

FURNIT-SAVER

Smart Augmented and Virtual Reality Marketplace for Furniture Customisation

D5.1 Project website and collaboration platform

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1 FurnIT-SAYER project introduction

The traditional nature of the furniture industry and the limited incorporation of ICT tools have reduced the ability of SMEs in the sector to innovate and respond to the competition coming from larger companies. These specialised furniture shops and small furniture manufacturers have been unable to compete with the economies of scale advantages that larger furniture retailers can offer.

On the other hand, smaller furniture companies can offer higher levels of personalization and quality of customized goods that truly meet customers' preferences and needs which represents a potential competitive advantage over larger furniture providers. Nevertheless, as it is impossible to envisage how the furniture will look and fit into the customers home, customised furniture also bears an expensive risk if the final piece of furniture does not meet the customer's needs or does not complement other furniture. Furthermore, these customised services are predominantly provided on a face-to-face basis in local and fragmented markets which prevents small manufacturers to benefit from ecommerce growth and limit their international reach.

The FURNIT-SAYER project makes use of innovative ICT solutions based on a combination of Virtual and Augmented Reality (VR/AR) technologies, recommendation engines and ecommerce solutions, to produce a smart marketplace for furniture customisation. Customers will be able to select among an extensive furniture catalogue and properties and virtually try the selected pieces in their rooms with three very simple steps: (1) Creating an accurate 3D virtual representation of their place, (2) Trying furniture of different manufacturers in this virtual scenario and get recommendations according to their preferences of a wide range of properties and pieces, and (3) Visualizing the fit of the chosen products in their place using augmented reality.

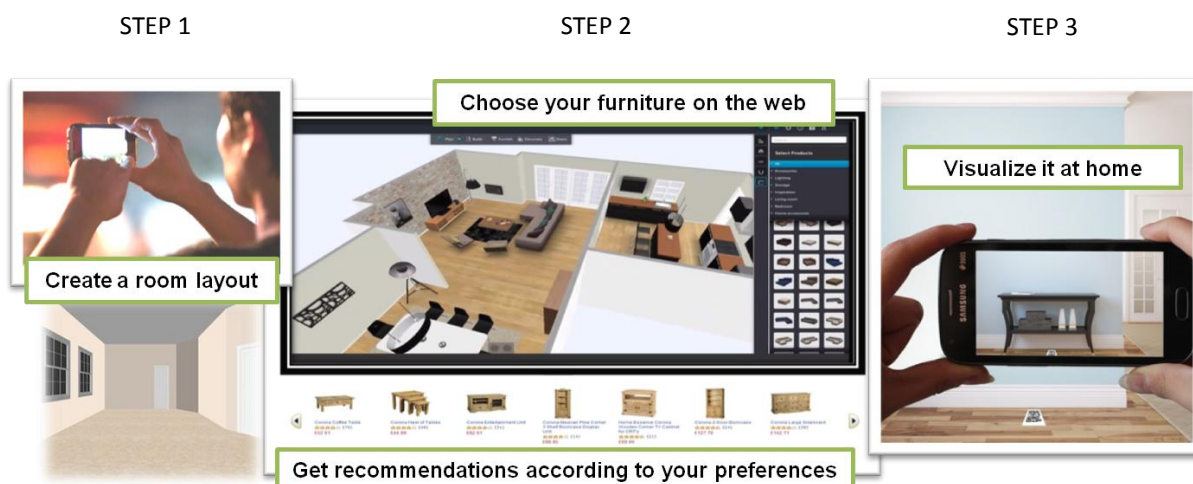


Figure 1- FurnIT-SAYER phases representation

2 Scope of the document

This document describes the project website sections and content as well as the collaboration platform set up for project management and documents repository.

3 Structure of the website

A project website has been created and is available at <http://furnit-saver.eu>

The website will facilitate the dissemination of the project both internally and externally enabling the project to reach as wide an audience as possible. Content includes details on the project and its objectives, the methodology and deliverables, the partners as well as pages for dissemination material and news.

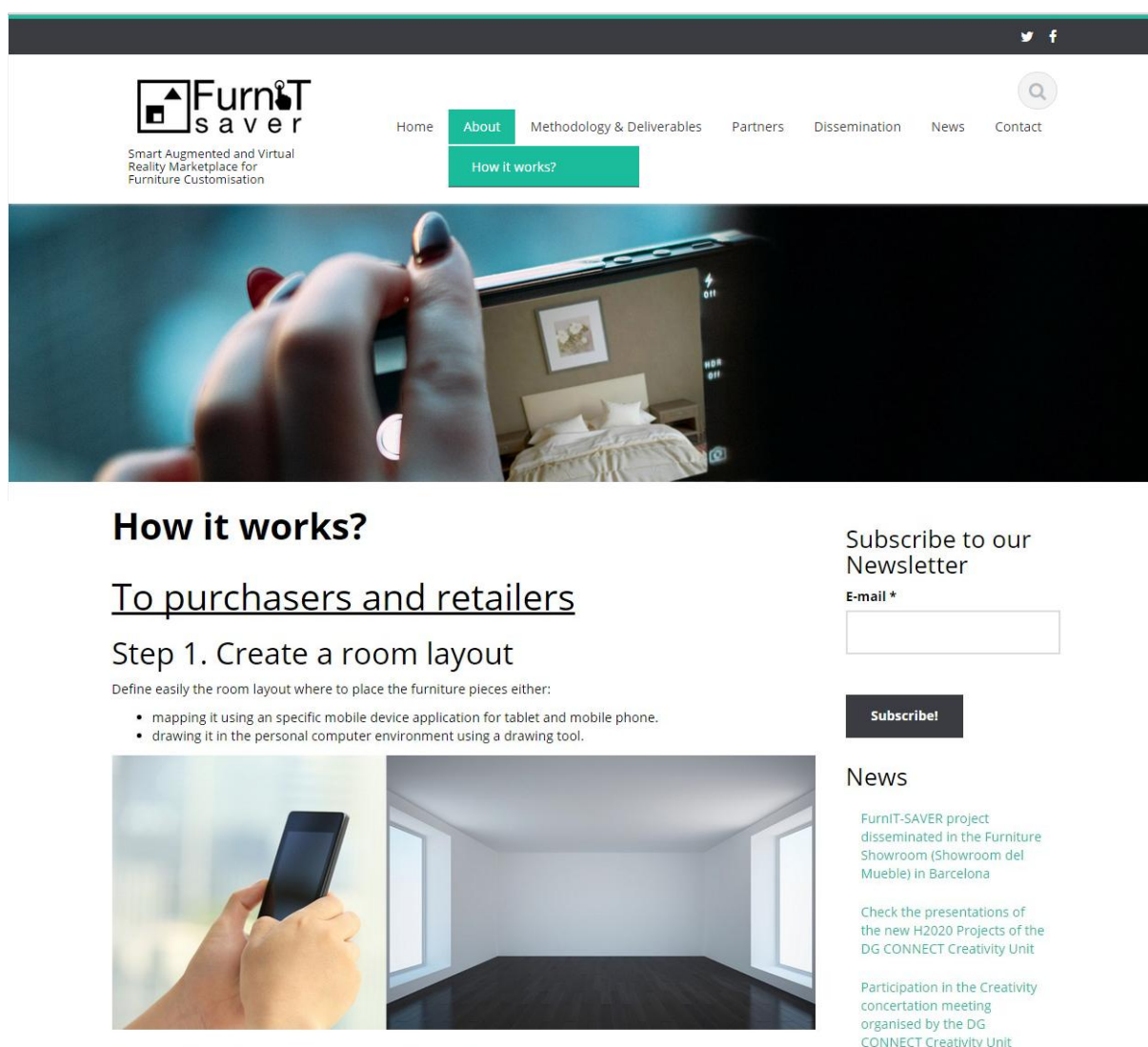


Figure 2 - A Screenshot of the FurnIT-Saver homepage

The website has been created using Wordpress as Content Management System making it easy to use and update. It will be updated on a regular basis in order to keep the content fresh and generate interest in the project. In addition, a twitter account @furnitsaver and a Facebook webpage have been set up and are accessible via the project website. These, together with the web will contribute towards the wider dissemination of the project and its results.

4 The website as communication tool

The website provides a useful tool for communicating externally the project concept and its objectives, the partners and methodology through the various public pages created. These pages give an insight into the project and provide the visitor with a general overview.



The screenshot shows the homepage of the FurnIT saver website. The header includes the logo, navigation links (Home, About, Methodology & Deliverables, Partners, Dissemination, News, Contact), and a search icon. The main banner features a hand holding a smartphone displaying a virtual room layout. Below the banner, the 'How it works?' section is titled 'To purchasers and retailers' and describes the first step: 'Create a room layout'. It lists two methods: mapping using a mobile device application or drawing in a personal computer environment. To the right, there is a 'Subscribe to our Newsletter' section with an email input field and a 'Subscribe!' button. A 'News' section on the right lists recent updates, including dissemination in the Furniture Showroom in Barcelona and participation in a creativity meeting.

Step 2. Choose your furniture

Select and visualize the furniture on the web using Virtual Reality in a PC environment.

Get advice from Intelligent Furniture Recommender based on Artificial Intelligence.



FurnIT-SAVER project in the
Salone Internazionale del
Mobile in Milano (Italy)

FurnIT-SAVER Kick Off
Meeting (12th and 13th
February 2015)

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Step 3. See it at home

Visualise the selected products in the real place using a mobile device and Augmented Reality.

Buy the furniture with the confidence that it fits your style and needs.



To manufacturers

The specialised furniture shops and small furniture manufacturers, will have a new platform to compete with the economies of scale advantages that the larger retailers can offer.

The big advantage for furniture manufacturers is that they could upload their furniture catalogue in the FurnIT-SAVER platform opening a new sales channel and allowing the selection of their furniture pieces to the purchasers that will use this platform.



The FURNIT-SAVER project will make use of Virtual and Augmented Reality technologies, recommendation engines and ecommerce solutions to produce a smart marketplace for furniture customisation.

It will enable customers to make accurate 3D plans of the rooms they wish to design, recommend and visualise different furniture and furniture layouts and allow manipulating the different attributes of furniture to the customer's liking.

The customer will then be able to visualise the furniture in their home environment using Augmented Reality.



Figure 3 - FurnIT-SAVER project concept in the website

Partners

Eurecat



Eurecat is the Technology Centre of Catalonia. Providing the industrial and business sector with differential technology and advanced expertise, it offers solutions to their innovation needs and boosts their competitiveness in a fast-paced environment. The range of services offered by the centre are primarily focused on: applied R&D, technological services, information technology consulting, highly specialised training, product and service development and promotion and distribution of technological innovation.

CENFIM – CENTRE DE DIFUSIÓ TECNOLÒGICA DE LA FUSTA I DEL MOBLE DE CATALUNYA



CENFIM is the wood and furniture technology centre of Catalonia (Spain). CENFIM conducts and promotes wood and furniture technology dissemination, R+D activities and training in order to support Catalan companies' competitiveness.

ADVANCED COMPUTER SYSTEMS A.C.S.S.P.A.



ACS operates in the field of multimedia, VR and AR. In particular we design and develop Virtual Reality applications for visualisation of scientific data, entertainment, artistic and cultural heritage valorisation and distribution.

GONZAGA-PRO PROIZVODNJA, TRGOVINA, INZENIRING D.O.O.



Gonzaga is one of the leading manufacturers of furniture in Slovenia. It was founded in early 1998 and it has grown to become the company which offers an integrated service, including consultation, engineering and production of furniture for offices, kindergartens, schools, libraries, hotels and public urban spaces (playgrounds, parks and fitness trails).

ZAVOD LESARSKI GROZD



WIC combines companies and institutions from Slovenian Forestry, Wood processing, Furniture, Energetic and Chemical industry. There also exist very close relationship between WIC and CCIS-Wood Processing and Furniture Association.

WW E-SERVICES IBERIA SL



Westwing is the leader shopping club of Home and Living in Spain. On this site it's possible to find the most exclusive brands of furniture and home accessories with discounts up to 70%. The business model of Westwing is a flash sale model, every morning at 8:00 am start six news sales.

Subscribe to our Newsletter

E-mail *

Subscribe!

News

FurnIT-SAVER project disseminated in the Furniture Showroom (Showroom del Mueble) in Barcelona

Check the presentations of the new H2020 Projects of the DG CONNECT Creativity Unit

Participation in the Creativity concertation meeting organised by the DG CONNECT Creativity Unit

FurnIT-SAVER project in the Salone Internazionale del Mobile in Milano (Italy)

FurnIT-SAVER Kick Off Meeting (12th and 13th February 2015)

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Figure 4 - FurnIT-SAVER website: "The Partners"

5 News and dissemination

In order to keep the website interesting, information will be uploaded to the 'News' page regularly in the form of partners' attendance at events, forthcoming events, meetings, interesting articles and press releases.

The 'Dissemination' page will contain dissemination material such as posters, flyers and newsletters which will be produced throughout the project.

Category: News

JUN
11

Comments
Off

FurnIT-SAVER project disseminated in the Furniture Showroom (Showroom del Mueble) in Barcelona

Posted by [FurnITSAVER](#)

Fira de Barcelona has co-organized, with the Association of Commercial Agents of Barcelona (COACB), the Furniture Showroom which took place from 7th to 10th June 2015 in Hall 2 of Gran Via venue of Fira de Barcelona. The main objective of this space was to become a meeting point for all professionals, bringing together companies with their [...]

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08

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The European Space Agency hosts a FurnIT-SAVER Progress meeting

Posted by [FurnITSAVER](#)

On June 4th and 5th the FurnIT-SAVER consortium held a progress meeting in Italy organized by ACS. The objective of the meeting was to evaluate preliminary technical implementations and define further developments as well as to discuss about the user experience and the value added proposition. The meeting was held in the European Space Agency [...]

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JUN
03

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Check the presentations of the new H2020 Projects of the DG CONNECT Creativity Unit

Posted by [FurnITSAVER](#)

The presentations of the Creativity meeting organized last May 12th in Luxembourg by the DG CONNECT Creativity Unit are now available HERE.

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MAY
15

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Participation in the Creativity concertation meeting organised by the DG CONNECT Creativity Unit

Posted by [FurnITSAVER](#)

A workshop was organised on May 12th in Luxembourg by the CREATIVITY Unit of the European Commission. The event was attended by the Project Coordinator who made the presentation of FurnIT-SAVER project. The aim of the event was to bring together all new funded H2020 Creativity projects in order to present them and to exchange experiences [...]

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Figure 5 - FurnIT-SAVER website: "News"

Dissemination

Leaflet



Roll-up



Subscribe to our Newsletter

E-mail *

Subscribe!

News

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Figure 6 - FurnIT-SAVER website: "Dissemination"

6 Social Media

In addition, links to Twitter and Facebook accounts have been created to raise awareness of the project and increase online visibility. It is intended that this area of the website will feature interesting articles and will be updated regularly with news relating to both the project and the application of ICT to the furniture industry itself.

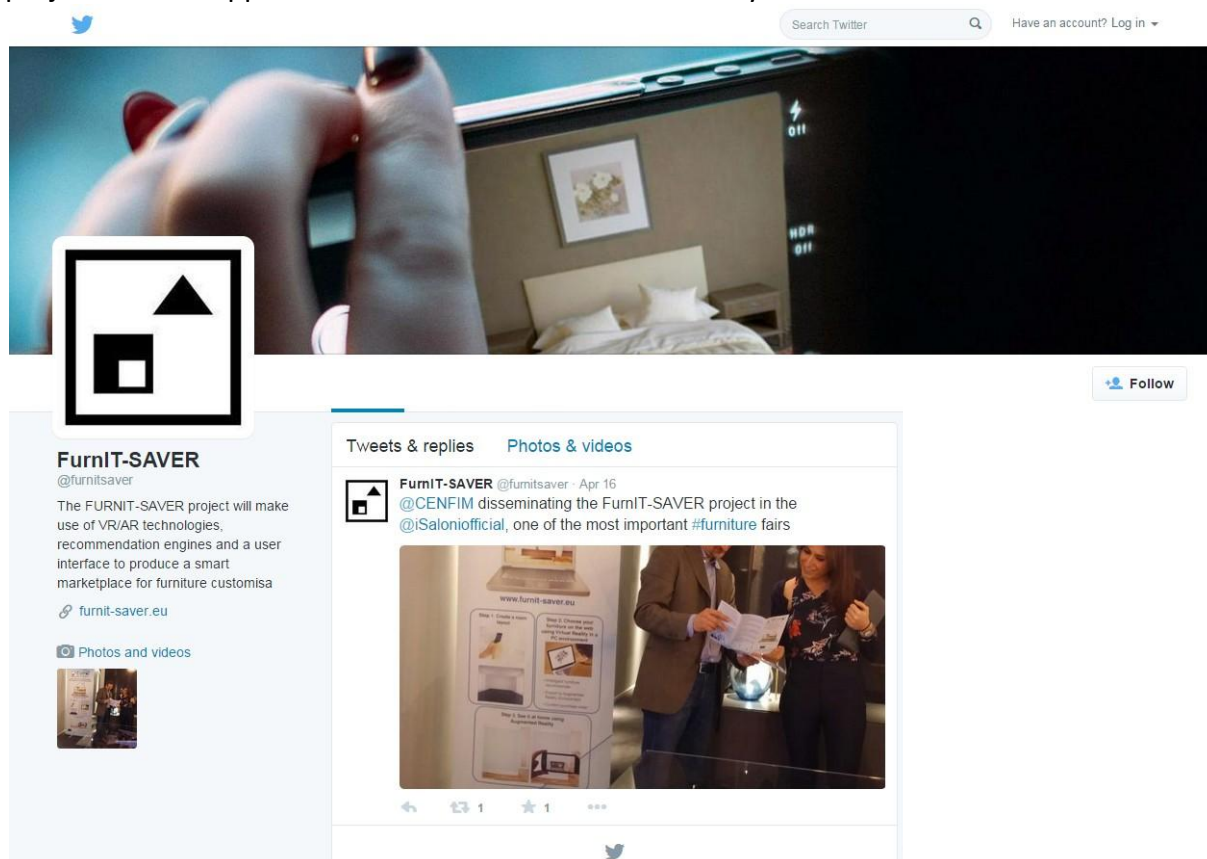


Figure 7 - FurnIT-Saver twitter account



Figure 8 - FurnIT-Saver facebook page

7 Collaborative platform for project management: PROCERM

The website will also act as a management tool for the project co-ordinator and as an internal communication tool for the project partners. For this purpose, a partners' areas with restricted access has been set up which will contain important documents and other project related information. A link to a private partners' area has been set up.

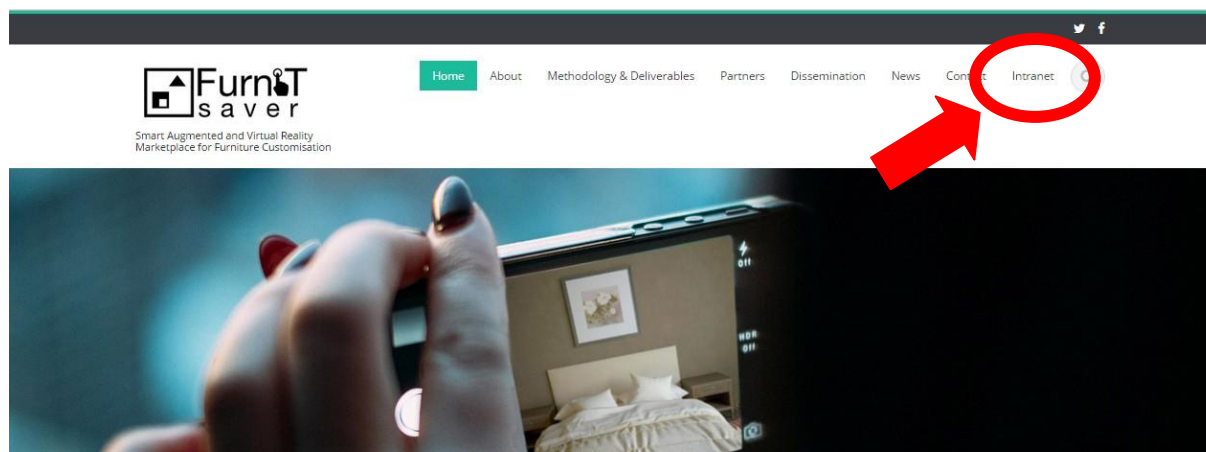


Figure 9 - FurnIT-Saver website: Access to Intranet

This is a restricted area of the website where partners can upload reports and access important project documentation.

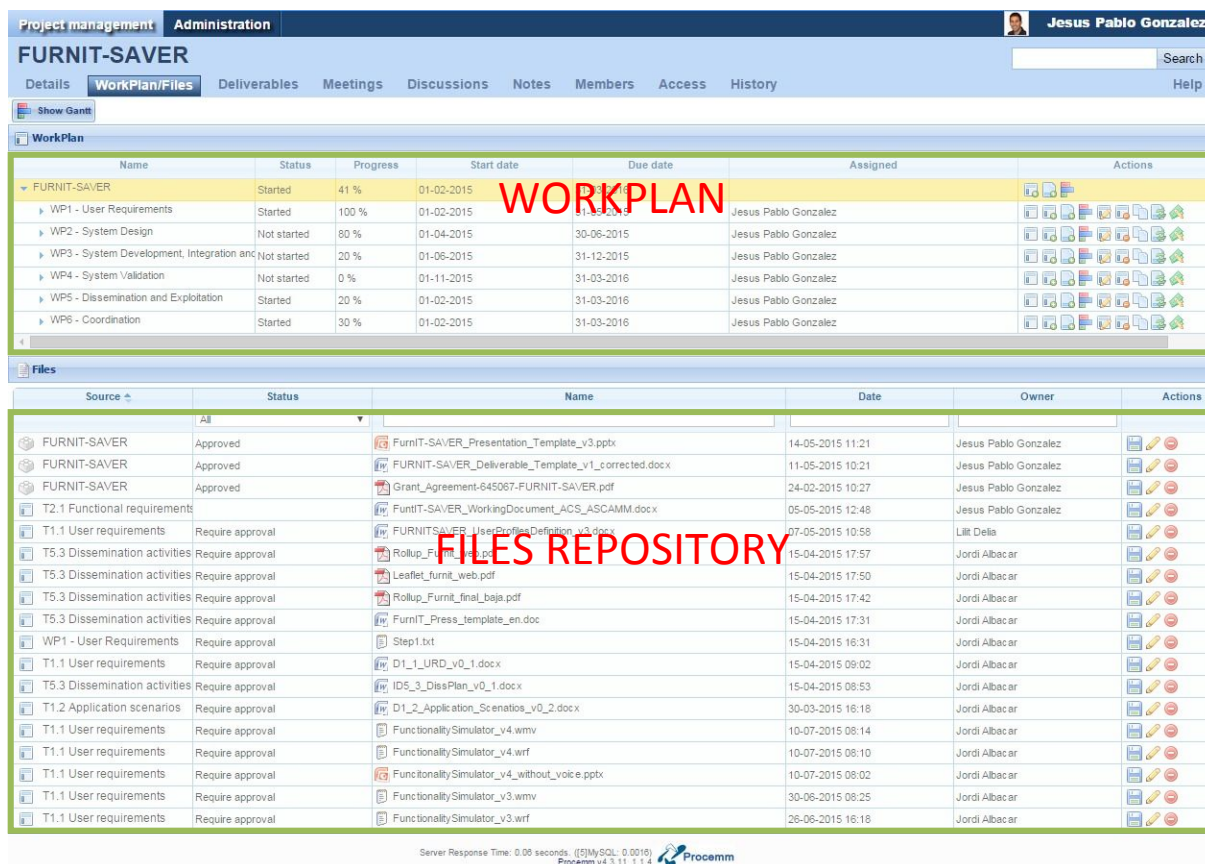

 A screenshot of the login interface for the Intranet. At the top is the 'eurecat' logo with the text 'Centre Tecnològic de Catalunya' below it. The login form contains the following elements:

- Username:** A text input field.
- Password:** A text input field.
- Language:** A dropdown menu currently set to 'English'.
- Login:** A button to submit the login information.
- Forgot your password?** A blue hyperlink below the login button.

 At the bottom of the form, the text 'Procemm v4.3.11_1.1.4' is displayed.

Figure 10 – Log in interface to the Intranet

Partners have been issued with a username and password to gain access to this area of the website.



The screenshot displays the FURNIT-SAVER project management interface. The top navigation bar includes 'Project management', 'Administration', and a user profile for 'Jesus Pablo Gonzalez'. Below this, the 'FURNIT-SAVER' header is followed by tabs for 'Details', 'WorkPlan/Files', 'Deliverables', 'Meetings', 'Discussions', 'Notes', 'Members', 'Access', and 'History'. A 'Show Gantt' button is also present.

The 'WorkPlan' section is active, showing a table with columns: Name, Status, Progress, Start date, Due date, Assigned, and Actions. The table lists several work packages (WP1 to WP6) with their respective progress percentages and assigned users. A large red 'WORKPLAN' watermark is overlaid on this section.

Below the WorkPlan, the 'Files' section is visible, showing a table with columns: Source, Status, Name, Date, Owner, and Actions. This table lists various files, including presentations, documents, and simulation files, with their status (e.g., 'Approved', 'Require approval') and owners. A large red 'FILES REPOSITORY' watermark is overlaid on this section.

At the bottom of the interface, there is a footer indicating 'Server Response Time: 0.06 seconds' and 'Procemm v4.3.11.1.4'.

The main menus included in the partners' private area are:

- Workplan: It shows the workpackages and tasks progress.
- Deliverables: It includes the list of deliverables, submitted files and due dates.
- Meetings: It includes the list of meetings, the agendas and minutes as well as other related files such as presentations, pictures, ancilliary documents, etc.