



Accessshop

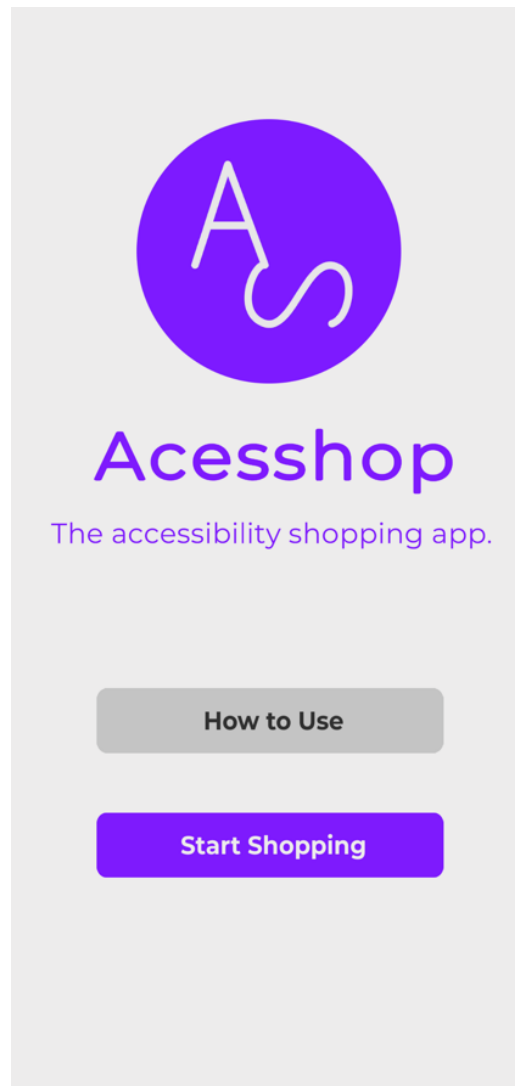
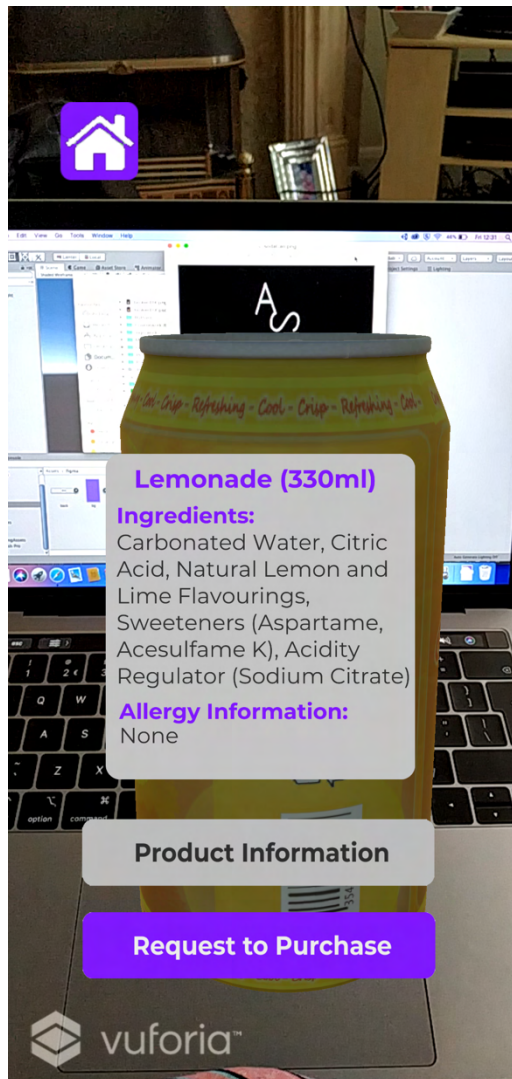
Let's make shopping more accessible.

My project, Accessshop, was born from a passion to help others. Based on my own experiences as a member of the disabled community and from problems faced by many members of society. In a world in which we are constantly seeing evolution and change, the in-store retail experience has stayed largely stagnant.

There are over 13 million disabled people in the UK, spending an average of £163 in retail shopping per month. However, shops do not seem to be doing their best to welcome this community and make them feel valued.

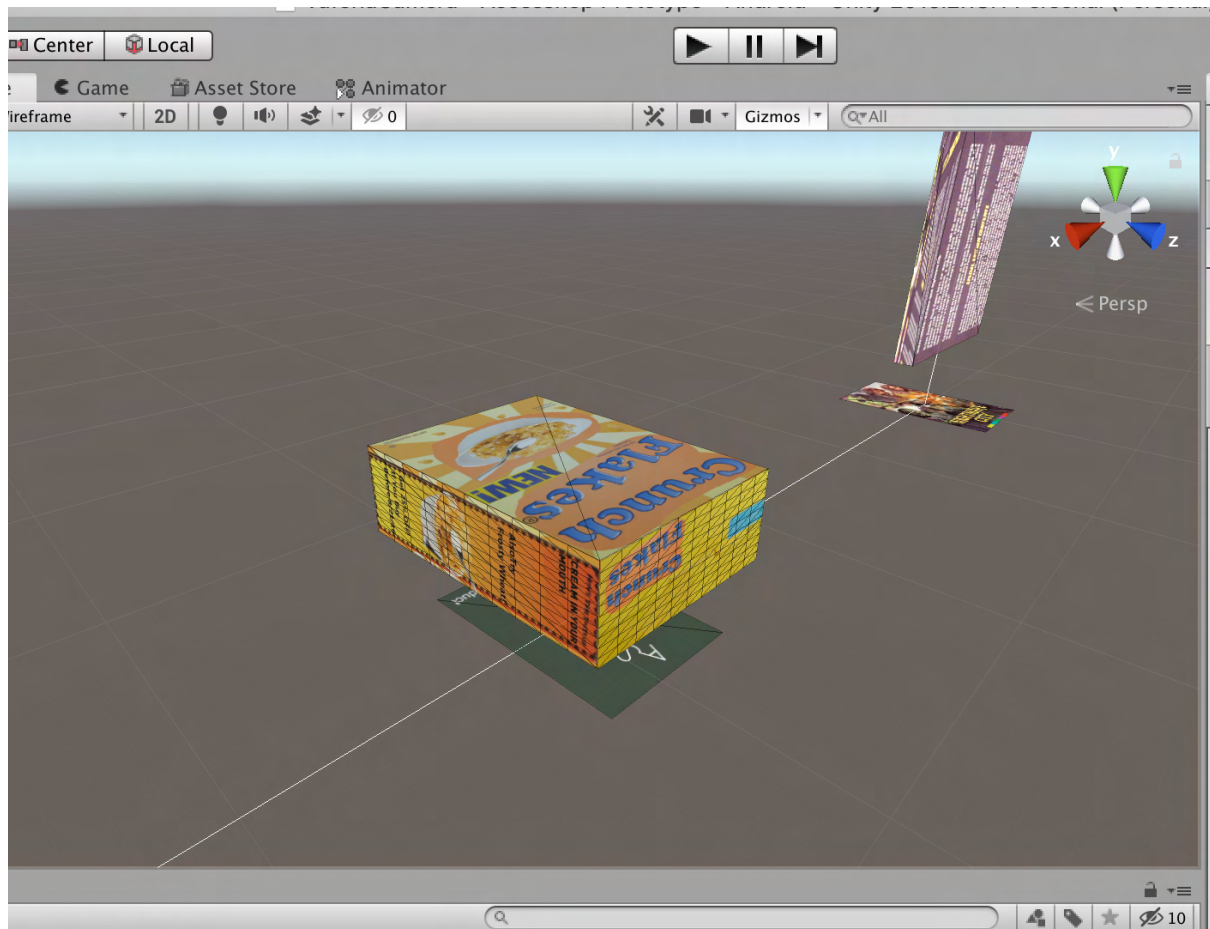
Accessshop aims to change this, by making out of reach items viewable for disabled customers. Accessshop is a mobile app designed to help disabled customers shop. Using exciting Augmented Reality, the user is able to rotate the product, view any potential allergens and

request that the product be collected from the high shelf. All without the potentially patronising task of turning to another shopper or member of staff physically for help.



View the trailer here:

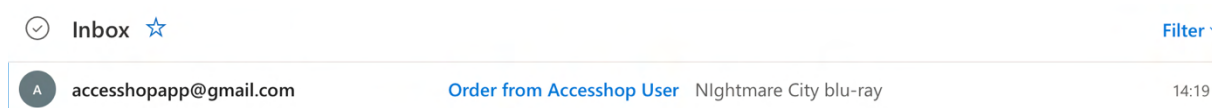
<https://www.youtube.com/watch?v=foOu3I3kZII>



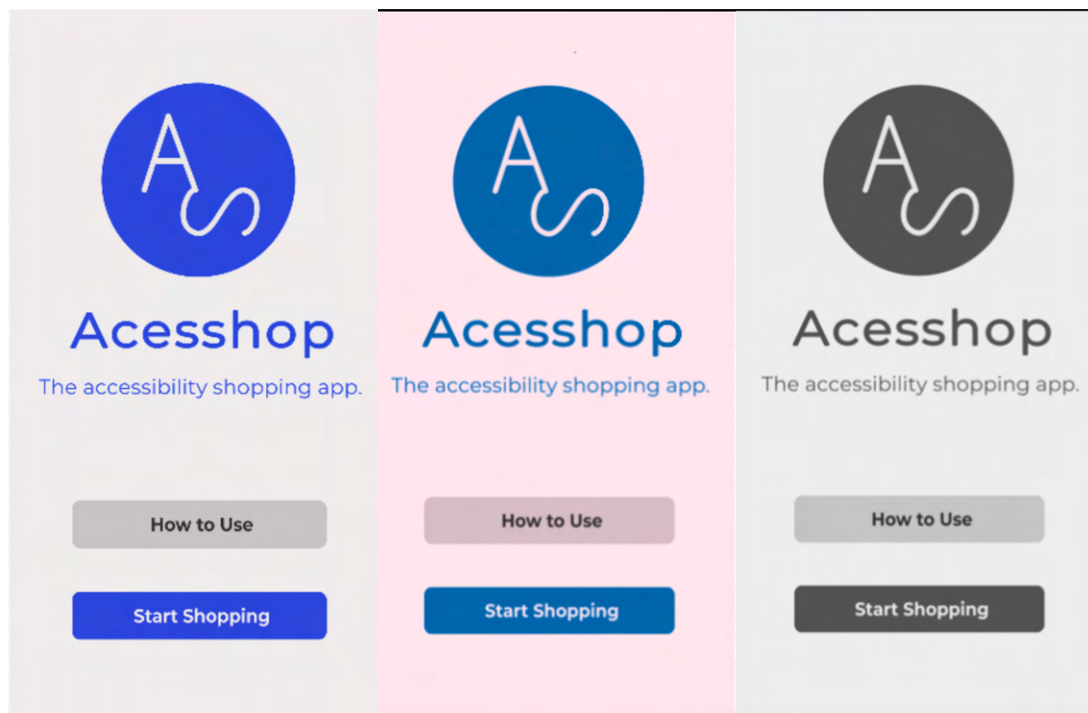
The above image shows the build process in Unity, utilising Vuforia.



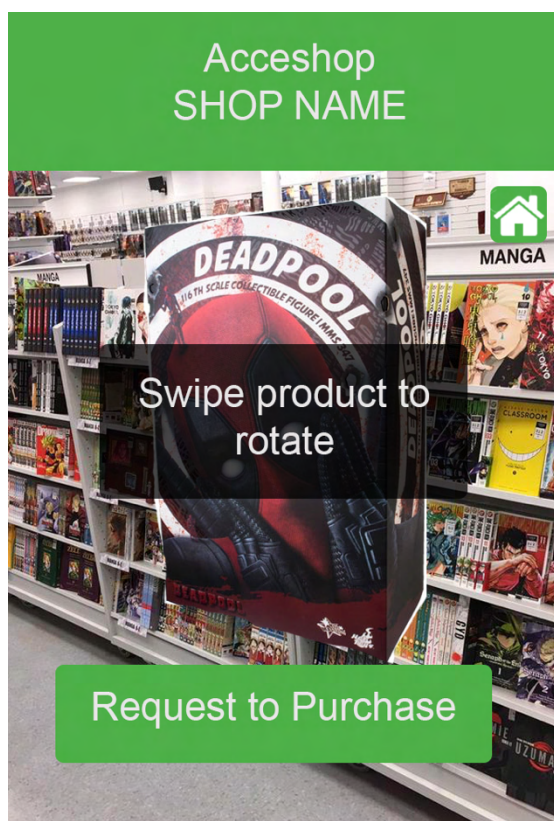
This image shows the early AR prototype for the project using a cereal product as reference.



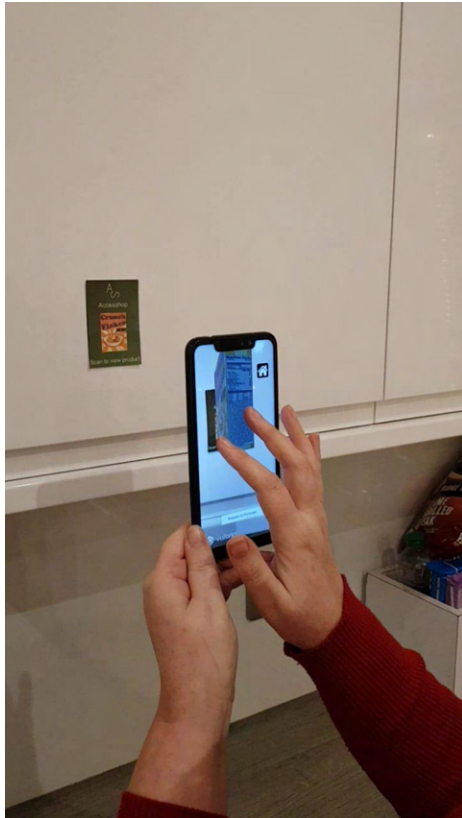
This image showcases an early result of the SMTP email prototyping, sending the store an automated email with the customer order.



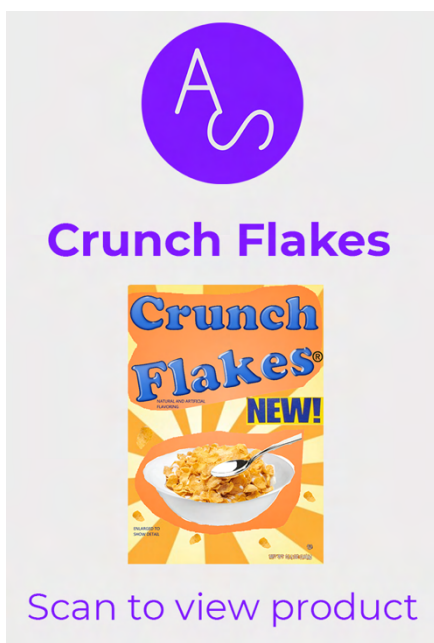
The above 3 images showcase the app home screen being tested through various forms of colour blindness. This was done in order to make sure the app was as accessible as possible.



This image showcases an early paper prototype.



This image showcases the user testing process I performed.



This is the final design for the scannable image targets to be placed in store