Title of project: Empowering Uglyfood

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Strengths

Our group has effectively revamped *Uglyfood's* outreach, products and services. In the short run, we aim to change consumers' negative stereotypes of ugly produce. Firstly, *Uglyfood* differentiated publicity on online and offline platforms, by notably eye-catching physical advertisements and detailed online product showcases, helping consumers overcome their reluctance to try ugly food. Interactive roadshows and workshops would directly engage consumers so that they can further understand the equally good taste of ugly food. Secondly, a sensitively-differentiated product range makes *Uglyfood* appealing to a wider range of consumers. Thirdly, we provide a convenient centralised application with attractive gamification to make it more accessible to consumers. In the long run, changes in the consumers' mindset about food waste can eventually motivate consumers' behavioural change in integrating acceptance of ugly food into local culture¹. This leads to a more sustainable Singapore, reducing negative impacts on society and environment², and thus achieving major economic benefits³.

¹ Tan, J., & Liu, V. (2020, December 14). Meet the people getting 'ugly' food onto plates and away from the bin. The Straits Times. Retrieved October 10, 2022, from https://www.straitstimes.com/singapore/meet-the-people-getting-ugly-food-onto-plates-and-away-from-the-bin

² Circular economy. Towards Zero Waste Singapore. (n.d.). Retrieved October 10, 2022, from https://www.towardszerowaste.gov.sg/circular-economy/

³ Today. (n.d.). Budget 2022: Building a sustainable Singapore Economy in a post-pandemic world. TODAY. Retrieved October 10, 2022, from https://www.todayonline.com/commentary/budget-2022-building-sustainable-singapore-economy-post-pandemic-world-1821071

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Partner with other campaigns for greater outreach

Our group suggests education campaigns like roadshows and workshops to increase outreach. Once *Uglyfood* has grown in scale, it can partner with other organisations like *ZeroWasteSG*⁴ and *BYO Singapore*⁵ to enlarge public education and discourse on sustainability. First, an enlarged campaign can entice consumers with eco-consciousness. Consumers going for *ZeroWasteSG* campaigns may be attracted by *Uglyfood*, increasing their awareness of protecting the environment by other means. Such awareness can be expanded to other similar areas of concern. As participants learn the significance of plastic waste, they will spontaneously think of other forms of waste and learn more about food waste. This can help drive conversations in society⁶, eventually making them a social trend, granting more outreach and thus more public awareness of ugly produce. Second, there will be more effective resource allocation when partnering with other organisations. By sharing resources and lowering costs, *UglyFood's* campaigns can be expanded to a larger scale or even nationwide, expanding their campaigns to a wider target demographics.

⁴ Circular economy. Towards Zero Waste Singapore. (n.d.). Retrieved October 10, 2022, from https://www.towardszerowaste.gov.sg/circular-economy/

⁵ Welcome - BYO Singapore. BYO Singapore. (n.d.). Retrieved November 9, 2022, from http://www.byosingapore.com/

⁶ Today. (n.d.). Trash talk: The battle of the food waste bulge - why you should throw away less food. TODAY. Retrieved November 9, 2022, from https://www.todayonline.com/features/trash-talk-battle-food-waste-bulge-why-you-should-throw-away-less -food

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Application of AR in 3D product showcases

To improve *Uglyfood's* services, we propose a centralised mobile app. We acknowledge texts and static pictures are not enough to provide a comprehensive view of ugly produce⁷, limiting its effectiveness in changing consumers' stereotypes⁸. I suggest integrating Augmented Reality (AR)⁹ into the app. AR show consumers the three-dimensional ugly produce with more details on how each part of the ugly produce looks¹⁰, and their interior sections¹¹. With strong visual impacts¹² and immersive experiences¹³, AR will shortly attract consumers' attention and provoke their interest.

⁷ (PDF) study of effectiveness of online shopping - ResearchGate. (n.d.). Retrieved October 9, 2022, from https://www.researchgate.net/publication/357016510 Study of Effectiveness of Online Shopping

⁸ Romero, A. M., By, & Dr., Romero, A. M. (2018, March 3). Campaign launched to change mindsets about "Ugly food" to save the environment -. The Independent Singapore News. Retrieved October 10, 2022, from

https://theindependent.sg/campaign-launched-to-change-mindsets-about-ugly-food-to-save-the-environment/

⁹ Taoufiki, S. (2022, February 10). Augmented reality in e-commerce: How ar boosts online shopping? MBA MCI. Retrieved October 10, 2022, from https://mbamci.com/augmented-reality-in-e-commerce-how-ar-boosts-online-shopping/

¹⁰ Augmented reality in ecommerce: How does it work? BigCommerce. (n.d.). Retrieved October 10, 2022, from https://www.bigcommerce.com/articles/ecommerce/ecommerce-augmented-reality/

¹¹ Home. ScienceSoft footer icon. (n.d.). Retrieved October 10, 2022, from https://www.scnsoft.com/augmented-reality/interior-design

¹² The importance of visual impact in the Digital World. Codehouse. (n.d.). Retrieved November 9, 2022, from

https://www.codehousegroup.com/insight-and-inspiration/digital-strategy/the-importance-of-visual-impact-in-the-digital-world

¹³ Randy Ginsburg. (2022, July 8). Augmented reality in retail: How retailers are using AR for better shopping experiences. Shopify. Retrieved October 10, 2022, from https://www.shopify.com/sg/retail/how-retailers-are-using-ar-technology-to-build-buzz-and-brand-awarene ss

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Also, by comparing ugly produce's internal quality to their superficial appearance, consumers' concerns about the appearance and quality of ugly produce are alleviated. *Uglyfood* can partner with university students to develop AR in the app. Without other devices, consumers can simply use their phone camera to access the realistic simulation of ugly produce within their home environment, psychologically accepting ugly produce more. With more realistic product showcases, AR effectively changes consumers' perception of ugly produce¹⁴, increasing consumers' confidence towards *Uglyfood* and therefore incentivising more purchases of ugly produce.

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¹⁴ Cepeniuk, K. (2022, April 20). How immersive shopping experiences are changing retail. 4Experience. Retrieved October 10, 2022, from

https://4experience.co/immersive-shopping-is-effectively-changing-e-commerce-and-its-spectacular/