



## Shopping 2.0

Even as smartphone market penetration surpasses 50%, everyday shopping continues to be mostly paper-driven. Not only will your receipts be printed on paper, but the most common way to compile a shopping list is still with a pen. We can certainly improve shopping experience with the use of smartphones.

The goal is to develop a user-friendly application that automatically keeps track of bought goods and their prices, and aids the user in compiling her shopping list. Together with previous purchasing behavior, this can be used to predict what items will be required in the future. If for example the user buys milk every week and hasn't done so for six days, it is likely to be included in the next shopping list.



Depending on the kind of thesis you are writing, the application should further be enriched. We already thought a few ideas, but of course, there is also enough room for your great ideas we haven't thought of!

### Requirements

- Good programming skills.
- Knowledge in software architecture is desirable for future extensions.

### Interested? For more details please contact

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