JUMBO

Group 2 : Edita, Femke, Jop & Luke

Innovating.

Shopping.

Experience.

Contents

- Inspiration
- 5 ideas:
 - Jumbo Riddles
 - Jumbo Go
 - Jumbo Virtual Scavenger Hunt
 - Jumbo Live Scavenger Hunt
 - Store Navigation





Inspiration

Aspirations

- Entertaining & convenient
- Captivating & promotional

Competitor analysis

- Recognised awards
- Gamification
- Reward system
- Faster checkouts



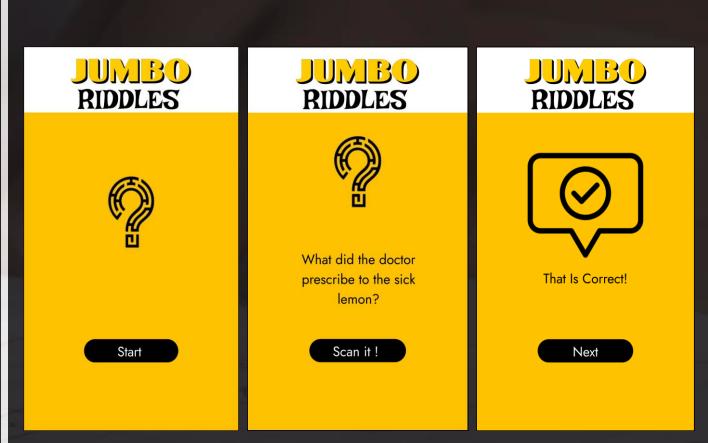


Jumbo Riddles

Problem:

How to involve children in grocery shopping?

- Engaging & family-friendly
- Interaction with products
- Can be part of the main app
- Can be rewarded



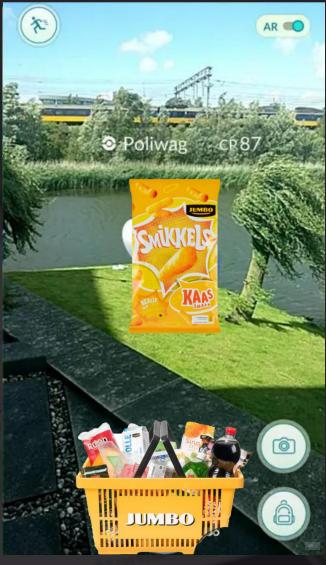
Jumbo Go

Problem:

How to keep the customer subtly engaged with the Jumbo brand?

- Entertaining and interactive
- Promotes exercising
- Customer retention
- Wide target audience
- AR trend





Jumbo Virtuele Speurtocht

Problem:

 How to promote the Jumbo brand beyond shopping?

- Entertaining & Creative
- Family-friendly
- Wide target audience
- Long-term engagement
- Can be played anywhere



Jumbo Live Speurtocht

Problem:

How to make the in-store experience more entertaining?

Benefits:

- Interactive & Fun
- Spotlighting products
- Reward system
- Can help save money
- Can be integrated in extra's app



De wekelijkse JUMBO Speurtocht is begonnen!

Vind 3 producten in 3 minuten en win

START

SPEURTOCHT

02:51



Venco Kleurendrop Hard Zoet 275g

€ 2.12

CHECK BARCODE

SPEURTOCHT

Gefeliciteerd!

Je hebt alle producten gevonden binnen

Scan de barcode bij de kassa en krijg

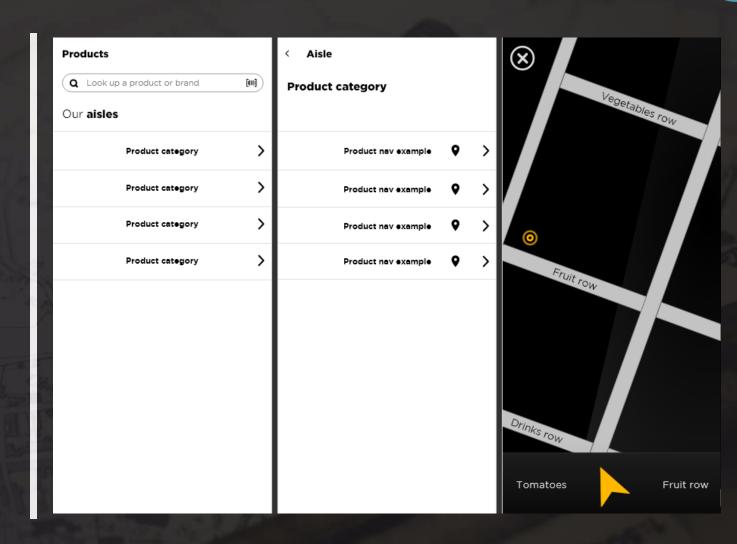


Store Navigation

Problem:

• How to enable a more fluent shopping experience?

- Convenient & efficient
- Potential crowd control
- Personal shopping list with route
- Could suggest substitutes



Feedback & Questions

