





FISH FOR THE FUTURE: WHAT COULD INFLUENCE EUROPEAN CONSUMER CHOICE OF NEW AQUACULTURE PRODUCTS?

EVIDENCE FROM AN EXPERIMENTAL STUDY WITH LOW & MEDIUM PROCESSED PRODUCTS

Marija Banovic^{1,*} & Athanasios Krystallis^{1,2}

¹MAPP Centre, Aarhus University, Denmark ²HRH S.A., Athens, Greece

*e-mail: maba@mgmt.au.dk





FISH FOR THE FUTURE

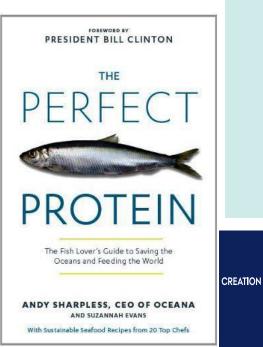


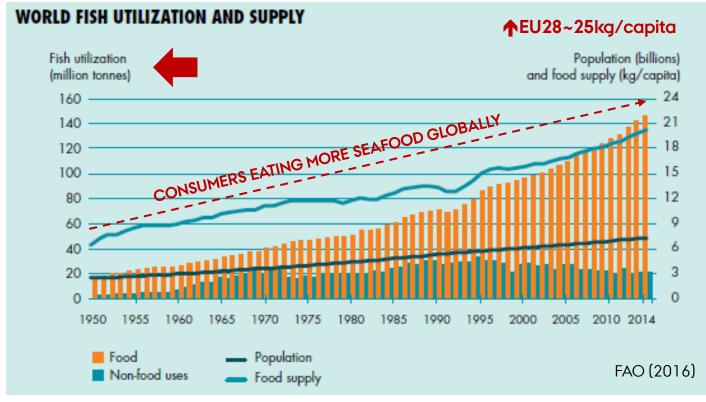
Scientific American, March 1956, Magazine ad showing the quick-freezing seafood of the future

- How to discover new product solutions with the power to grow?
- What end-product attributes could influence European consumer choice of new aquaculture products?
- Are the attributes influencing consumer choice the same for different products and across countries?



THE PERFECT PROTEIN?



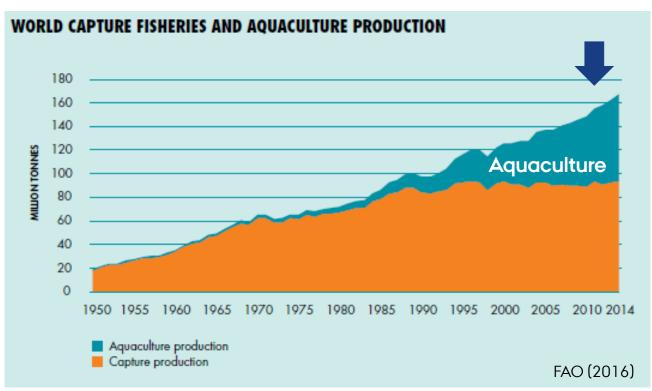




AQUACULTURE WITH POTENTIAL TO FEED THE WORLD?



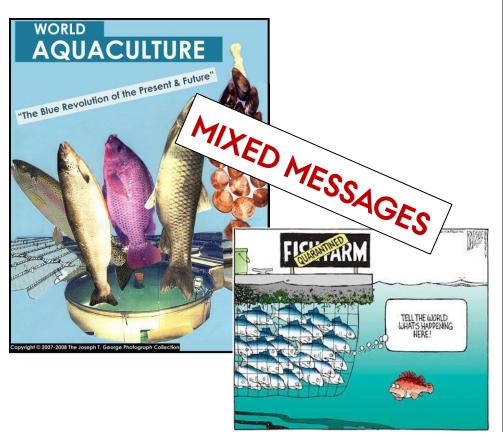


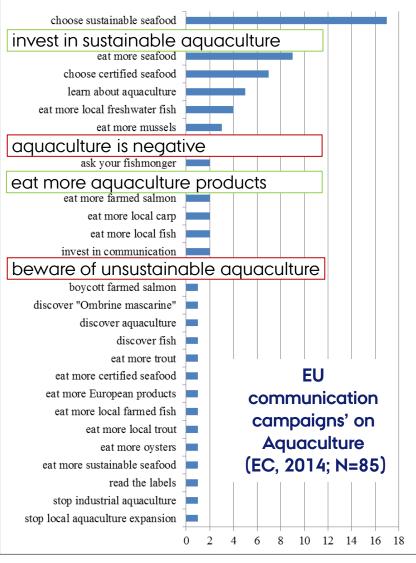






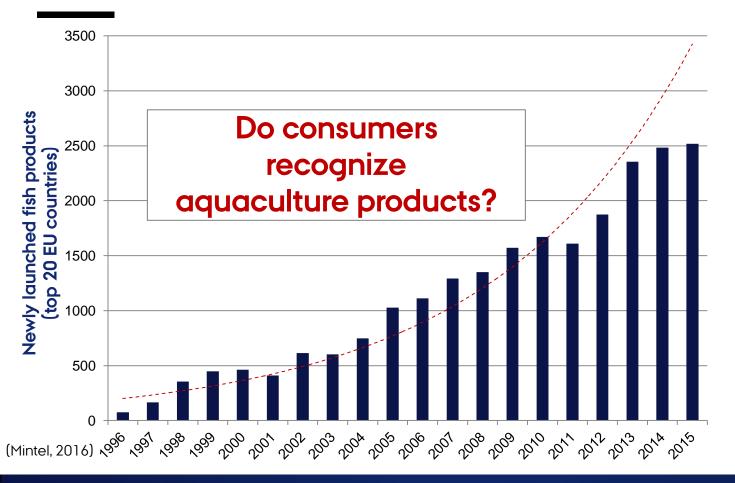
WHAT ABOUT THE CONSUMER?







FISH TODAY: CONSUMERS FACING CHOICE OVERLOAD

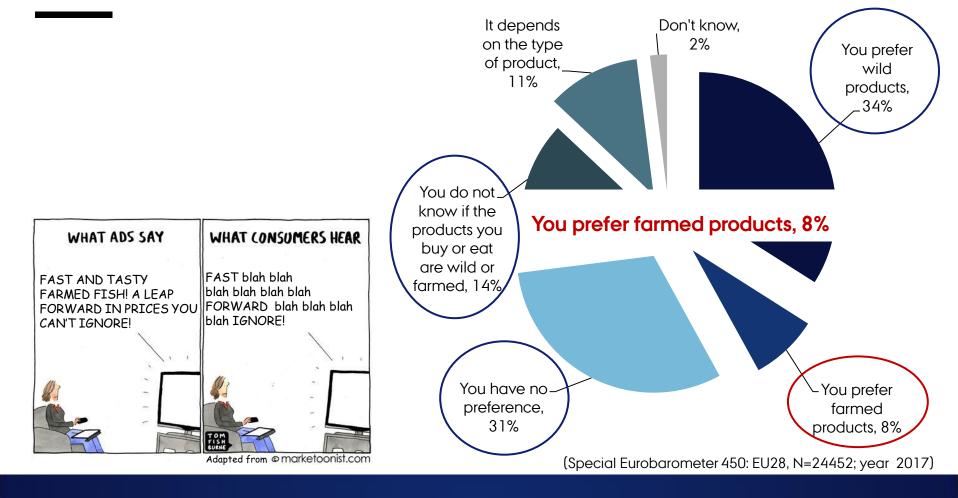








AQUACULTURE PRODUCTS (IN)VISIBLE?







'FIELD OF DREAMS' VS TAILORING FISH?



Under new common organisation of the markets (CMO) in fishery and aquaculture products (FAPs)

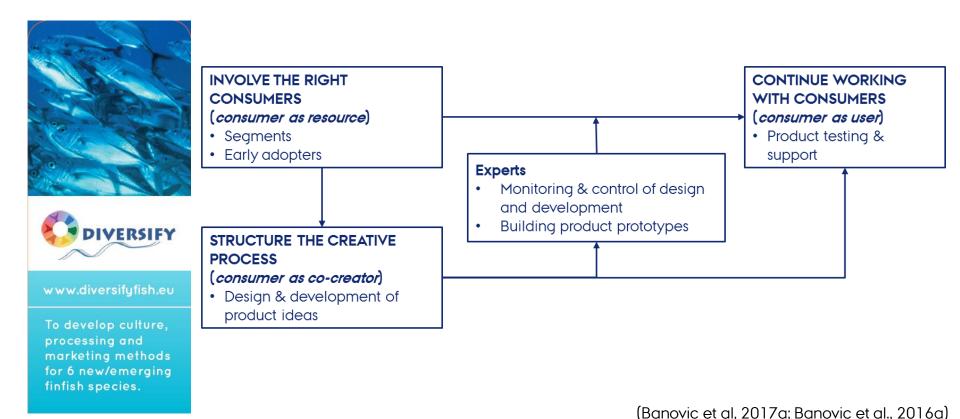
consumers play a pivotal role

Aquaculture is on the stage in life when is already too mature and diverse to have a general approach to all its products

(Banovic et al., 2016, 2017; Diversify, D29.6 and D29.8)



CONSUMER-DRIVEN PRODUCT IDEAS FROM DIVERSIFY





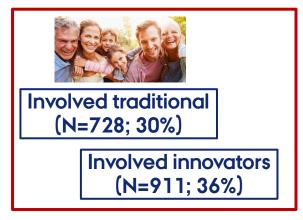


IT ALL STARTED WITH THE CONSUMER: CONSUMER AS CO-CREATOR OF NEW AQUACULTURE PRODUCTS

Online survey (i.e. FR, GER, IT, SP & UK; N=2500) -> consumers segments



Early adopters



Ambiguous indifferent (N=872; 34%)

- Ten focus groups with early adopters (i.e. FR, GER, IT, SP & UK; N=60)
- 12 product ideas per country

First task: Consumer perceptions of new food product ideas Identifying new ideas: Group discussion task New ideas for aquaculture product development

Third task: Consumer creation of new ideas for aquaculture products

- Profiling the consumer: Empathy design task Creating new product ideas: Storyboarding task
- Selecting the best product ideas: Voting task

Second task: Consumer perceptions and modification of new aquaculture

- Defining product personality: Personification association task
- Defining the product: Word association task
- Modyfing exsiting product ideas: Role playing task

Fig. 1. Research framework.

(Banovic et al., 2016a,b; Reinders et al., 2016; D29.2)





EXPERTS: PHYSICAL PRODUCT PROTOTYPES (I)

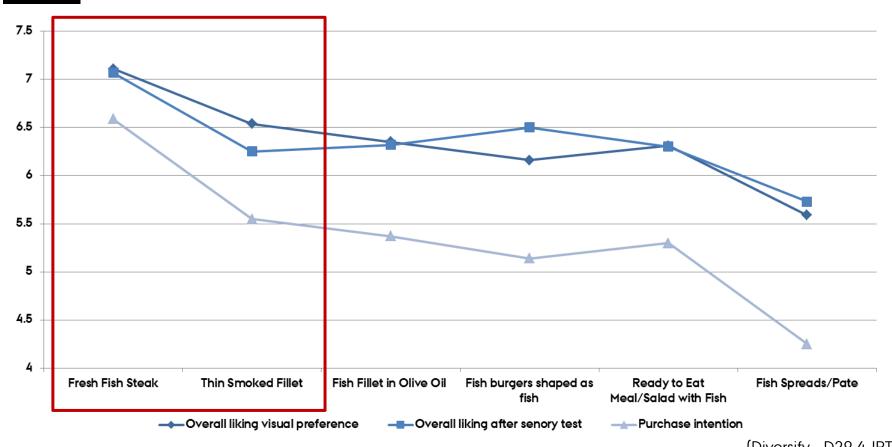
Fish species	Developed DIVERSIFY product prototypes	
Meagre	Idea 6: Fish burgers shaped as fish	(High processing)
	Idea 4: Ready to eat meal: salad with fish	(Low processing)
Pikeperch	Idea 9: Fish spreads/pate	(High processing)
Grey mullet	Idea 2: Thin smoked fillets	(Medium processing)
	Idea 33: Ready-made fish fillets in olive oil	(Medium processing)
Greater Amberjack	Idea 34: Fresh fish steak for grilling in the pan	(Low processing)

(Diversify - D28.4, D29.4, CTAQUA, IRTA, HCMR)





CONSUMER: PHYSICAL PRODUCT PROTOTYPES (II) SENSORY PROFILING



(Diversify - D29.4, IRTA)





DEVELOPMENT OF THE PRODUCT MOCK: SELECTION OF ATTRIBUTES & ATTRIBUTE LEVELS

Low processed (LPP)



Medium processed (MPP)



Attribute	Attribute levels
Country of origin - COO	EU-made
	Own country-made
	None
Price	Average price
	+15% of average price
	+30% of average price
Nutrition claim	High in protein
	Omega 3
	None
Health claim	Improves cardiovascular function
	Improves brain function
	None
Responsible - Environmental	ASC logo
	None



THE STUDY

- Online survey: France, Germany, Italy, Spain, UK
- N ~ 100 per product per country -> N ~ 200 /country, N ~ 1000/overall
- ▶ 3⁴x2¹ orthogonal design 36 experimental sets partitioned into 12 choice sets of three
- Example of the choice sets:



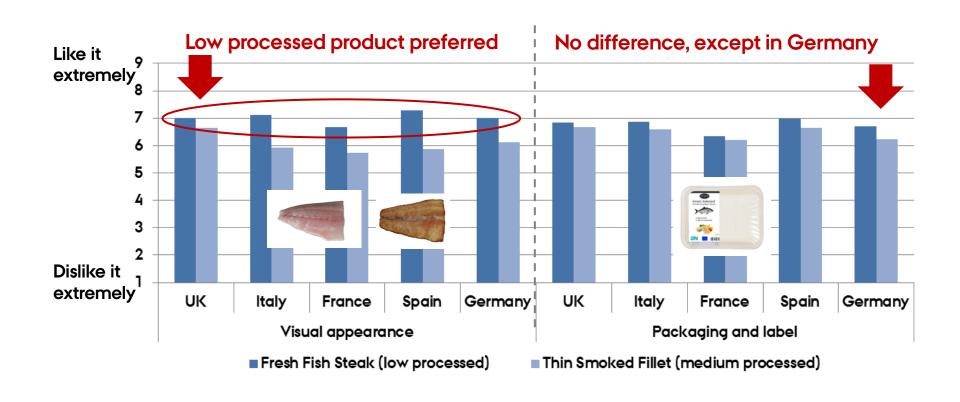
The questionnaire

- Product design
- Intrinsic & expected quality
- Extrinsic & expected quality
- Fish species knowledge & liking
- Fish beliefs (wild vs farmed fish)
- Purchase & consumption behaviour
- Sociodemographics



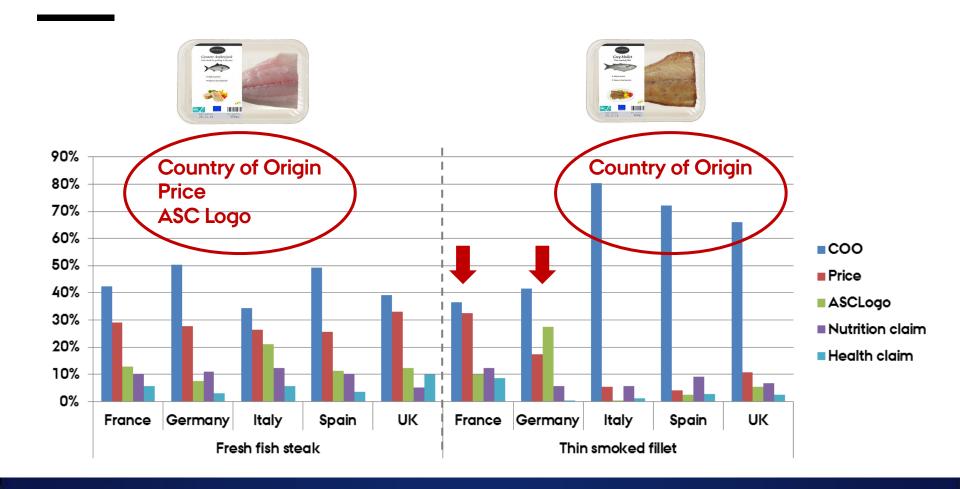


RESULTS: INTRINSIC | EXTRINSIC QUALITY | AFTER VISUAL INSPECTION





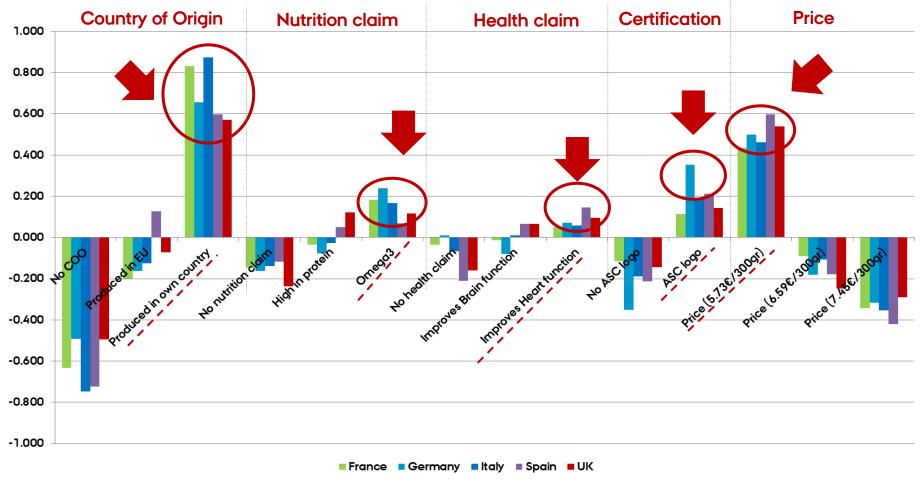
RESULTS: CHOICE EXPERIMENTS ATTRIBUTE IMPORTANCE





RESULTS: CHOICE EXPERIMENTS UTILITIES – LOW PROCESSED

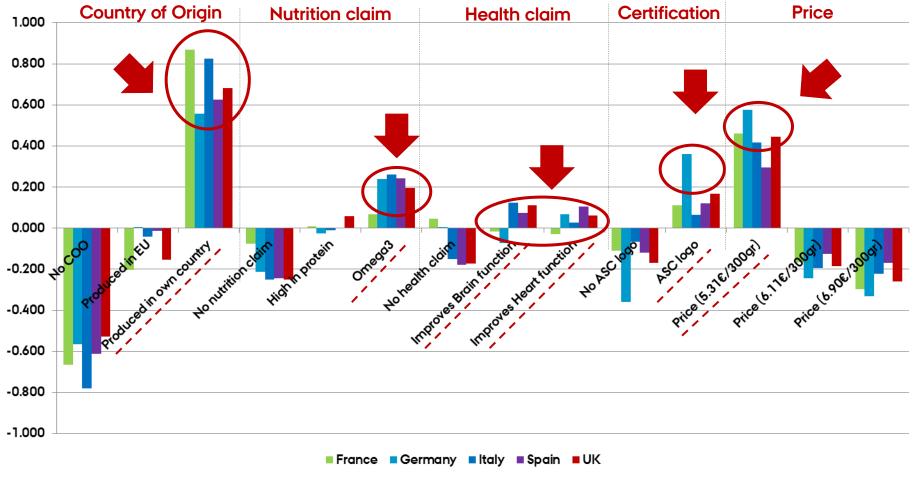






RESULTS: CHOICE EXPERIMENTS UTILITIES – MEDIUM PROCESSED







CONCLUSIONS

GOOD NEWS!





It is possible to create new aquaculture products targeting early adopters

ACROSS all big EU markets

- Homogeneous, converging fish-related culture, opportunity to fashion new product concepts at the cross-boarder European level, similar pattern in consumer choice-drivers, i.e.
 - COO & price come first, followed by quality certification (ASC Logo)
 - > nutrition/health claims appear to have varying and minimal impact and are highly depend on the type of product (e.g. level of processing) and EU country
- Although...
 - > A certain degree of customisation needed for different products and countries
- Results are country and product dependent...
 - > COO important in MPP, claims more important in LPP
 - > in the UK, all attribute versions selected do add something to the product
 - > In GER ASC logo work well for both products





WHAT DID WE LEARN FROM DIVERSIFY?

- Adapt product information to the product type of highlight the most valuable benefits and attributes (e.g. ASC logo)
- Less clutter convenience at the purchase point and at home - branding, storytelling, recipes essential
- Associations to responsible consumption and health
- ► Facilitate product implementation communicate what consumer should do ('where', 'when' and 'how')











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http://www.diversifyfish.eu/







THANK YOU FOR YOUR ATTENTION!

Marija Banovic, PhD

e-mail: maba@mgmt.au.dk

