



WAYFINDING

IN COMMERCIAL STREET

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IADP Sem 7
Making that Matters



Commercial street
from my lens

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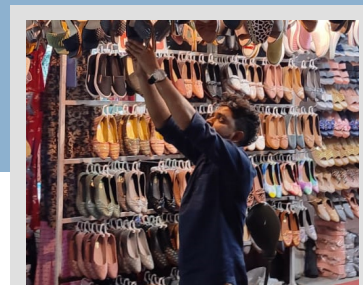
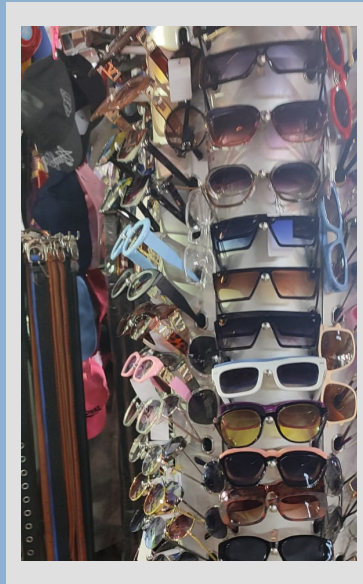
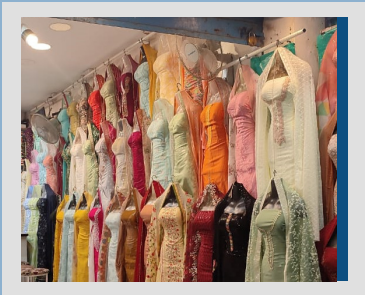
9.10 mockup

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10 Future Plans

01 PROJECT BRIEF



The Project is to develop an app that will not be a search engine, but rather a wise companion which accompanies one across the space and assists in discovering and obtaining the best stuff most suited and personalised for the user. Organized spaces and the concept of way-finding is the focus of this project.

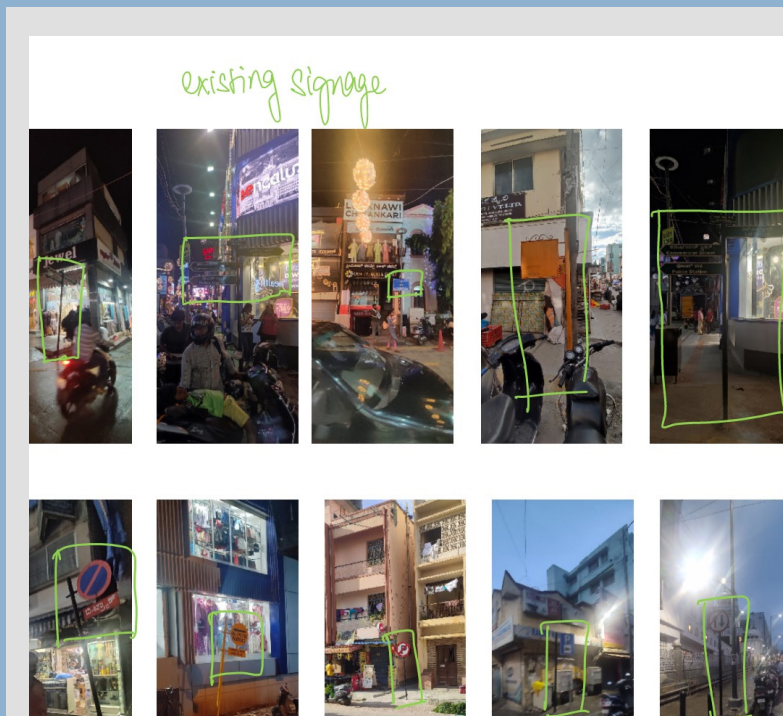
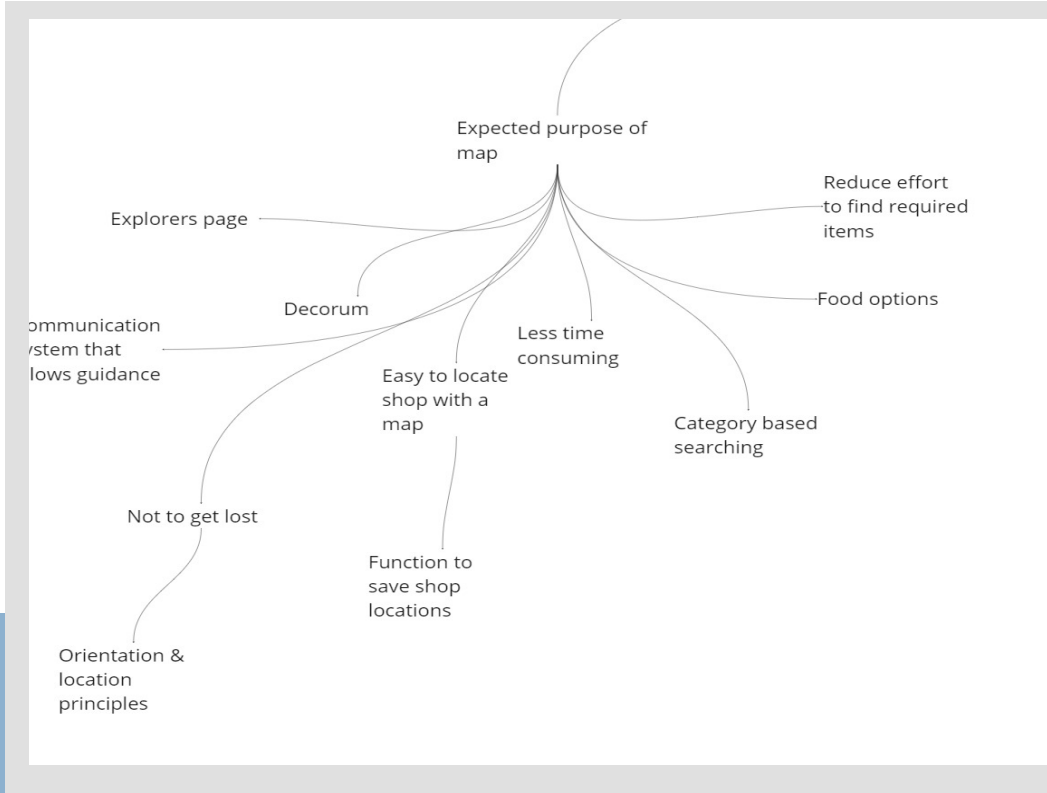
The app will provide a means of way-finding, not just navigation as it recognises that shopping is a journey rather than a task, thus, making this journey as easy and enjoyable as possible. Serialising a native's primitive knowledge into the app, makes it more accessible to users and fine-tuning to the needs of the location.

02 NEED OF THE PROJECT

From a survey conducted with the visitors of commercial street regarding their objective for coming to commercial street and their experience in the space the need of the project is brought to attention.

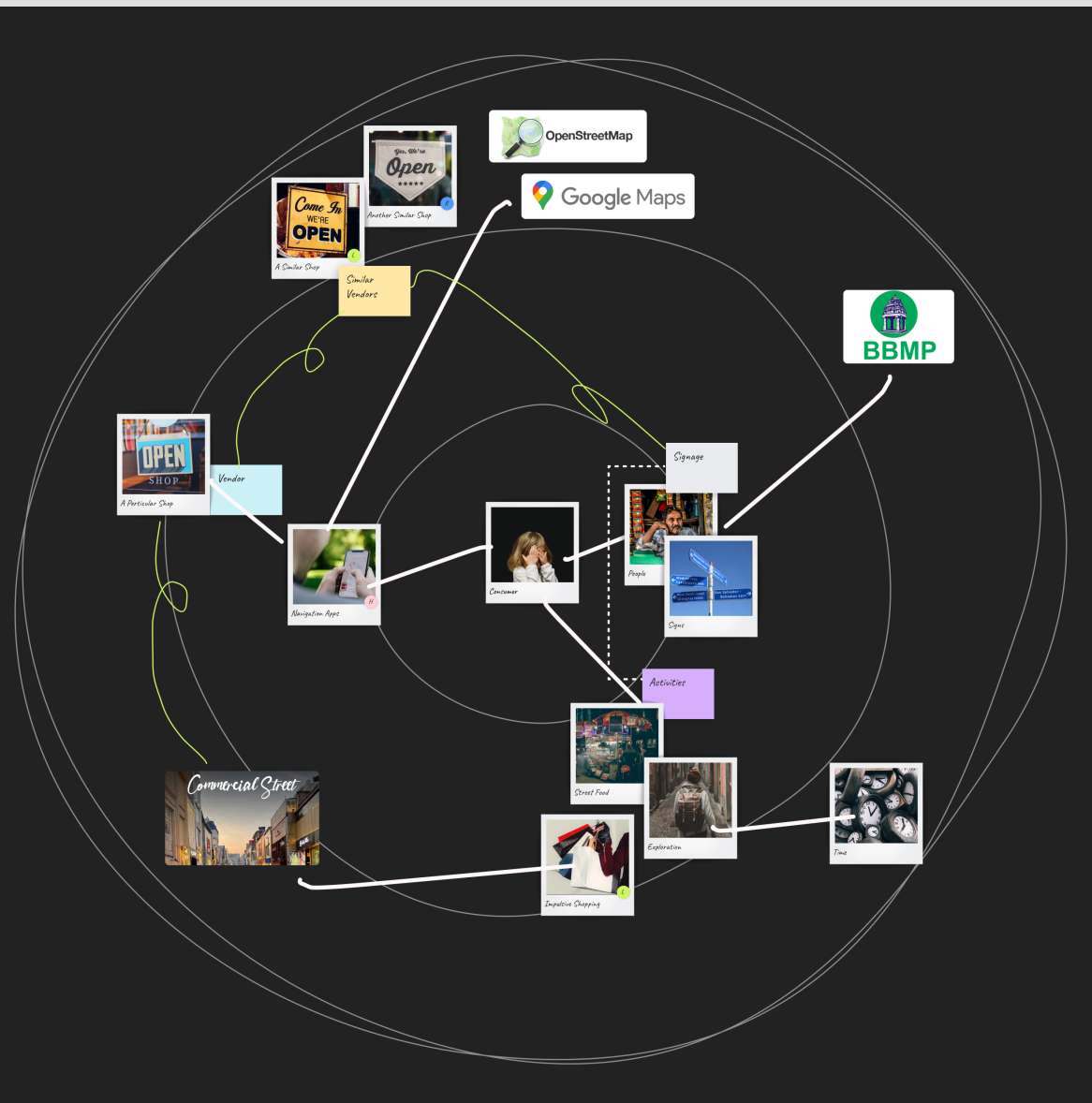
Through these surveys I observe that their experience can be enhanced by introducing an intervention that lead them to what they need as well as saves time.

I observed existing signage and navigation capabilities available in the space and came to the conclusion that an intervention may be useful



> no consistency
> not available in grey market

requirements
> easy to find and read – color and typography
> language



03 ECOSYSTEM MAP

This maps out all the stakeholders and considerations when it comes to building a wayfinding system for commercial street.

Stakeholders - Customers

Vendors

Data Curators

Investors

Authorities

Central Employees

Material Sources

Intervention space = Medium of navigation

A tool that assists navigation and saves time of the customer.

04 POSITIVE DEVIANCE

The case studies are the reference and the example of positive deviance from which I drew inspiration and knowledge to go about the project. The reference of the positive deviance that I am looking up to are similar mapping and navigation interventions across the globe.

05 TARGET GROUP

The target group as shown through the journey maps are the customers and visitors of the space.

But the creation of the intervention will have the involvement and the support of the sellers and shop owners as well.

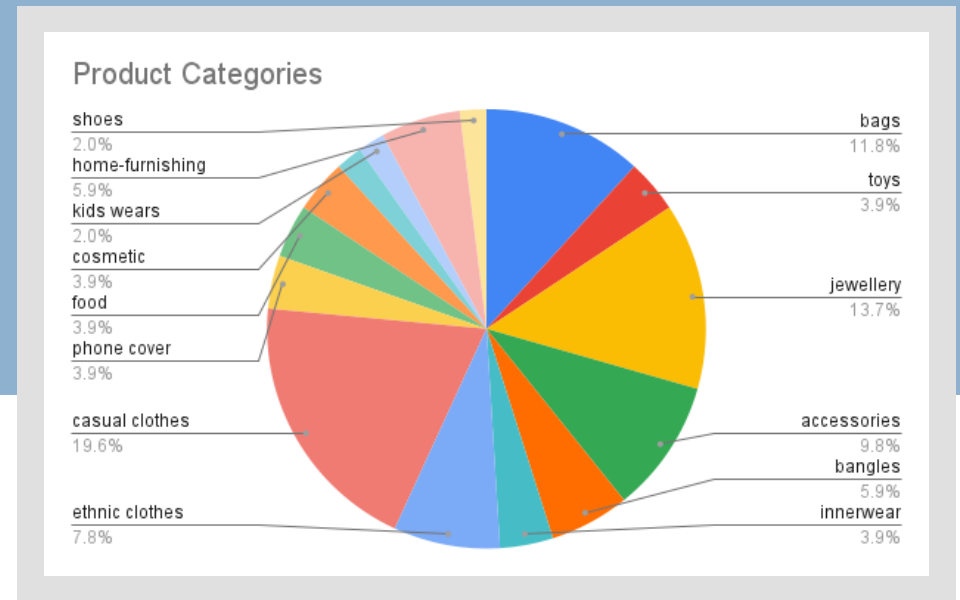
The users are further categorised into three categories

1. Users visiting the space for the first time.
2. Users who want information about the space
3. Users who require guidance through the space

06 TARGET AUDIENCE PROFILE

VENDOR PROFILE

A vendor profile from just a 5% random sample of the region



01

Along with antique shops, food, bridal wear, and casual wear, Commercial Street features the majority of branded stores.

02

Clothing is the most prevalent item at 29.4%

03

Since most businesses open and closes at roughly the same time, the market is bustling from 10 in the morning to 10 at night.

04

The experience of shopping is improved by the abundance of jewelry, bangle, and cosmetics stores.

05

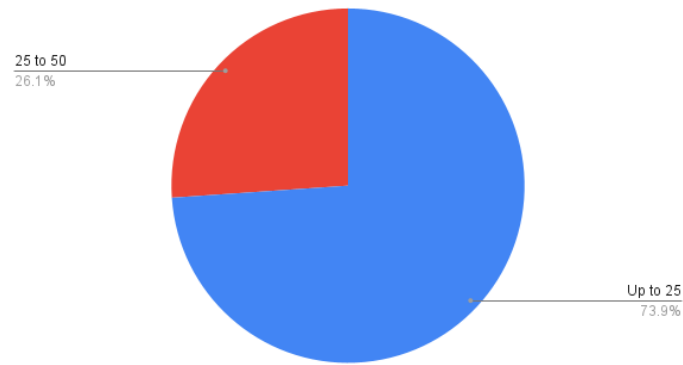
NP Street is filled with clothing stores aided by tailors, Ibrahim Street has more restaurants; both stalls and shops.

06

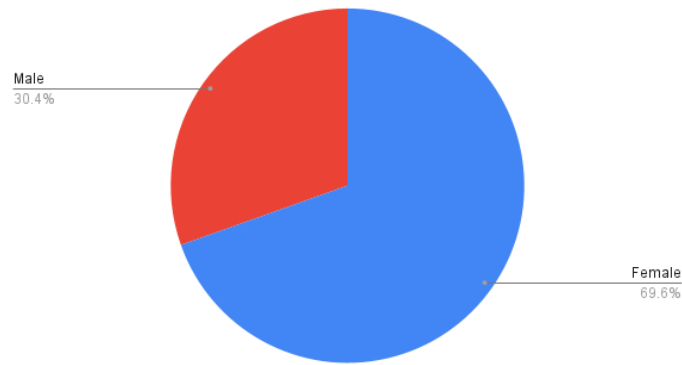
Additionally, CS has plumbing, money exchange, export houses, and luggage

AUDIENCE PROFILE

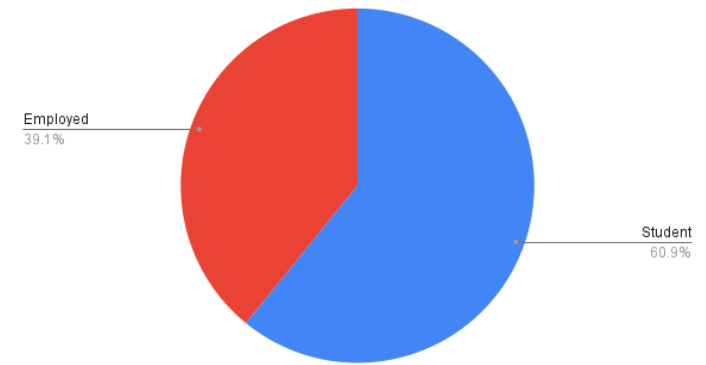
Age



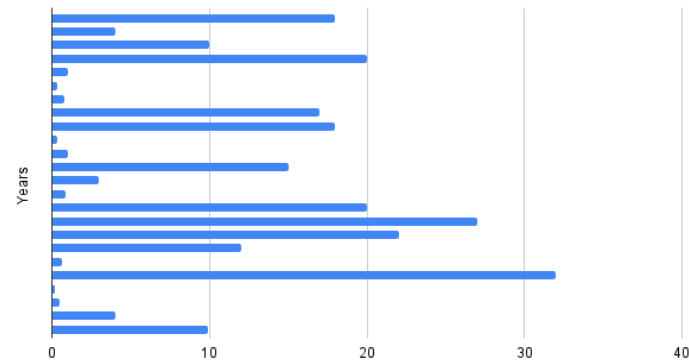
Gender



Occupation



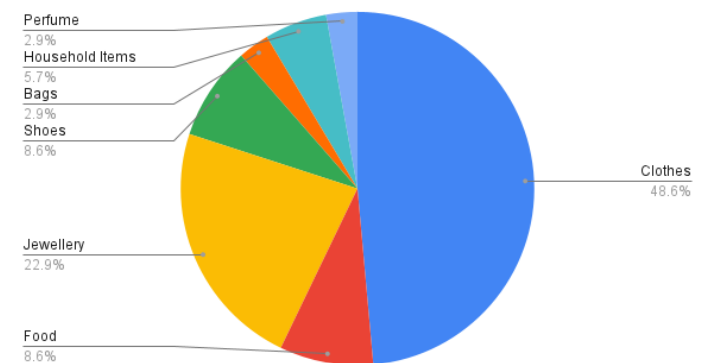
How long have you been a resident of Bengaluru?



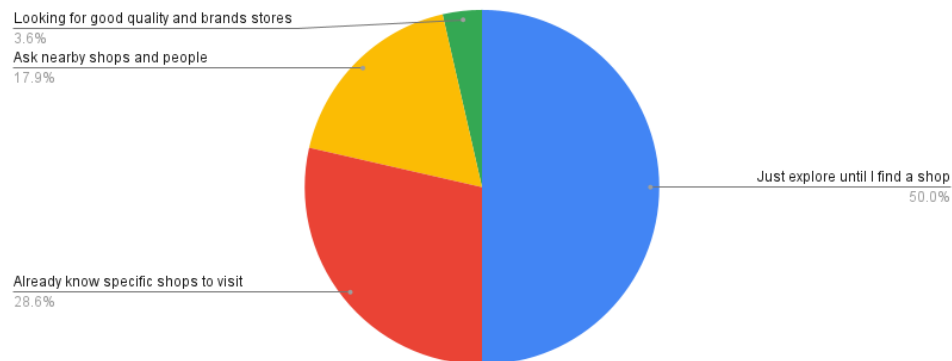
Purpose of Visit



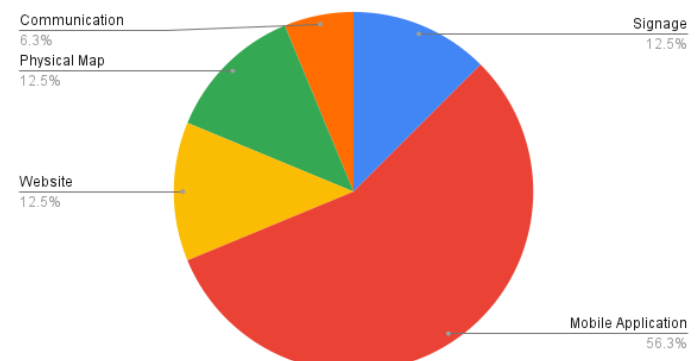
Purchase Category



How do you usually find the store where you want to buy something?



Format of navigation system





Category 1

Do you know a specific shop for it?

Category 2

Do you know where to find that shop?

Category 3

Were you pleased with the shop's collection and the quality of its merchandise?

Category 4

Categorisation of visitors
(based on need)

C1: I am here to explore / I am clueless.

C2: I want to buy a specific item; I don't know what store.

C3: I want to buy a specific item; I also know a store; how do I find it?

C4: I want to buy a specific item; I also know a store; I was unsatisfied; show me similar stores.

Awesome! Would you like to eat something? :)

01

Clueless Explorer

I am here to explore/I am clueless

02

Dedicated explorer

I want to buy a specific item, I don't know what store

03

Dedicated navigator

I want to buy a specific item, I also know a store, how do I find it

04

Dedicated unsatisfied

I want to buy a specific item, I also know a store, I was unsatisfied, show me similar stores

VALUE PROPOSITION CANVAS

Way-finding

mapping the space; aid navigation

Category-1
clueless explorer



Category-3
dedicated navigator



Common
consumer necessities



Category-2
dedicated explorer

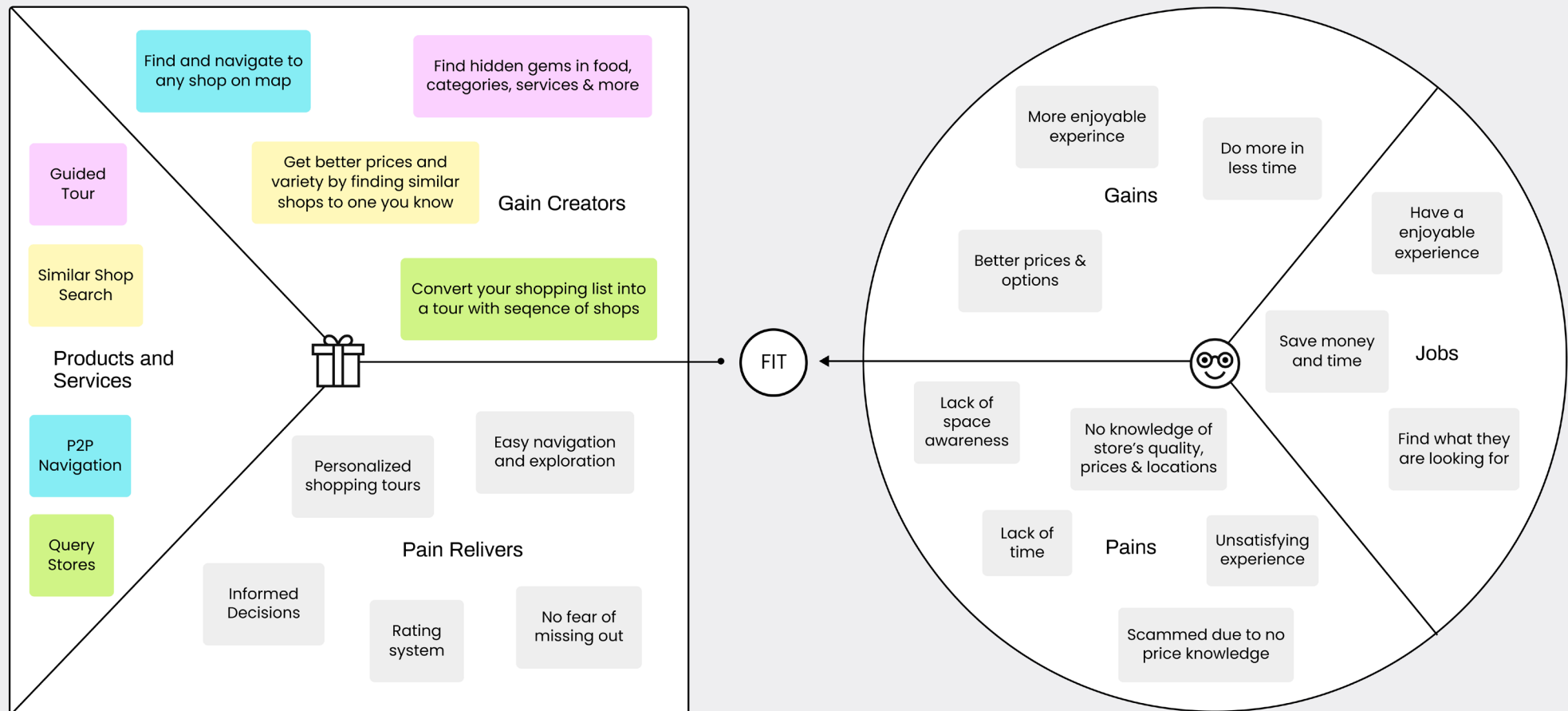


Category-4
dedicated unsatisfied



Value Proposition

Customer Segment



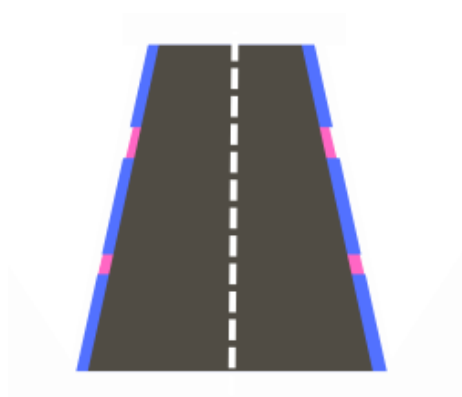
01 Physical Maps

diagrammatic representation of the area showing physical features, shops, attractions, etc.



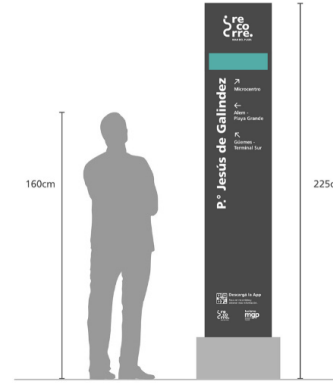
04 Pathway Tagging

coloured stripes on the roads creating a trail to follow; with colours signifying a particular category.



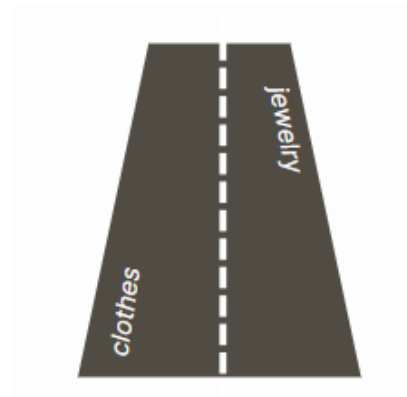
02 Informational Boards

physical boardings on each entrance with information on how to navigate the place.



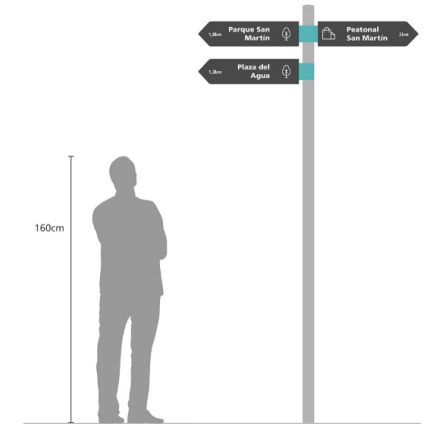
05 Information Murals

Information stencilled on the entrance of each pathway; detailing what to find on this particular road.



03 Directional Signage

physical boardings on each intersection with information on how to navigate the place.



06 Color Coded Markers

creating a product category to colour map, markers of which will be place on each shop for identification.



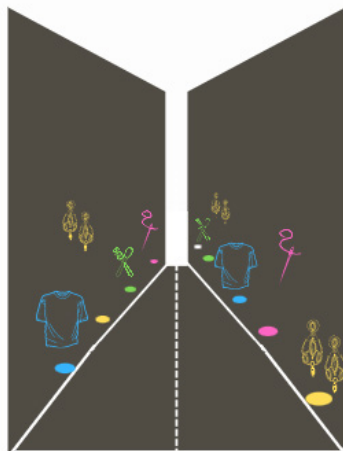
07 Paid Guides

trained guides who can be hired to assist you in navigating the space and find what you're looking for.



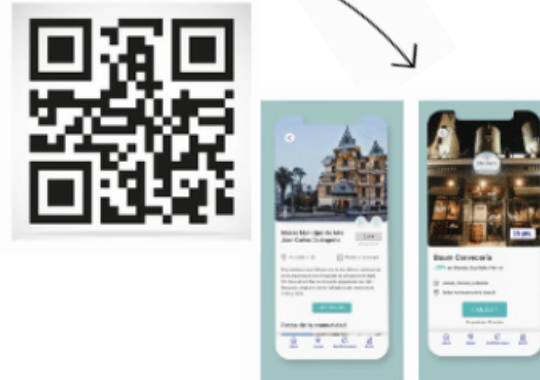
10 AR navigation

Using AR to navigate like you're in a video game, find hidden easter eggs, have a social score board and more gamification features.



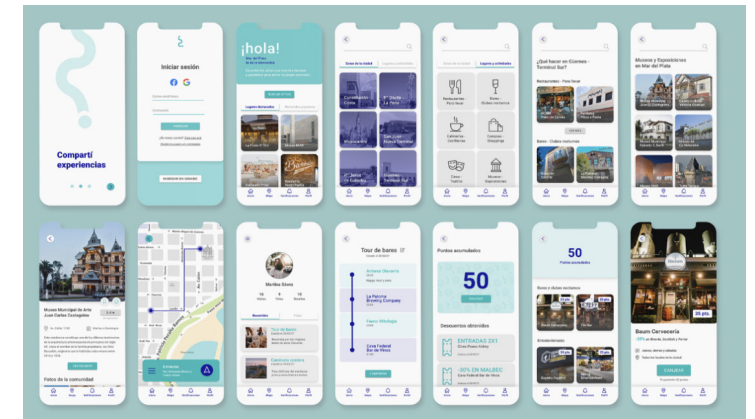
08 Web QR Codes

diagrammatic representation of the area showing physical features, shops, attractions, etc.



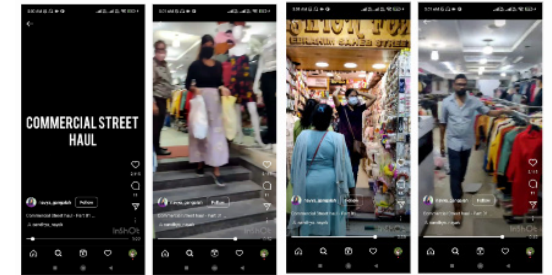
11 Mobile Application

An exhaustive application p2p navigation, guided tours, shop recommendations & social features, enhanced by QR code markers present on each street to identify where you are right now and navigate accordingly.



09 Blog Style Video Tours

videos explaining the place's geography, where to find what, frequently asked questions & more.



09 THE ONE IDEA

A MOBILE APPLICATION
a curated shopping experience

This app will provide a means of way-finding, not just navigation.

the app recognises that shopping is a journey rather than a task, thus, it will make this journey as easy and enjoyable as possible.

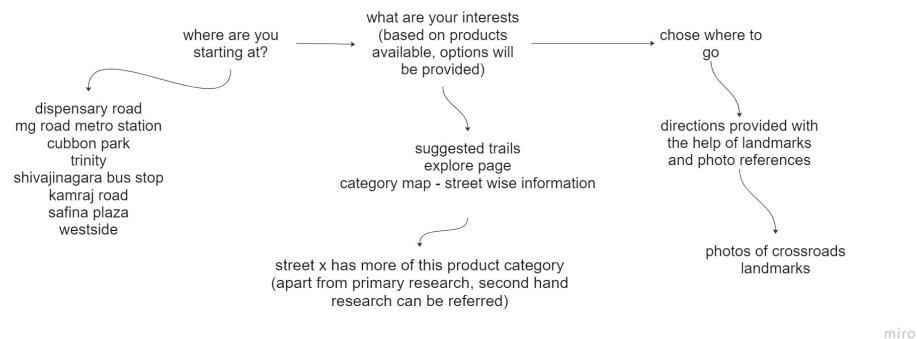
It will try to make a rainbow out of chaos by using aided exploration and guided tours to help you discover more of the area and have the most fun in the limited amount of time you have there.

This app will not be a search engine, but rather a wise companion who will accompany you across space and assist you in discovering and obtaining the best stuff most suited and personalised for YOU.

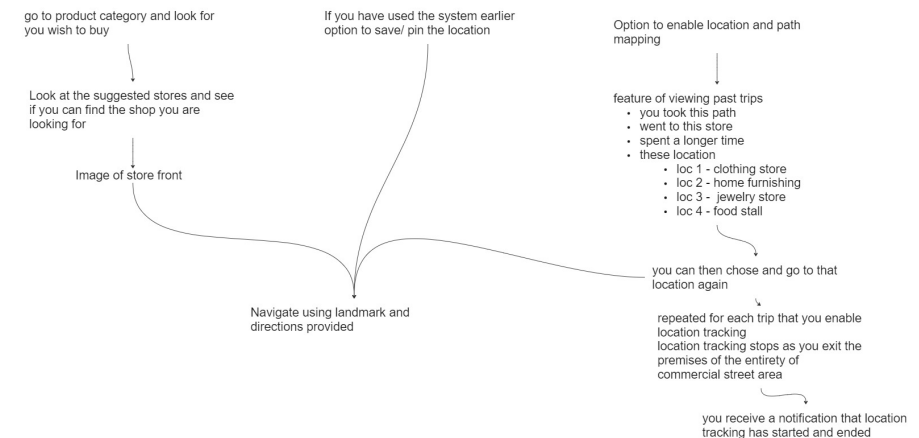
We will serialise a native's primitive knowledge into our app, making it more accessible to users and fine-tuned to the needs of the location.

9.1 SCENARIO MAPPING

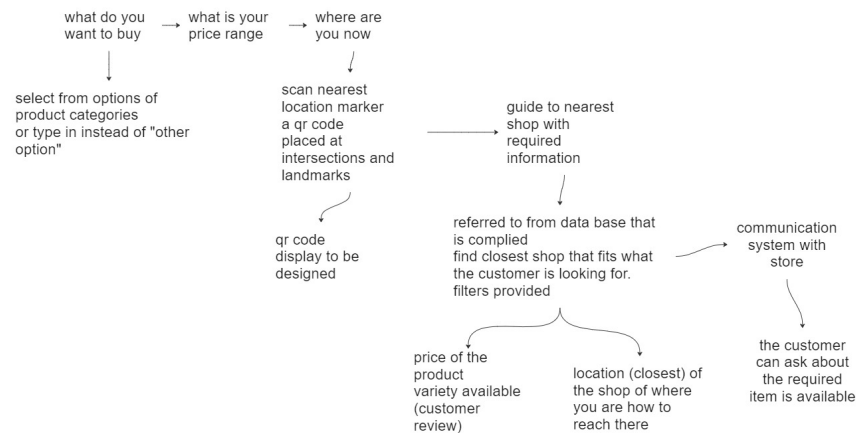
1. I am here to explore, I am clueless



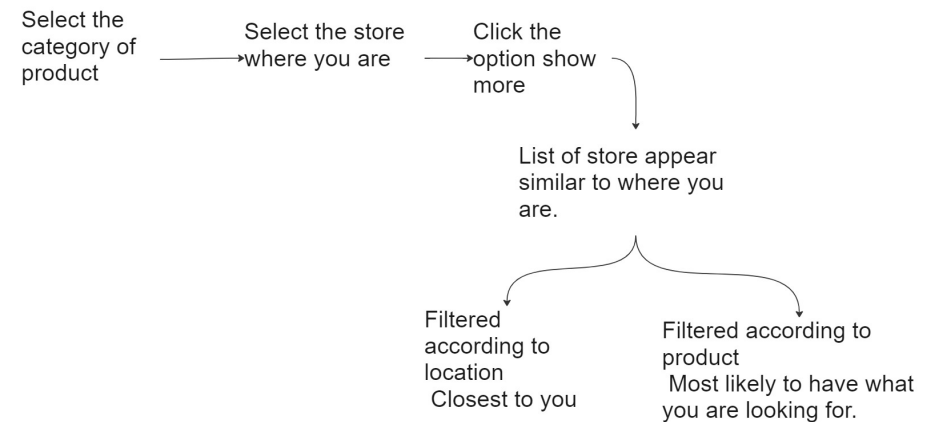
3. I want to buy a specific item, I know what store, how do I find it



2. I want to buy a specific item, I don't know what store



4. I want to buy a specific item, I know what store, I was unsatisfied, show me similar stores

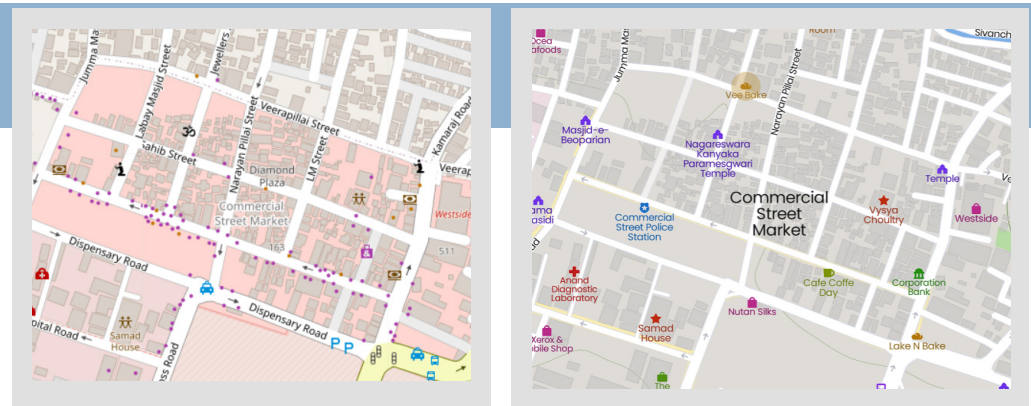


9.2 ADVANTAGES OVER EXISTING SYSTEMS

Google Maps' primary function is as a geocoder and search engine. It does not provide a way of categorising and exploring the shops

While you can zoom in on the map to see shops, there is no interface for exploring and filtering through all the different shops in a region like Commercial Street.

You can only get results for what you search.



9.3 DIFFERENTIATORS

way-finding; not navigation	shopping journey; not errand	rainbow of chaos; aided exploration	personalisation; not queries	more accessible; tailored to the location
the app recognises that shopping is a journey rather than a task, it will make this journey as easy and enjoyable as possible.	add items to your shopping list, our AI will understand what to you wish to you and add relevant shops to your tour.	using aided exploration and guided tours to help you discover more of the area and have the most fun in the limited amount of time you have there.	a wise companion who will accompany you across the place and assist you in discovering and obtaining the best stuff most suited and personalised for YOU.	app will be a serialisation of a native's primitive knowledge, making it more accessible to users and fine-tuned to the needs of the location.

9.4 THE SYSTEM

Replicability

easily replicable in new spaces due to flexible database schemas & dynamic structuring of the app.

collaboration between on-ground native data curators and the central intelligence team.

Scaling up

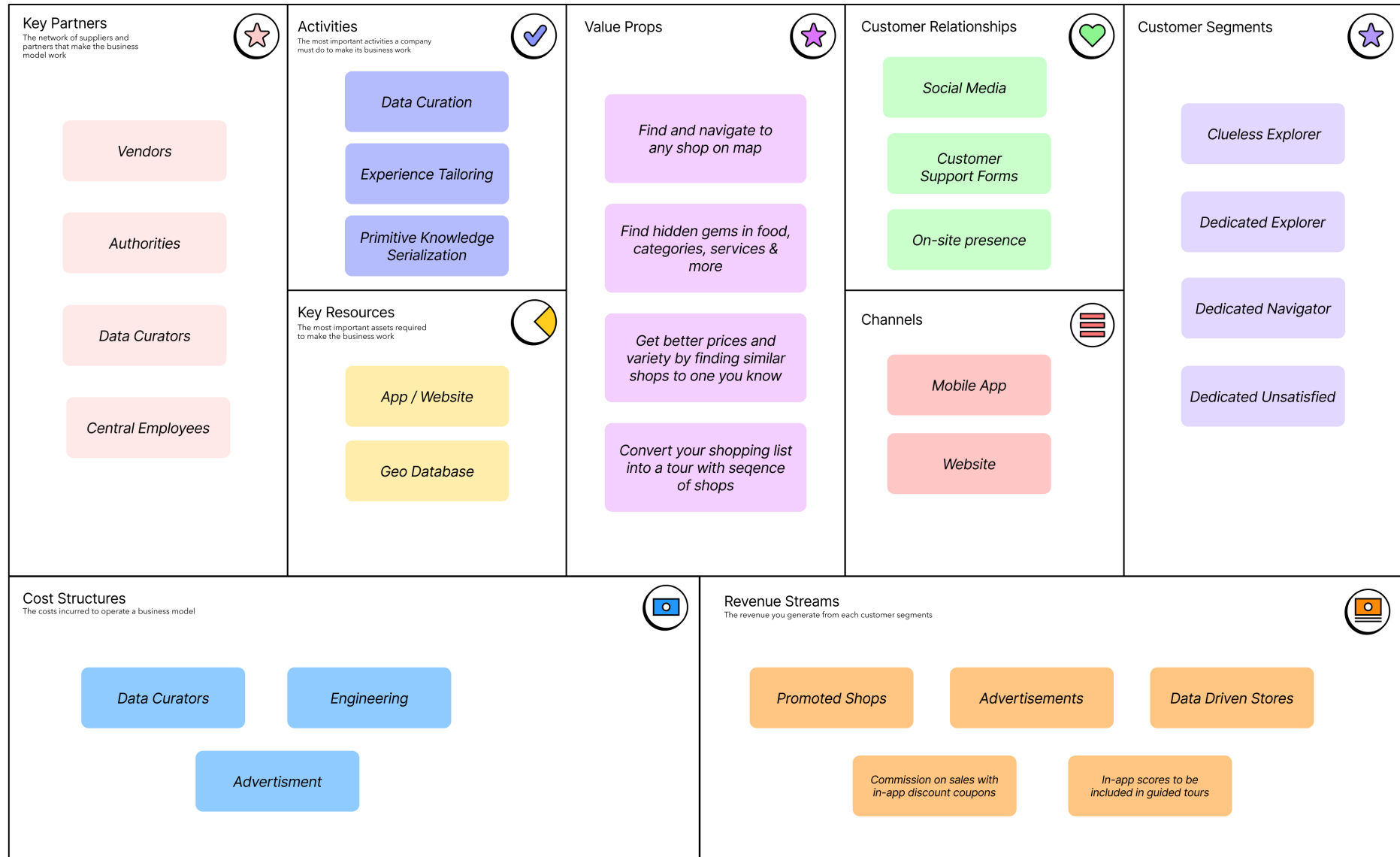
keeping tech & autonomy as the centre of things will allow us to rapidly grow and scale our product to newer markets.

Equity, Inclusive and Co-creation

unrevealed stores will also receive customer attention as finding hidden stores is a part of the system's USP.

it will be through the cooperation of the builders and the vendors that this application will be realized.

9.5 BUSINESS MODEL CANVAS



9.6

MAIN APPLICATION FEATURES

Guided tours

Similar shops

Store recommendations

P2P navigation

9.7

SECONDARY APPLICATION FEATURES

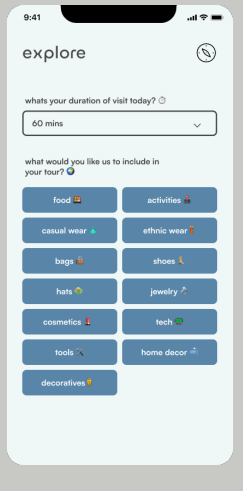
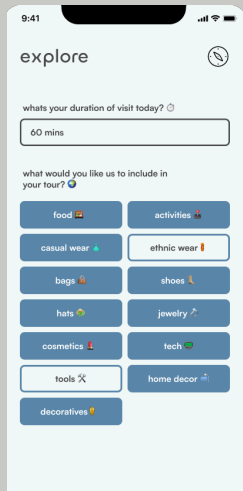
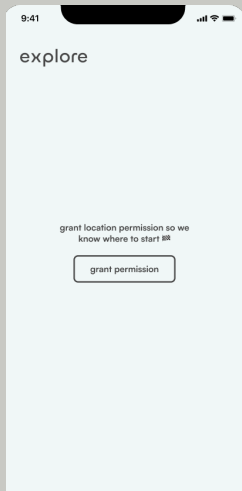
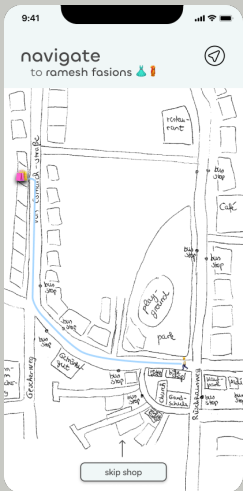
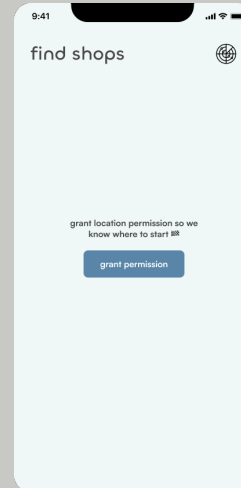
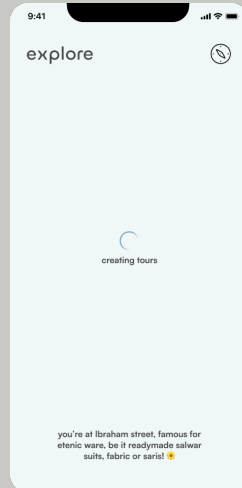
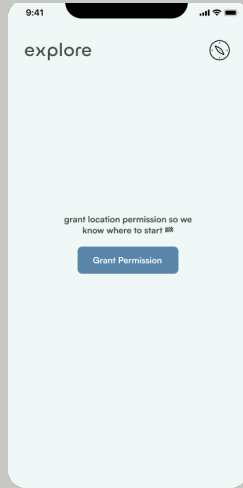
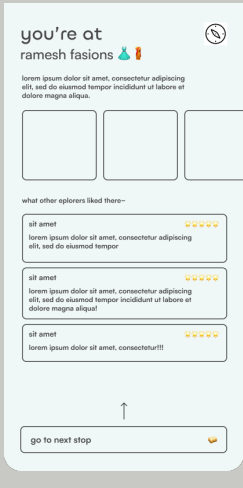
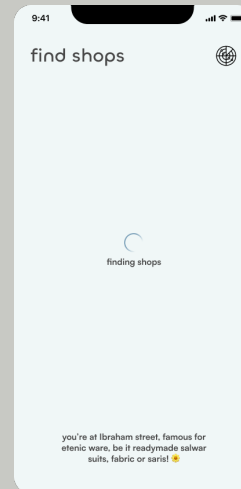
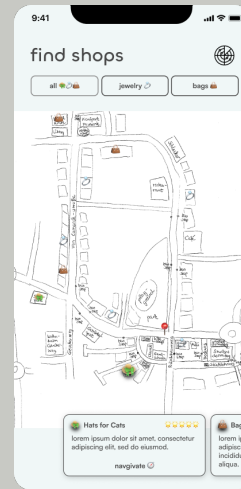
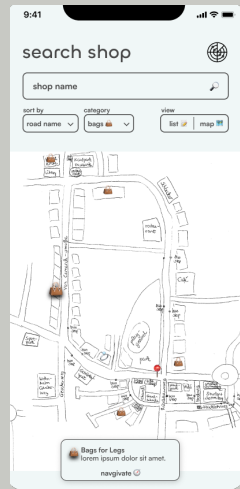
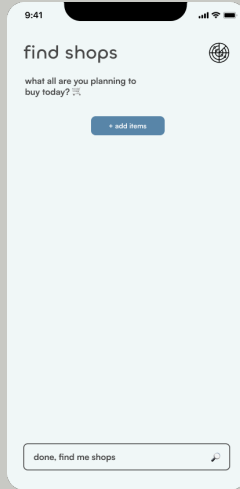
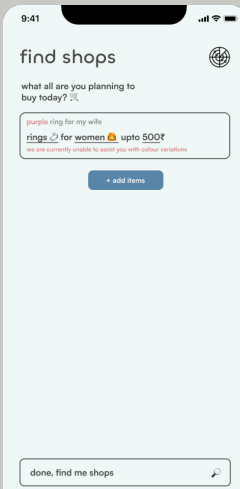
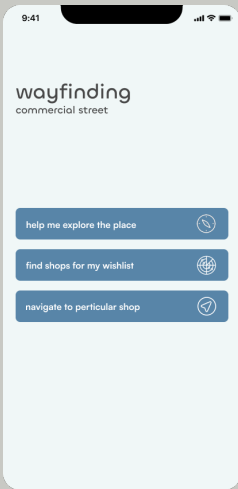
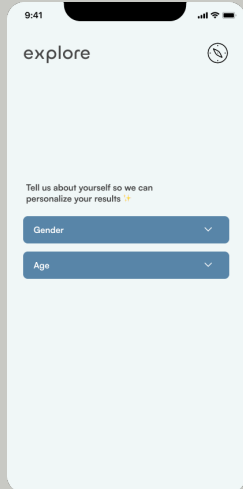
Query-based system

Food options

9.8 WIREFRAMES

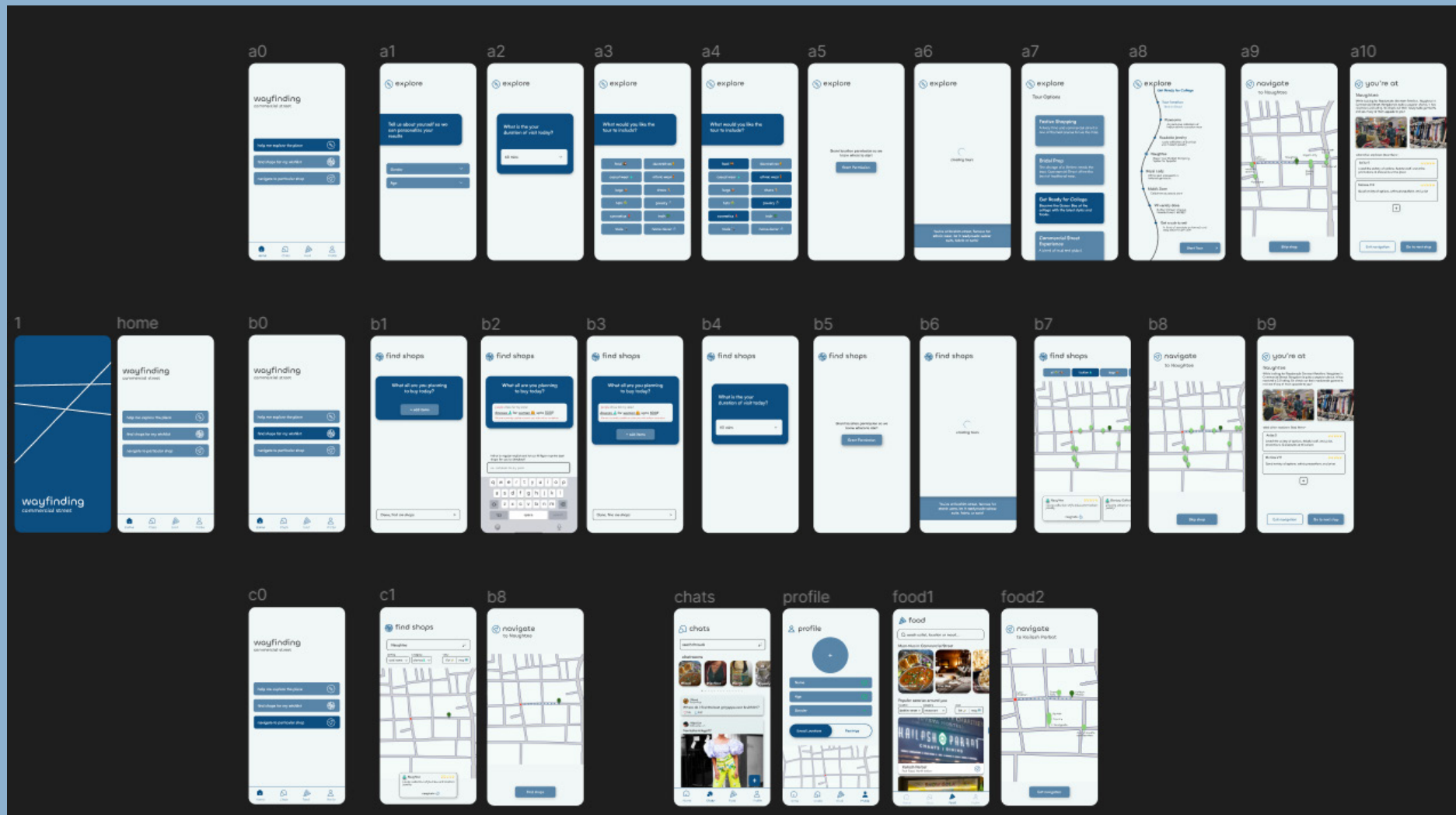


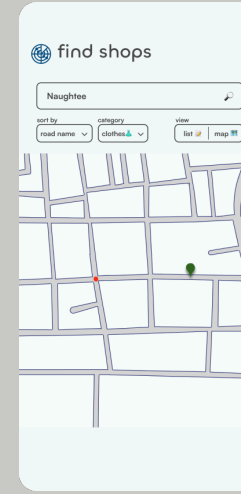
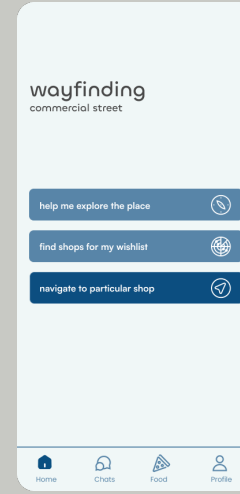
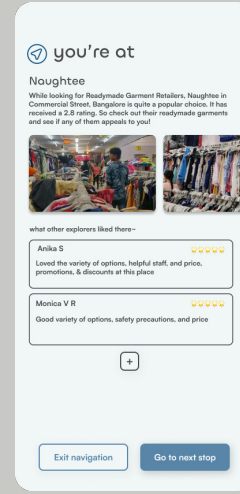
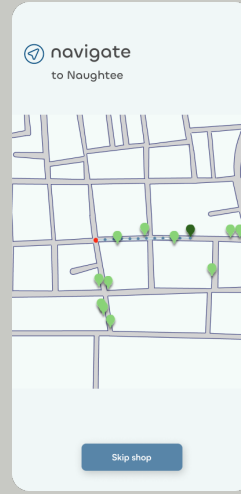
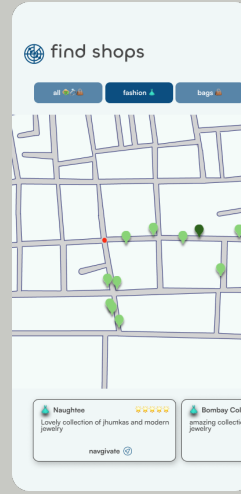
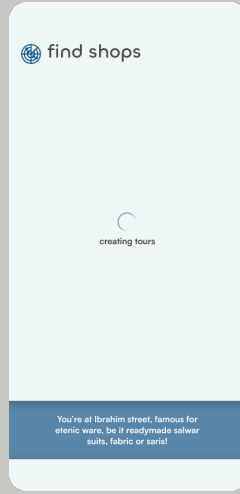
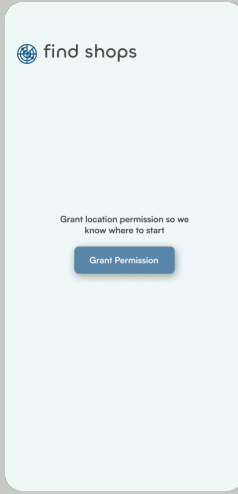
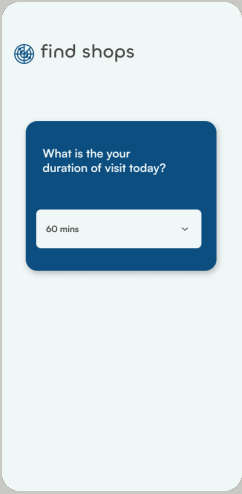
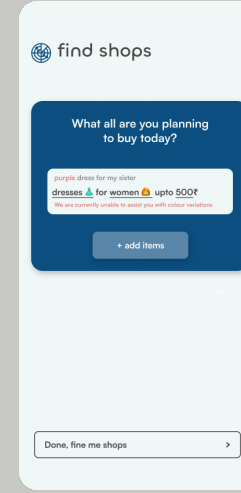
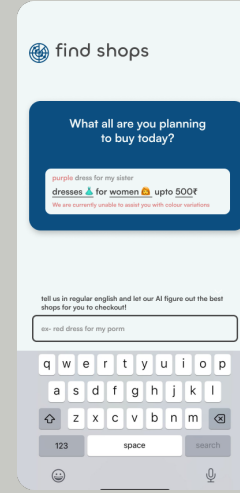
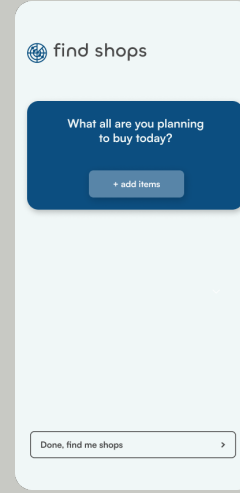
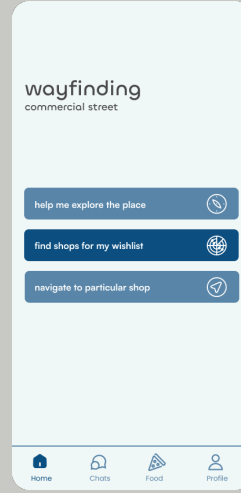
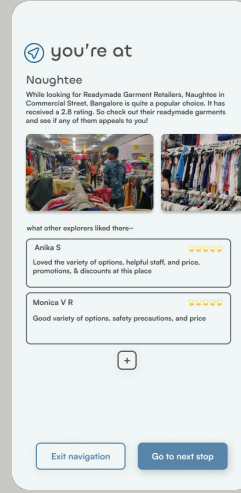
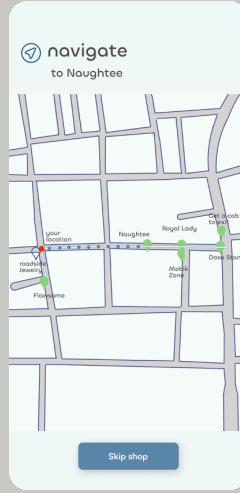
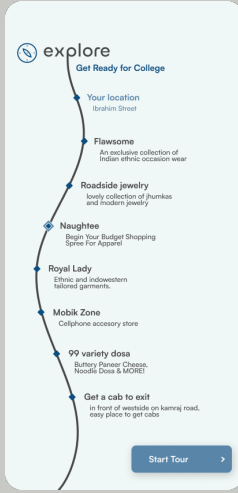
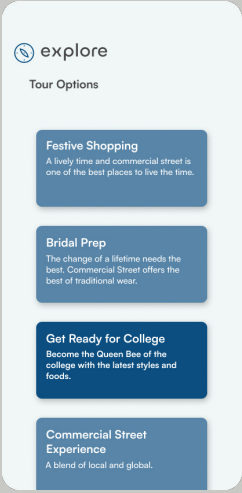
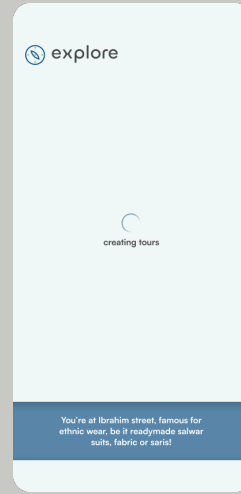
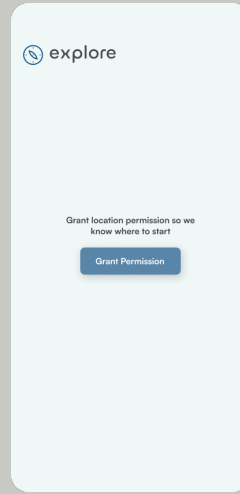
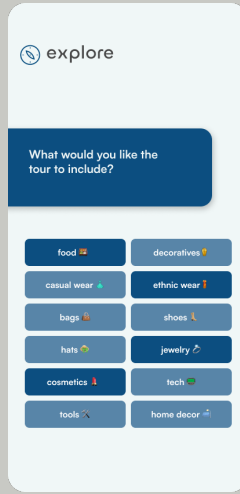
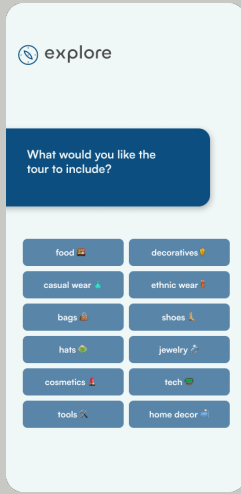
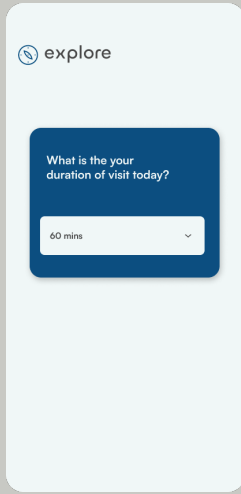
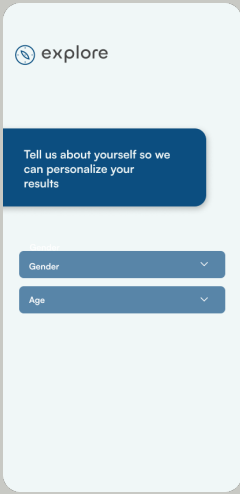
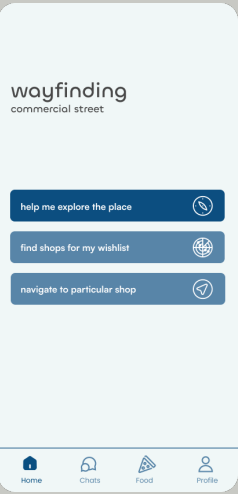
First draft of the wireframes for the application



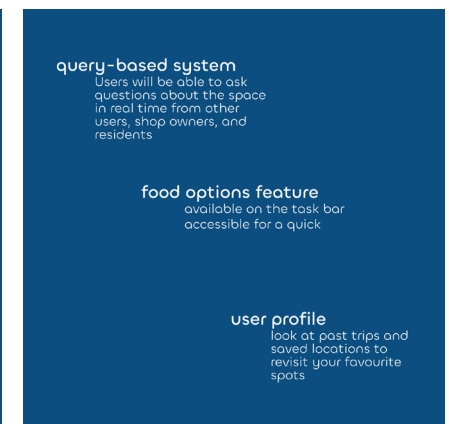
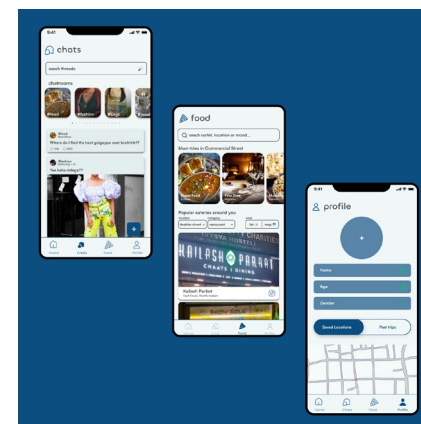
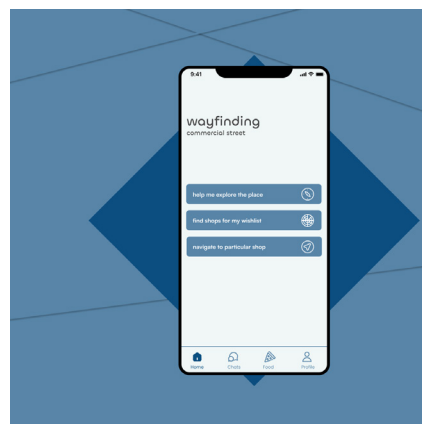
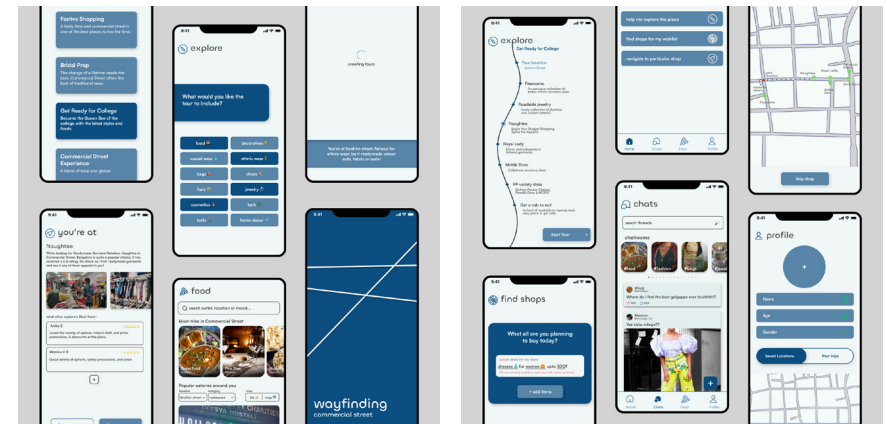
9.9

FINAL PROTOTYPING





9.10 MOCKUPS



9.11

PROTOTYPE VIDEO

https://drive.google.com/file/d/1rcjC_awyia6lwziKtB4DoXdC8r30CWKI/view?usp=share_link

9.12

TESTING AND VALIDATION

TESTING

For testing the application I created a google forms with a link to the video as well as asked people I knew in person while showing them my outcome and requesting for a review.

The questions I asked

Do you understand the flow of the application?

Is the app clearly able to communicate its objective to you?

Do you understand the options available to you?

Is the UI intuitive and simple to use?

Do you think this will be effective in a place like commercial street?

Any changes or recommendations....

VALIDATION

Survey conducted from person of design field and visitors of the space

Positive reviews

Most responses showed that the flow of the application is understandable

It communicates the objective as it's simple and direct the UI is intuitive

It is innovative

It would be effective in a place like commercial street because the place has many shops/showrooms so it can be confusing as to where to go for a particular thing also effective for people in a time crunch

Negative review - elements that can be worked upon

Make the text and buttons a bit bigger so that it's easier to read and tap.

REVENUE STREAM

Initially, the app will be free to use, allowing customers to have the greatest experience possible while increasing business for all vendors in the neighbourhood.

After our app has gained traction and the majority of sales come from features such as cart2shops, shops query, and guided exploration tours, it will become a top business goal for shops to be featured as top results on our app's search, featured in recommendations, and featured in exploration tours.

With an increase in the app's popularity and functionality for its users, the app is bound to attract more eye-balls, and thus our app's home feed will become a prime spot for any business to advertise their outlet and a small advertiser to people who are walking distance to their shop and are willing to buy things. There is no better site in the world to promote and receive the finest results than here.

After that, we'll be able to start charging shops a small listing fee to be included in our recommendations and searches.

Vendors can promote their shops in the app, which will display them so that more users visit their stores, and the vendor will be invoiced as regular advertising based on CTR.

We can offer users 1-3% cash back for uploading purchase invoices to our app and charge vendors a 5% fee on any purchases produced by our app. This may appear to be unjust, but because we will only charge this commission on consumers recommended by our app, the extra revenue will significantly outweigh the price.

We may collaborate with specific vendors on a profit-sharing basis, advertise them in our app, and make direct revenue on purchases based on the massive amounts of data we'll produce.

While revenue is important for our expansion efforts, the best-in-class and unrivalled user experience will always be at the heart of the product, and we make no concessions when it comes to user pleasure.

THANKYOU