



اَوْنِبُوْرَسِيْتِيْ بِاْتِيْكُوْلُوْكِ مَارَا
 UNIVERSITI
 TEKNOLOGI
 MARA

BLUEPRINT

XBOOK VENDING MACHINE (XBVM)

FACULTY : FACULTY OF ARCHITECTURE, PLANNING AND
 SURVEYING
PROGRAM : BACHELOR OF SCIENCE (HONS.) ARCHITECTURE
PROGRAM CODE : AP243
COURSE : TECHNOLOGY ENTREPRENEURSHIP
COURSE CODE : ENT600
SEMESTER : 08
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COMPANY'S LOGO



CHAPTER 1

1.0 PRODUCT DESCRIPTION

1.1 Introduction

After initial observation towards the students need in terms of getting books, especially at UiTM, the team had chosen a product that we believe can contribute to the students and also to the lecturers. The product is XBook Vending Machine (XBVM). Nowadays, both lecturers and students are very busy with their life after class; therefore they did not have much time to meet each other. This product is suitable for students or lecturers who are always do not have much time to get the book manually.

1.2 Purpose of development

The purpose of the product development are:

- Fast, required minimum time to get the books.
- Easy, can choose the book that they want.
- Affordable, student can get the books with a reasonable prize.

1.3 Product Concept

- This product concept from Atlas vending machine. They serve beverages only.
- By study on Atlas vending machine, our team try to apply and improve the technology into a new level, which is XBook Vending Machine.

1.4 Application

- The vending machine implies high technology method with touch screen for the menu selection. Besides, for the purchasing activities, it is done by scanning the matric card. It is done without using any money inserted into the vending machine.
- The users need to top up their matric cards at the nearer places for example library.
- The purchasing activities will be monitored by our technicians at the main branch.