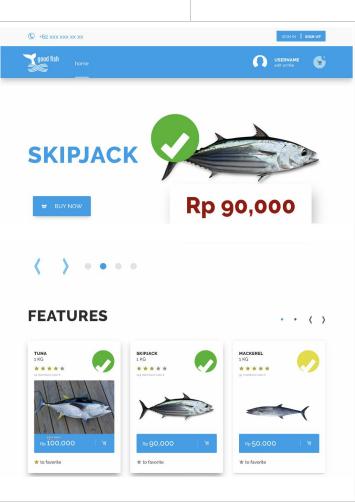
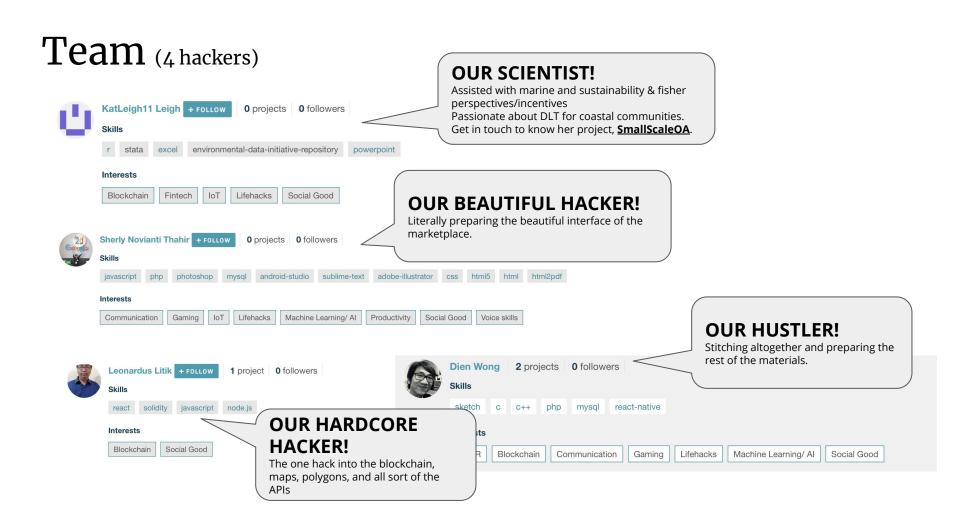




a sustainable seafood marketplace

https://devpost.com/software/good-fish





Problem Statement / Inspiration

We were inspired by the problem of unsold bycatch becoming food waste. We chose to tackle this challenge to increase:

- Food security,
- Fisher incomes,
- Buyer access to fresh, local fish, and
- Sustainability.

We also wanted to our solution to have an intuitive user experience

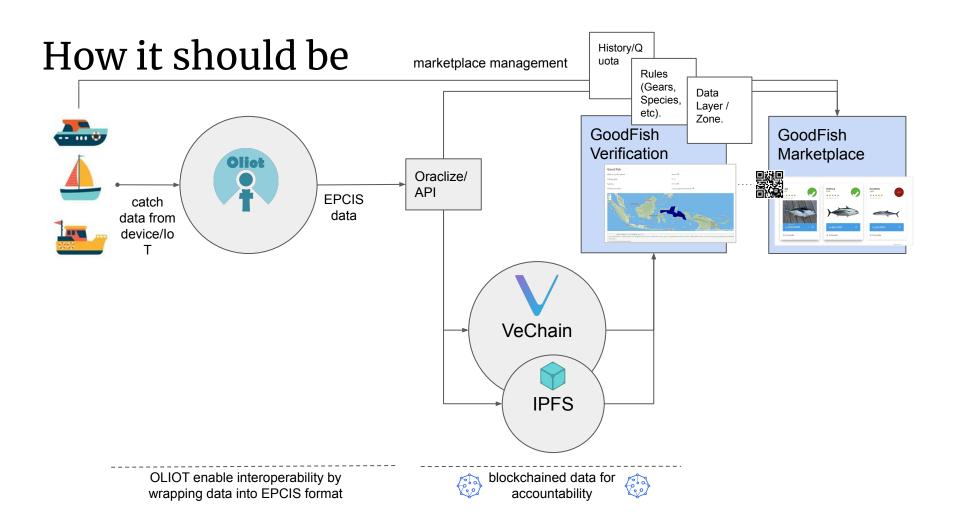
<u>Challenge theme(s) covered:</u> Extra Harvest Marketplace, Catch Area Tokenization, and High-value Seafood Passport Token

The (hacky) Solution

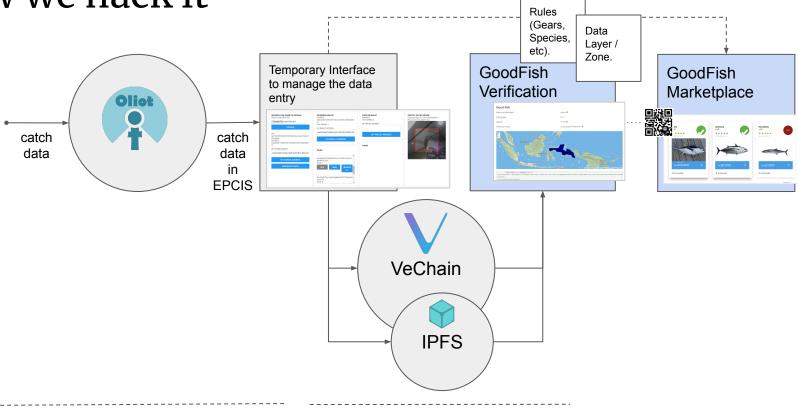
We built a sustainable marketplace to connect buyers directly to fishers. The fisher may register bycatch into the system, and get listed into the marketplace. With connectivity, they will be able to see their listings and sales, and to interact with buyers.

The catch information is saved in the blockchain to increase accountability and security. It's saved in the EPCIS format to ensure high interoperability. A sustainability verification layer is included which checks the submitted bycatch data against pre-defined sustainability rules. For this demonstration, these rules check a database for violations of:

- A. Fishing grounds,
- B. Fishing gears, and
- C. Species (whether the bycatch item is an endangered species or not).



How we hack it



What's Next

- Connect the entries from a device (VMS, AIS, etc) to have an untampered location.
- Switch from Buy to Auction model.
- Enhance with the fisherman dashboard, so they can interact with the product and buyer as long as they have the connectivity.
- Incorporate more seafood products with their sustainability rules to provide the information to the buyer and fisherman.
- Related to the sustainability rules, more data layer can be added (Mangrove maps for shrimp products).
- Related to the sustainability rules, fisherman catch history/quota can be considered.

enjoy the demo

THANK YOU

Temp Slides, Scenario

No	fisher	Vessel Fishing Gear	Species	Location		Legality
1	A	HL	Tuna - YFT123	715		V
2	В	HL	SkipJack - SKJ123	715		V
3	A	HL	Mackerel - RAG123	716	Wrong Fishing Area	xx
4	В	HL	Shark - BSH123	714	Wrong Species (Endangere d)	xx
5	В	PS	Baby Tuna -	714	Wrong	xx