NORDSTROMS TRANSACTION DEMO

IDLE STATE ATTRACTION LOOP

- 1. Nordstrom logo and welcome
- 2. Store credit card promo
- 3. Semi-annual or other "event"
- 4. Website push





SCAN Cash or Unprofiled

Line items:

Polo shirt brings up promo for same brand cologne; touch of screen prints invitation to visit department for a free sample.

Workout shorts brings up promo for Peachtree Road Race

Socks brings up Hosiery Club promo, possible phone# capture for coupon and membership

Tie brings up incremental sales opps--tie clip, stain preventing spray, etc.



SCAN Profiled

Line items:

Tommy Hilfiger item brings up Childrens dept birthday promo, prompts for child's birthday

Cole Hahn belt brings up blazer promo and note for trunk show

Historical data from profile brings up invitation to use personal shopper

Historical data brings up invitiation for Spa treatment





Finish transaction brings up ads for affiliate marketing, private label credit card promo, savings per discounts for merchandise, etc

AFTER SALE Profiled



Finish transaction brings up up ads for affiliate marketing, account info for savings clubs, savings per discounts for merchandise, etc.

Return to ISAL

All Please see the attached TerminalFlow2.VSD VISIO drawing for more detail,

The idea here is a few (8) simple screens. Idle state is depicted by the top most screen where the full screen is dedicated to promotional material.

As soon as the transaction starts, the customer is taken to the scrolling receipt screen where items are displayed as they are rung, and the top 1/3 of the screen (320x80) is dedicated to promotional content. While on this screen, a window pops up every 5 seconds reminding the customer to slide his/her card.

When the card is swiped, the attributes of the card are queried from BIN Management software and a quick decision is made. If the card type is known, the screen never changes. If the card type is not known, the customer is quickly asked to identify the card type. The user must quickly choose the card type to get back to the scrolling receipt.

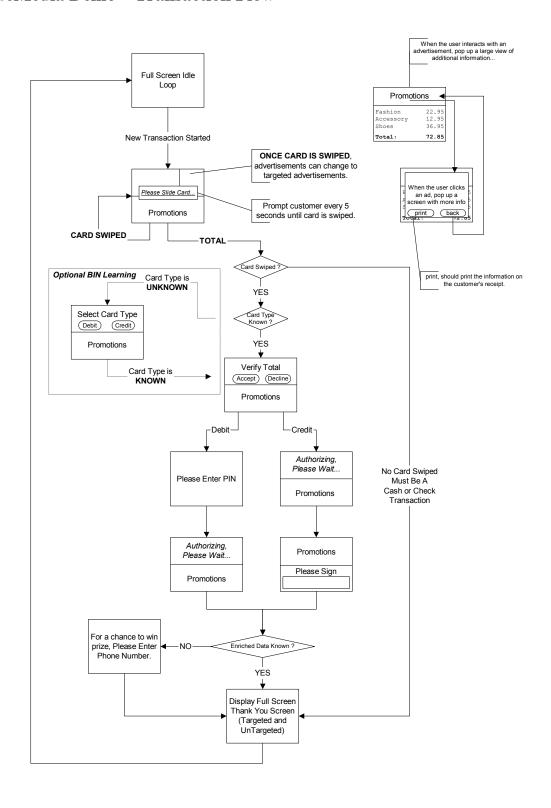
Once the total for the transaction is reached, flow changes to the verify total screen. Our demo will always assume the total is OK. Once the user accepts the total, he/she must sign or enter the PIN number. This demo will always assume the transaction is approved by the processing bank.

Once the PIN or Signature is entered, the system decides if it needs the customer's phone number to enrich the data profile. If the phone number is needed, the user is prompted for the phone number and enticed by a promotional give away.

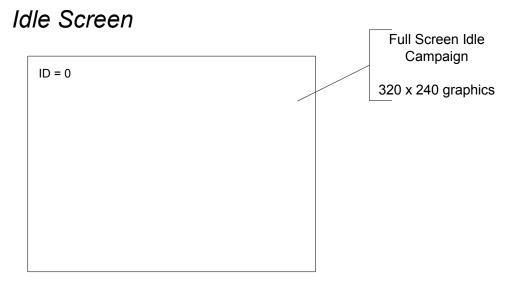
Once the phone number is entered, or canceled, the system can display a last targeted campaign toward the customer before returning to the IDLE loop.

NOTE: If on any screen, the user chooses to click on the targeted promotion, a popup window covering 90% of the screen will give the customer more information about what he/she is requesting. The user can choose print... or back... If the user chooses print, the detail will print on his/her receipt (this could be a coupon, award, or anything else). See the lower right part of the VISIO diagram for a visual explanation of this.

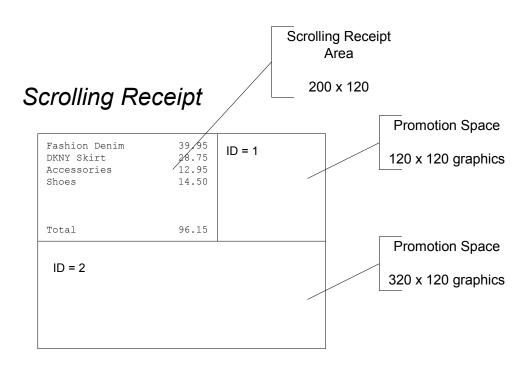
VueMedia Demo - Transaction Flow



Idle Screen



Scrolling Receipt Screen

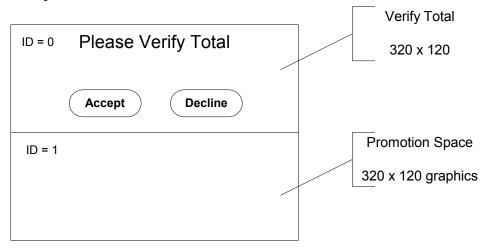


Choose Payment Type

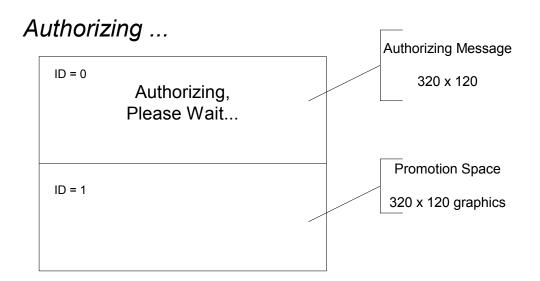
This screen is not part of the VueMedia demo. This screen would be implemented in a BIN learning scenario, but is beyond the scope of this demo.

Verify Total

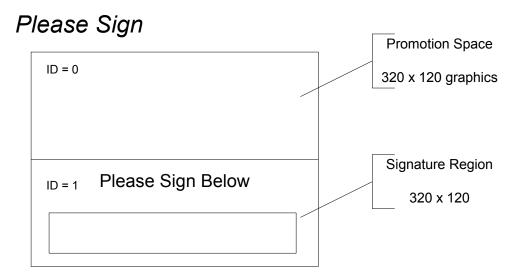
Verify Total



Authorizing Please Wait



Signature Screen

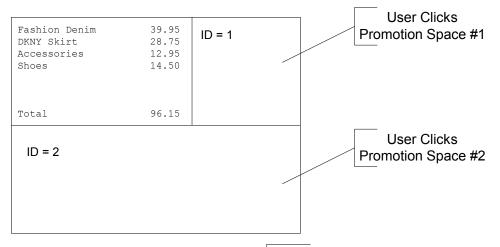


PIN Pad & Enter Phone Number

We need a good looking 10 key PIN Entry screen and an "Enter to Win" type of telephone entry key pad.

When User Clicks a Promotion

User Clicks Promotion



All promotions have an expanded view, and a 320 x 120 additional graphic which can be placed on the printed receipt if the user clicks 'Print'.

Promotion Expands

This additional receipt graphic could be a coupon.

