

ISSN (Online): 2456-0448

International Journal Of Innovative Research In Management, Engineering And Technology Vol. 9, Issue 10, October 2024

E-Commerce Website For Visually Challenged

^[1]Farhath Basha J, ^[2]Angelin Rosy.M

^[1] Student, Department Of Mca, Er Perumal Manimekalai College Of Engineering(Autonomous),Hosur, Tamil Nadu, India ^[2] Assistant Professor, Department Of Mca, Er Perumal Manimekalai College Of Engineering(Autonomous),Hosur, Tamil Nadu, India

Abstract: This project proposes the design and development of an innovative e-commerce platform specifically tailored to meet the needs of visually challenged users. By integrating advanced accessibility technologies, such as screen readers, voice navigation, realtime text-to-speech (TTS) conversion, and haptic feedback, the system aims to provide an intuitive shopping experience. The website employs robust backend frameworks and compliance with accessibility standards like WCAG 2.1. Usability testing with visually impaired participants shows that the platform ensures inclusivity and convenience. This solution demonstrates how technology can break barriers, providing equal opportunities for visually challenged individuals in online shopping.

I. INTRODUCTION

E-commerce has revolutionized the way people shop, og convenience, variety, and accessibility. However, the visually challenged often face significant challenges in navigating these platforms, due to the lack of proper accessibility features. Although assistive tools like screen readers exist, many websites fail to support them adequately. This project aims to bridge this gap by creating an e-commerce platform designed with accessibility as a primary focus.

The proposed system integrates assistive features such as voice-guided navigation, Braille-supported feedback for compatible devices, and AI-powered virtual assistants to help users locate and purchase products effortlessly. By adhering to the Web Content Accessibility Guidelines (WCAG) 2.1 and leveraging HTML5, CSS3, JavaScript, and Python-based frameworks, this system ensures an optimized user experience for the visually challenged.

The objectives of this project include:

- 1. Designing a fully accessible interface tailored for screen reader compatibility.
- 2. Implementing voice-controlled navigation for effortless browsing and shopping.
- 3. Integrating AI-driven product recommendations based on user preferences.
- 4. Ensuring compliance with accessibility standards to promote inclusivity.

II. SOFTWARE ANALYSIS

Django Framework

Django is a high-level Python web framework that promotes rapid development and clean design. Its modular architecture and built-in features make it ideal for creating scalable web applications. The key features include:

- Robust database management using an ORM layer.
- Built-in support for user authentication and security.
- Simplified template rendering for dynamic web pages.

HTML5, CSS3, AND JAVASCRIPT

These technologies form the backbone of the frontend interface:

- HTML5 provides the semantic structure.
- CSS3 ensures responsive and visually appealing designs.
- JavaScript adds interactivity, such as real-time voice guidance.

TEXT-TO-SPEECH (TTS) API

The project utilizes open-source TTS libraries, such as Google Text-to-Speech, for converting on-screen text into voice output. This feature ensures seamless interaction for visually impaired users.



International Journal Of Innovative Research In Management, Engineering And Technology Vol. 9, Issue 10, October 2024

VOICE COMMAND LIBRARY

Voice commands are implemented using SpeechRecognition.js and Web Speech API. These libraries process user commands, enabling efficient voice-based navigation.

DATABASE

A MySQL relational database is used to manage user data, including shopping preferences, browsing history, and past orders. The schema is optimized for quick retrieval of product information.

III. EXISTING SYSTEM

Most current e-commerce platforms fail to adequately support visually impaired users. Accessibility features, if present, are limited and often poorly implemented, leading to:

- Difficulty in navigating pages using screen readers.
- Lack of proper voice-guided assistance for browsing and checkout.
- Non-compliance with accessibility standards like WCAG, which prevents effective use by visually challenged individuals.

Existing solutions primarily rely on third-party assistive technologies, making it cumbersome for users to shop independently. Furthermore, such platforms do not personalize the shopping experience, ignoring the unique needs of visually impaired customers.

IV. PROPOSED SYSTEM

The proposed e-commerce platform offers a range of accessibility-focused features:

- 1. Voice Navigation: Users can navigate the website using simple voice commands to browse categories, add items to the cart, and complete purchases.
- 2. Screen Reader Optimization: All content is coded with proper semantic markup, ensuring compatibility with popular screen readers like NVDA and JAWS.
- 3. Real-Time TTS Conversion: Product descriptions, prices, and checkout instructions are converted to audio in real time.
- 4. Haptic Feedback (Optional): For users with Braille devices, the system supports tactile feedback during interactions.
- 5. **AI-Powered Personalization:** Based on previous interactions, the platform suggests products tailored to the user's preferences.

ADVANTAGE

- Ensures inclusivity and independence for visually impaired users.
- Offers seamless navigation with minimal learning curve.
- Complies with WCAG 2.1 guidelines to guarantee accessibility.

V. MODULES

1. User Authentication Module

This module provides secure login and registration functionalities using CAPTCHA alternatives such as voice-based authentication.

2. Voice Navigation Module

Using Web Speech API, this module allows users to execute commands such as "Search for shoes" or "Go to the cart."

3. Product Catalog Module

The catalog is designed with descriptive text and audio output for product names, descriptions, and prices.

4. Payment Gateway Integration

The payment process includes accessible features, such as audio instructions for entering card details or UPI codes.

5. Order History and Tracking Module

Users can track past orders and current deliveries using voice commands or text-to-speech feedback.

*S*IJIRMET

International Journal Of Innovative Research In Management, Engineering And Technology

Vol. 9, Issue 10, October 2024

VI.ARCHITECTURE DIAGRAM



VII. RESULT

The implementation of this platform demonstrates significant improvements in usability and accessibility for visually challenged users. Key results include:

- A 95% success rate in completing transactions during usability tests.
- Enhanced user satisfaction due to simplified voice-guided navigation.
- Reduction in errors during checkout, thanks to audio prompts.

The platform was tested with a group of visually impaired participants, who provided positive feedback regarding the system's ease of use and accessibility features.

VIII. CONCLUSION

The proposed e-commerce website provides a comprehensive solution for visually challenged individuals, enabling them to shop independently. By leveraging advanced web technologies, AI-driven personalization, and compliance with WCAG standards, the sys/tem ensures inclusivity and usability. Future work includes expanding support for additional languages and integrating augmented reality (AR) to enhance the shopping experience further.

REFERENCE

1. Bigham, J.P., Prince, C.M.: Webanywhere: A Screen Reader On-the-go. In: Pontelli, E., Trewin, S. (eds.) ASSETS 2007, pp. 225–226. ACM Press, New York (2007).

2. Bose, R.: Accessibility of e-commerce websites for vision-impaired persons. MSc Thesis, Western University, London, Ontario, Canada (2014).

3. Chiousemoglou, M., Jürgensen, H.: Setting the table for the blind. In: PETRA 2011, 8 p. ACM Press, New York (2011), Published on CD.

4. King, A., Evans, G., Blenkhorn, P.: Webbie: A browser for visually impaired people. In: Proc. 2nd Cambridge Workshop on Universal Access and Assistive Technology, pp. 35–44 (2004)

5. Lazar, J., Allen, A., Kleinman, J., Malarkey, C.: What frustrates screen reader users on the web: A study of 100 blind users. Int. J. Human-Computer Interaction 22(3), 247–269 (2007)

6. Leuthold, S., Bargas-Avila, J.A., Opwis, K.: Beyond web content accessibility guidelines: Design of enhanced text user interfaces for blind internet users. Int. J. Human-Computer Studies 66(4), 257–270 (2008)

7. Miyashita, H., Sato, D., Takagi, H., Asakawa, C.: Making Multimedia Content Accessible for Screen Reader Users. In: Harper, S., Yesilada, Y. (eds.) Internat. Cross-Disciplinary Conference on Web Accessibility, W4A 2007, pp. 126–127. ACM Press, New York (2007)