

The background of the entire page is a blurred image of a retail store interior. On the left side, there is a vertical decorative pattern of dots in various shades of gray, white, and yellow. The text is overlaid on the right side of the image.

Enhance  
in-store shopping  
experience  
with our ●●●

●●● **All\_Connected** System

Today there are **no barriers between the physical and digital worlds** and every day we talk about **omnichannel**. In our environment, **consumers' shopping habits are increasingly demanding** and in constant evolution.

The **retail sector** is continuously experimenting with new models to **attract and promote customers' loyalty**: integrating new sales channels, very carefully designed sales rooms, a select offer of fresh produce, promotional activity changing throughout the day, etc. All this with the view to **providing more value and improving the shopping experience of customers**.

At **Dibal**, we have developed a new concept to take your stores to the next level:

With **All\_Connected System** simplify queue management and advertising in your stores:

- \_Manage the turns** of the assisted sales sections **from the scales** of the sections themselves.
- \_Display the turn** of the different sections **at real-time on multiple screens** in the sales room.
- \_Issue and print turns** for sections **on different devices** in the store.
- \_Show multimedia content** of interest to buyers (promotions, recipes, advertising ...) on different screens: **scales, interactive kiosks and section screens**.

**Your equipment in the store will be connected:**



Screens on the sections



**Interactive Smart Q** kiosk located in the entrance of the store



**Queuing ticket dispensers** for the sections



**Scales** in the sections



**Smart Q self-service scale**

# All\_Connected System

You will provide your clients with **real time valuable information** (images and videos):



## Interactive Smart Q kiosk

- request a turn in different sections,
- check queue status in the assisted sales sections,
- provide information on articles (price, ingredients and allergens, location in the store, etc.),
- identify customers for consultation and print out of personalised offers, etc.,
- online shopping,
- show advertising.



## Screen in the sections

- check queue status in the assisted sales sections,
- show advertising (recipes, others...).



## Scales in the sections

- weight and price information,
- check queue status in the assisted sales sections,
- show advertising.

\* The turn in the section will be changed on the seller's scale display.



## Queuing ticket dispenser in the sections

- request a turn in different sections,
- check queue status in the assisted sales sections,
- show advertising (recipes, others...).

If the server is down:

- \_ the players will still show information,
- \_ the queuing ticket dispensers will still work (the server for the queuing is in each section's main scale).
- \_ advertising campaigns will not be shown if they have expired, since they have an embedded ending date.

Each player can store as many advertising campaigns as needed. They will be shown when they enter in force.

Using **All\_Connected System** you will also be able to **create your own reports**:

- **By queue.**
- **With queuing ticket dispensers:**
  - > average estimated waiting time,
  - > time since the last requested turn,
  - > number of unattended customers.
- **By registering the turn when the customer is attended:**
  - > waiting time (minimum / average / maximum),
  - > time attending customers (minimum / average / maximum),
  - > number of customers that got a ticket, left and were not attended.

