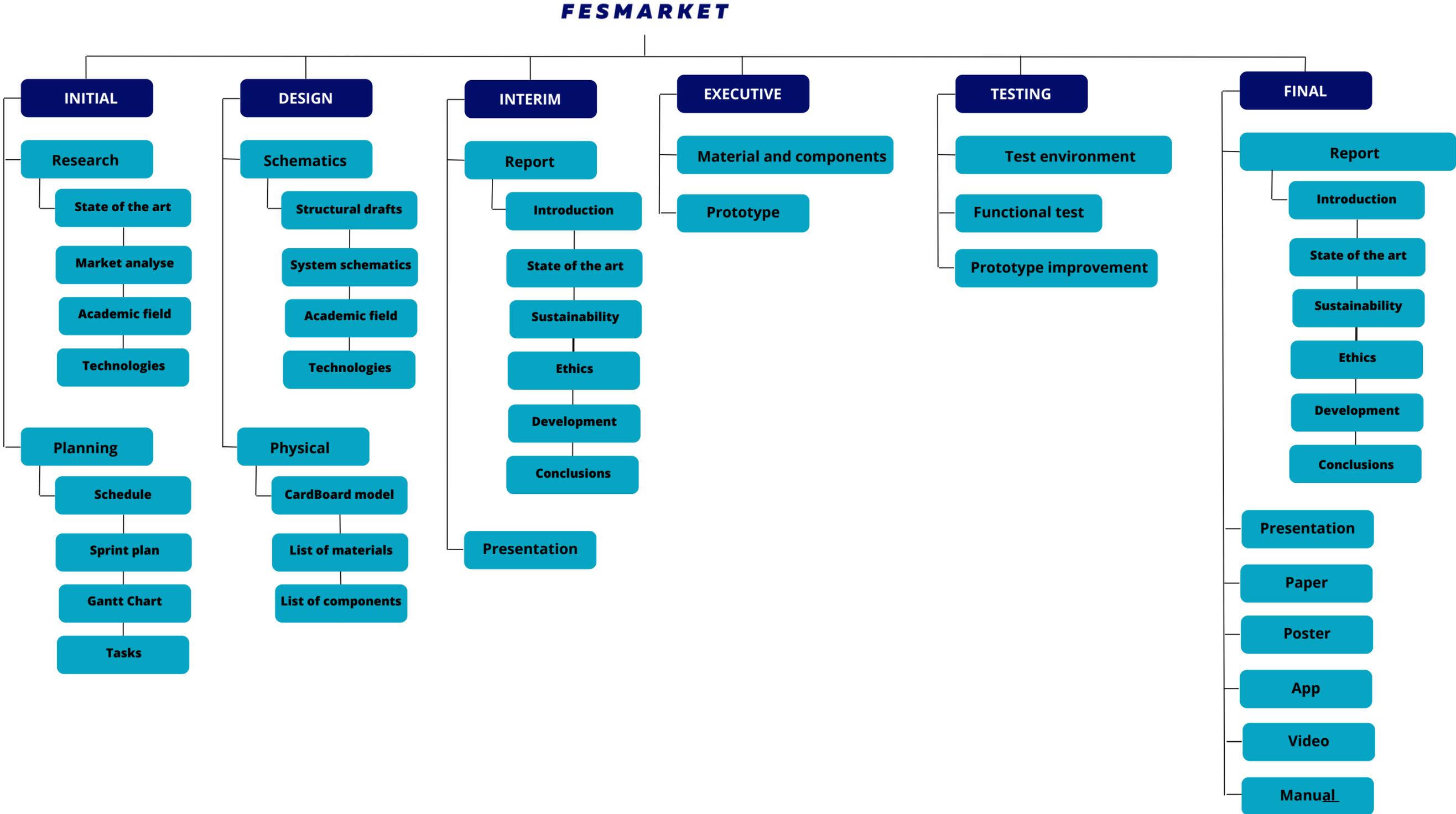
**USER DATA**

**GAP IN SUSTAINABILITY**

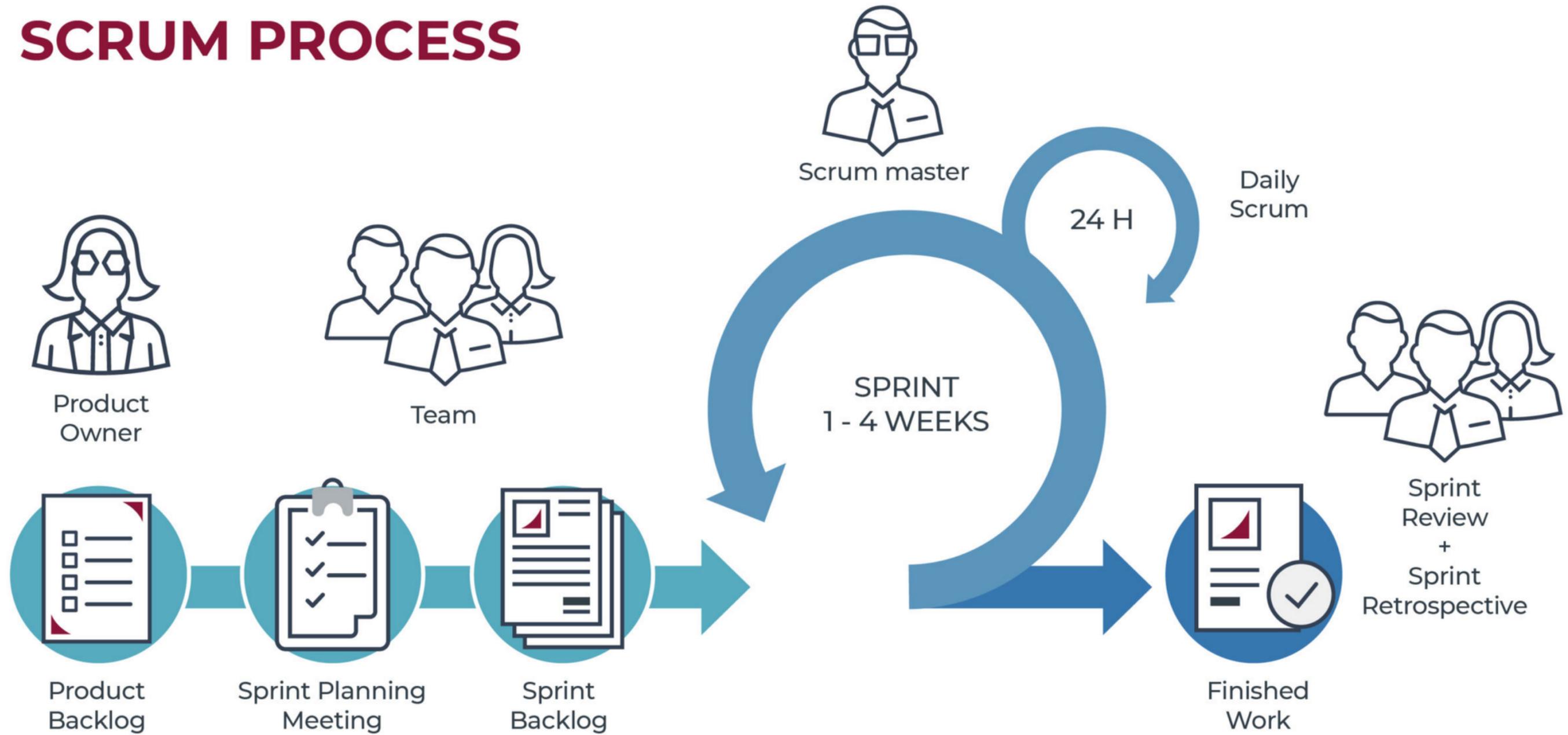
**PERSONALIZED SHOPPING  
EXPERIENCE**



# PROJECT MANAGEMENT



# SCRUM PROCESS



# ETHICAL AND DEONTOLOGICAL CONCERNS

Ethical engineering

Recyclable materials and solar energy



Fair sales and marketing strategies

EU directives



# PROJECT DEVELOPMENT



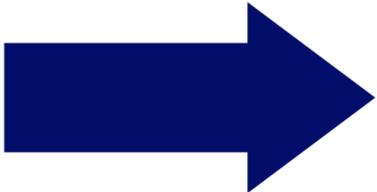
## BRIEFING



## VALUE PROPOSAL

- TOUCH SCREEN
- STORAGE AREA
- SOLAR PANELS
- SAFETY CONTROL
- APP
- PAYMENT DEVICE
- LATERAL DOOR
- SUSTAINABLE MATERIALS

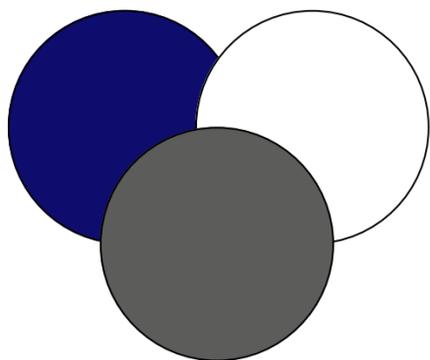
- ERGONOMIC DESIGN
- INNOVATIVE DESIGN
- INTUITIVE USE
- VOICE HELP
- SCANNING SYSTEM
- MAP TRACKING
- ISOLATION SYSTEM
- SCALE



- RECYCLED MATERIALS
- INCLUSIVE
- INNOVATION
- INTUITIVE USE
- SOLAR ENERGY



**FESMARKET**

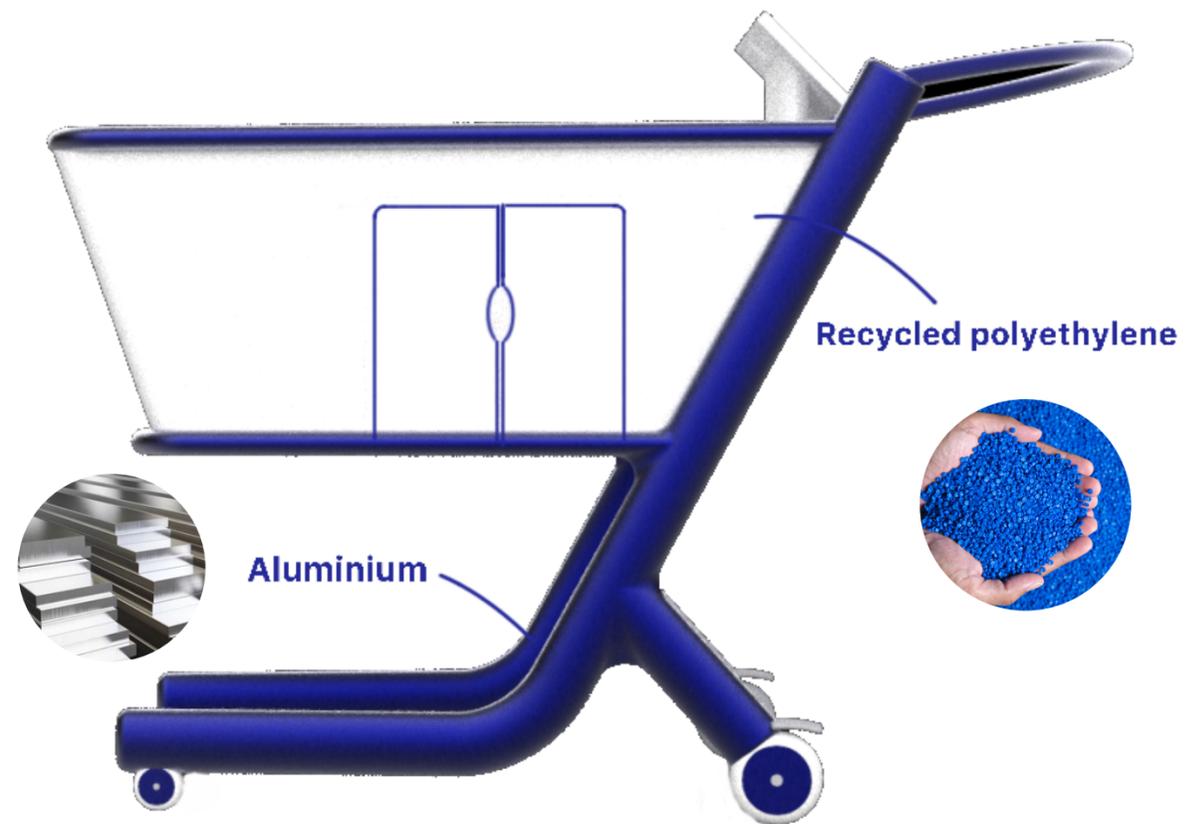


# SUSTAINABILITY

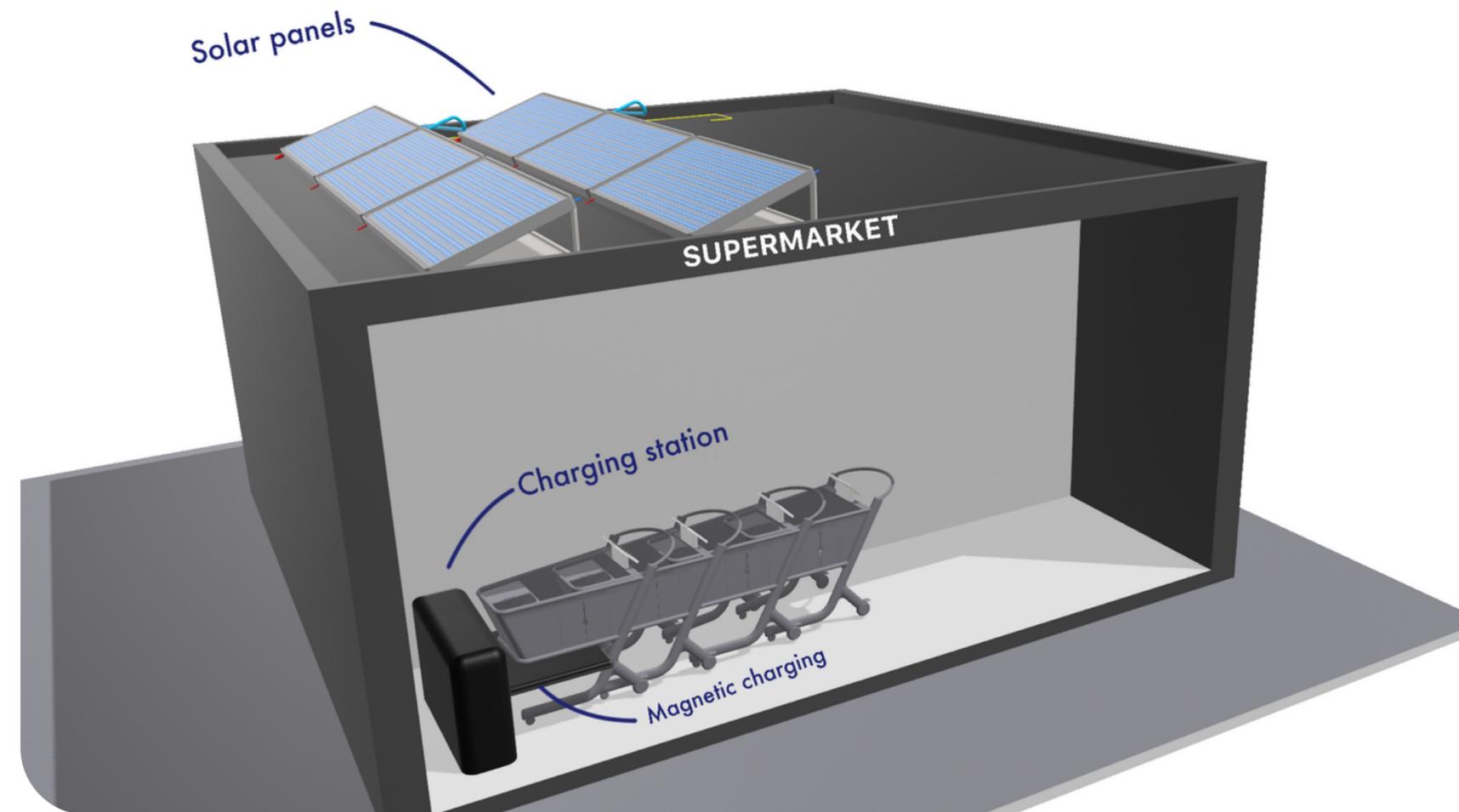
7 HOURS



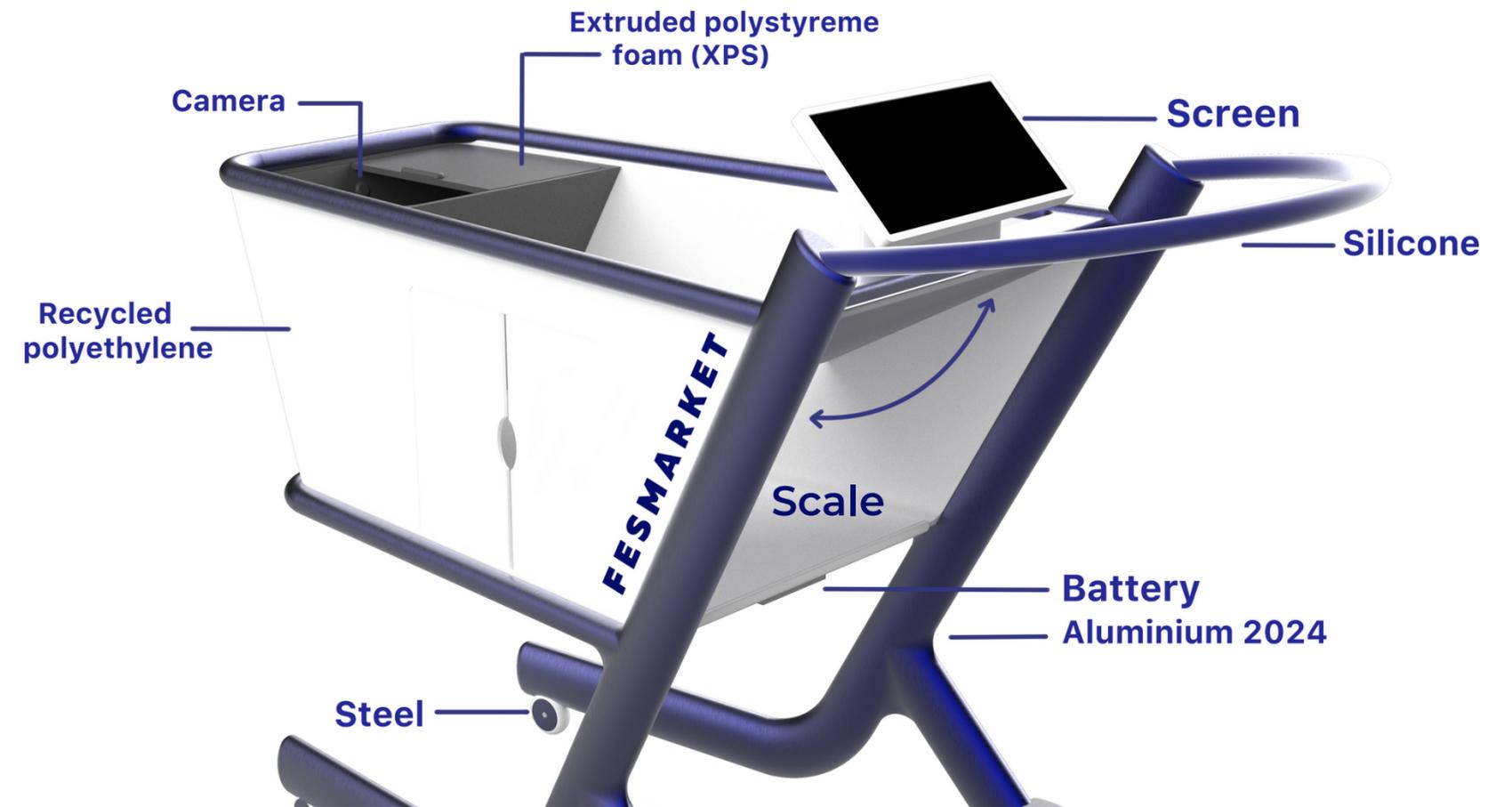
## MATERIALS



## SOLAR CHARGE



# DESIGN AND MATERIALS



**MINIMALIST DESIGN AND ROUNDED SHAPES**



1



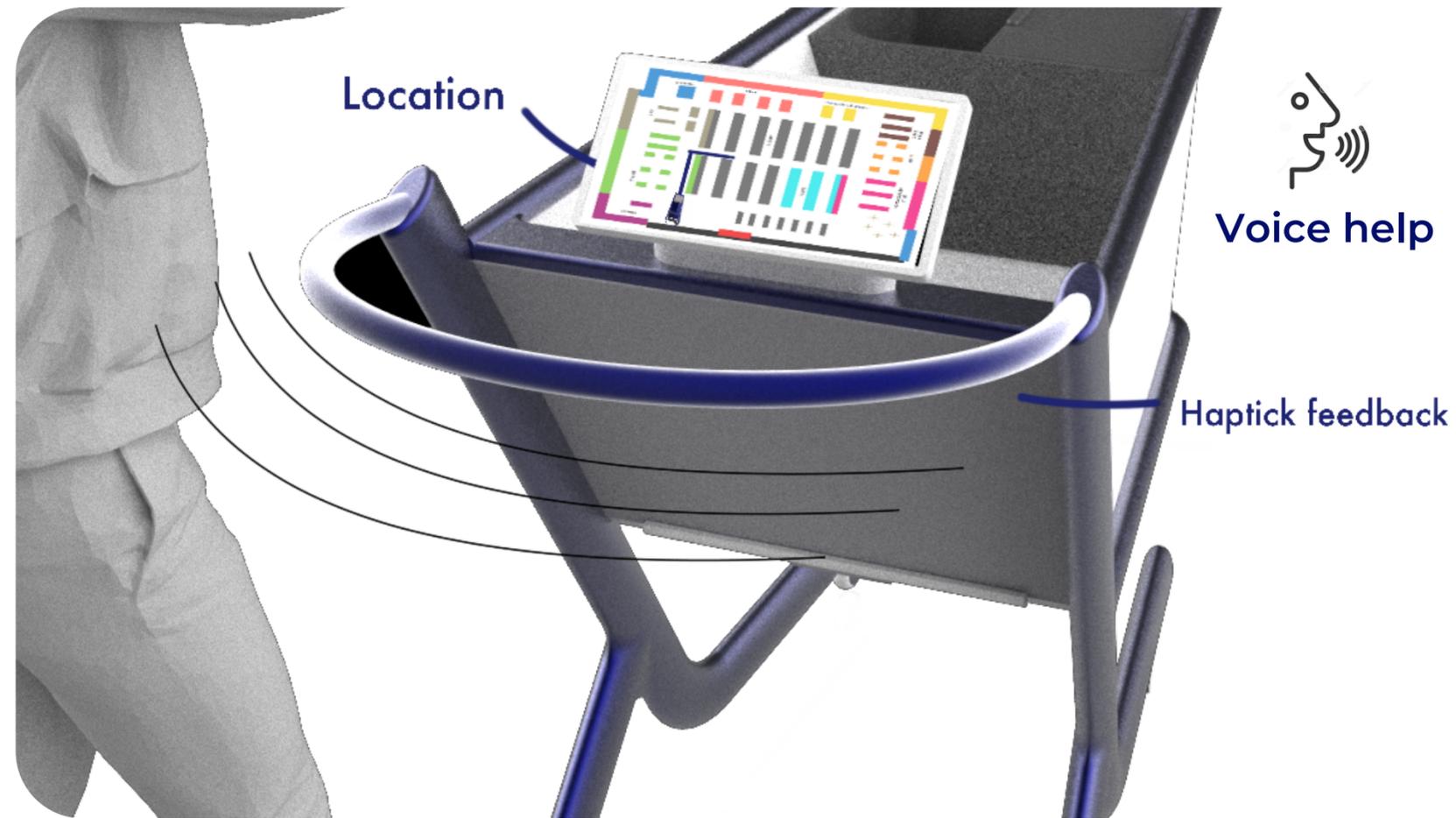
**TAKE THE SHOPPING CART  
AND SCAN THE QR**

2



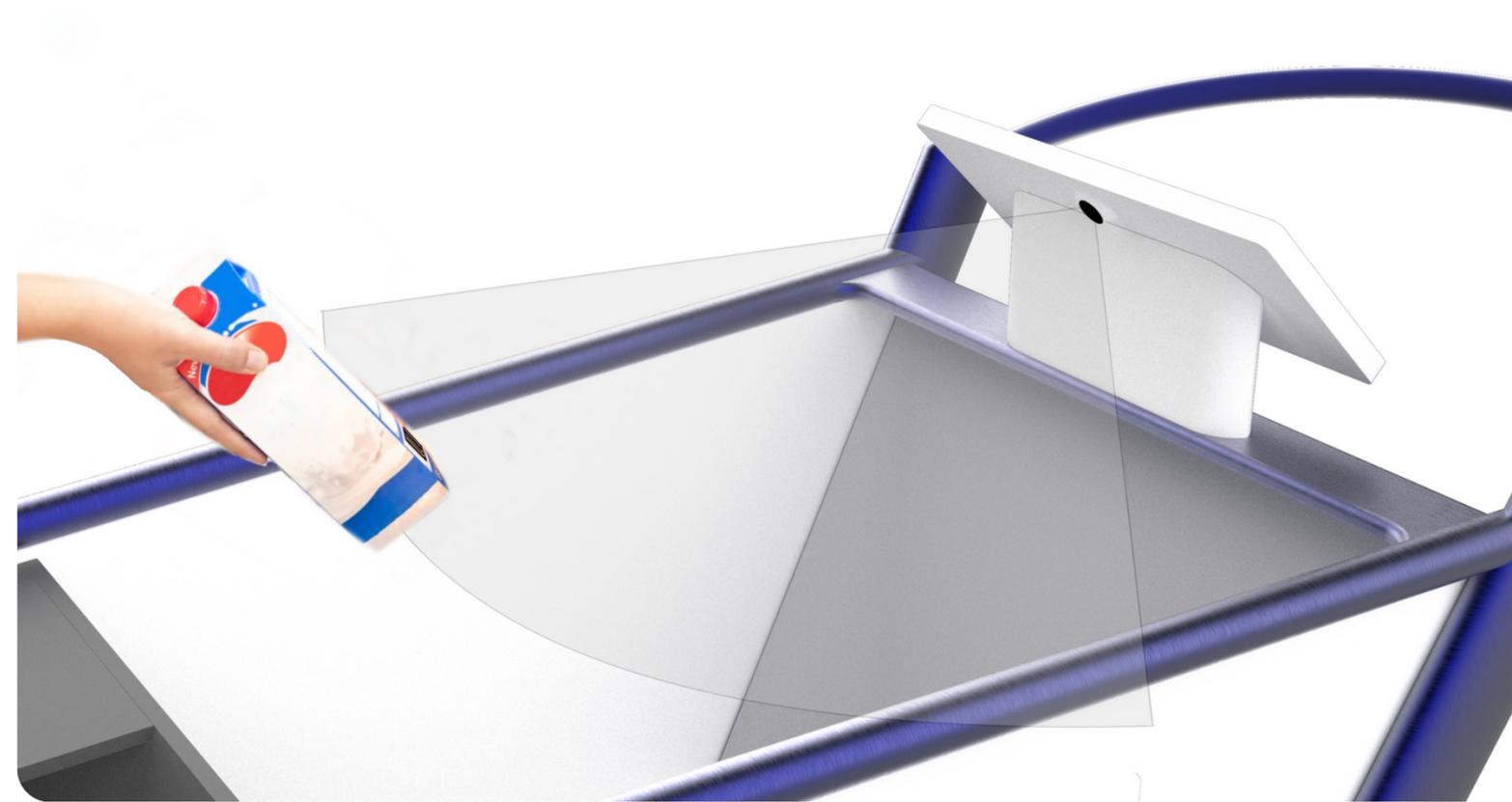
**DOWNLOAD YOUR SHOPPING LIST**

3



**FIND THE PRODUCTS  
(HAPTICK FEEDBACK AND VOICE HELP)**

4

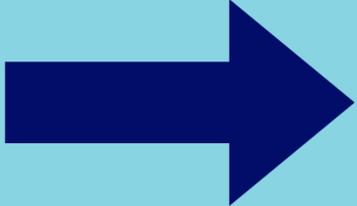


**LEAVE THE GROCERIES  
(AUTOMATIC SCAN)**



5

JUST WALK OUT SHOPPING



TAKE THE BAGS AND LEAVE THE CART

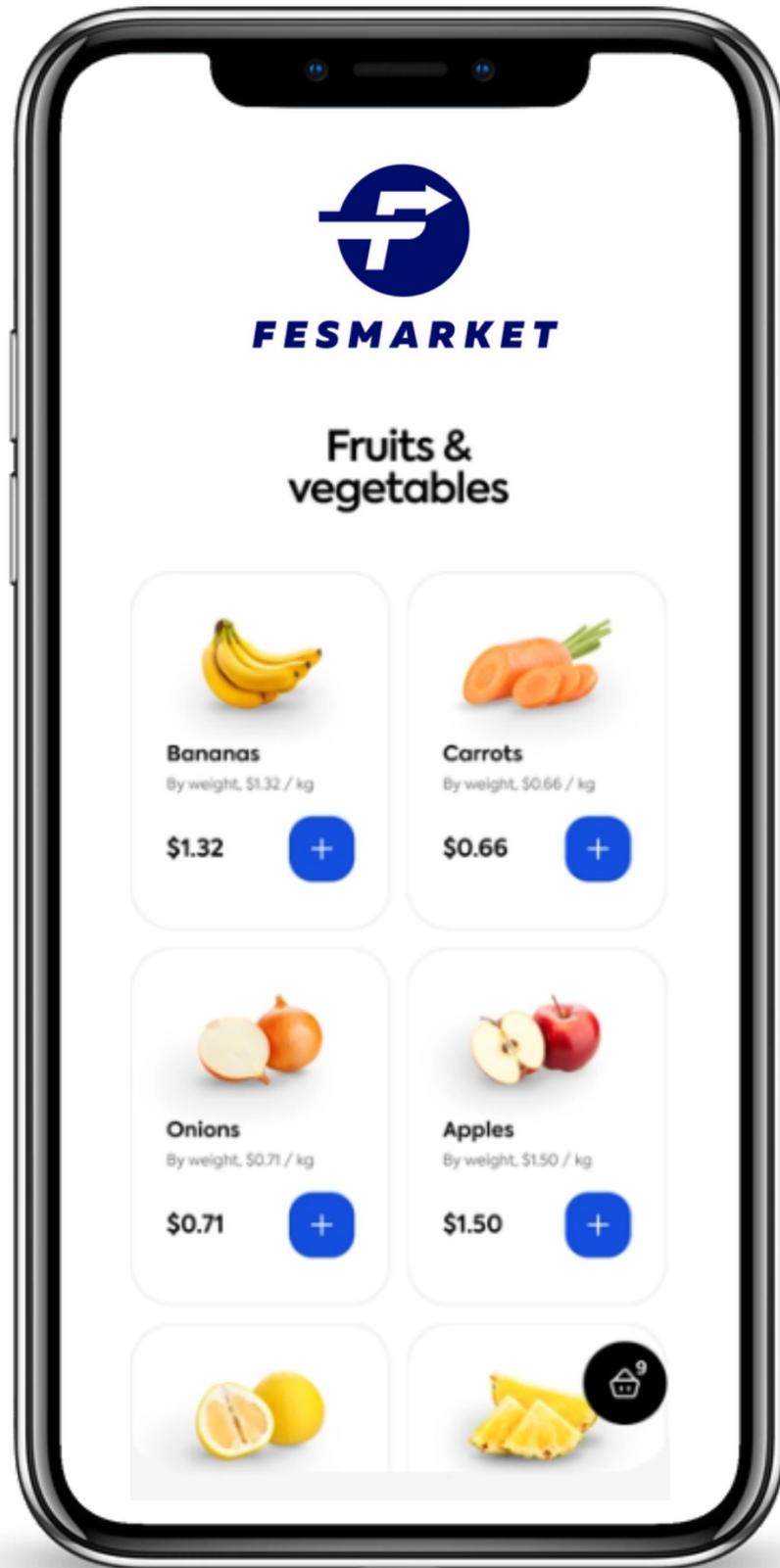
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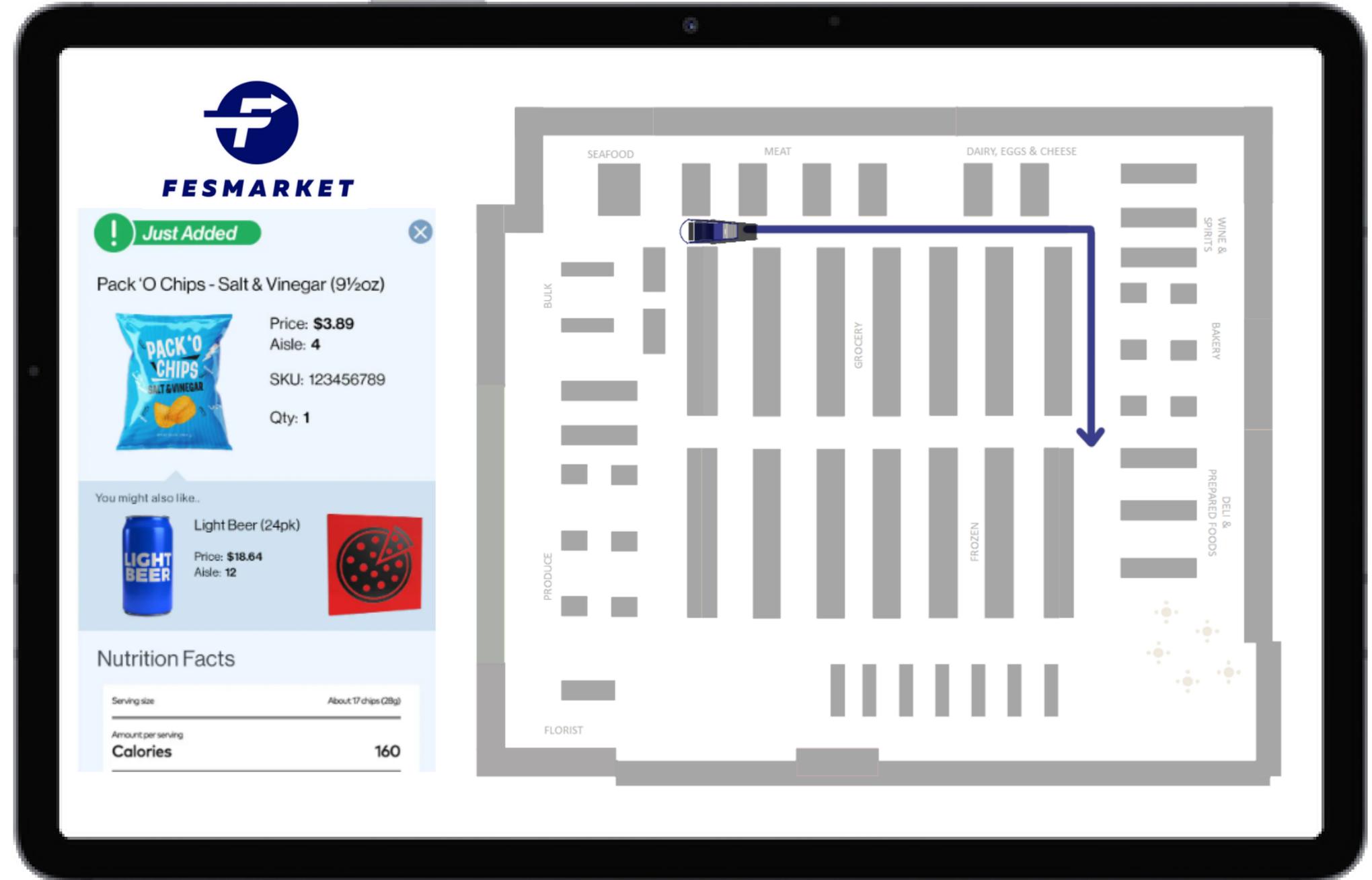
AUTOMATIC PAYMENT



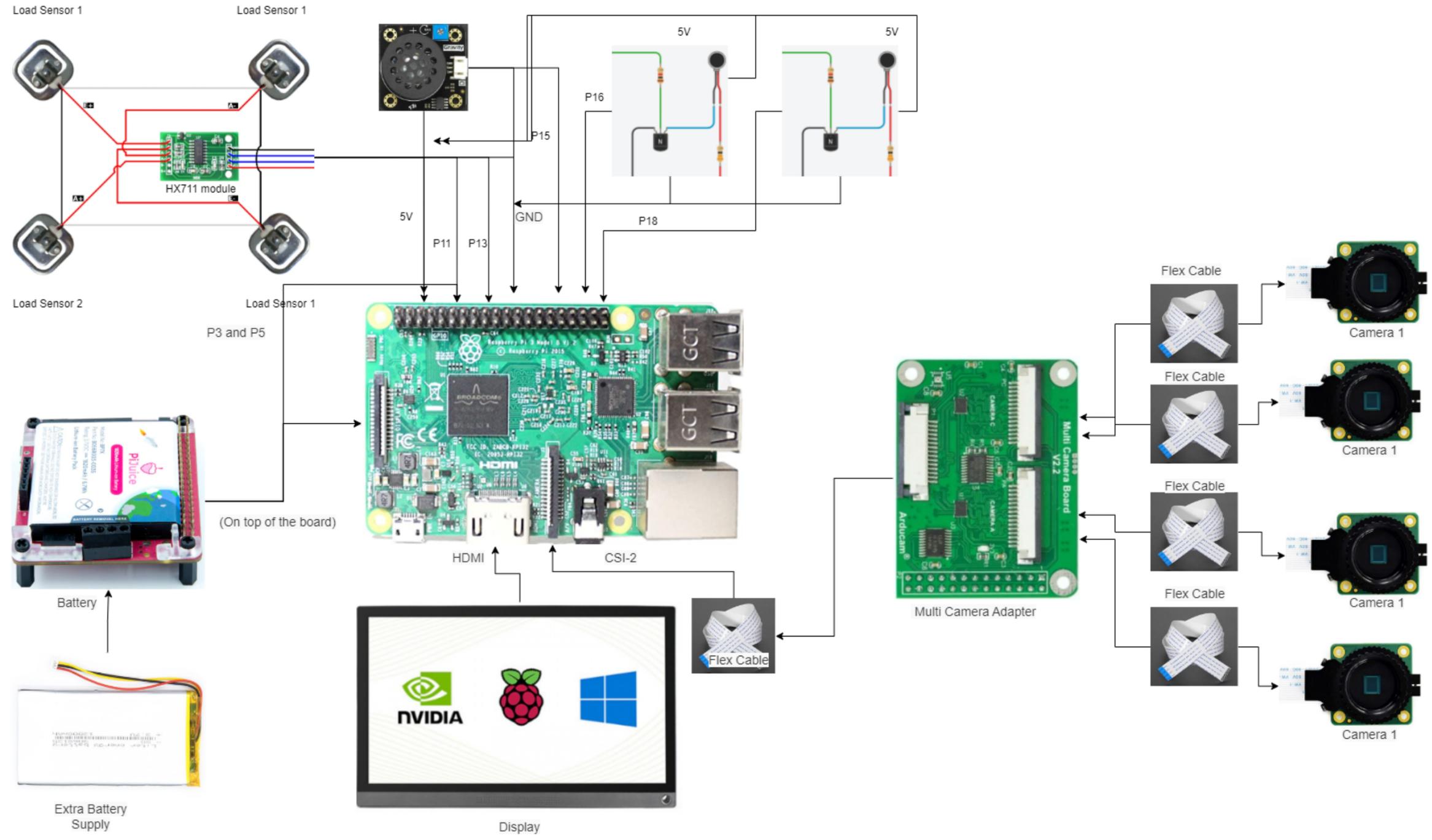
# APP



# SCREEN



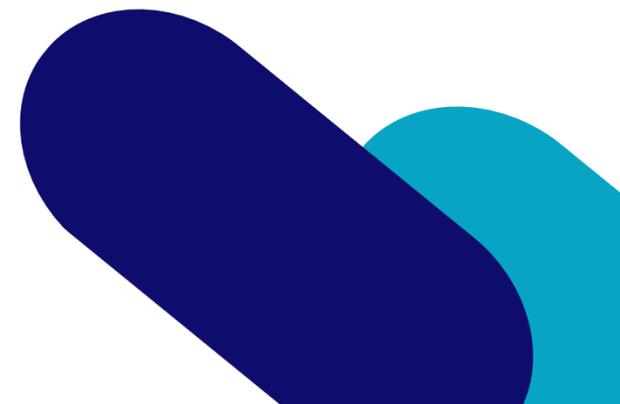
# DIAGRAM SCHEMATIC





# IN PROCESS.....

- 3D MODEL
- APP
- CHARGE STATION
- PROGRAMMING
- PROTOTYPE AND TESTS



**THANK YOU**

