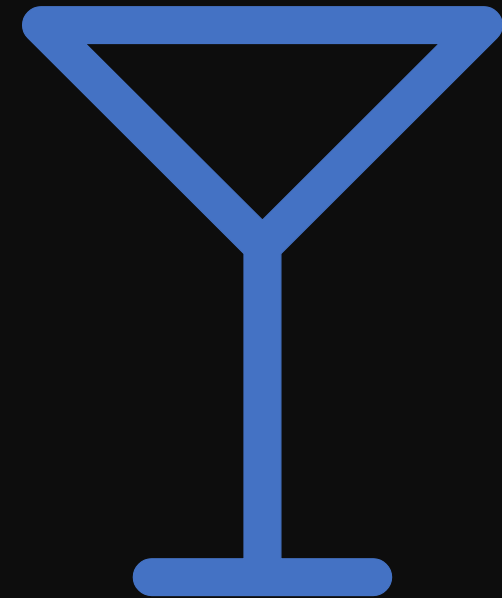


Virtual Reality for the Food and Beverage Industry

4th December, 2020

Issac To



Trend Identification (1)

Background



Most of the time
staying at **Home**



More Attention should be
Paid to Reducing **Pollution**



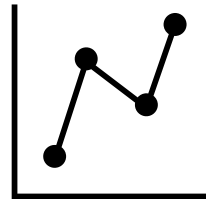
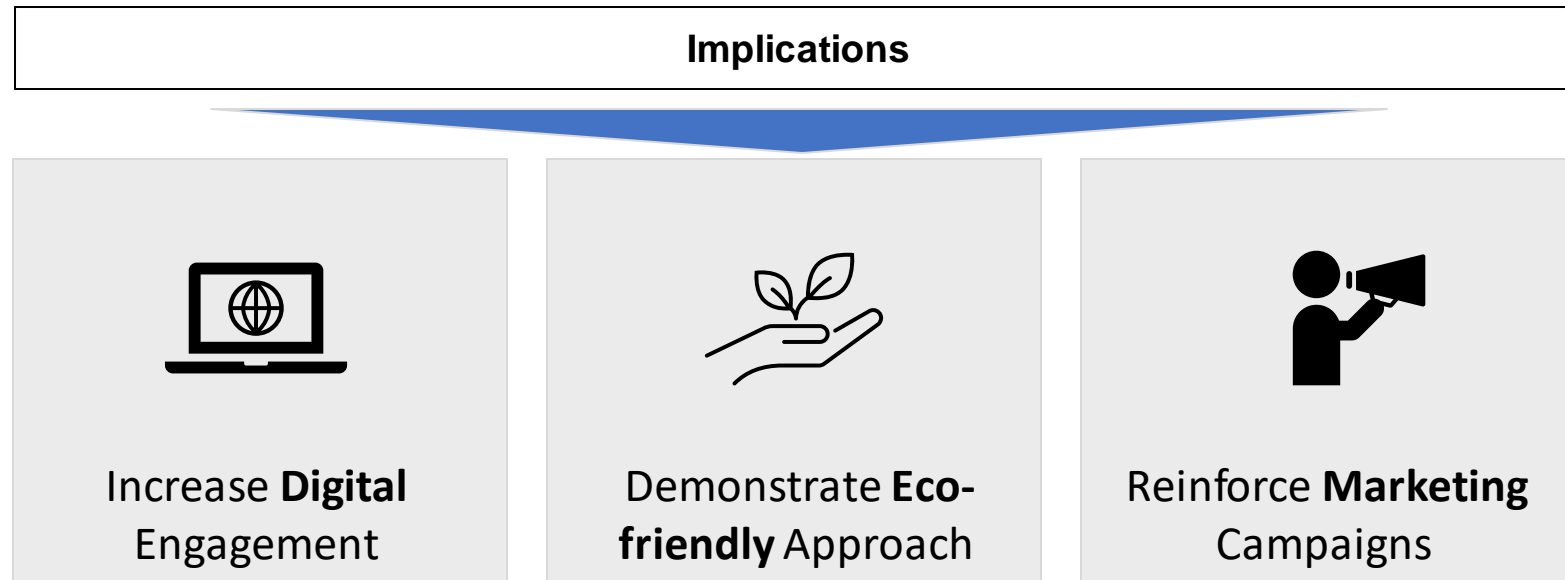
Unable to choose the
Right Product



2/3 of consumers state that it has
become even more important to
limit impacts on climate change.

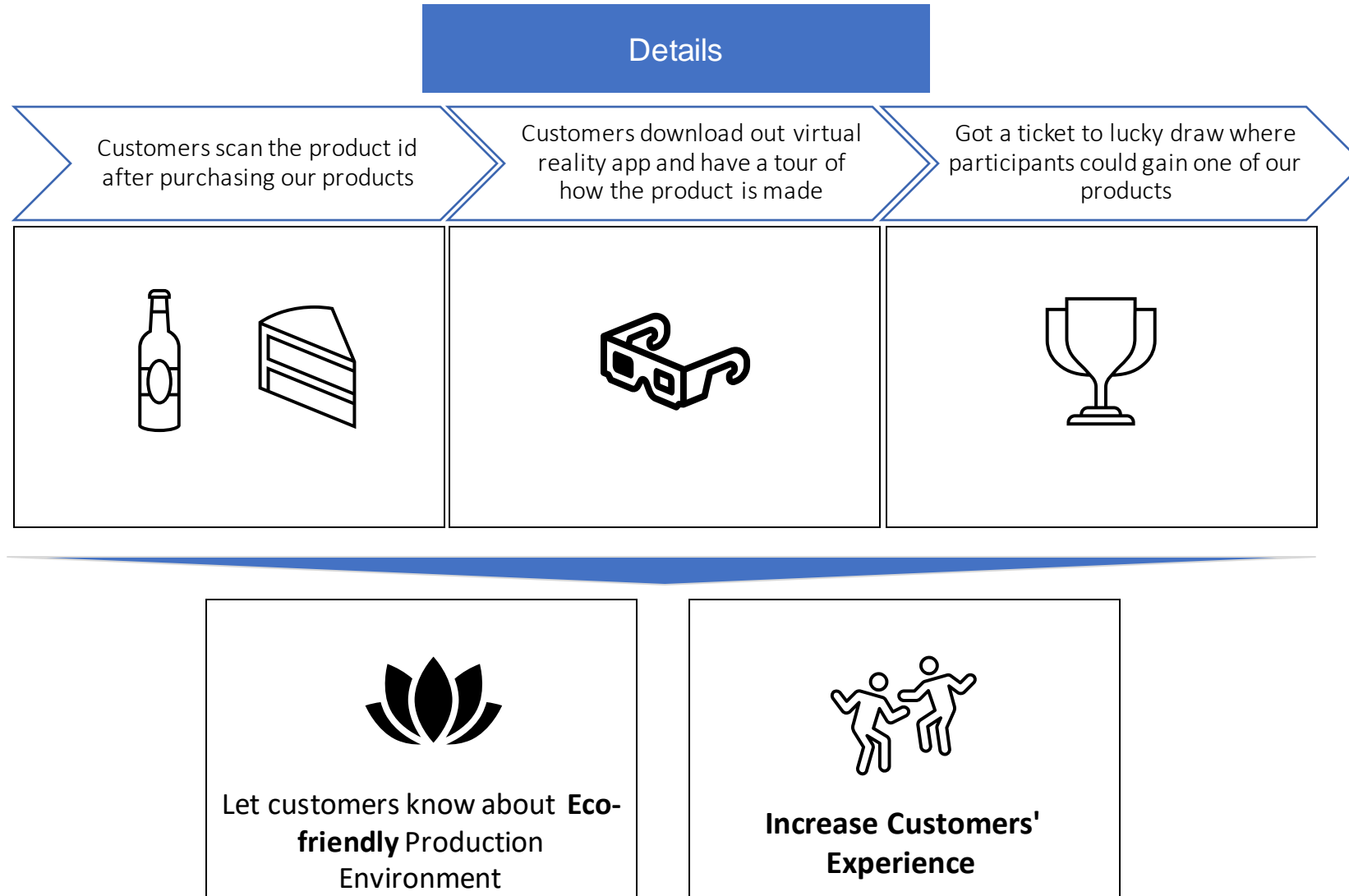
According to McKinsey's "Survey: Consumer
sentiment on sustainability in fashion"

Trend Identification (2)

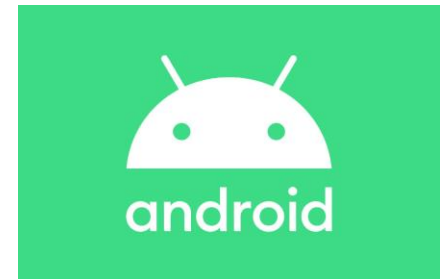
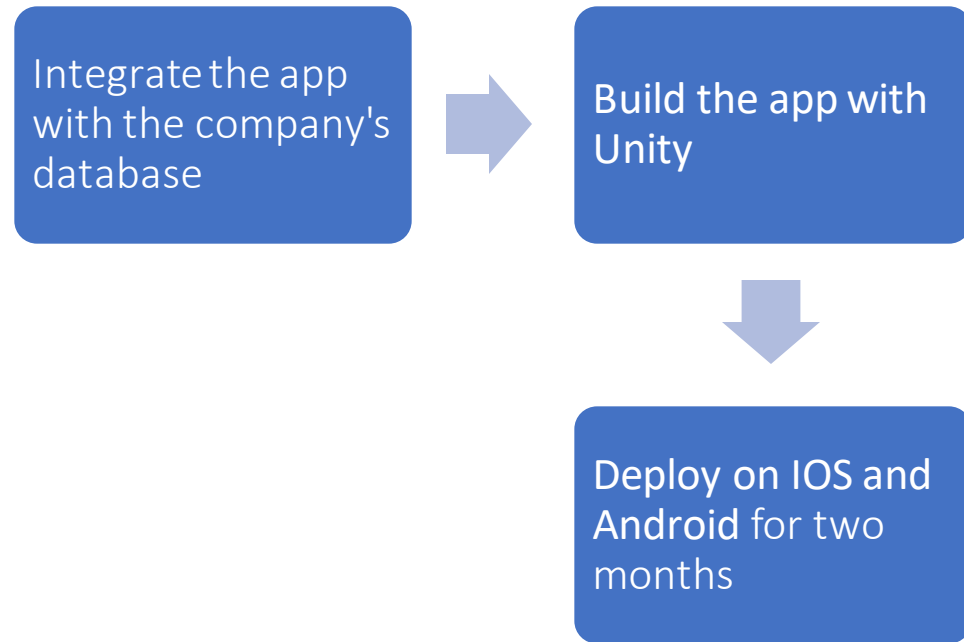


Within the S&P 500, companies that maintained or increased their marketing spending in 2008 significantly outperformed their industry peers, growing sales by about **6.5%**

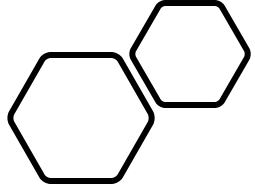
Solution – Virtual Reality Campaign



Details



* Possibility of partnering with VR headset/cardboard companies



Marketing

- Start one month before and ends until the end of the campaign

Financial Planning

Categories	Quantity Required	Cost
Labour - 1 (Data Engineer)	2	GBP 8,400.00
Labour - 2 (App Developer/ Software Engineer)	9	GBP 37,800.00
Labour - 3 (Marketing/ Business Developers)	2	GBP 8,400.00
Software - Unity	9	GBP 1,350.00
Software - Android Deployment	1	GBP 25.00
Software - IOS Deployment	1	GBP 99.00
External Tools - Advertisement and Promotion	1	GBP 2,547.00
Total		GBP 58,621.00

Category	Cost Per day (Assumption)	Days Required	Cost
Facebook Advertisement	3.15	180	GBP 567.00
Youtube Advertisement	11	180	GBP 1,980.00
Total			GBP 2,547.00

* Assumption montly salary is GBP 4200