Mobilizing Sustainable Consumption: Gamification and Innovations in Food Waste Awareness Campaigns

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Food waste: A global problem

- Food waste and climate change via methane generation (25 times more potent than CO₂)
- If food waste was a country, it would be the third largest emitter of GHG gas after U.S and China
- $49 Billion food wasted annually in Canada
- 1 in 8 households are food insecure –approx. 4 million Canadians (PROOF, 2017)
So how can we address this problem?
Awareness campaigns/social marketing to promote environmental action (Maibach, 1993) or pro-environmental behavior (Allen & Ferrand, 1999)

Historical food waste campaigns...
Proliferation of Modern Food Waste Awareness Campaigns

U.K, Canada (Vancouver, Toronto, Victoria, Montreal), Australia, New Zealand and more....
Innovative and Quirky ads
Innovative and Quirky ads
Is it effective?

How the UK's household food waste problem is getting worse

As many as 8.4 million families in the UK struggle to put food on the table – and yet, 7.3 million tonnes of food waste ends up in landfills each year. Hazel Sheffield looks at how the food industry can help achieve the food waste goals the Government has missed.

Hazel Sheffield | Tuesday 10 January 2017 20:08 | 2 comments

Rotten results: Sainsbury’s drops project to halve food waste

Residents in Derbyshire pilot town cut waste by only 9% despite free gadgets and tools

Britons throw away an average about £700 worth of food each year. Photograph: Everyday Images / Alamy

Sainsbury’s has abandoned a £10m project to halve food waste in a designated town across Britain after a year-long trial produced miserable results.
Research Questions

1. How can we better measure the efficacy of different types of food waste awareness campaigns?

2. What types of innovations and interventions can be integrated into food waste awareness campaigns to move people to action?

Objective: to ensure that government, businesses and civil society organizations spend their funds effectively on efforts that result in the desired social and environmental impact.
Participants: City of Toronto
Duration: August 2018- March 2019
Participant groups

Households Recruited (n= 500)

- Control + 3 Interventions
  - Information Only
  - Information + Community Workshop
  - Information + Online Game
- Interventions from August to November 2018 (12 weeks)

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Methodology: August 2018- March 2019

2 waste audits (August & November) and 3 surveys (pre-campaign, post-campaign, and 12 weeks after intervention), focus group 12 weeks post intervention in February.
Informational Campaigns

All interventions receive the following materials:

- Booklet
- Fridge magnet
- 4 newsletters via email or mail (approx. once every 3 weeks)
Fridge Magnet

Applies to:
❌ Control
✅ Information Only
✅ Information + Community Workshop
✅ Information + Online Game
Newsletters (4 in total)

Tips for the Kitchen

**Newsletter #2: Keep It Fresh**

This is the second of four newsletters with tips on reducing food waste at home.

The theme for the second newsletter is food storage. Try these simple tips to make your food stay fresher for longer in your fridge and freezer.

1. **Use Your Crisper Drawers**

Adjust levers on crisper drawers to change humidity levels. Set one to high (closed - less air coming in) and one to low (open - more air coming in). Vegetables are better stored at higher humidity levels and fruits at lower humidity levels but there are exceptions. Some fruits and vegetables like bananas and apples produce a gas called ethylene, which accelerates the ripening process. Keep ethylene-producing fruits and vegetables separate from other items in the fridge to prevent them from ripening too quickly. Check out this produce storage guide with specific storage tips for common fruits and vegetables.

Recipe Ideas

**Recipe Tips: Too Much Rice!**

Rice is one of those foods where it is easier to cook a large amount at a time. As a rule of thumb, use 1/3 to 1/2 cup uncooked rice per person. Make a big batch, then refrigerate within a few hours to prevent spoilage. What should you do with the leftovers? Try these delicious ideas:

- **Rice Crust Pizza**
  Since old rice tends to be sticky it can be easily pressed into an oiled pan and covered with pizza ingredients and baked to make a crusty gluten-free pizza. If you used whole grain rice that isn’t naturally sticky, mix in one egg, a bit of cheese or coconut milk to help bind it.

- **Onigiri**
  Onigiri is a Japanese rice ball that is great as a lunch or snack. Add any leftover roasted vegetables, or cooked fish or meat into a handful of rice and fold in a nori dried seaweed sheet (sushi roll).
What worked and what didn’t? (Informational Campaign)

Nudge

I think there was probably a small change. Largely because having these studies come up every once in awhile made me become more mindful of it. Also, I find that I share more of my food, my leftovers, with my neighbours and stuff… (Clinton)

Managing Diverse Family Expectations

…..when I was living alone. To be honest, I would always go to the grocery store and get the exact same thing, every week or whatever. Now integrating the habits of 2 people into 1 household has taken some adapting to. Obviously there’s room for flexibility, but you both enjoy different things and stuff like that… (Jibran)
Community Engagement Workshops: 4 workshops
What worked and what didn’t

**Busy**
Yeah I remember I saw that email, but I’m doing my BA and I said no way because of the timing. Now that you ask the question, if it was recorded like in a short online course it would definitely be something that I would watch maybe during the weekend like 10 minutes…. (Gabriela)

**Information Fatigue**
yeah I'd say maybe just there was a lot of education materials and that was like so much information to sort through, and I kind of tuned out the emails to be honest. Like I get a lot of emails… (Grace)

*names are pseudonym*
Gamifying is about the application of game elements in non-game contexts (Deterding et al., 2011).

- Allows for recognition/ badges
- Allows for the tracking of progress & points
- Allows for instant feedback
- While early studies have shown changes in practices after playing games, there might be the issue of backsliding (Morganti et al., 2017)
- Over 1 billion people play games (Morganti et al., 2017)
- Johnson et al (2016). Found 59% of gamified interventions showing positive effects.
Online Game

- One level per week for 12 weeks
- 5 trivia questions per level
- Earn 10 points per level completed
- $10 gift card for 60 points, $20 gift card for 120 points
- Approx. 50% of participants play each week
What worked and what didn’t

Easy to do

...the gamification, it's quick, it doesn't take much of your time at all but it is very engaging. Whereas like, you know, maybe a group where you have to go out to the group sometimes even if you think, oh, I'm going to do that on Tuesday and whatever, it's kind of easy for something to come up and get in the way ......but this [gamification] is easy to put into anyone's schedule just because it takes such a short amount of time and it was very engaging. And then yeah, once you start doing it, it does make you think about things more than you think. (Susan)

Too simple

The way of approaching the game was very simple. So..I liked the methodology, the content...Sometimes, for me, it was too simple, so I just skip it..I expected to know more. (May)
Findings from Waste Audits and Surveys
Food wasted per week in single family households

**Average amount wasted per week**
- Food, 5.0 kg/wk, 37%
- Inedible Parts, 2.9 kg/wk, 21%
- Non-Food, 5.7 kg/wk, 42%

**Where edible food waste is thrown out**
- Garbage, 0.5 kg/wk, 10%
- Green Bin, 4.5 kg/wk, 90%
Edible Food Waste Composition

Pre-Intervention:
- Prepared Foods and Leftovers: 35%
- Fruit: 18%
- Prepared Foods and Leftovers: 35%
- Dairy/Eggs: 2%
- Bakery: 5%
- Meat and Fish: 6%
- Vegetables and Salad: 26%
- Other: 8%

Post-Intervention:
- Prepared Foods and Leftovers: 26%
- Fruit: 15%
- Other: 8%
- Dairy/Eggs: 2%
- Condiments/Sauces/Spices: 5%
- Candy and Snacks: 7%
- Bakery: 4%
- Meat and Fish: 5%
- Vegetables and Salad: 29%
Comparison of Waste Audit Results

![Graph showing comparison of waste audit results.](image-url)
Surveys corroborate waste audits!

**Food Waste Decreased**
- 69% in Gamification Group
- 51% in Other Groups

Chi Square Test Result:
- p=0.0069

**Awareness Increased**
- 81% in Gamification Group
- 62% in Other Groups

Chi Square Test Result:
- p=0.0065
Points to Consider

- From a practice theory perspective, how can we disrupt everyday practices to normalize food waste prevention and reduction—one potential is nudging via game reminders + points system (Theory of Nudging – Thaler and Sunstein, 2009)

- At the supermarket level, the context of nudging to increase purchases/ or to buy the chips and snacks, needs to be shifted to nudge people to buy only as they need (BOGO -BOGOL), or to transform supermarket layout
Thank you!

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