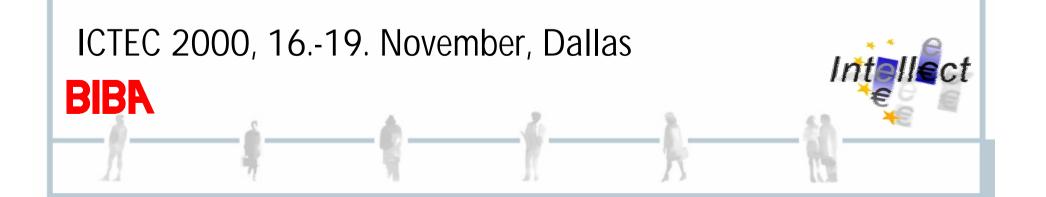




# Intelligent and Secure 3D-Configuration of Products in Electronic Shop Systems

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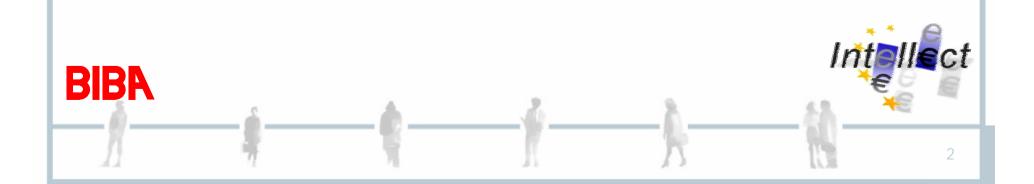




#### Overview



- INTELLECT members of the consortium
- INTELLECT: Innovation and approach
- Functionality of the INTELLECT modules
- Implementation goals
- Conclusions and Summary







# Members of the INTELLECT consortium

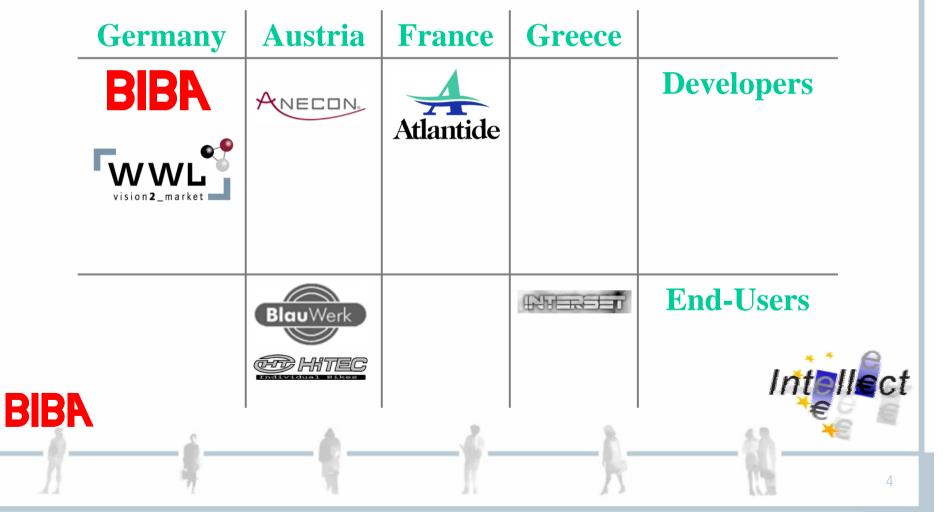


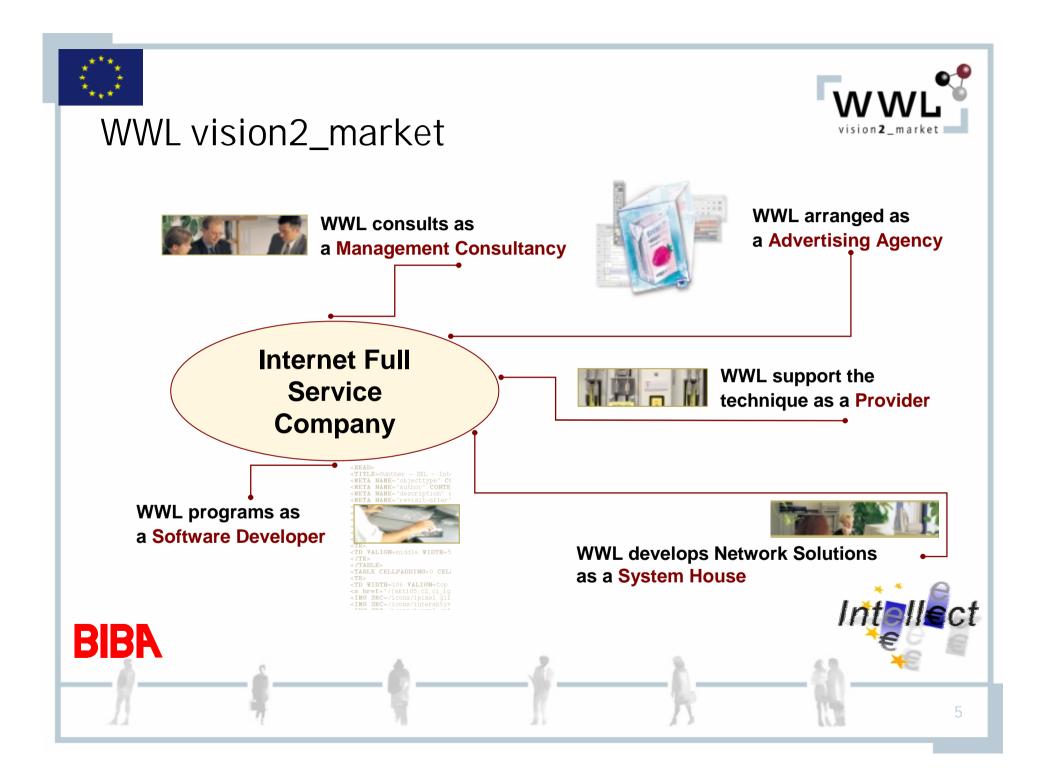


#### INTELLECT Consortium



#### INTELLECT IST-1999-10375

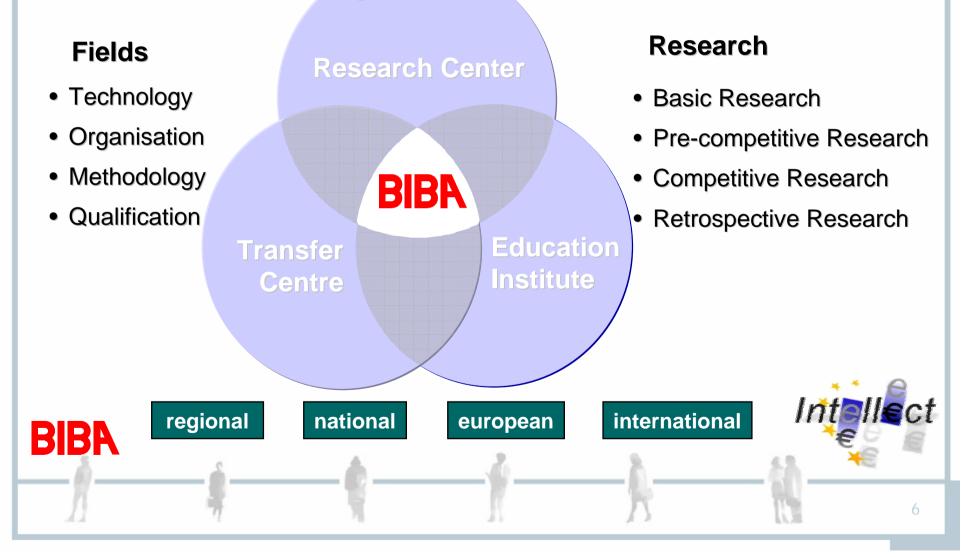








Bremen Institute for Industrial Technology and Applied Work Science at the University of Bremen (BIBA)







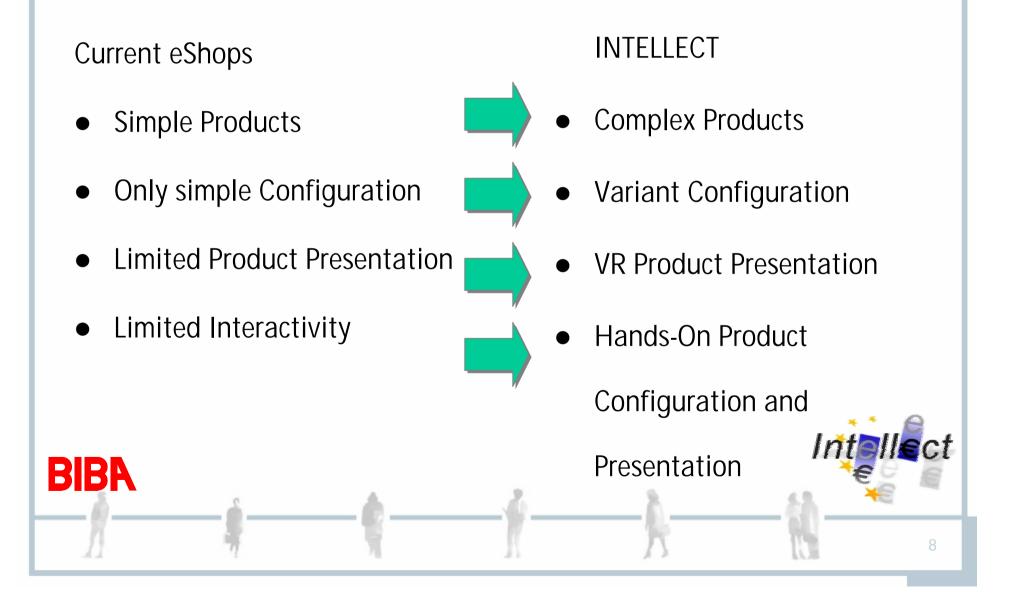
# INTELLECT innovation and approach



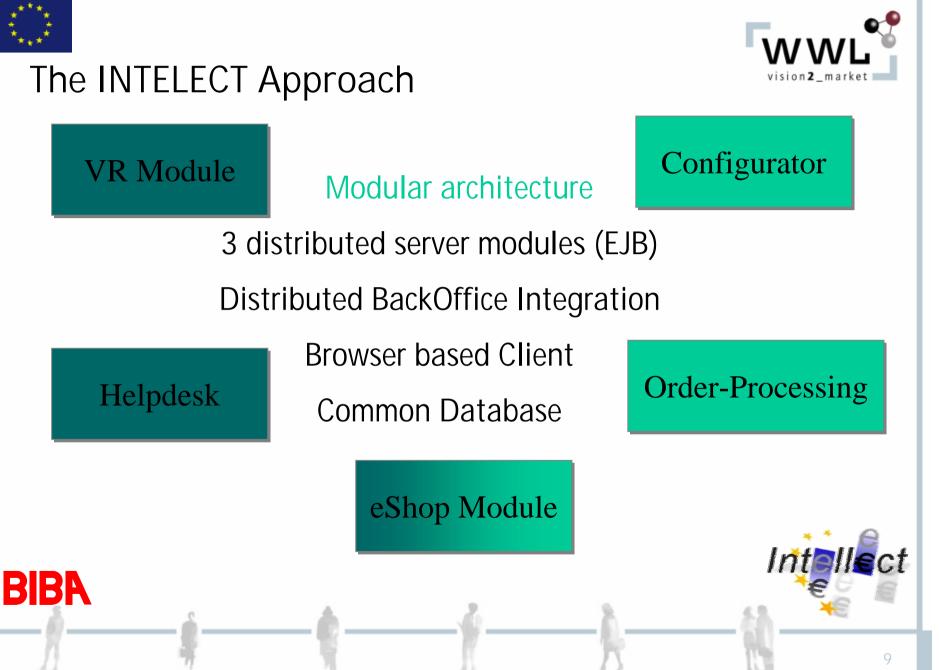


Innovation





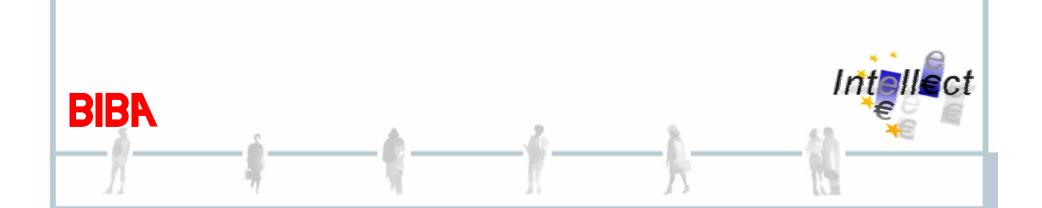








# Modules and functionality of INTELLECT

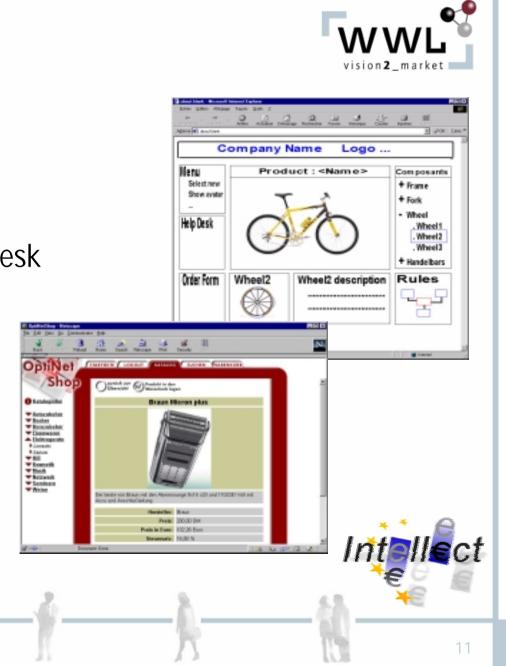




#### eShop

#### Main User Interface

- Product Catalogue
- Container for VR and Helpdesk
- Modularised Subshops
- User Profiling
- Community Services

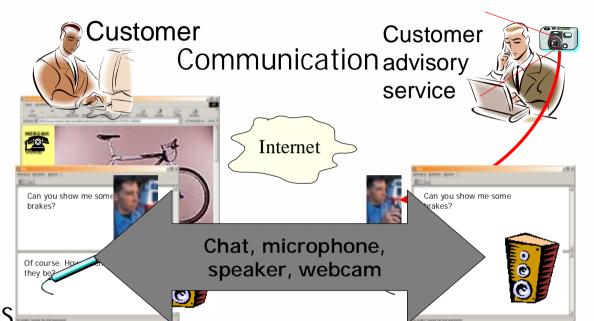




#### Helpdesk

#### Virtual Sales/Support Desk

- IP/video conferencing
- Page mirroring
- Collaborative
  work
- Community services



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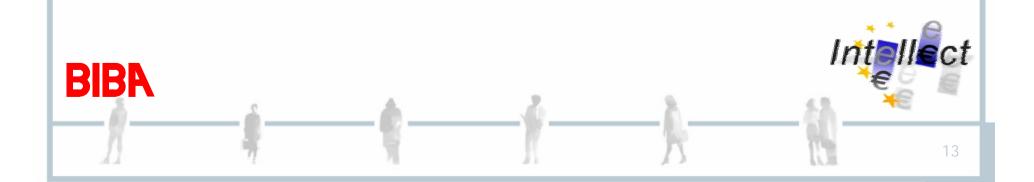
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IP based Communication



- H.323 is the ITU standard which describes how a flexible, real time, interactive set of multimedia communication can be exchanged via TCP/IP
- T.120 is the ITU standard which handles multipoint data delivery, interoperability, reliable data delivery, multicast enabled delivery, network transparency and scalability

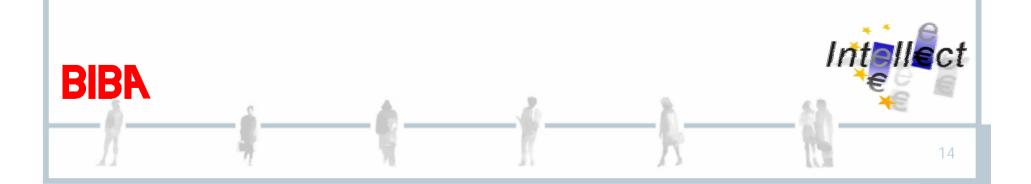




### Help Desk / CRM



- The aim is to improve the on line shopping experience by adopting advantages of a real shop, especially in situations where the customer needs consulting service
- The on line user assistance combines help desk and customer relationship management (CRM), e.g. community building
- It uses IP based communication which is integrated into the web page to avoid discontinuity of media

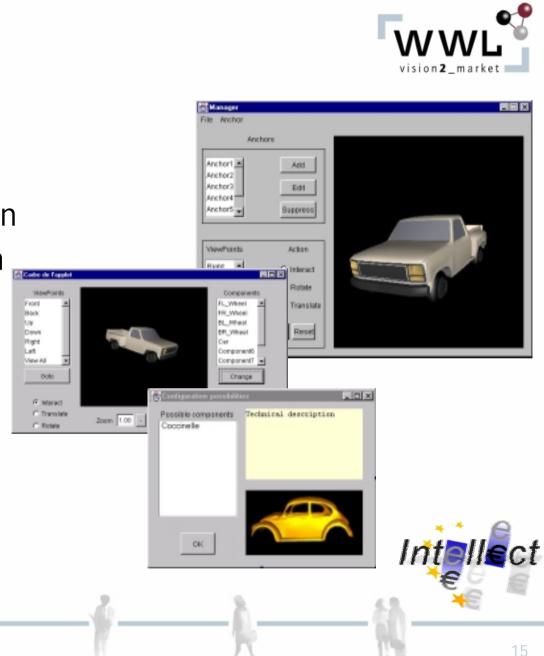




#### Virtual Reality

#### Configurator interface

- 3D product visualisation
- Navigation/Interaction
- Avatar visualisation
- 3D Animation

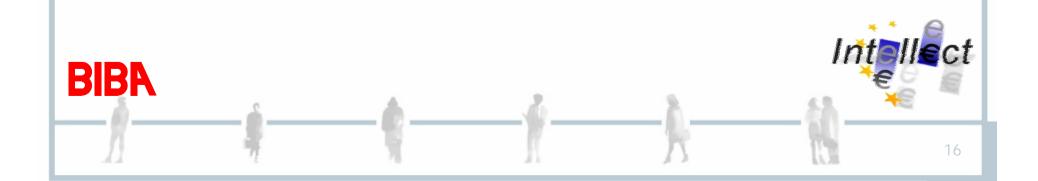






#### Virtual Reality (VR) / 3D

- A synthetic world obtained by computer simulation
- Allows real time simulation and interaction via several senses: seeing, hearing, touching
- Good immersion requires motion capture, stereoscopic vision, force and tactile feedback, sound, interaction

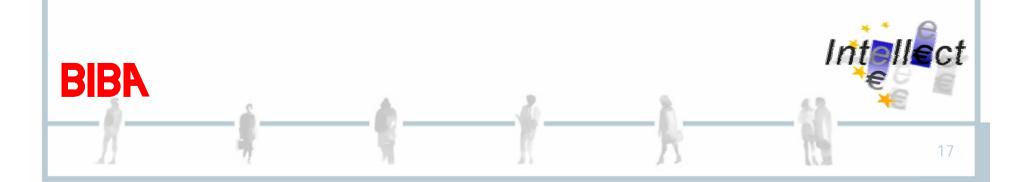




Limitations of Virtual Reality



- Good immersion needs a lot of expensive material, e.g. stereoscopic glasses, therefore VR in the Internet is limited to 3D representation and interaction with mouse or keyboard
- VR is limited due to quantity of calculation and data needed. 3D worlds take a long time to download and cannot have such a high quality as in a local application





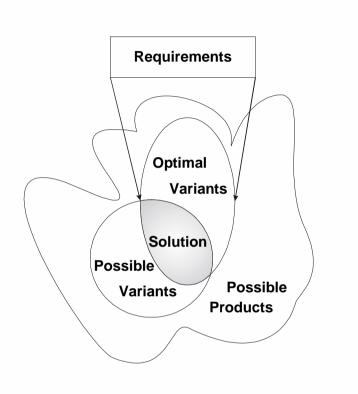
#### Configurator

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#### Configuration of product variants

- Free exchange of components
- Interactive configuration
- Wizards based on logical or "soft" criteria
- Product tailoring







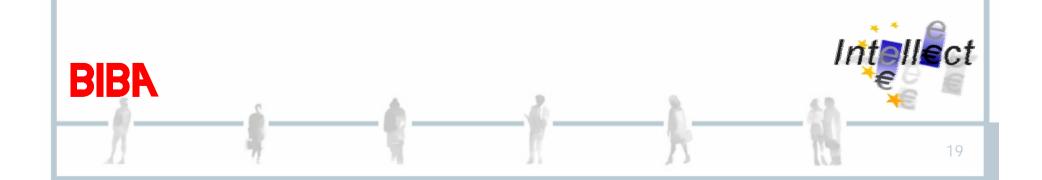
#### Configuration Method

Classification (object oriented)

Structured based configuration method that makes use of existing specialisation hierarchies, e.g. component categories

Constraints (rules based)

Dependencies between components, that can not be modelled using traditional classification methods, e.g. make sure that certain attributes only get values from a predefined range

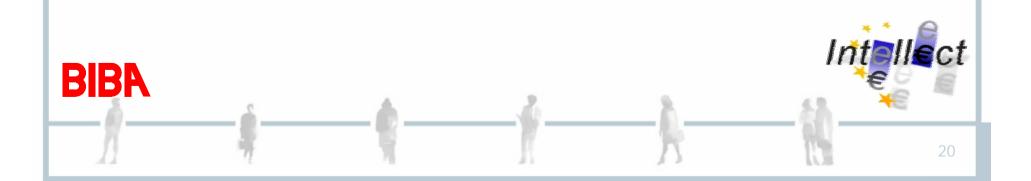




Configuration Products



- Nowadays configuration is part of software which supports the production process such as ERP (Enterprise Resource Planning), PDM (Product Data Modelling) or DPM (Decentralised Production Management)
- eShops or Web related technologies do not possess any comparable functionality



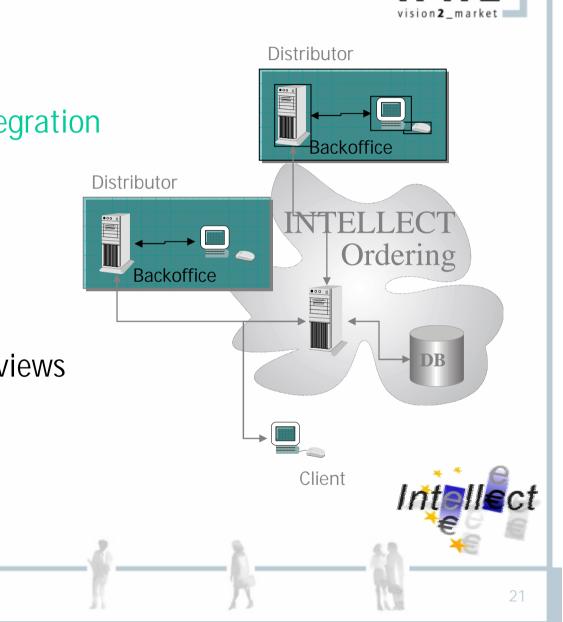


#### Order-Processing



#### **Distributed BackOffice Integration**

- Distributed
  communication
  infrastructure
- B2B and B2C support
- provide different order views



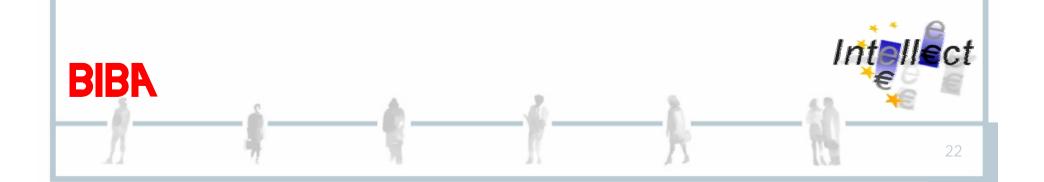


#### Order Processing



Components of the order processing are:

- □ a well defined information flow in the merchant's back office
- **C** communication over different media:
  - between different parties (consumer, merchant, business partners, suppliers, ...)
  - between different back office systems, which have to be integrated (legacy systems, accounting software, fax, mail system, ...)







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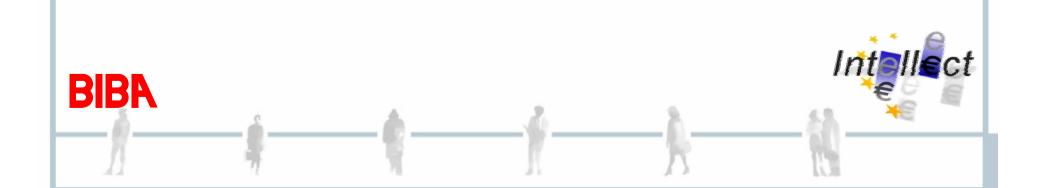
Order Processing Systems

- On the lower end most eShop solutions already include a simple order processing
- On the high end such tools enter the area of workflow tools which handle tasks, procedural steps, organisations and people involved, required input and output
- Benefits of automated order processing are:
  - □ higher reliability,
  - Iess personnel costs,
  - **quicker execution**,
  - □ state tracking for merchant and customers





# Implementation Goals







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#### Implementation Goals

- Open Standards
  - □ Maximum Interoperability
  - Internet Browser technology Java, EJB, Java3D, VRML, XML/XSL
- 3rd party tool integration
- Security implementation
  Requirements
  - Realization



#### **Open Standards**



- VMRL (Virtual Reality Modeling Language) scene description and product/component models
- Client site Java Applet utilising Java3D API
- Server side Enterprise Java Beans (EJB)
- Photomodeling for quick and efficient model creation
- XML for data exchange
- XML/XSL for configurable layout
- XML/SOAP based back office integrator







### Third party tool integration

NetMeeting fulfils all the basic requirements needed for a consumer agent communication over different media:

□ Freely available

Distributed with MS-Windows 2000

□ Supports text chats, Voice-over-IP (VoIP), Video

Conforms the standards H.323 and T.120 (version 2.3).

- Highly configurable through scripting and integration into webpages
- Effectively handling for the customer
- □ There is already a third party market



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- Requirements
  - Protection against eavesdropping and unauthorised manipulation
  - Digital signature can be used for authentication and non repudiation
  - Certification Authorities (CAs) administer public keys and certificates
- Solution for INTELLECT: SSL (Secure Socket Layer) uses encryption to protect communication between a web server and a client. It is an integral part of the browser.





#### Payment

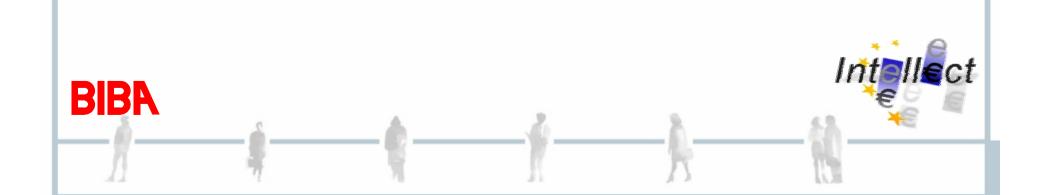
- Currently only two methods enjoy a wider acceptance:
  Credit card transactions: the user has to type in his credit card number, which is sent to the merchant via SSL; the merchant then submits the payment to the credit card organisation
  - cash on delivery: customer pays directly to the deliverer, who advances the amount to the merchant (not possible for downloads)
- Some of the new standards like eCash, SET, Mondex etc. will become more important in the next years. But in the moment it's not sure which one will make it
- INTELLECT will integrate a payment module if it is available and useful







# Summary and Conclusion





Summary



- eShop system offering interactive configuration of complex Products via a 3D interface.
- Interactive 3D worlds give a better image of the products, and are more entertaining for the customer
- Virtual help desk via video conferencing
- Distributed BackOffice integration.
- Workflow tools based mainly on XML
- INTELLECT is a software based fully on cross patform open standards widely used on the Internet.
- INTELLECT will be scalable and capable of covering requirements ranging from smaller to high end solutions including shopping malls









- The market for on line shops is growing but in the moment the solutions are expensive or of limited use. There are no shops which can be used as a basis for customised solutions with special features like 3D product presentation, configuration of products and a user friendly interactive help desk
- SIGs are currently being organised in Germany, France, and Greece
- First functional prototypes will start testing at end user sites as soon as possible next year







### Thank you for your attention

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