

PERSONAL SHOPPING AI TRANSFORMER SHOPTIMUS

Harsh Kalyani | SPJIMR Harsh Kalyani aka SPJIMR's Dale Steyn. I am a technology enthusiast pursuing PGDM in Information Management from SPJIMR after working on various FinTech products at ION Trading for 34 months. An adventure lover and gym freak who dreams of transforming adventure sports in India using technology.





Hyderabad has the highest vacancy rates of 22.2% followed by Ahmedabad and NCR with approximately 20%

57 malls out of 271 malls in top 8 cities are on the verge of closure

Even before the pandemic, nearly 60% or 160 out of the overall 255 malls currently in top seven Indian cities were facing an uncertain future as customers had deserted them

PROBLEM STATEMENT How will you use technology to enhance social engagement in malls to attract and retain customers?



PRIMARY RESEARCH

GOOGLE FORMS

Few Questions asked:

a. Do you visit the mall?b. Is there any mall located nearby your residential area?c. How often do you visit a mall?d. Why do you go to a mall?

- e. What do you do in a mall?
- 33% visit the mall once a month, and 29% visit the mall only during festivals
- 45% prefer to go to the mall instead of normal retail shops to explore a wider range and variety
- 44% dislike malls because of too much crowd
- 40% were unable to find the right offer and store for their need, while parking remained a problem for 21%

Scraped around 3000 reviews from Google Reviews of various malls. Post that I ran Sentiment Analysis on the collated list.





Some most repeated reviews:

- It was very crowded.
- The queue in the changing room was very long.
- There is no variety in stores.
- The parking fee was too much.

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USER PERSONAS



Demographics: 52-year-old upper-middleclass housewife in Delhi.

Usage: Goes to the mall once a week to More Mega Store for Kiryana Shopping.

Motivation: The discounts available in More Megastore.

A way of getting out of the house on weekends.

Pain Points: There is a lot of crowd on weekends, and the billing queue is very long.

Unaware of the ongoing discounts, and has to roam around the mall for the same.

GenZ Shanaya



Demographics: 17-year-old school-going girl in Mumbai

Usage: Goes to the mall once a month to play in Gaming Arena. Post-gaming enjoys the food at the food court and goes window shopping.

Motivation: A safe place to hang out with friends away from the heat of Mumbai.

Pain Points: The waiting time in the gaming zone is very high. Not aware of all the food options available in the food court. The price of clothes is more than what is available online



Millenial Kalyani

Demographics: 26-year-old PGDM student at SPJIMR

Usage: Goes to the mall only on a need-for basis and festivals

Motivation: An urgent need basis when the product is unavailable online or is taking a lot of time to get delivered.

Pain Points: Unaware if the product would be available in the stores Takes a lot of time to find the right product





Google Reviews Word Frequency



How should I find the events in the mall? How should I find the right store and right offer? How should I skip the shopping queue? How should I find the noncrowded time?





Tired

Be it trial rooms or billing, users are tired of long queues. Ecommerce provides an easy method of skipping the crowd and queues.



Missing Communication

the shopping mall.



Frustration

Users are frustrated when they are unable to find a parking spot, a table at the food court or ticket to the gaming zone.



High Prices

of the discounts

INSIGHTS AND PAIN POINTS

Users are not aware about any event, offers or product availability in

Either there are no discounts available or the users are not available

HOW MIGHT WE?











SHOPTIMUS

An AI chatbot web application to bring the shopping mall at the palm of your hand. Like Optimus Prime, it will transform your shopping Journey.



FEATURES

	F1	F2	F3	F4	
Function	Al chatbot finder	3D avatar	Navigator	Event Tracker	
Value to customer	Transparent Communication	Skip long trial queue	Save time to find the store	Easily find the ongoing events to visit	Γ
Value to Shopping Mall	Publicity and Easy Discovery	Crowd Management	Easy Discovery	Publicity	Γ
		Hgh	F3	F1 F5	F2
		Low		F7 F4	F6
			Low Va	lue High	

F5	F6	F7
Home Delivery	Table/ Ticket booking	Discount /Coupon Finder
Get products at the ease of home	No waiting time	Find best deals to buy at cheap prices
Increased sales	High CSAT and NPS score	Increased Sales

WIREFRAME



You look smart. The jacket looks fabulous on you Tap to add to cart

Personalised Avatar



Store Navigator



Seems like you are in Lifestyle

There is a 50% Discount on your favourite perfume

Tap to Pay and Buy

Discount Notification



Burger Singh Chicken Tikka Burger is available for just Rs. 50.

Grab it on 4th floor food court

Tap to Navigate

Food Suggestor

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USER JOURNEY





Don't know where to find the clothes



Goes to multiple stores





BEFORE: Time: High, Effort: High, Shopping Basket Value: Low, Communication: Low

MARKET SIZE

Population of India	140 cr
Population with Smartphone	80 cr
Urban Smartphone population	24 cr
GenZ and Millenial Urban Smarphone population	18 cr
	18 cr 5.4 cr



Assumption: Conversion Rate = 10% Pilot Launch City = Delhi



PRODUCT MARKET FIT

TARGET CUSTOMERS	Occasional mall goers, disco spenders, Group gamers, W
UNDESERVED NEEDS	Want to avoid crowd, Lack of kn hand confirmation
VALUE PROPOSITION	Personalisation, Ease of Access, Trans Cost Saving
	Al chatbot, Personalised Avatar for 3D clo Event updater, Home Delivery
	rsonalised customer experience, Convers





ount seekers, urgent buyers, leisure time /indow Shoppers

nowledge, Skip the queue, Want before

sparent Communication, Time saving,

lothes try on, Navigator, Discount Coupons,

rsation Chatbot, Discount and product

GO TO MARKET STRATEGY

	Pre-Launch	Launch	Post-Launch
S T E P S	 Create a marketing plan Start building buzz Communication value proposition 	 Drive traffic to product Generate leeds Convert customer to leeds 	 Continue to drive traffic Nurture leads Grow the customer base through additive features
A C T I V I T I E S	 Run advertising campaigns using brands available in the mall Create relevant content Partner with influencers Transformer toys along with every purchase inside mall 	<list-item><list-item></list-item></list-item>	 1. Provide excellent customer service 2. Offer referral bonus 3. Partner with more malls



GOALS AND METRICS \equiv				
Target	Goal	Identifier	Metrics	
Awareness	How to make people aware about this website?	Users who view the scan codes and	Number of users who create an account on the website	
Acquisition	How many people visit the website ?	Users who visit the website and sign up	Number of accounts created	
Activation	How many people interact with AI chatbot ?	Number of people who search query on chatbot	Number of search queries/ interactions	
Retention	How many people use the chatbot again ?	Number of people who use the portal daily	DAU/ MAU	
Revenue	How does the revenue and footfall of stores increase after the launch of this website ?	Footfall, Repetition Rate, Hot and cold spots	Average order quantity, footfall of users after using AI vs without using the feature	
Referal	How many people refer friends to your business ?	Users who clicked on the share option	Number of people who login through referral link	



All the images used in the ppt have been Al generated



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