# SMU-X Project Brief

19 Jan 2017

Jason Tai Steven Luck

**Re**invent Tomorrow



## **Introducing Y3**

Y3 Technologies is a forward thinking organisation reinventing the way businesses respond to tomorrow's needs for a positive future.

Solutions that supports 700,000sqm & half a million pallet space and growing

50,000 orders

weekly

**50,000** transactions per day from **11,000** connected POS

Over

Management of 120,000 different SKU at any point in time

1.8M members

### **USD50** billion

worth of annual flow through managed

**Our Offices:** 



Chennai

Jakarta

Shanghai

Singapore

**Tianjin** 

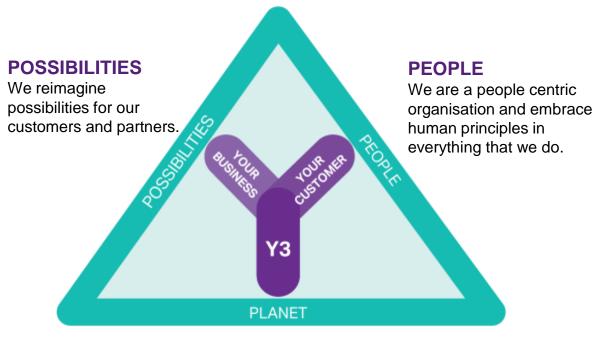
Reinvent Tomorrow

### Who we are

Y3 is a forward thinking organisation reinventing the way businesses respond to tomorrow's needs for a positive future.

# The Power of 3

We exist to serve our customers in remarkable ways. 3 stands for Y3, our dedication to our customers and to their end customers.



#### **PLANET**

We believe in our social responsibility to build a better future.

### SMU SIS & Y3

# **BOARD OF ADVISORS (CURRENT TERM, 2017)**

#### CHAIRMAN, SMU SIS BOARD OF ADVISORS



Mr Robert YAP Min Choy
Deputy Chairman & Executive Director, Y3 Technologies



**ORGANISATION WEBSITE** 

# **Analytics & Robotics Innovation**



## **Ascentis: Introduction**

2003

Incorporation of Ascentis Pte Ltd - a CRM and Loyalty Agency 2013

Marketing Interactive Loyalty Marketing Agency

2015

Marketing Interactive
Loyalty Marketing Agency
Local Hero of the Year

2009

Provision of Marketing / Outsource Services



2014

Incorporation of
Meet Isaac Pte Ltd a Digital Marketing and
Creative Agency

Marketing Interactive Loyalty Marketing Agency 2016

Joined the YCH Group Family



### **Ascentis: Awards**

# Loyalty Agency of the Year in 2016

- Best CRM Strategy(GOLD)
- 2. Best Loyalty Programme Retailer (GOLD)
- 3. Best Innovative Loyalty Programme (GOLD)
- 4. Best Use of Rewards & Incentives (GOLD)
- 5. Best Card-Based Loyalty Programme (SILVER)
- 6. Best Use of Technology (SILVER)
- 7. Best Customer Experience (BRONZE)
- 8. Loyalty Programme of the Year (BRONZE)



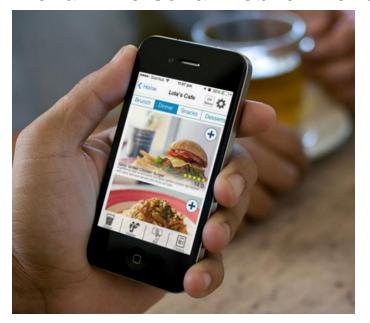
# Today's F&B Technology Landscape

#### Merchant's Menu



- Static, non-personalized content
- Not linked to existing CRM/Loyalty system

#### Menu in Personal Mobile Phone



- Sub-optimal UX
- Not linked to existing CRM/Loyalty system
- Lack historical data

# **Objective**

Help **F&B** merchants who are open to digital menu to deepen their customer engagement profitably by using a recommendation engine that optimizes customer satisfaction and merchant revenue



# **Possible Approach**

Collaborative Filtering + Content-based Filtering

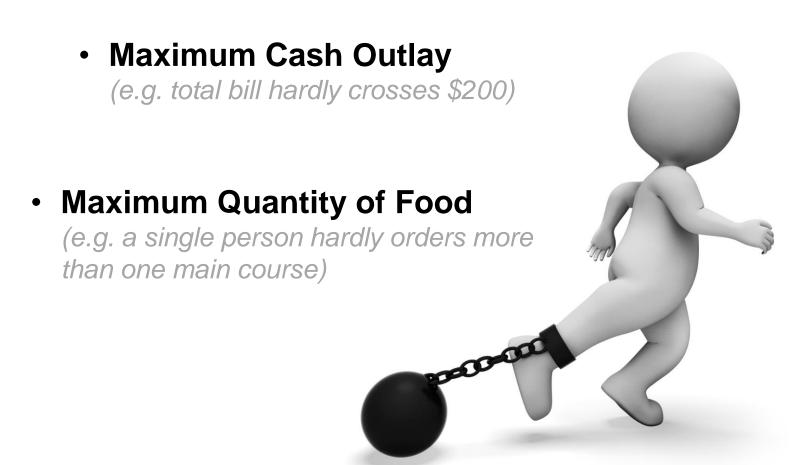


Multi-Objective Optimization



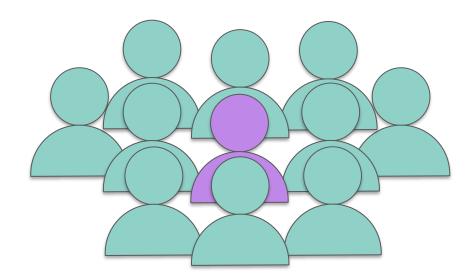
Recommendation(s)

# **Modeling Constraints**



# **Segmentation to Consider**

- Member vs Non-Member
- Individual vs Group
- Breakfast vs Lunch vs Dinner
- Young vs Middle-Age vs Elderly
- Heartland vs CBD



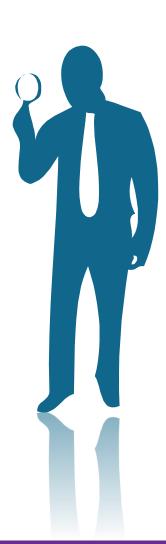
### **Deliverables**

#### Robust Model

- ☐ Increase in customer satisfaction
- ☐ Increase revenue

#### Scalable Model

- ☐ Written in Python or Java
- ☐ Clear documentation/commenting
- ☐ Able to incorporate new parameters



### **X-Factors**

 Consider the impact of weather (temperature/rainfall) on the product choices

Promote the model's recommendation by tagging it with endorsement from social media

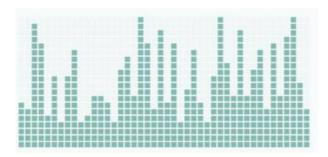


- Recommend untried products to make the meal more experimental and delightful than norm
- Promote slow-moving products



### **Data Available**

- Type: Anonymized CRM
- Time Period: 1 Year
- Number of Outlet: ~20
- Number of Customer: ~20,000



### Characteristics:

- Member ID
- Age
- Gender
- Transaction ID
- Transaction Date
- Transaction Time
- Outlet
- SKU Description
- Quantity
- Price
- Spending

### **Questions?**



Jason Tai (<u>Jason.Tai@y3technologies.com</u>)
Steven Luck (<u>Steven@ascentis.com.sg</u>)