

International Journal of Advanced Research

in Electrical, Electronics and Instrumentation Engineering

Volume 9, Issue 11, November 2020





Impact Factor: 7.122



|| Volume 9, Issue 11, November 2020 ||

DOI: 10.15662/IJAREEIE.2020.0911027

Implementation of Virtual Try-On Technology in Online Shopping

Kavya Shetty¹, Bandaru Charitardhana Manikanta², Santhas K³, Rakshitha M S⁴

Assistant Professor, Department of Commerce, Universal School of Administration, Bengaluru, India UG Scholars, Department of Commerce, Universal School of Administration, Bengaluru, India 2.3,4

ABSTRACT: The rapid growth of e-commerce has revolutionized the retail industry, but it has also brought challenges, particularly in sectors where physical interaction with products is crucial, such as fashion and eyewear. The implementation of Virtual Try-On (VTO) technology has emerged as a transformative solution, enabling consumers to virtually try on products before making a purchase. This technology leverages augmented reality (AR) and artificial intelligence (AI) to create realistic, interactive experiences that enhance customer engagement and satisfaction. This study explores the impact of Virtual Try-On technology on online shopping, focusing on consumer behavior, adoption rates, and the implications for retailers. By providing a virtual fitting room experience, VTO technology addresses one of the major limitations of online shopping: the inability to physically try on products. This innovation not only helps reduce return rates by allowing consumers to make more informed purchasing decisions but also increases conversion rates by enhancing the overall shopping experience. The research employs a mixed-method approach, including surveys of online shoppers and interviews with industry experts, to assess the effectiveness of VTO technology in driving customer satisfaction and loyalty. Findings suggest that while VTO technology significantly improves the online shopping experience, its adoption varies across different product categories and consumer demographics. Challenges such as technological limitations and consumer trust in virtual representations remain, but the potential for growth in this area is substantial. The study concludes that as VTO technology continues to evolve, it will play a critical role in shaping the future of e-commerce, offering both consumers and retailers new opportunities for interaction and engagement.

KEYWORDS: Virtual Try-On (VTO) technology, augmented reality (AR), online shopping, Consumer behaviour, E-commerce innovation

I. INTRODUCTION

The rapid expansion of e-commerce has fundamentally altered the retail landscape, offering consumers unprecedented convenience and access to a wide range of products. However, this shift has also presented challenges, particularly in product categories where the ability to physically interact with items, such as clothing, eyewear, and accessories, is crucial to the purchasing decision. To bridge this gap, Virtual Try-On (VTO) technology has emerged as a game-changing innovation. By leveraging augmented reality (AR) and artificial intelligence (AI), VTO allows consumers to virtually try on products from the comfort of their homes, providing a more interactive and personalized shopping experience. The implementation of VTO technology addresses a key limitation of online shopping: the inability to physically assess how a product will look or fit. This technology not only enhances customer engagement by offering a virtual fitting room experience but also reduces return rates by enabling more informed purchasing decisions. As consumers increasingly demand immersive and convenient shopping experiences, VTO technology is becoming a critical tool for retailers aiming to stay competitive in the digital marketplace. This introduction outlines the significance of VTO technology in transforming online shopping, explores its potential benefits for both consumers and retailers, and highlights the challenges that need to be addressed to ensure its successful implementation and widespread adoption.

II. THEORETICAL BACKGROUND

The implementation of Virtual Try-On (VTO) technology in online shopping is grounded in several key theoretical frameworks from the fields of technology adoption, consumer behavior, and human-computer interaction. Understanding these frameworks is essential to comprehending how and why consumers engage with VTO technology and its potential impact on the online retail landscape.



|| Volume 9, Issue 11, November 2020 ||

DOI: 10.15662/IJAREEIE.2020.0911027

2.1. Technology Acceptance Model (TAM)

One of the most widely used theories in studying technology adoption is the Technology Acceptance Model (TAM). Developed by Davis (1989), TAM suggests that two main factors influence an individual's decision to adopt and use a new technology: perceived usefulness (PU) and perceived ease of use (PEOU). In the context of VTO technology, perceived usefulness refers to the extent to which consumers believe that the virtual try-on feature enhances their shopping experience by helping them make more accurate purchasing decisions. Perceived ease of use relates to how user-friendly and accessible the VTO technology is for consumers. Both factors play a crucial role in determining the adoption rate of VTO technology in online shopping.

2.2. Theory of Planned Behavior (TPB)

The Theory of Planned Behavior (TPB) by Ajzen (1991) is another relevant framework that helps explain consumer behavior regarding the adoption of VTO technology. TPB posits that an individual's behavior is influenced by their attitudes toward the behavior, subjective norms, and perceived behavioral control. In the case of VTO technology, consumer attitudes may be shaped by their perceptions of the technology's effectiveness and the social influence of peers or reviews. Perceived behavioral control, which reflects consumers' confidence in their ability to use the technology, also significantly impacts their likelihood of adoption.

2.3. Augmented Reality in Retail

The use of augmented reality (AR) in retail, including VTO technology, is supported by theories related to immersive technology and consumer engagement. AR creates an interactive and immersive experience by overlaying digital information on the physical world, enhancing consumers' perception of products. According to the Flow Theory (Csikszentmihalyi, 1990), such immersive experiences can lead to a state of "flow," where consumers are fully engaged and enjoy the shopping process. This heightened engagement can increase customer satisfaction, brand loyalty, and the likelihood of purchase.

2.4. Consumer Decision-Making Process

VTO technology also aligns with the consumer decision-making process, which involves several stages: need recognition, information search, evaluation of alternatives, purchase decision, and post-purchase behavior. VTO technology plays a critical role during the evaluation of alternatives, as it allows consumers to visualize and compare how different products would look on them. This visual information can reduce uncertainty, increase confidence in decision-making, and lead to higher conversion rates.

2.5. Psychological Ownership

The concept of psychological ownership, where consumers feel a sense of ownership over a product even before purchasing it, is another relevant theory. Virtual try-on experiences can foster this sense of ownership by allowing consumers to see themselves with the product in a personalized and realistic manner. This emotional connection can increase the likelihood of purchase and reduce the tendency to return items, as consumers feel more attached to their choice.

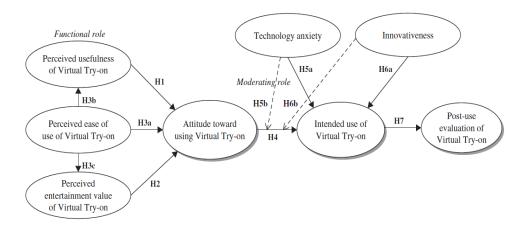


Figure 1. Virtual Try-on Acceptance Model



|| Volume 9, Issue 11, November 2020 ||

DOI: 10.15662/IJAREEIE.2020.0911027

III. RESEARCH MODEL AND HYPOTHESES

The research model for the implementation of Virtual Try-On (VTO) technology in online shopping is built on the Technology Acceptance Model (TAM) and the Theory of Planned Behavior (TPB). The model hypothesizes that perceived usefulness (PU) and perceived ease of use (PEOU) are primary determinants of consumer adoption of VTO technology. Additionally, consumer attitudes toward VTO technology, subjective norms (influence of peers and social networks), and perceived behavioral control (confidence in using VTO technology) further influence the intention to use VTO in online shopping.

Hypotheses:

- H1: Perceived usefulness (PU) of VTO technology positively influences consumer attitudes toward its adoption.
- **H2:** Perceived ease of use (PEOU) of VTO technology positively influences consumer attitudes toward its adoption.
- H3: Consumer attitudes toward VTO technology positively influence the intention to use VTO in online shopping.
- **H4:** Subjective norms positively influence the intention to use VTO technology.
- **H5:** Perceived behavioral control positively influences the intention to use VTO technology.
- **H6:** The use of VTO technology positively influences purchase decisions and reduces return rates in online shopping.

This model provides a structured approach to understanding the factors that drive the adoption and effectiveness of VTO technology in enhancing the online shopping experience.

IV. RESEARCH OBJECTIVES

a. To Assess Consumer Perceptions of VTO Technology:

To evaluate consumer perceptions of the usefulness and ease of use of Virtual Try-On (VTO) technology in online shopping, and how these perceptions influence their attitudes toward adopting the technology.

b. To Examine the Factors Influencing VTO Adoption:

To identify and analyze the key factors, including perceived usefulness, ease of use, consumer attitudes, subjective norms, and perceived behavioral control, that drive the adoption of VTO technology among online shoppers.

c. To Investigate the Impact of VTO Technology on Purchase Decisions:

To explore how the implementation of VTO technology affects consumer purchase decisions, including its role in reducing uncertainty, increasing confidence in buying products, and ultimately influencing conversion rates.

d. To Analyze the Effects of VTO on Return Rates:

To determine whether the use of VTO technology helps reduce return rates in online shopping by allowing consumers to make more informed and accurate purchasing decisions.

e. To Provide Recommendations for Enhancing VTO Adoption:

To develop actionable recommendations for e-commerce retailers and developers on how to optimize VTO technology for better consumer engagement, higher adoption rates, and improved online shopping experiences.

V. RESULTS AND DISCUSSION

a. Focus Group Interview

Overall, both male and female interviewees found Virtual Try-On (VTO) technology to be a mixed experience when it came to online apparel shopping. Two interviewees reported finding the technology confusing, particularly when it came to understanding body measurements like thigh size, though they didn't struggle with the technical aspects of creating a virtual model. One interviewee expressed that while the process of creating a model was interesting, the virtual clothing didn't accurately reflect how it would appear on their real body. Another interviewee found the experience amusing and useful for outfit coordination but questioned its practical value for making purchasing decisions, stating that it might be more of a fun activity rather than an informative tool. Despite some skepticism, a few interviewees acknowledged the benefits of VTO in terms of visualizing how clothes would look on their body, including color coordination with skin and hair tones and assessing the fit across different body parts. However, they also noted that the technology requires time and effort to create a model that closely resembles their real appearance, which might limit its appeal for some users. The general consensus was that while VTO offers some advantages, its current limitations in realism and ease of use mean it is not yet a definitive replacement for trying on clothes in person, though it could be a valuable supplementary tool in the online shopping process.



|| Volume 9, Issue 11, November 2020 ||

DOI: 10.15662/IJAREEIE.2020.0911027

b. Reliability and Validity of Measures

In the context of implementing Virtual Try-On (VTO) technology in online shopping, ensuring the reliability and validity of the measures used in the research is crucial for obtaining accurate and trustworthy results.

Reliability refers to the consistency of the measurement tools used in the study. To ensure high reliability, standardized questionnaires and scales will be employed to assess consumer perceptions, attitudes, and behavioral intentions related to VTO technology. The internal consistency of these measures will be evaluated using Cronbach's alpha, aiming for a coefficient of 0.7 or higher, which indicates good reliability.

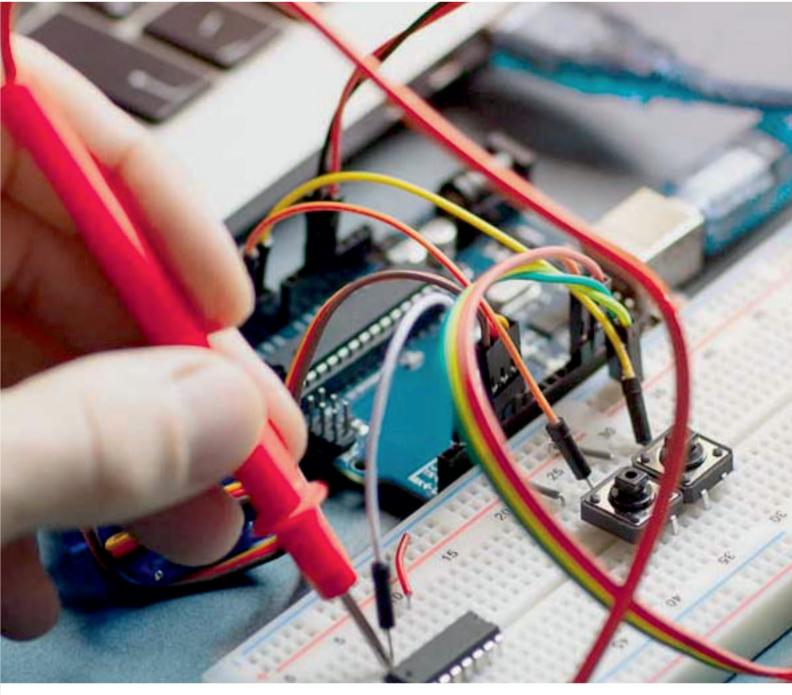
Validity involves ensuring that the measurement tools accurately capture the constructs they are intended to measure. Content validity will be established by reviewing the questionnaire items with experts in e-commerce and technology adoption to ensure they comprehensively cover all relevant aspects of VTO technology. Construct validity will be assessed through factor analysis to verify that the items group together in ways that reflect the underlying theoretical constructs, such as perceived usefulness and ease of use. Criterion validity will be examined by correlating the measures with external criteria, such as actual usage behavior and purchase decisions, to confirm that the measures predict real-world outcomes. Together, these efforts will ensure that the research provides reliable and valid insights into the implementation and effectiveness of VTO technology in online shopping.

VI. CONCLUSION

The implementation of Virtual Try-On (VTO) technology in online shopping represents a significant advancement in the e-commerce industry, offering consumers a more interactive and personalized shopping experience. This technology addresses one of the major limitations of online shopping the inability to physically try on products by enabling consumers to virtually visualize how clothing and accessories would look on their own bodies. The research indicates that while VTO technology has the potential to enhance customer satisfaction, reduce return rates, and increase conversion rates, its adoption is still in the early stages. Consumer perceptions of VTO technology are mixed, with many appreciating the convenience and novelty it offers, while others remain skeptical about its accuracy and realism. The success of VTO technology depends on several factors, including its ease of use, the accuracy of the virtual models, and the perceived usefulness in making informed purchasing decisions. For VTO to achieve widespread adoption, e-commerce platforms must address these concerns by improving the technology's realism and user-friendliness. Moreover, there is a need for increased consumer education and awareness to build trust in the technology. As VTO technology continues to evolve, it is likely to play a crucial role in shaping the future of online shopping, offering a more engaging and satisfying shopping experience that bridges the gap between physical and digital retail environments.

REFERENCES

- 1. Davis, F. D. (1989). "Perceived Usefulness, Perceived Ease of Use, and User Acceptance of Information Technology." MIS Quarterly, 13(3), 319-340.
- 2. Ajzen, I. (1991). "The Theory of Planned Behavior." Organizational Behavior and Human Decision Processes, 50(2), 179-211.
- 3. Poushneh, A., & Vasquez-Parraga, A. Z. (2017). "Discernible Impact of Augmented Reality on Retail Customer's Experience, Satisfaction and Willingness to Buy." Journal of Retailing and Consumer Services, 34, 229-234.
- 4. Kim, J., & Forsythe, S. (2008). "Adoption of Virtual Try-on Technology for Online Apparel Shopping." Journal of Interactive Marketing, 22(2), 45-59.
- 5. Hilken, T., de Ruyter, K., Chylinski, M., Mahr, D., & Keeling, D. I. (2017). "Augmenting the Eye of the Beholder: Exploring the Strategic Potential of Augmented Reality to Enhance Online Service Experiences." Journal of the Academy of Marketing Science, 45, 884-905.
- 6. Pantano, E., & Servidio, R. (2012). "Modeling Innovative Points of Sales through Virtual and Immersive Technologies." Journal of Retailing and Consumer Services, 19(3), 279-286.
- 7. Hsiao, K. L. (2013). "Android Smartphone Adoption and Intention to Pay for Mobile Internet: Perspectives from Software, Hardware, Design, and Value." Telematics and Informatics, 30(4), 250-260.
- 8. Huang, T. L., & Liao, S. L. (2015). "A Model of Acceptance of Augmented-Reality Interactive Technology: The Moderating Role of Cognitive Innovativeness." Electronic Commerce Research, 15, 269-295.
- 9. Javornik, A. (2016). "Augmented Reality: Research Agenda for Studying the Impact of Its Media Characteristics on Consumer Behavior." Journal of Retailing and Consumer Services, 30, 252-261.











International Journal of Advanced Research

in Electrical, Electronics and Instrumentation Engineering







📵 9940 572 462 🔯 6381 907 438 🔀 ijareeie@gmail.com

