

INTERNATIONAL DESIGN CHALLENGE

FOO[D]TURES

An open call for
“Youth led sustainable visions”

1st Stage (Qualifications)
Skimming Participants Ideas

WWW.FOODWAVE.EU

Promoted by:



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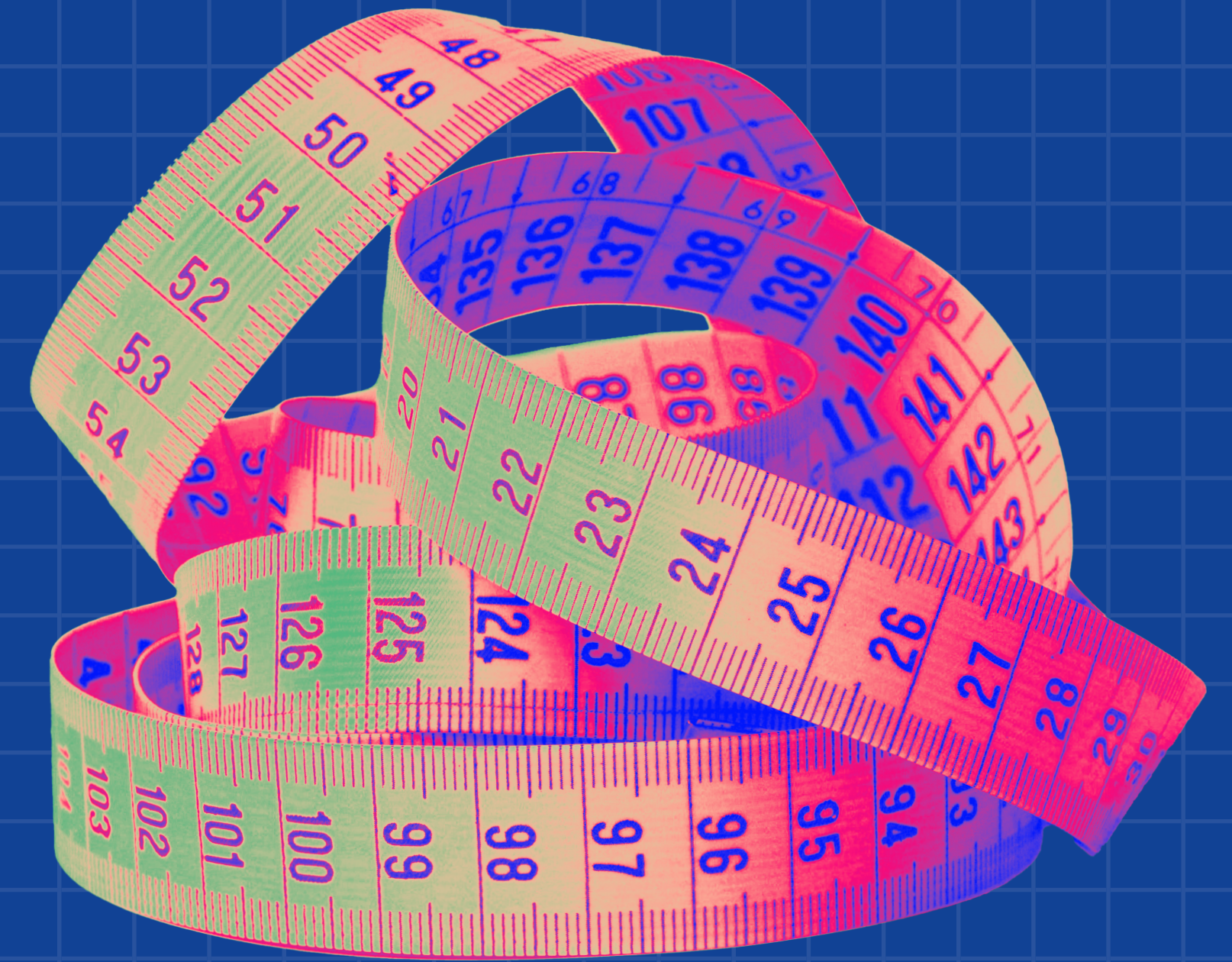




applications
in numbers



next steps



Applications
in numbers

01.

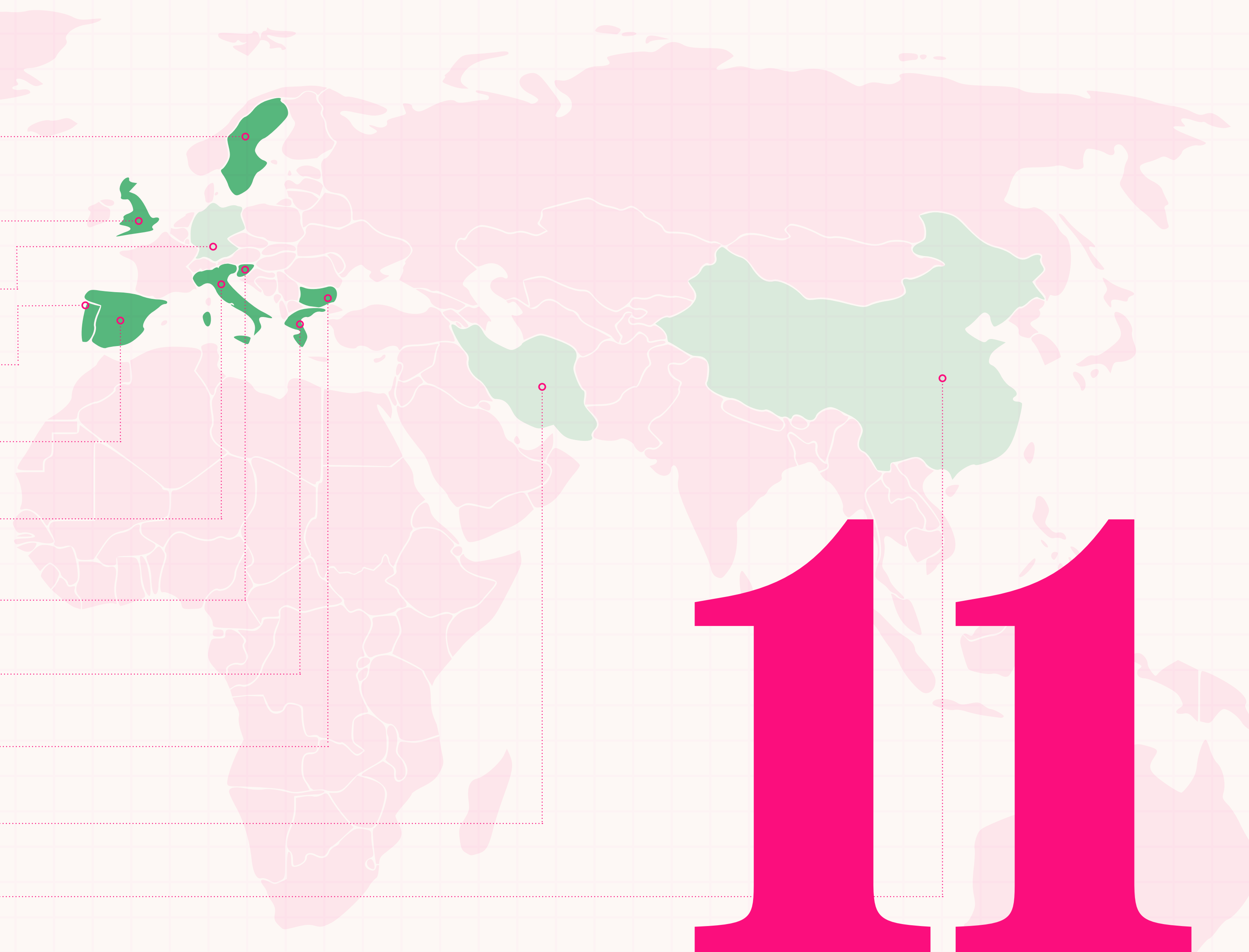
HOW MANY people applied?

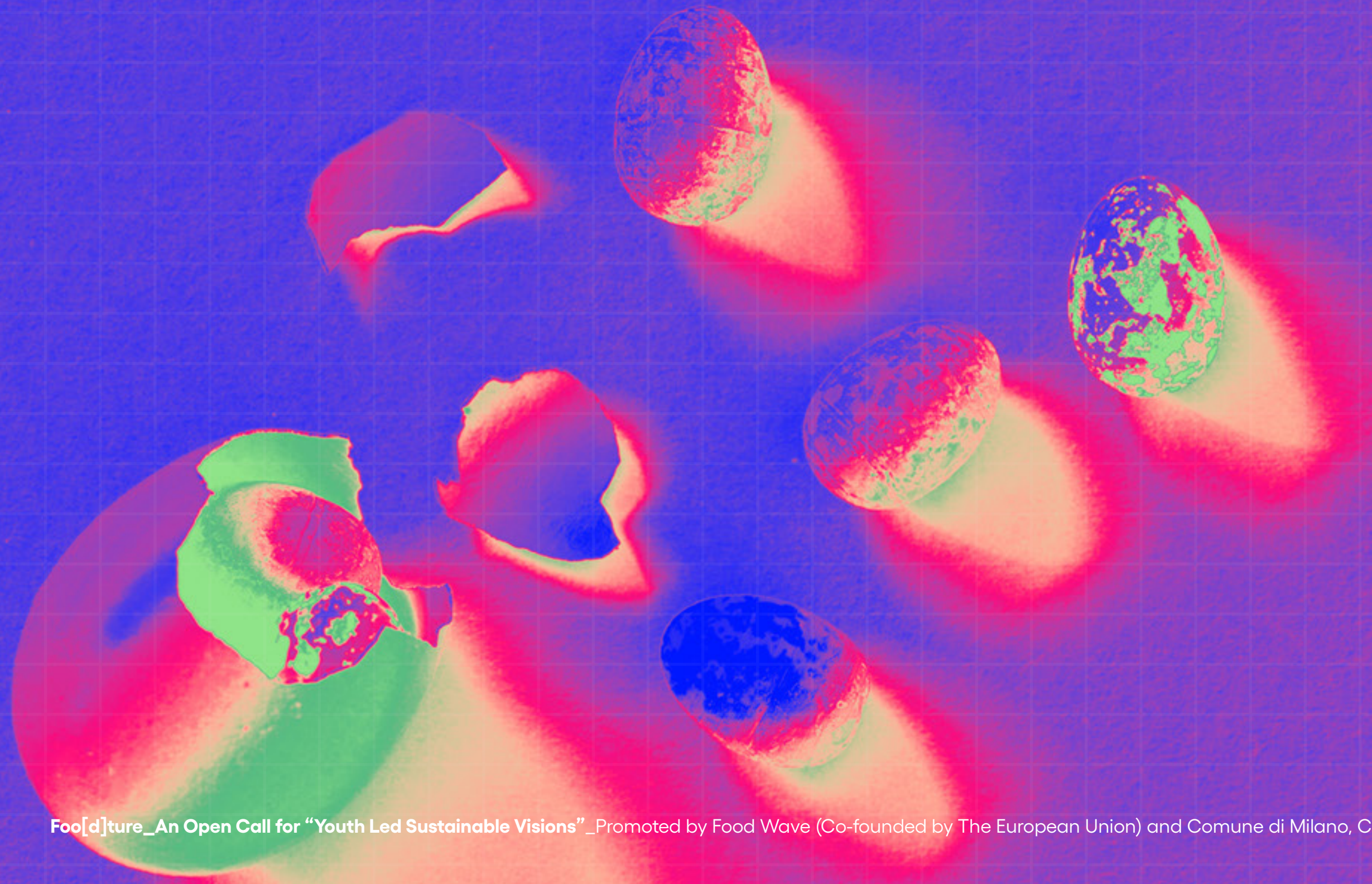
THIRTY-
NINE
APPLICANTS

39

WHERE do applicants live/come from?

- 1** Sweden (Malmö)
- 3** UK (1 London - 2 Manchester)
- 1** Germany (1 Italian based in Berlin)
- 2** Portugal (1 Lisbon - 2 Viana Do Castelo)
- 11** Spain (9 Bilbao - 2 Madrid)
- 13** Italy (9 Milan - 2 Turin - 1 Trento - 1 Ortisei)
- 1** Slovenia
- 2** Greece (1 Athens - 1 Chania)
- 2** Bulgaria (Sofia)
- 2** Iran (Tehran - based in Rome)
- 1** China (Xiangtan - Based in Milan)





••••• IED

••• Foodwave

••• Green Concept Award

••• Others

20

8

6

5



from - to
18-23 = **#15**
years old

from - to
24-27 = **#17**
years old

from - to
28-35 = **#7**
years old

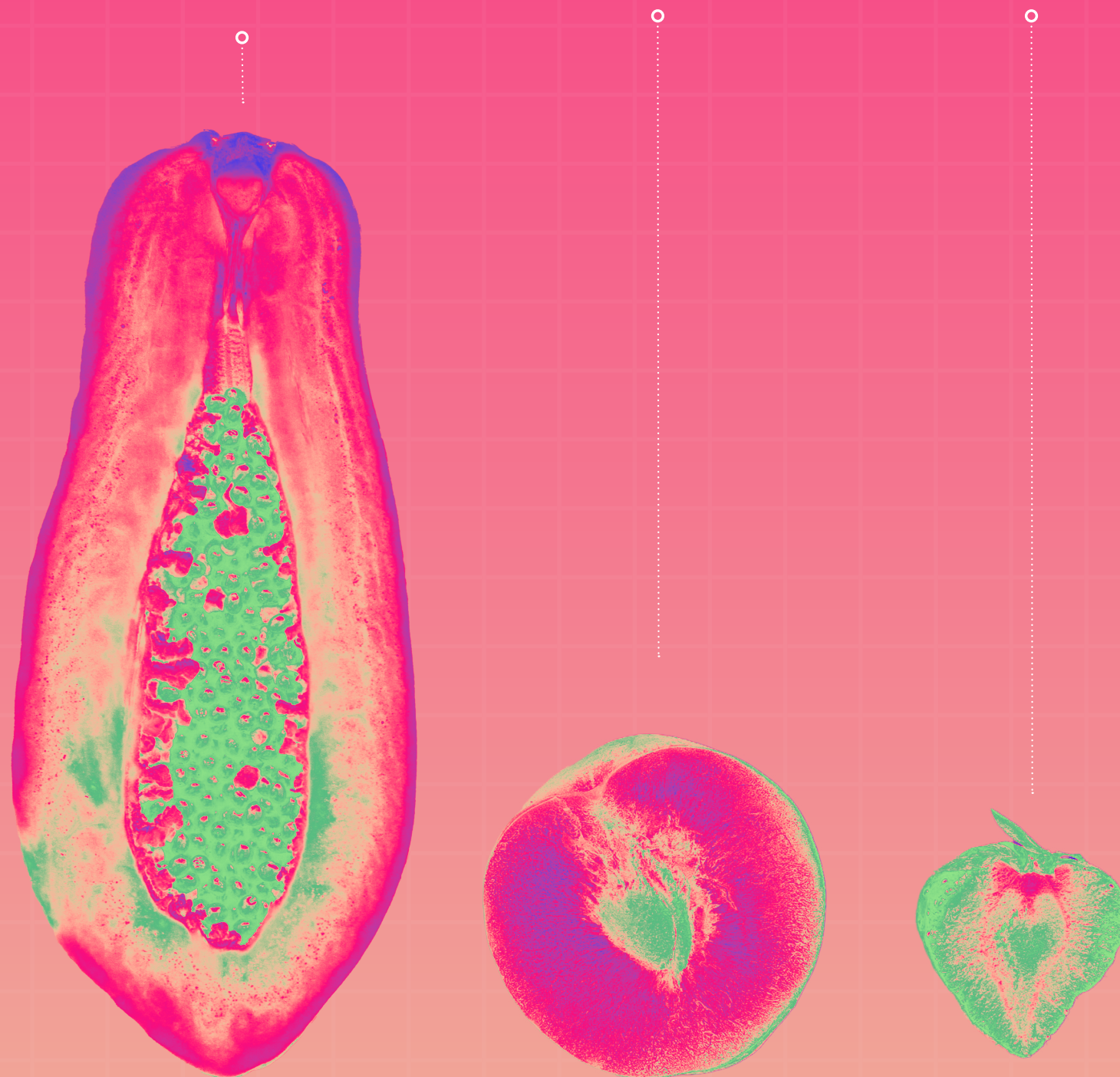
average
25
years old

WHO are applicants and **WHAT** they do?

25
students

08
freelance

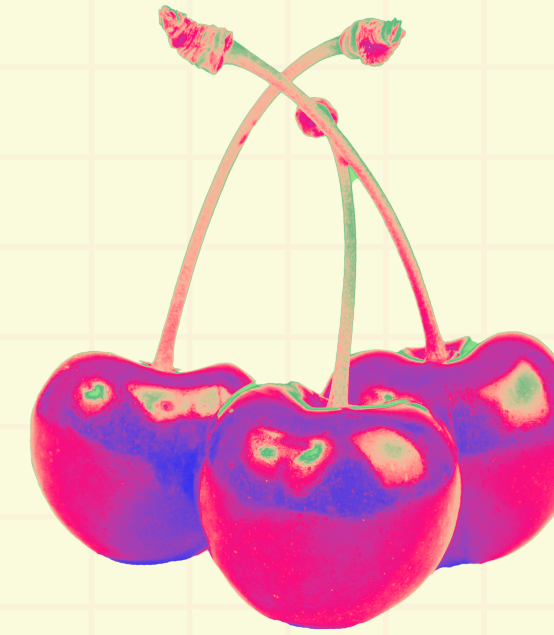
06
employed



ROLES & DISCIPLINES

- Agronomist (1)
- Architecture (2)
- Architecture & Urbanism (1)
- Art (2)
- Assistant Operation Manager (1)
- Biodesign (1)
- Communication (3)
- Chief of Strategy (1)
- Fashion Design (1)
- Food Engineer (1)
- Graphic Design (5)
- Illustration (1)
- Interior Design (4)
- Political Science-Sociology (1)
- Product & Fashion Design (1)
- Product Design (2)
- Product & Mechanical Engineering (1)
- Product-service system Design (3)
- Quality Project Management (1)
- Software Engineering (1)
- Web Design (1)

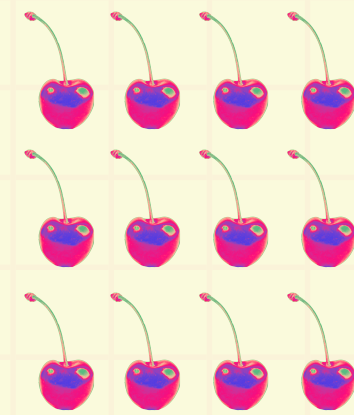
HOW did candidates apply?



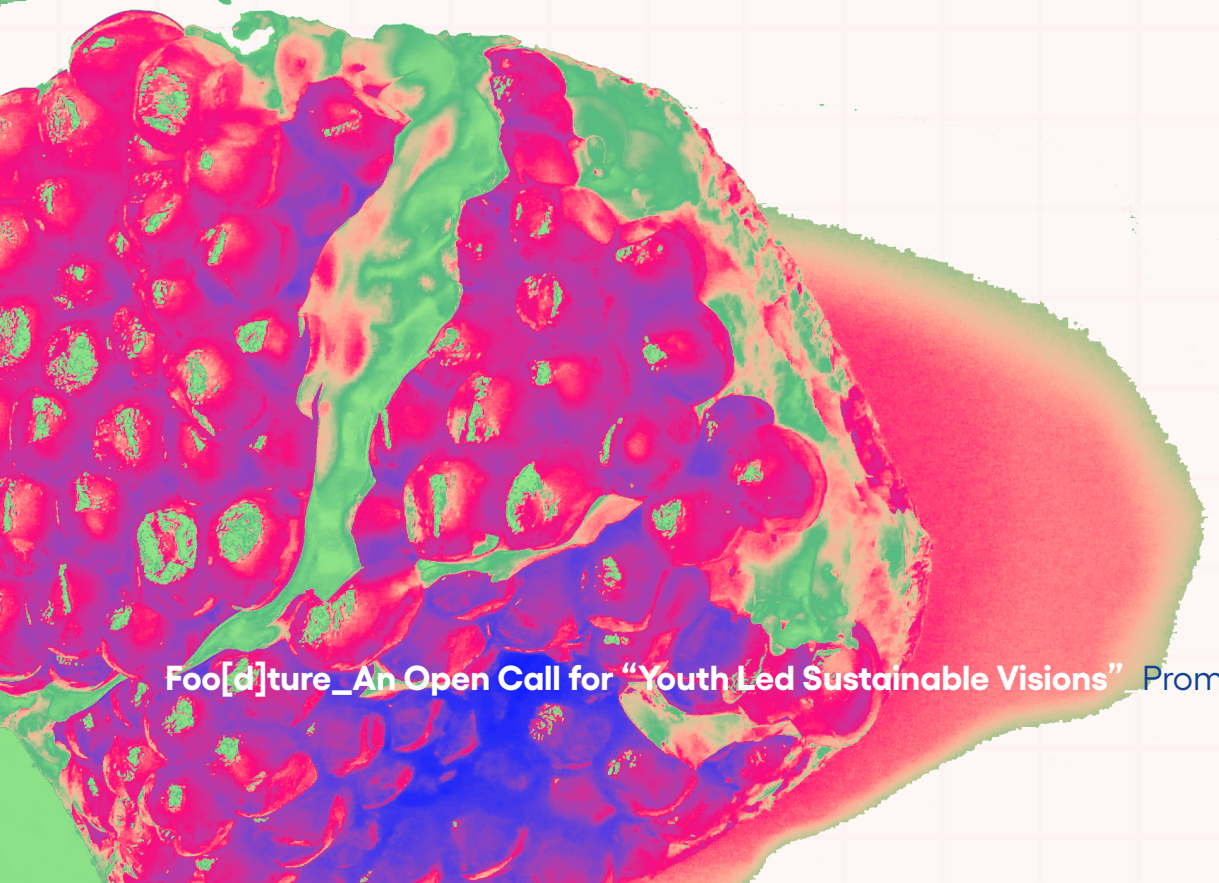
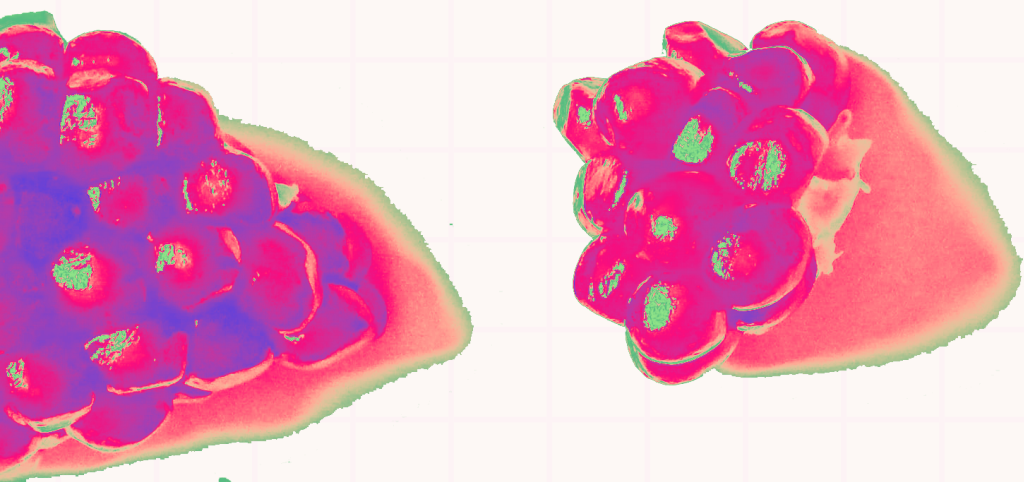
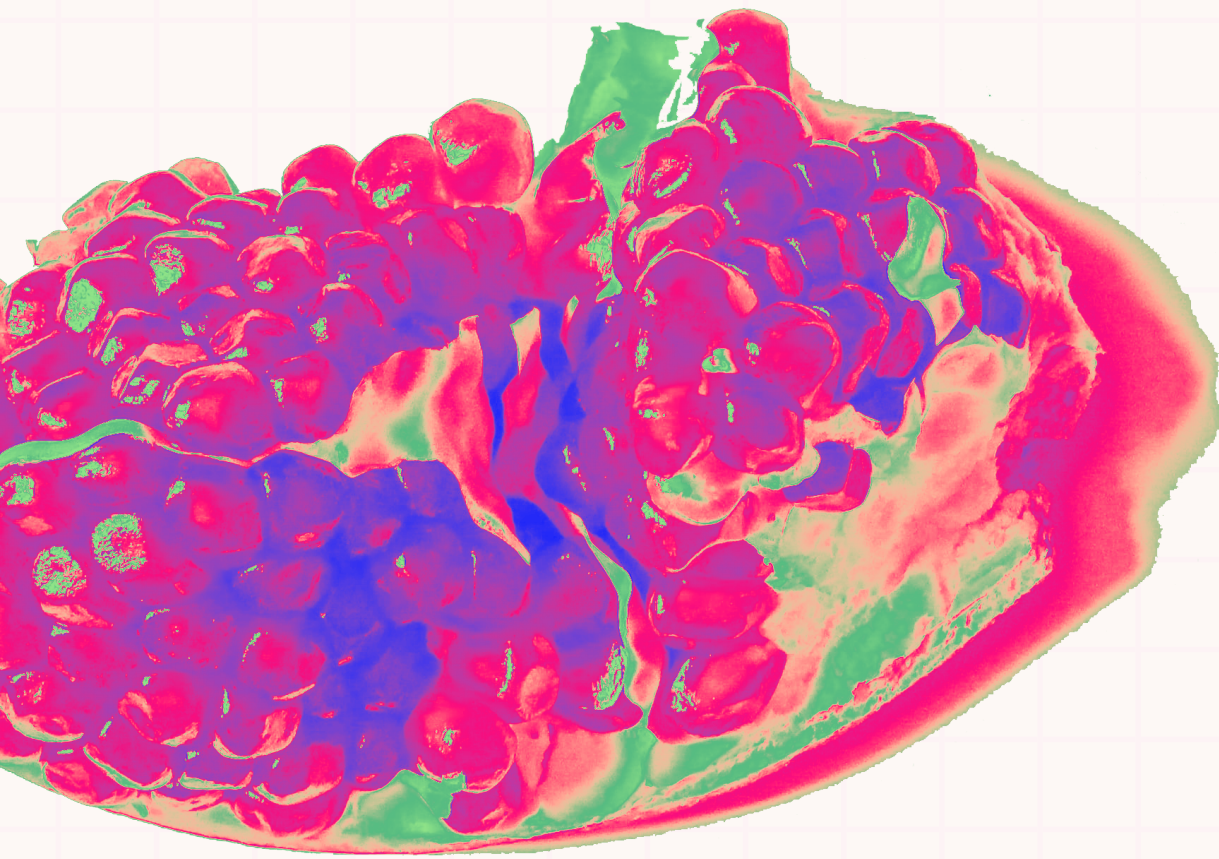
12
single

9
couple

3
trio



HOW many ideas have we received?



we received

23

ideas

WHAT kind of idea have we received?

- 1 Book**
- 1 Cloth collection**
- 4 Digital app**
- 2 Image**
- 1 Painting/Install.**
- 4 Product**
- 6 Product-service**
- 3 Service**
- 1 Technology**

- Wild Heritage - The Greenery Project
- Alpinista
- Composter Master
- Food Good
- Foodnet - Your Local Food Network
- Echo
- Crocodile - Illustration
- Navigation in the wrong direction
- A thousand miles of rivers and mountains
- Printed Crickets
- Bicoco
- Lumod - Off-grid Lighting System
- Genuina
- Mycolitos - Fungle & Good Organism
- Mikilio - Earthenfoods
- Your waste, our save
- Seeds on wheels - Empowering Urban Food System
- No Title (soup kitchen)
- Civitas - A New reality of consumption
- Educational Program
- No Title (Agrotech Private-Public for Rural areas)
- A New space for new opportunities
- Vegetable anti-ripening technology

- empowering communities
- producing food
- increasing participation
- distributing food
- managing community
- minimising waste
- producing energy
- raising awareness
- reconnect people to nature
- reducing food waste
- sharing information
- upcycling fabric
- upcycling food waste

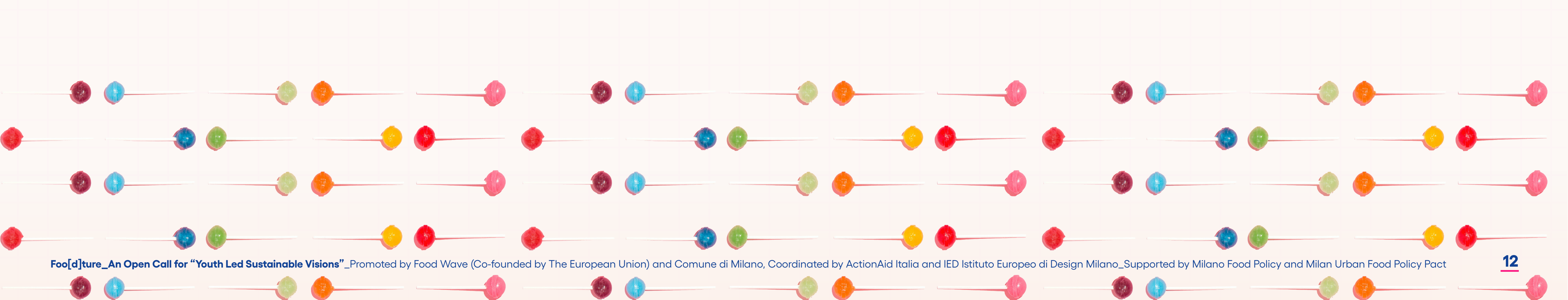
- spec. communities
- generation Z
- millennials
- minorities
- village(s)
- young locals

Evaluation grid

3 Parameters of analysis (Idea Maturity Index):

I. Value propositions (50% IMI):

- Enhancing social relations
- Participatory attitude
- Minimising waste
- Conserve biodiversity
- Mitigating impacts of climate change
- Empowering urban youth for climate action



Evaluation grid

3 Parameters of analysis (Idea Maturity Index):

II. Communication skills (30% IMI):

Qualità dei Testi

Qualità dei Visual

Evaluation grid

3 Parameters of analysis (Idea Maturity Index):

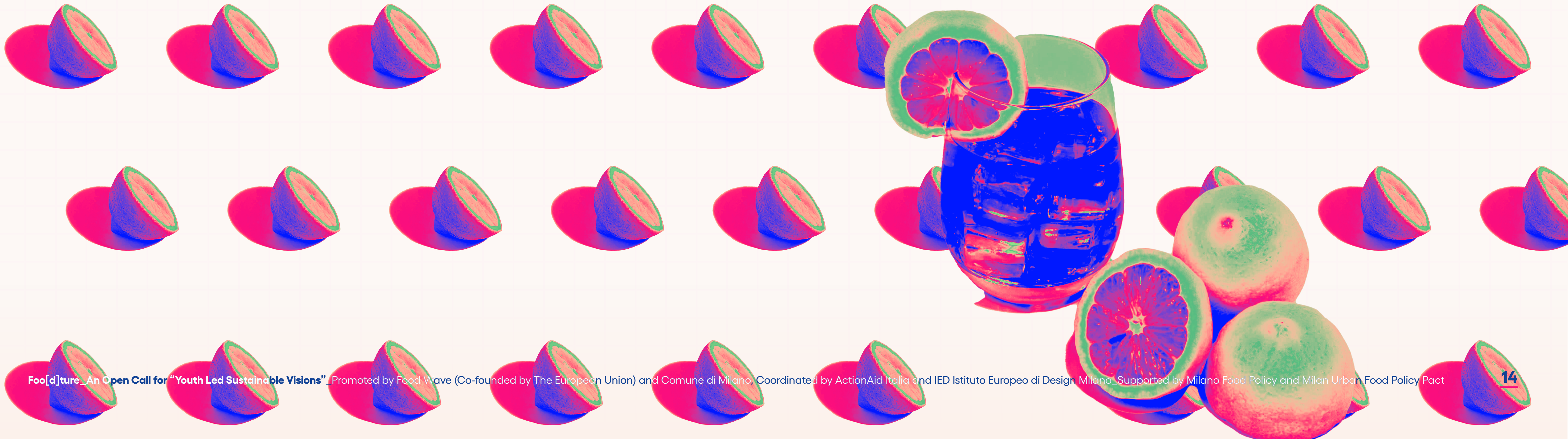
III. Innovative Business Models (20% IMI):

Innovation: Now, Next, New

Sustainable Business Model

Scalable Business Model

Circular Business Model



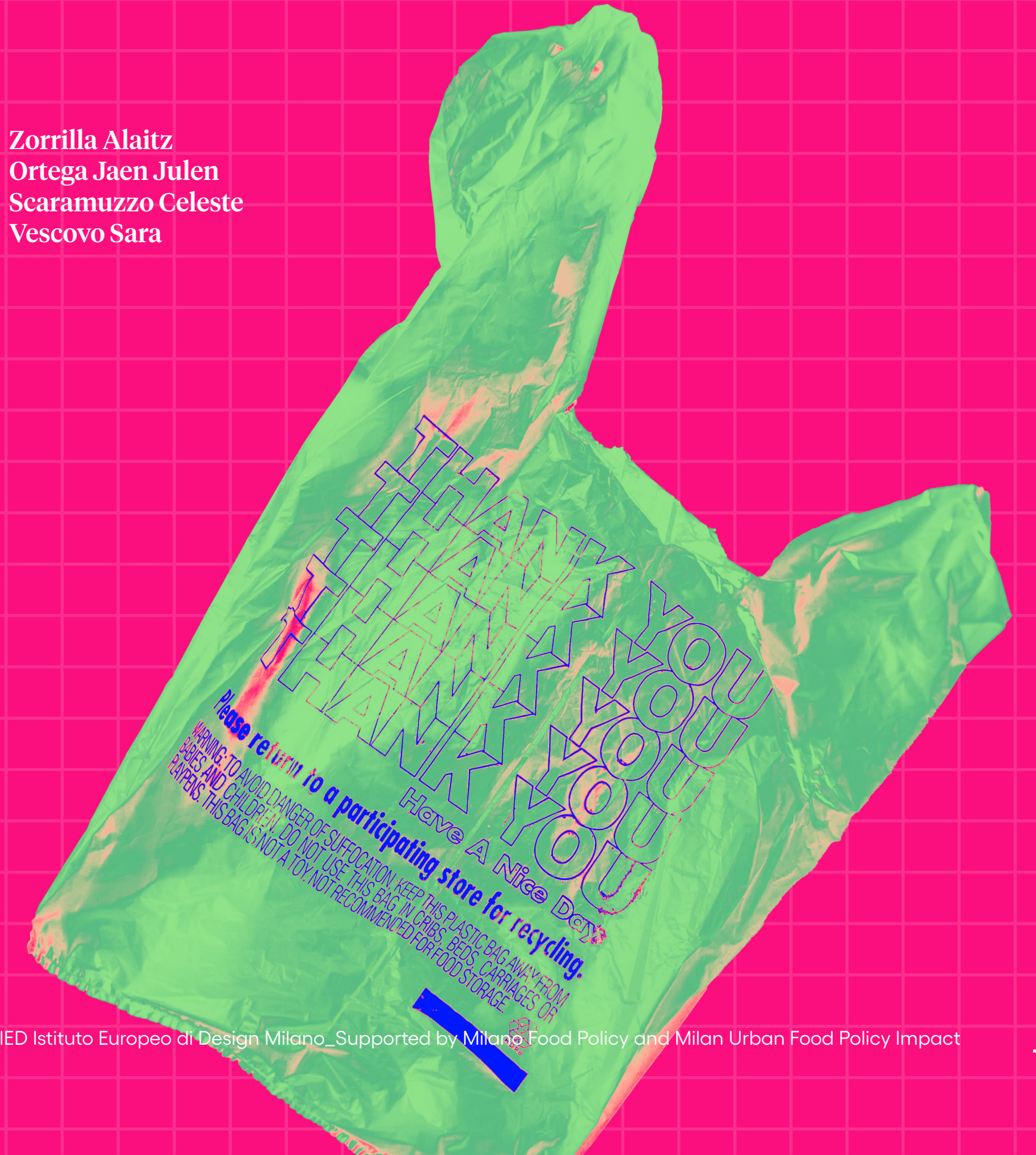
34/39 Application Admitted

(it follows the list of the 20 ideas selected)

- | | | | |
|-------------------------|------------------------------|---------------------------------|------------------------|
| 1. Peng Shuai Paolo | 11. Ciuffreda Anna Maria | 21. Pratas João | 31. Zorrilla Alaitz |
| 2. Salgado Clara | 12. Dargova Anzhela | 22. Marques Da Silva Ariana | 32. Ortega Jaen Julen |
| 3. Kostner Elèna | 13. Dargov Viktor | 23. Arias Molina Gabriela | 33. Scaramuzzo Celeste |
| 4. Serra Alonso Javier | 14. Papoutsopoulos Nikiforos | 24. Garcia Mikel | 34. Vescovo Sara |
| 5. Robinson Norton Finn | 15. Michail Ioanna | 25. Bonvecchio Olimpia | |
| 6. Hannane Yacine Nino | 16. De Maria Chiara | 26. Magnoni Sofia Martina | |
| 7. Lopantsev Andrey | 17. Wenner David | 27. Vaccaro Mara | |
| 8. Shamsahmadi Rana | 18. Masia Giulia | 28. Depardieu Txakartegi Haizea | |
| 9. Ghorbani Ali | 19. Attard Arianna | 29. Cariz Brenda | |
| 10. De Maria Alberto | 20. Taccetta Lorenzo | 30. Quesada de Luis Leyre | |

3 Ideas Rejected

(don't worry, we'll be back to you with some advice to let your idea get in the right path!)



A thousand miles of rivers and mountains

Peng Shuai Paolo

Nation: | China - Italy
Network: | Foodwave
Roles/Disciplines: | Visual Artist

Target: Undefined *addressed to* **Output:** Site Installation *solution typology* **Outcome:** Raising awareness *need(s) to achieve*

Abstract:

Legumes are considered the second most important agricultural crop after cereals (rice, wheat and corn), because they are rich in protein and other nutrients needed not only by humans but also by wild and farm animals. soy enters the FAO (Food and Agriculture Organization of the United Nations) food classification, it appears such a humble plant, but it has an immense food and industrial value: grinding soy produces soy oil, ground soy becomes tofu or animal feed. After a long search in the Chinese, Indian, Pakistani, Turkish, Romanian and Moroccan markets, I managed to buy a dozen legumes that are consumed in different countries. Although in some large Chinese shops they also sell legumes that do not belong to their origin, such as chickpea, mung bean and canjica. Each country consumes different types of legumes, such as in China they mainly consume soybeans, green soybeans, black beans and red beans, however in India and Middle Eastern countries they do not eat much meat due to their religion, so wheat and legumes become staple food. The food selection of a nation is determined by its level of production and has its own characteristics: historical, cultural and geographical. Today, due to the lack of arable land, many of these native legumes have been exported and grown in other continents. The idea is to reconstruct the famous 12th century Chinese traditional painting A thousand Li of Rivers and Mountains using different beans bought from foreign distributors. On the label of these products it is interesting to note a complex passage between the place of origin and the place of distribution. In a strongly globalized context, over the centuries the legume family has been culturally identified, but due to the climate crisis and food crisis, these plants are forced to immigrate and integrate into a new place, passing thousands of rivers and mountains. This project is just a beginning, during its realization it could also evolve into other forms.



Migrant Seeds

Peng Shuai Paolo

Nation: | China - Italy
Network: | Foodwave
Roles/Disciplines: | Visual Artist

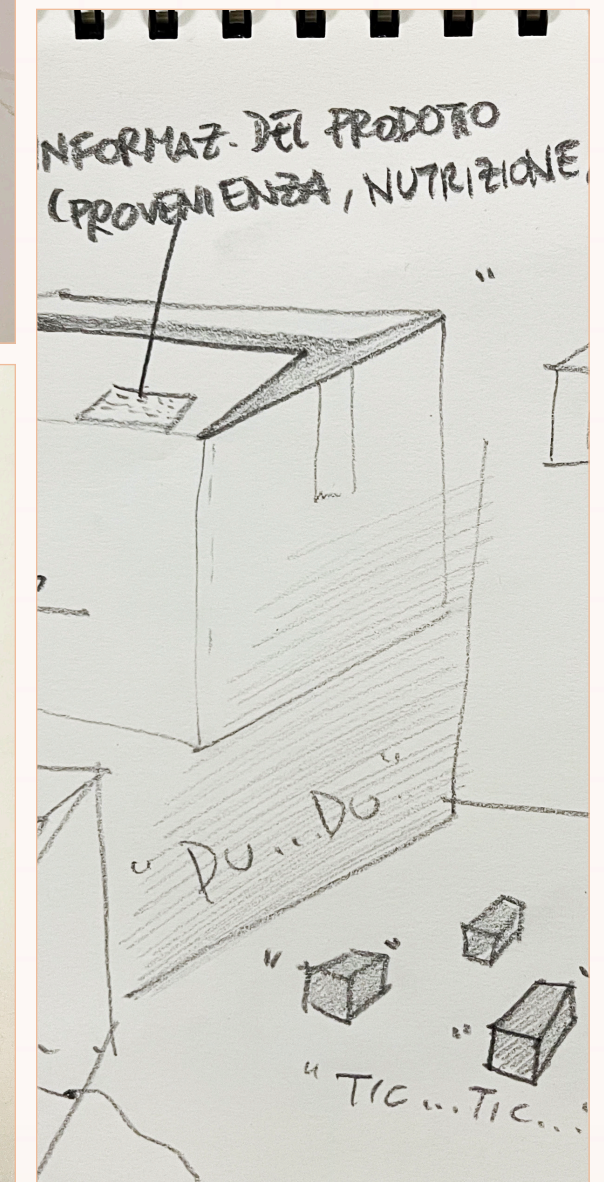
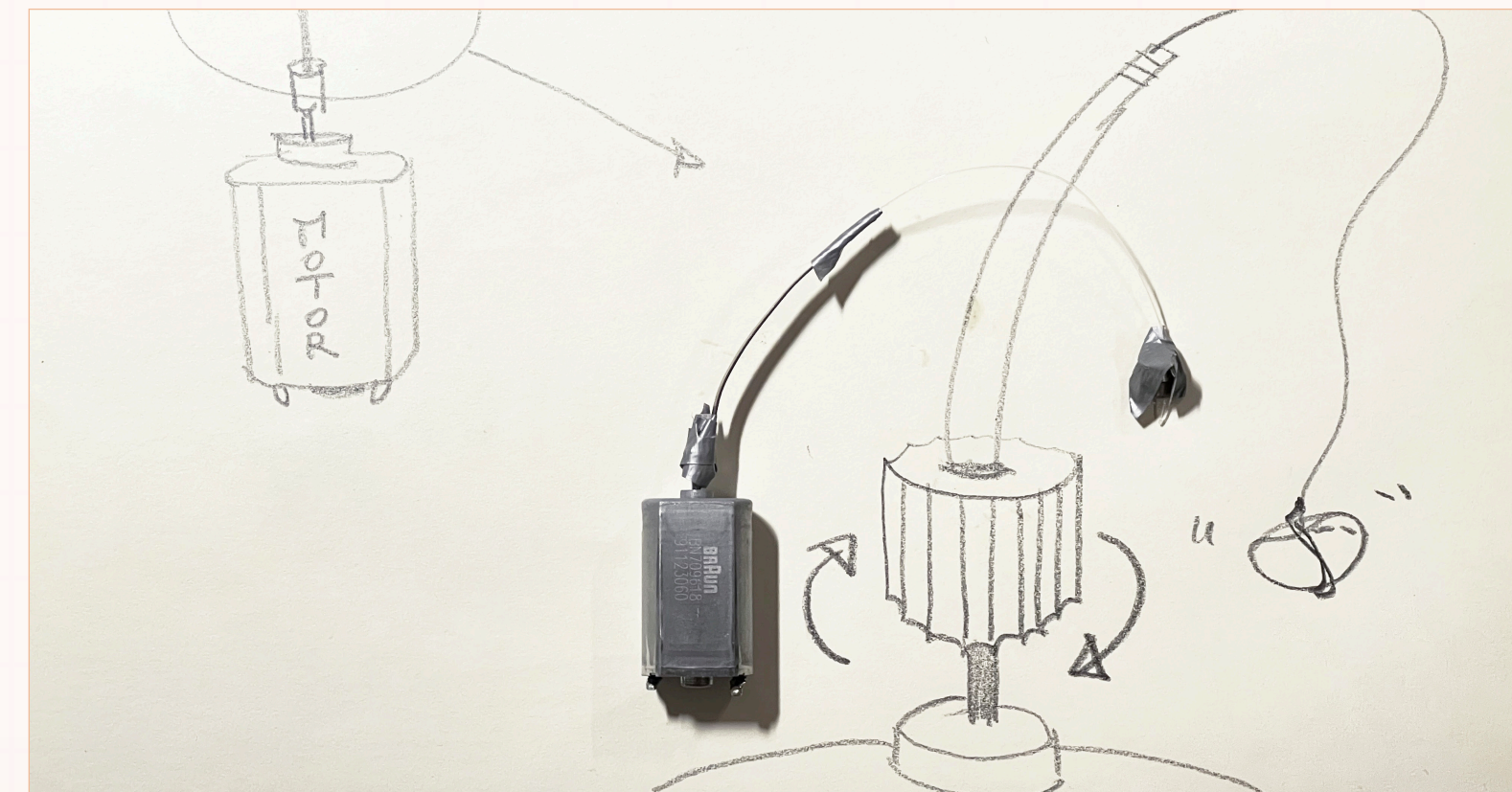
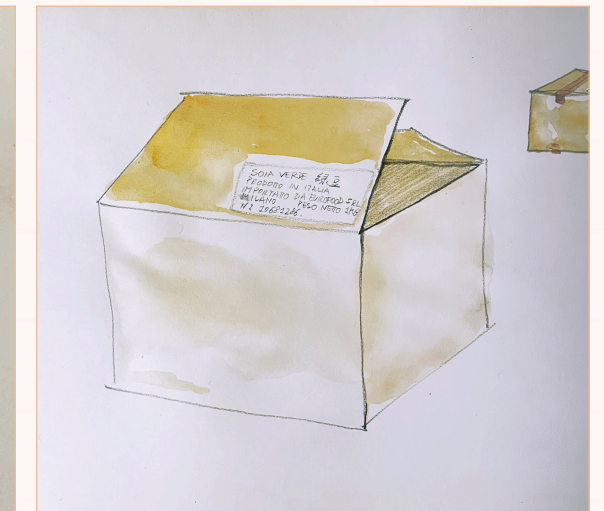
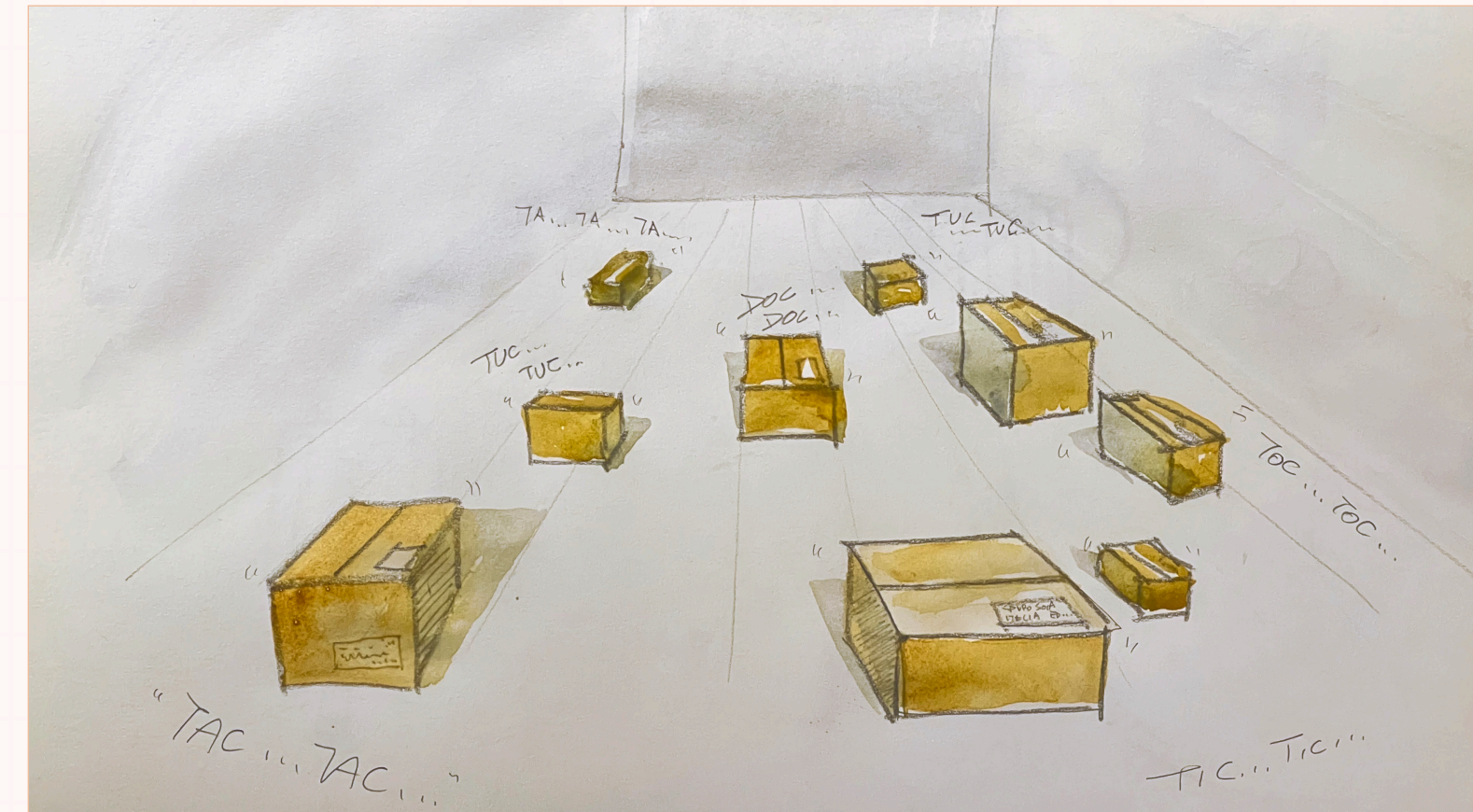
Target: Undefined
addressed to

Output: Site Installation
solution typology

Outcome: Raising awareness
need(s) to achieve

Abstract:

Legumes are considered the second most important agricultural crop after cereals (rice, wheat and corn), because they are rich in protein and other nutrients needed not only by humans but also by wild and farm animals. soy enters the FAO (Food and Agriculture Organization of the United Nations) food classification, it appears such a humble plant, but it has an immense food and industrial value: grinding soy produces soy oil, ground soy becomes tofu or animal feed. After a long search in the Chinese, Indian, Pakistani, Turkish, Romanian and Moroccan markets, I managed to buy a dozen legumes that are consumed in different countries. Although in some large Chinese shops they also sell legumes that do not belong to their origin, such as chickpea, mung bean and canjica. Each country consumes different types of legumes, such as in China they mainly consume soybeans, green soybeans, black beans and red beans, however in India and Middle Eastern countries they do not eat much meat due to their religion, so wheat and legumes become staple food. The food selection of a nation is determined by its level of production and has its own characteristics: historical, cultural and geographical. Today, due to the lack of arable land, many of these native legumes have been exported and grown in other continents. The idea is to reconstruct the famous 12th century Chinese traditional painting A thousand Li of Rivers and Mountains using different beans bought from foreign distributors. On the label of these products it is interesting to note a complex passage between the place of origin and the place of distribution. In a strongly globalized context, over the centuries the legume family has been culturally identified, but due to the climate crisis and food crisis, these plants are forced to immigrate and integrate into a new place, passing thousands of rivers and mountains. This project is just a beginning, during its realization it could also evolve into other forms.



Compost Master

Salgado Clara

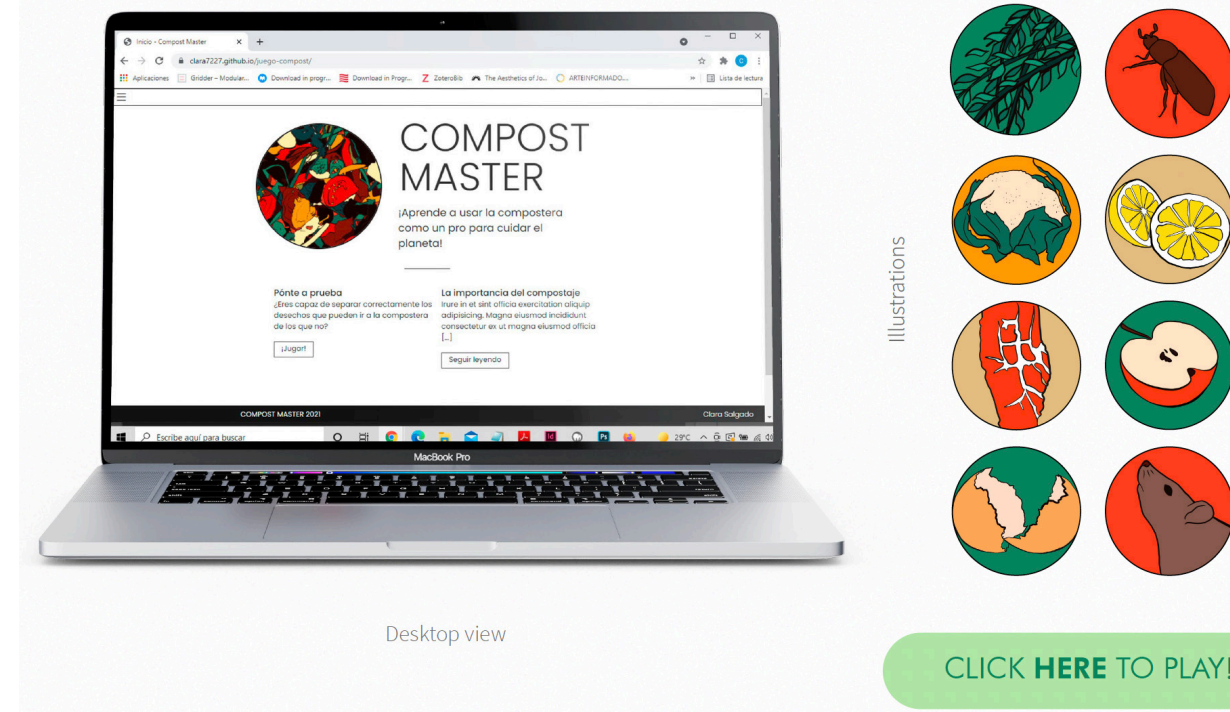
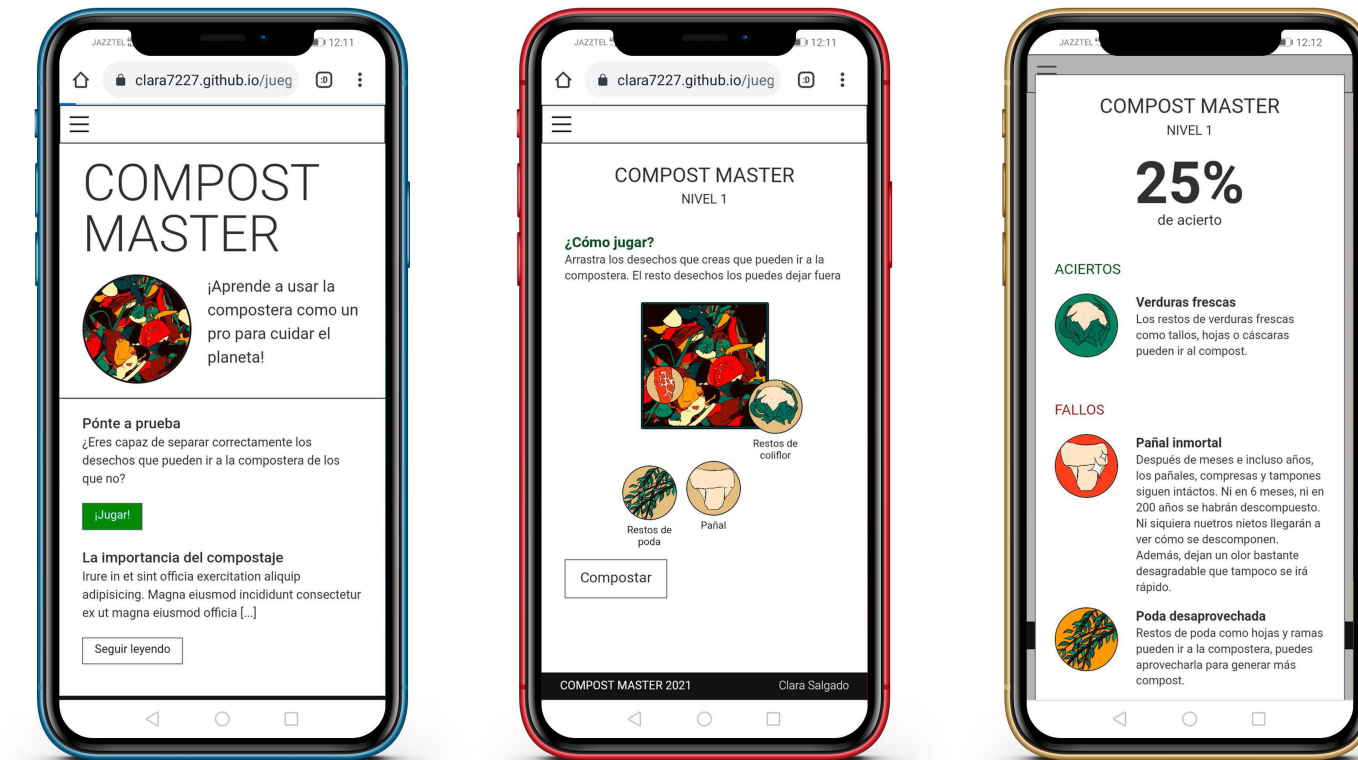
Nation: Spain
Network: Foodwave
Roles/Disciplines: Graphic Designer

Target: Young & Famil. **Output:** Web Application **Outcome:** Raising awareness
addressed to *solution typology* *need(s) to achieve*

Abstract:

“Compost Master” is a phone game that raises awareness and educates about the use of food waste for compost. Composting our food waste correctly will help to slow down climate change, and will return a valuable product: compost. While we must learn to consume all the food we buy/cook, we should also learn that we can also benefit from the inevitable “remains” of our food. Every stage of the food production and consumption chain should be taking into consideration, including the final postconsumption stage, where food waste is produced. Food waste generates approximately 8% of all emissions, but a lot of food waste is actually valuable, since it could be used to produce compost, instead of being thrown away to produce more emissions. The game was designed initially for “Compostaje Comunitario de Hortaleza”, an association in the neighbourhood of Hortaleza (Madrid, Spain) in charge of the 4 composting areas in Hortaleza.

The target are young people and their families. The majority of them don't know how to make compost. For this audience I considered the gamification of the instructions on how to separate waste to make compost. The game has 2 levels (for now). The player stands before a composting bin, and has to choose which waste goes into the composting bin, by dragging the correct waste into it. If the answers are correct, the player will be redirected into the second level. Whether the player fails or not, he/she will get a short explanation on why a certain food waste can go or cannot go into the composting bin. Once the player has played the game, they can navigate through the “Compost Master” website to look for more information. They will find a page explaining the benefits of compost (both for people and for earth), how to use compost for plants, and a map where they will be able to find their nearest compost area. The game can be shared in urban gardens, schools, universities, neighborhood associations, and city councils. The two main goals are to make people curious about compost, and to educate in an entertaining way about how to make compost. That way people will be motivated to bring their own compost into their nearest compost area. Note: the map and the additional information page have not been developed yet.



Alpinista

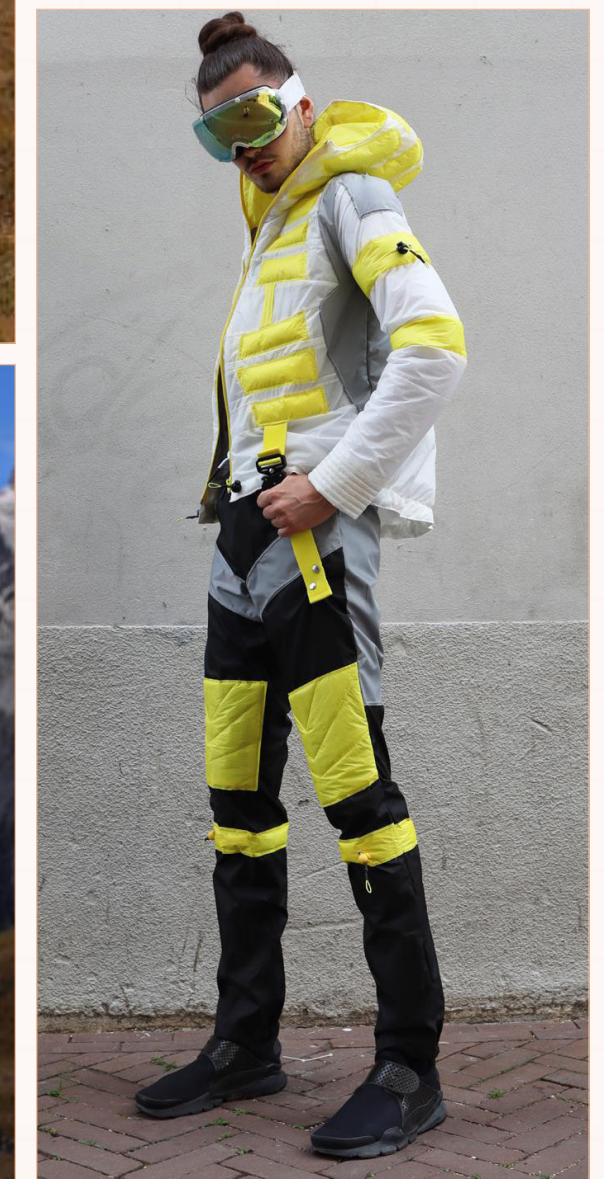
Kostner Elèna

Nation: | Italy
Network: | Green Concept Award
Roles/Disciplines: | Product & Fashion Designer

Target: Undefined *addressed to* **Output:** Cloth Collection *solution typology* **Outcome:** Upcycling fabric *need(s) to achieve*

Abstract:

My work is made to encourage, my collection to empower and the fabrics I use to be reused. When seeing precious climbing ropes, paragliding ropes and colourful fabrics ending up in the trash, many questions came to mind. Why do people not value these high quality materials anymore? The lifetime of climbing ropes and paragliders is very short. After approximately 300 hours in the air, the paraglider becomes brittle and needs to be replaced for safety reasons. As a paragliding pilot, your longing is to fly. If your glider can't achieve this anymore, why bother keeping it, since it only takes up space in your home. This is where we as designers come in. We have an eye for details. We look out for unconventional things to be twisted. I want to open up other people's eyes and create something unexpected. "Create new with the old. Give value to something someone already gave up." By recycling and upcycling we become part of the circular economy, a tool for a positive change. Through this challenge my goal is to connect an old paraglider's soul to the person wearing my up-cycled clothing. Fast fashion has become a common waste production in the last years and as designers it is our duty to make a change. This design challenge could help me to reach out for awareness. I want to inform about the power of sustainability, while making the wearer feel strong and powerful, self-confident and fearless. With my project I want to create a personal connection to clothing. I want to explore what emotional contact a person has while wearing this garments. With this the consumption of clothing should reduce and create a higher value by becoming a personal item. By exploring the feeling of empowerment I dived into an anatomical analyzes of the human body, extracting every single body details and experimenting its values, characteristics, but also explore body spots where a person feels the most vulnerable, and which places make them feel safe and protected. 'Alpinista` is supposed to encourage your self-confidence while keeping you emotionally and mentally young, fresh and full of passion. Paragliding is a sport that demands guts, as you are running into the void. By reusing the fabric that once soared the sky I translate this tenacity into clothing. The collection takes the wearer to a world where he is invincible, flying over the sky. Its bold patterns, dynamic lines and strong colors will encourage more people towards the act and the feeling of being invincible.



Printed Crickets

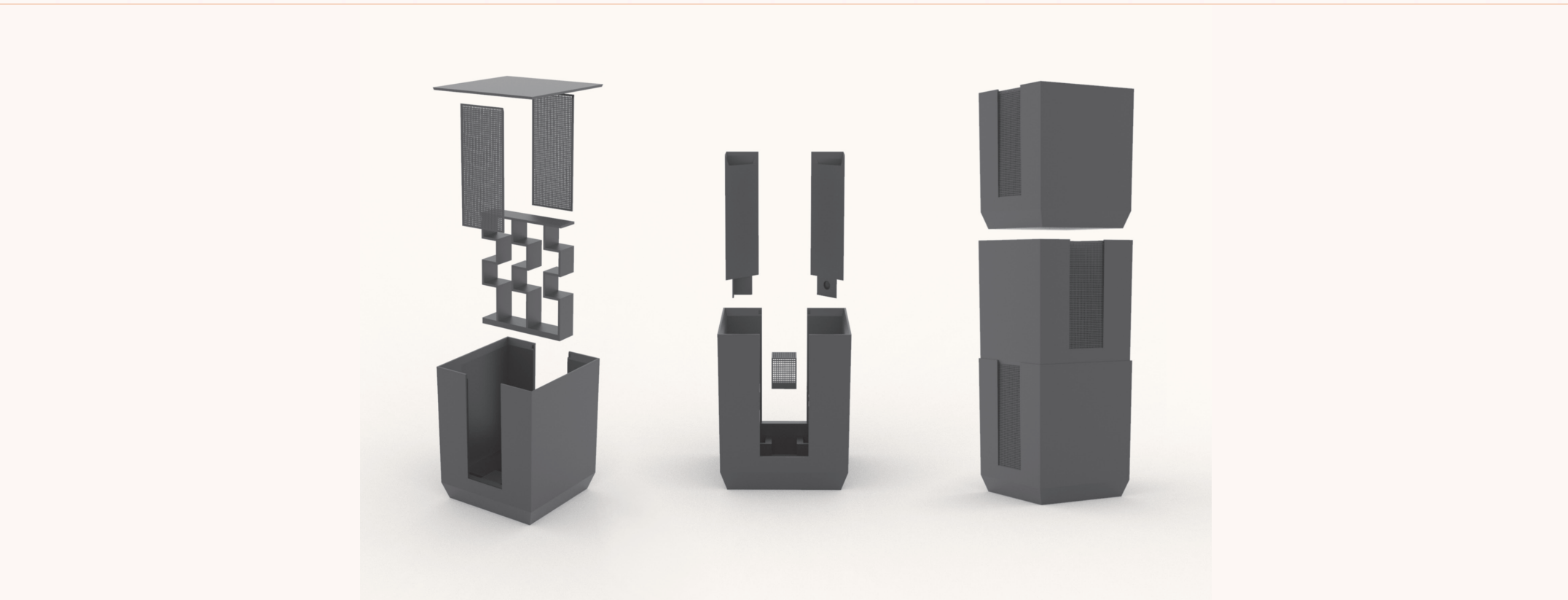
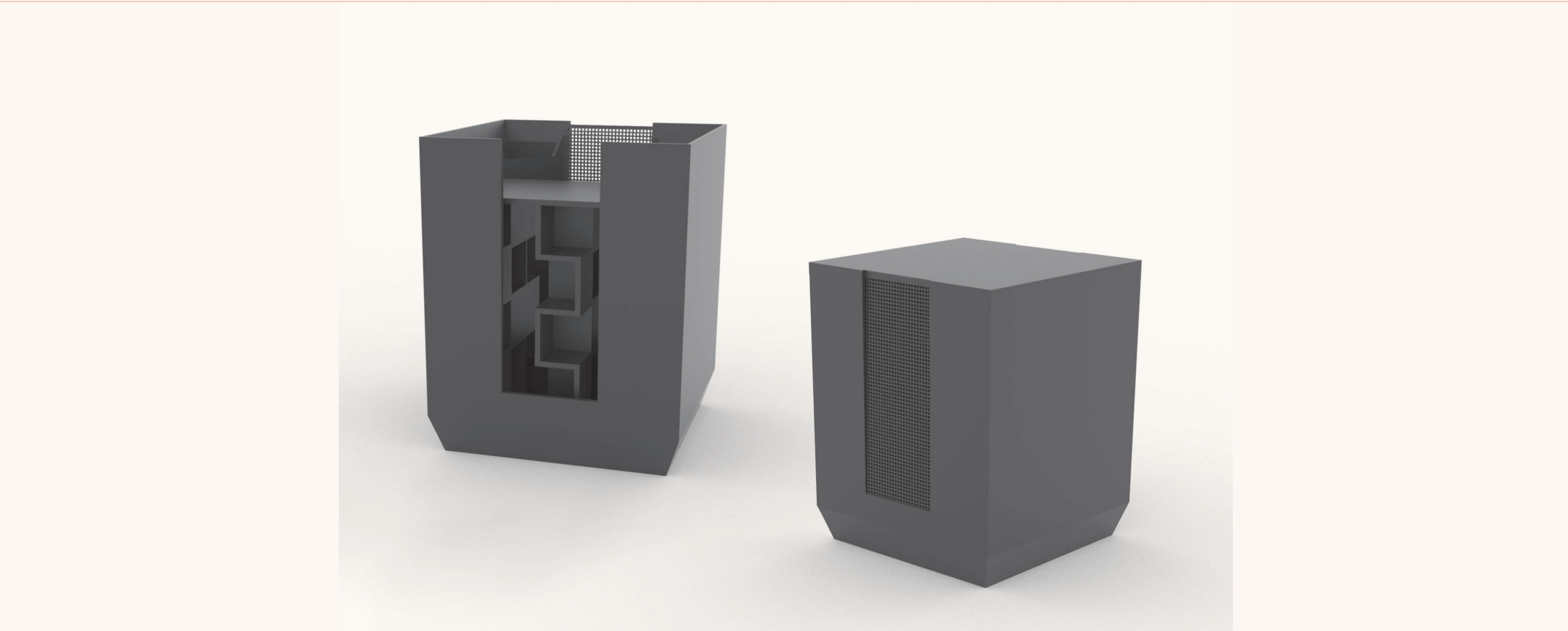
Serra Alonso Javier

Nation: | Spain
Network: | Green Concept Award
Roles/Disciplines: | Product Design & Mechanical Engineer

Target: Community (farm) **Output:** 3D Printed Farm **Outcome:** Food Production
addressed to *solution typology* *need(s) to achieve*

Abstract:

The world's population will be forced to change its eating habits because current livestock production is unsustainable in the long term. This concept anticipates the solution by bringing insects, the food of the future, to everyone. Crickets are an alternative to the usual protein, which pollutes and costs less to produce, as well as having more nutritional value and being a real solution against hunger and climate change. This idea is based on the modular design of 3D printable cricket farms, a design that escapes its industrialised form of massive farms so that anyone, from home or in small communities, can raise crickets for direct or indirect consumption. All of its components have been designed around the needs of crickets, optimised for 3D printing and aestheticised to be incorporated without major visual impact into city gardens or the interior of any home. Although, it is still a conceptual idea and the design is open to improvement. With Printed Crickets, communities will incorporate a better source of protein, minerals and vitamins into their diet, improving their health. In addition, this idea will have huge benefits for our environment by replacing convectional forms of protein farming, and by recycling plastic for home or community-based manufacturing of the parts using 3D printing of pellets. Therefore, its implementation will entail recirculation of materials, which could be plastic food packaging, and tailor-made manufacturing with minimal waste that produces just what is needed, including farm supplements or repairs. Moreover, this new sustainable consumption alternative will be able to bring people together at points in the cities where the farms will be implemented (both the breeding and manufacturing modules), creating a community that will share knowledge about cricket farming and where everyone can participate by recycling plastic from their home, raising awareness of the initiative on a larger scale. At these points, people will be able to pick up or drop off farm modules to take home and continue their breeding and consumption in a self-sufficient way or benefit from communal farms, monitored by the community. With Printed Crickets it has never been easier to participate in sustainable change for a better environment, a better diet and a better tomorrow.



Mycolitos - Fungle

Robinson Norton Finn - Hennane Yacine Nino - Lopantsev Andrey

Nation: UK
 Network: Foodwave
 Roles/Disciplines: Biodesigner - Soft. Engineer - Strategist

Target: Community - addressed to Schools
 Output: Educational service solution typology
 Outcome: Food Production need(s) to achieve

Abstract:

The growth of an organism like fungi is a fun practice, a piece of holistic knowledge that can help reconnect a person with the planet. A better understanding of nature can inspire a fascination, encourage acts of sustainability and help to improve health and well-being. It is a topic of interest to many individuals, but without proper instruction or access to resources, the chances of failure significantly increase. It's a consistent problem for beginners that can be very disheartening. Fungle is a monthly subscription service that provides users with education and access to these resources. It creates an affordable entry point into the world of DIY mushroom cultivation and empowers people to take control of their food source by transforming household wastes into delicious mushrooms. Participants will experience the thrill of discovering a diverse array of mushrooms each month as dedicated mycologists select a unique selection based on the current season. As such, no two months will be the same, making each delivery a special and exciting surprise. Online workshops can be a comprehensive learning experience for a wider audience. Fungle can help guide people towards a deeper understanding of all things fungal-related and challenge them to think about the sustainable changes they can make. Educational packs will also be available for schools, complete with pre-recorded lesson plans at a discounted price. These practical workshops are the perfect solution for teachers looking to incorporate engaging and interactive material into their classrooms. Community partners have the power to bring together a collective of students, community members and hobbyists. Like-minded individuals ready to embark on a journey of sustainability and fungal cultivation. A referral-based system rewards stakeholders with a percentage of the profits, with this money applied back into their own community-focused pots, creating a virtuous cycle of growth and giving that benefits everyone involved. Fungle subscribers will also have access to the exclusive content and resources. Each pack will be lightweight, weighing less than 100g and costing under £1 for delivery with first-class postage, consisting of 80 grams of grain spawn, alcohol wipes, cotton buds, and a pair of sterile gloves. All that is required if the participant utilises household wastes. By repurposing old plastic bottles, tupperware boxes, and glass jars, we can give these items a new life as substrate containers for mushrooms. The substrates are then composed of various household items, including cardboard, newspaper, coffee, coffee filters, straw, and egg shells. Not only does this reduce waste and save resources, but it also creates a sustainable and cost-effective way to grow mushrooms at home.

FACT
 Urban mushroom cultivation can help to repurpose the waste streams of a community, localising its food miles and reducing its carbon footprint.

Pinning stage
 Try to recognise the conditions that the mycelium requires as it grows underground or inside of a decaying log. We must try our best to replicate this, so find a dark space in your house that's warm and dry and leave it here for 10-14 days.
 During this stage, the mycelium will begin to spread throughout the substrate. It may be very tempting to have a peek but try to avoid interacting with it during this period.
 Optional: You can place your substrate container inside a cardboard box. This step helps to contain heat, simulate darkness and further reduces the chances of contamination.

Fruiting and Harvest
 Mushrooms are called fruiting bodies, and at this stage, you will see these pins develop into delicious mushrooms or fruits. In a sense, the mushroom is a little bit like an apple on a tree, being that it's a small part of a much larger organism.
 Once the pins have successfully developed remove the bag (optional step pinning) from the container and continue misting it with water twice for another 7-10 days or until your mushroom reaches maturity.

Urban mushroom cultivation can help to repurpose the waste streams of a community, localising its food miles and reducing its carbon footprint.

Upright presentation for mushroom growing workshop

Each page of the kimchi section in The Little Book Of Fermentation.

Time we had and move it into a humid conditions to mist twice a day with

Misting at the formations.

Remove your container, and to contain the

Fruiting and Harvest

Mycolitos - Good Organism

Robinson Norton Finn - Hennane Yacine Nino - Lopantsev Andrey

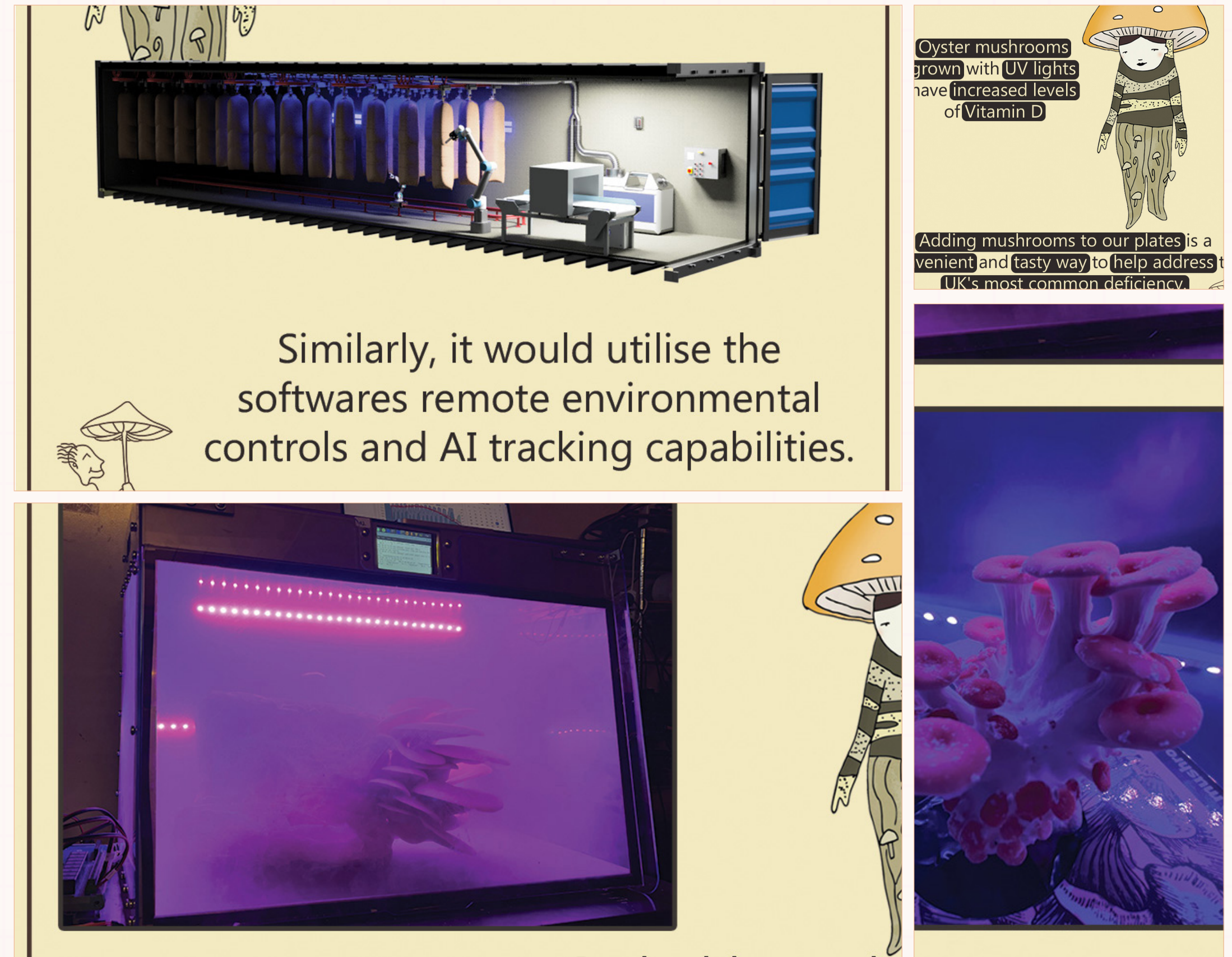
Nation: | UK
Network: | Foodwave
Roles/Disciplines: | Biodesigner - Soft. Engineer - Strategist

Target: Young people *addressed to* **Output:** Urban Farming *solution typology* **Outcome:** Food Production *need(s) to achieve*

Abstract:

Initiative: Good Organisms aims to be a community-focused ED-tech project inspiring creativity and entrepreneurship that helps to improve community and employability. It will guide young people towards the next progression of urban farming and help them to reimagine uninhabitable industrial spaces as areas of food production; an alternative to the market garden that utilises spaces such as shipping containers. It will focus largely on two aspects of food production, mushroom cultivation and fermentation, as each requires similar growth parameters and uses transferable sterilisation techniques. It recognises how the biological and technological can work harmoniously to localise food miles and repurpose local waste streams consistently and efficiently. The software we've developed allows the user to control each farm remotely, alerting them of any issues and significantly reducing risk factors and maintenance times. It is self-learning, and the data collected will help us to continuously advance precision agriculture and methods of urban cultivation by finding the most efficient and sustainable ways to perform these tasks. It is also free to use for community-focused projects.

Vision: Sympoiesis meaning "making with" is a word that we want to incorporate into this vision, understanding that this should be a collective of stakeholders supporting young people so they can develop the tools to support themselves and their communities as we move into the future. The previous workshops have seen us teach our students how to grow mushrooms on household waste and how to preserve foods by fermentation. Its next progression could see students coming together to repurpose university waste streams like the estimated 13.5 tonnes of spent coffee grounds used annually at Manchester Metropolitan. The abundance of SCGs on campus provides an excellent mushroom-growing substrate but also recognises this as a scalable model applicable in every major university. Our dream has the potential to provide tonnes of nutritious foods globally at each university by utilising student-led communities who are passionate about localising food production and being a part of sustainable change. Although ambitious, its success could help universities to navigate through times of uncertainty, where many students and their communities still or will come to suffer from food poverty. The food produced would be distributed across university catering departments, fair food-based projects, and community cafes.



Bicoco

Shamsahmadi Rana - Ghorbani Ali

Nation: Iran - Italy
Network: Green Concept Award
Roles/Disciplines: Product-Service Designer

Target: Undefined *addressed to* **Output:** Spice container *solution typology* **Outcome:** Upcycling coconut shell *need(s) to achieve*

Abstract:

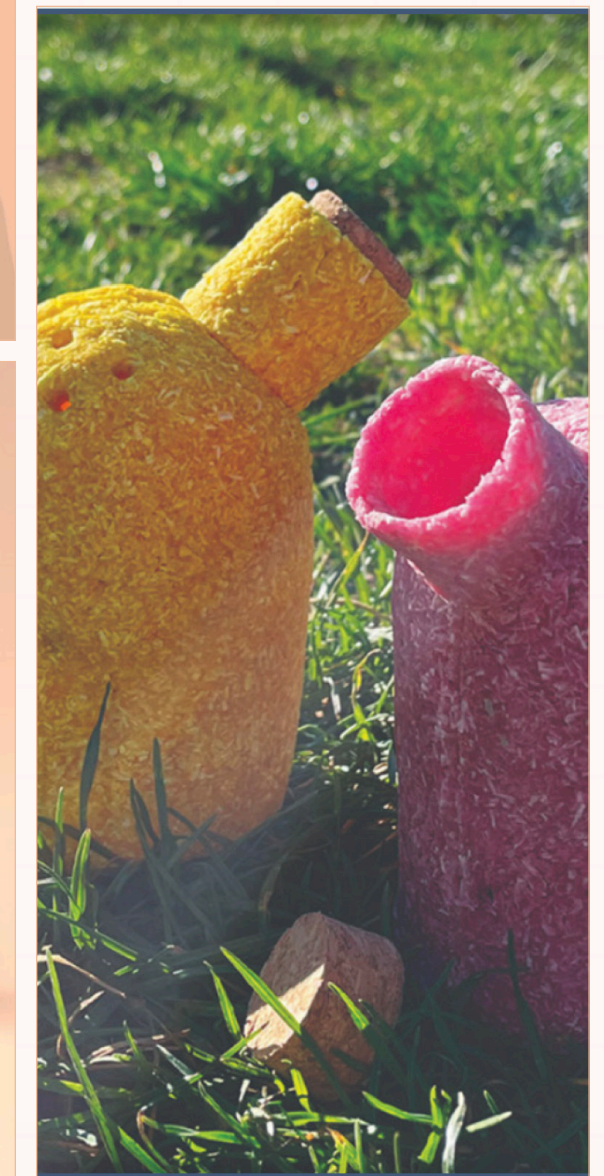
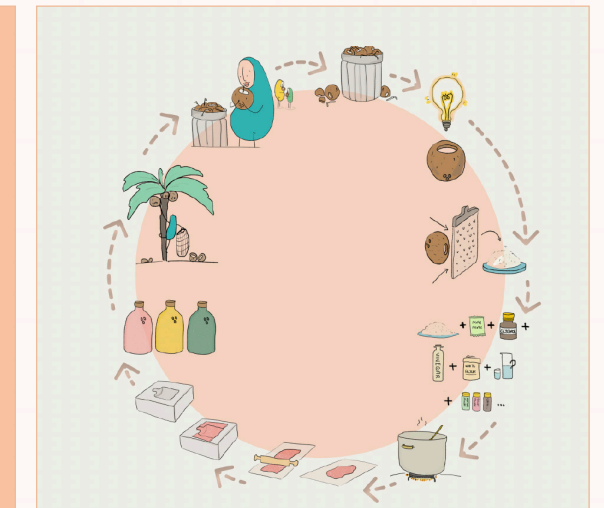
BICOCO is a sustainable spice container made of a Bio-material with aim of re-using high potential food wastes such as coconut wastes. There will be possibility to make new materials which not only they are sustainable, eco friendly and easily accessible everywhere, but also they are efficient financially for production since none of the food wastes are rare or expensive. As designer, we believe we have to appreciate the innovation in the past they have done and feel the spirit they tried to create in the products to get inspiration and adopted them to today's latest developments. Also considering global crisis which humans caused them, designers should take responsibilities through their abilities and skills to encourage people to stop using plastics and design more and more sustainable and green products.

BICOCO was first an idea for one of our design studios in university which was exactly named Material design studio by focusing on innovating new bio materials with wastes of fruits and vegetables. After researching and analyzing the different behaviors of natural materials we listed some of fruit wastes that have ability to combine to other binders. We found coconut a high potential component to make a bio material. As we aimed to use the wastes of fruits so we noticed that in the most of tropical countries such as Malaysia, people mostly just drink coconut's milk and put it's husk and shell away. So by reusing the white endosperm known as coconut meat there will be possibility to make new material which is sustainable and eco friendly.

Although in case of avoiding use of chemical agents and preservatives there were some challenges to make a durable material with necessary standards, but by controlling the quantity of each ingredient in the main recipe we analyzed and experimented different combinations and their behaviors to reach the best one.

We do admire all programs which persuade and support designers to sustainable attitudes and since this challenge is specifically in regards to food production, distribution and consumption, I am so excited to take a part in it.

We appreciate a lot for providing this exciting opportunity for fresh designers like us to present our ideas and to take big steps to make our planet a better place to live in.



Food Good

De Maria Alberto - Ciuffreda Anna Maria

Nation: | Italy
Network: | IED
Roles/Disciplines: | Web Designer - Communication

Target: Fridays For Future **Output:** Mobile App **Outcome:** Reduce waste
addressed to Generation *solution typology* *need(s) to achieve*

Abstract:

Every good idea has a name and the one we gave to ours is: Food Good. Food Good is an app which aims to reduce food waste. It is addressed to people living in neighborhoods, in particular, it has a special focus for the “Fridays for Future” generation. The app has two main functions. Firstly, it notifies the subscribed neighbors when someone has extra food they want to offer, which would otherwise be thrown away and go to waste. The second function is the possibility to invite a neighbor to eat at your house, simply by selecting the option ‘Aggiungi un posto a tavola’ (which means ‘Add a place at the table’), when someone realizes they have cooked way more than what they would be able to eat. In this context, the word “Good” doesn’t only mean good because the offered food hasn’t gone bad, but also because by using and subscribing to the app, you would be doing a good deed to someone else and, as a consequence, to our planet. The app would allow the subscribers to comfortably arrange the time for the food exchange for their preferences and, once the exchange is verified through a photo, it would accredit them some small discounts, usable in their local food markets. The number of exchanges possible per day is restricted to three, as the number of discounts they will receive. Nevertheless, the neighbors that will manage to do more exchanges, will receive a notification on their mobile phones which will alert them to pay more attention the next time they will be cooking or going grocery shopping. In this manner we would like to raise public awareness of an urgent and global matter such as this one. Our app differs from all the already existing ones, such as “Too good to go” because it would be the first one to allow private individuals to exchange their food in an easy and practical way, since the subscribed neighbors would only need to move from one floor to the other. Ultimately, we could say that “Food Good” is doubly sustainable because it aims to avoid food waste, but also because it consequently limits air pollution created from any mean of transport needed to reach a supermarket.

No_Name (Educational Program)

Dargova Anzhela - Dargov Viktor

Nation: | Bulgaria
Network: | Unknown
Roles/Disciplines: | TMF Quality Proj. Manager - Assist. Op. Manager

Target: Young generations *addressed to* **Output:** Edu-Program *solution typology* **Outcome:** Constructive Curiosity *need(s) to achieve*

Abstract:

The examples for the environmental collapse we have the potential to cause are evident and for many it may seem inevitable – however with inevitability comes no urge for action. It shifts the focus from what we could do to how little the effects of single daily actions are, compared to global decisions. Between the choices of tackling inflation, attempting to reduce single-use products and reduce one’s carbon footprint, even those willing to make a contribution may hesitate to begin, challenged by the perceived obstacles. The effect of capitalism and short-term goods is becoming a more popular topic thanks to activist groups, Youtube channels and popular media. Informational courses such as the ones developed by FoodWave allow to bring together likeminded people and provide them the means and inspiration to make a change, bringing fruition to the effects of the reference group and ripple effects. The fields on which our group would like to focus with the current project are availability of focused information and the understanding that such a future is possible. Evolutionally humans are more likely to be optimistic at a younger age, allowing new experience and learning. In the spirit of the euristic “availability”, we would like to propose an educational program for younger members of society, including streamlined information about available solutions and steps. A knowledge foundation in line with sustainable foodtures will allow those members faced with the upcoming environmental challenges to have the opportunity to apply their knowledge – and their developing potential and hopes in turning innovative projects into reality. The topics to be covered include: 1) A brief overview of the challenges faced; 2)Daily activities supporting sustainability; 3)Sustainability and its relation to personal health; 4) Basics of sustainable agriculture and practical examples of DIY farming at a garden or at home; 5) Overview of available professions and specializations, as well as global and local companies with significant sustainability and ecological impact In the times of information, we are daily drowned in data; 6) News, stories, alerts requiring our immediate attention. While accessibility allowed access to far more knowledge than was ever before available, in the sea of data many face the fight or flight instinct, as opposed to constructive curiosity. Providing the streamlined, focused guidelines summarized in topics would allow a more approachable, clear and achievable perspective for the trainees and support their interest and future perspective in this direction.

Mikilio - Earthenfoods

Papoutsopoulos Nikiforos - Michail Ioanna

Nation: | Greece
Network: | Unknown
Roles/Disciplines: | Architect - Agronomist

Target: Young (+diets)
addressed to

Output: Service
solution typology

Outcome: Food Production & Distribution
need(s) to achieve

Abstract:

Towards a natural way of living We share a dream of Greece to be recognized as a fertile country, able to nourish its residents through a regenerative syntropic system of cultivation and a sustainable production chain. Our action is visible by creating a multitude of products and recipes that bring ecological awareness to food consumption and nutrition to any consumer. As a part of the Mikilio (mycelium) Cooperative, so part of a network that follows the principles of circular economy and horizontal cooperation, we are operating with a view to continuous progress in terms of economic sustainability and ecological regeneration. Following these guidelines, "Earthenfoods" promote a diversified market that supports local farmers, sustainable businesses and cooperatives. The values of a circular production chain define our economic policy in all layers of the cultivation and processing of the primary material: carob fruits, sunflower seeds and olive oil, as well as oats, apples, oranges, carrots, and beetroots. This way Earthenfoods products have a zero use of sugar or its substitutes, zero use of animal derivatives, zero use of dyes or preservatives and zero pesticides during the cultivation process. The results are healthy and nutritious viands, rich in vitamin E, polyphenols and highly concentrated tannins, making them a source of antioxidants. Because there is no need for preservatives, the products are pure and the disposed material is very little and mostly recyclable. Nevertheless, carob tree (*Ceratonia siliqua*) is a part of the Mediterranean vegetation (maquis) and is perfect for agroforestry production systems, having a positive ecological impact. Through our merchandise we aim to extensively support the local natural cultivation of sunflower and carob, rising the economic agricultural development and opening the access to many new vacancies at national level. Via Earthenfoods website, we seek to educate users about the nutritional and ecological benefits of carob fruits, sunflower and the other products we use. Our goal is to have a range of nutritional mixes that will be sold at an affordable cost, simultaneously serving a wide range of consumers with a system of ecological packaging and container reuse. This way our group will provide food and drinks of high nutritional value suitable for children, athletes, diabetics or vegans. Plus, we offer healthy enjoyable to anyone that is already interested in turning to a corresponding ecological and nutritional direction.



Wild Heritage - The Greenery Project

De Maria Chiara

Nation: | Italy - Germany
Network: | Foodwave
Roles/Disciplines: | Artist (visual)

Target: Local Comm.
addressed to

Output: Cook Book
solution typology

Outcome: Reconnect people to nature
need(s) to achieve

Abstract:

“Wild Heritage,, is an alternative cook book conceived as a further extension of the participatory art project curated by the artist Chiara De Maria, designed in 2021 during the UNIDEE residency programme „Groundwork for Embedded Arts Practice™ supported by cittadellarte Fondazione Pistoletto in Biella. The Greenery Project aims to trigger a process of care and protection of wild plants by raising awareness among the local population. It is a project designed to ,reawaken the close connection between the native wild plants of an area and the people who live there. The project includes specific and distinct phases (a documentary, didactic workshops on cyanotypes and spontaneous plant recognition, sending of letters dedicated spontaneous plants to involve and empower each citizen, projection and a final collective visual installation) is developed over the course of a year, and each time it arrives in a village, it is the local people who become the protagonists. A fundamental theme discovered and valorised within the project is the collection of spontaneous edible herbs and their use in cooking. Every small village in Italy has its own traditions in this regard: there are recipe books handed down only orally that are being lost over time, but which the project wants to bring to light again. Nutrition using wild herbs is a revolutionary act in many respects: it connects us with the roots of the place in which we live, it requires knowledge and attention, it teaches us to respect nature but also to observe it, it rebalances the functions of our body by bringing it back to a nourishment to which we are no longer used to. Above all, it is a sustainable practice, which does not involve intensive cultivation and which in several respects leads instead to the protection of the land in its most wild’ state. The book is conceived with a contemporary layout; an artist’s book containing recepies but also photographs and cyanotypes prints. All the photographic materials as well as the recepies were made or collect during the editions of The Greenery Project. “Wild Heritage, presents wild plants in a new guise, elevating them from their ‘cultural role as infesting weeds to their wild spontaneous nature with valuable nutritional and healing properties.



Lumod - Off-grid Lighting System

Wenner David

Nation: | Sweden
Network: | Green Concept Award
Roles/Disciplines: | Product Designer

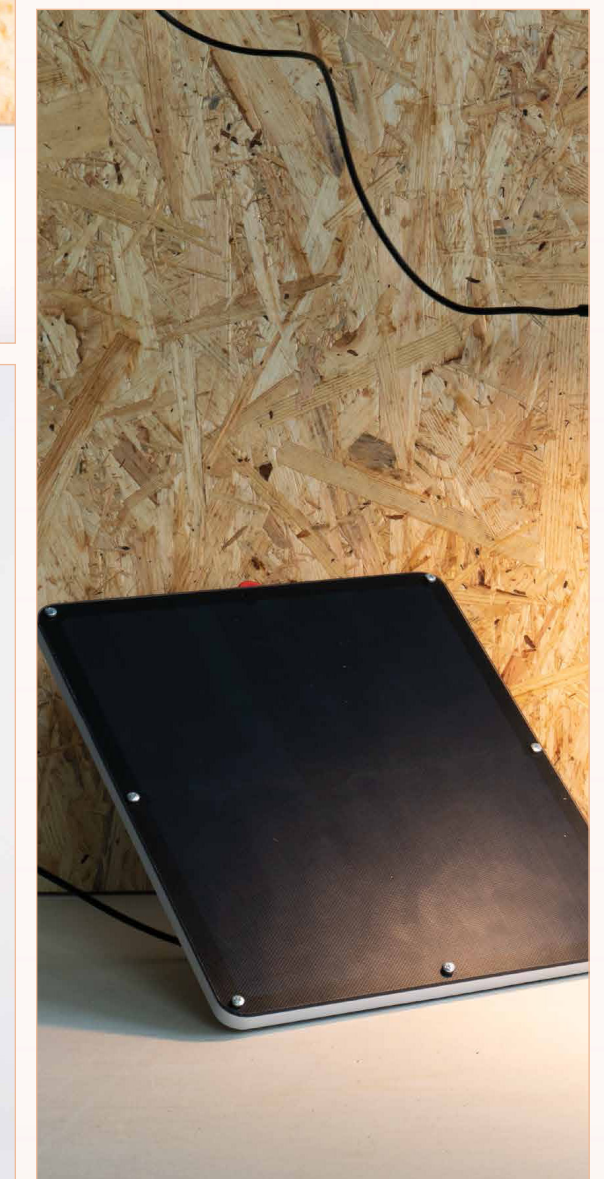
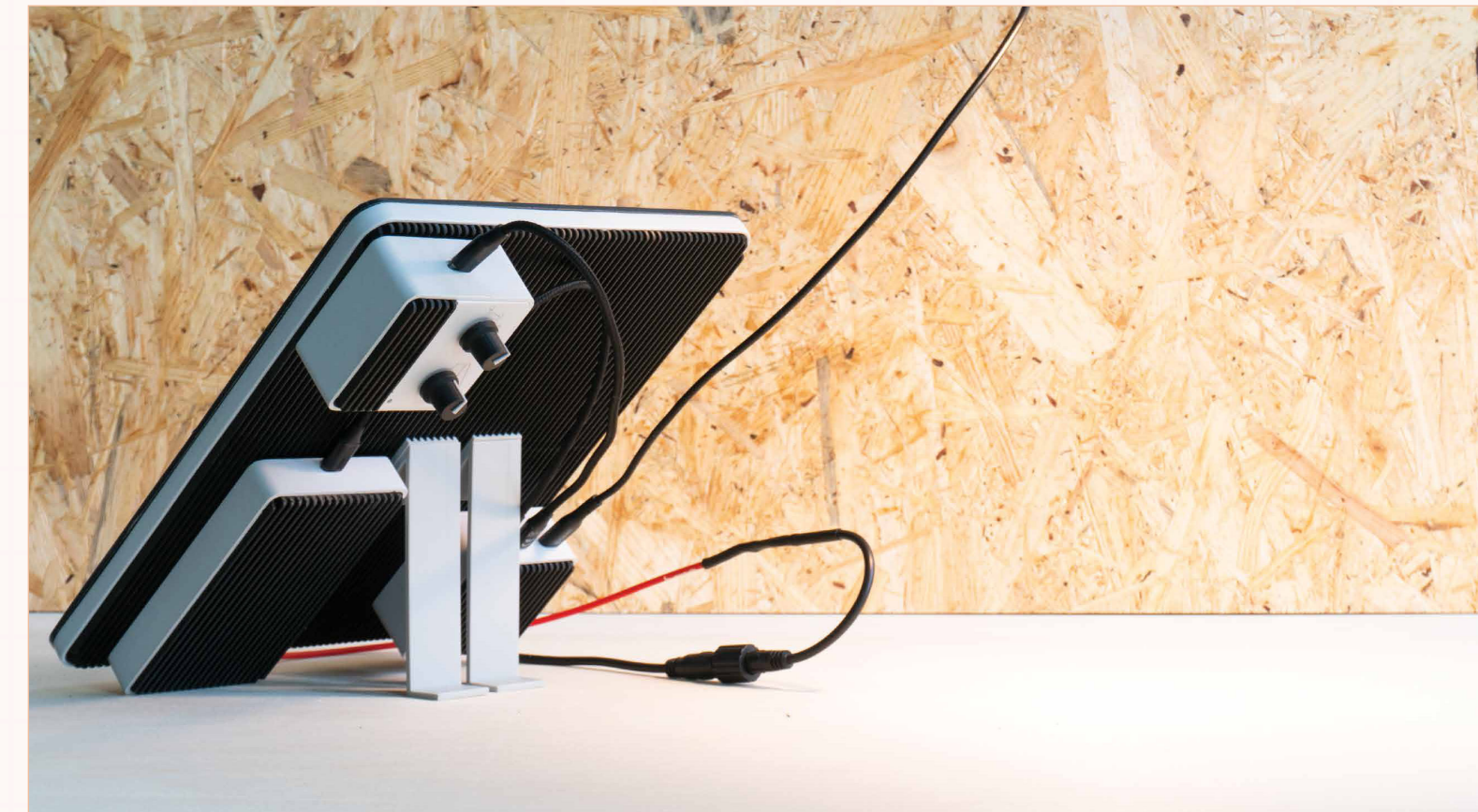
Target: Off-grid
addressed to community

Output: Light
solution typology

Outcome: Lighting
need(s) to achieve

Abstract:

The light is designed for people who are living in off-grid, sustainable, and self-sufficient communities. Instead of creating one unit, the light is divided into 5 different parts. This enables the user the ability to easily switch our parts in case something would break. To run the light, only the battery and the light module are necessary. The battery will be charged when connecting the charger and the solar panel. The microcontroller enables the user to regulate the intensity of the light as well as opening up possibilities to extend the technical capabilities of the system. Currently we have a light sensor that turns the lamp on when no other light is available and a motion detecting sensor to save energy. The light is open for modifications to suit various use cases. The user could add personalized extensions such as hooks to hang or mount the device on the grid created on all sides. Our hope is that a community of users will use this open framework to further improve the lamp by adding code and sensors that make sense to them. Because at the end of the day they can see needs and opportunities that we as designers could never have.



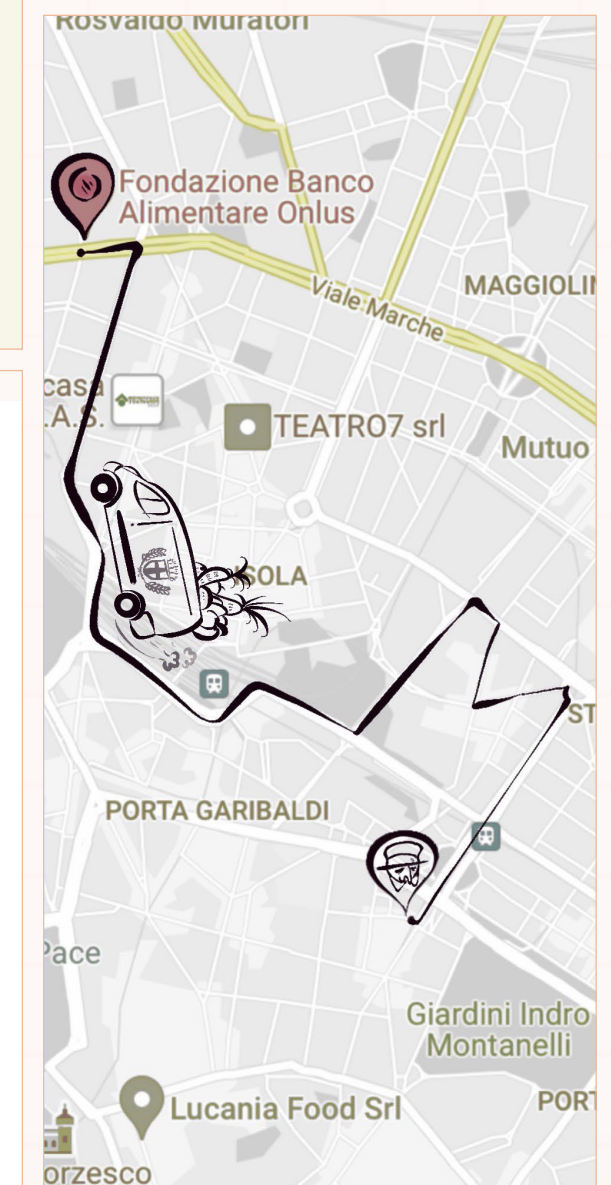
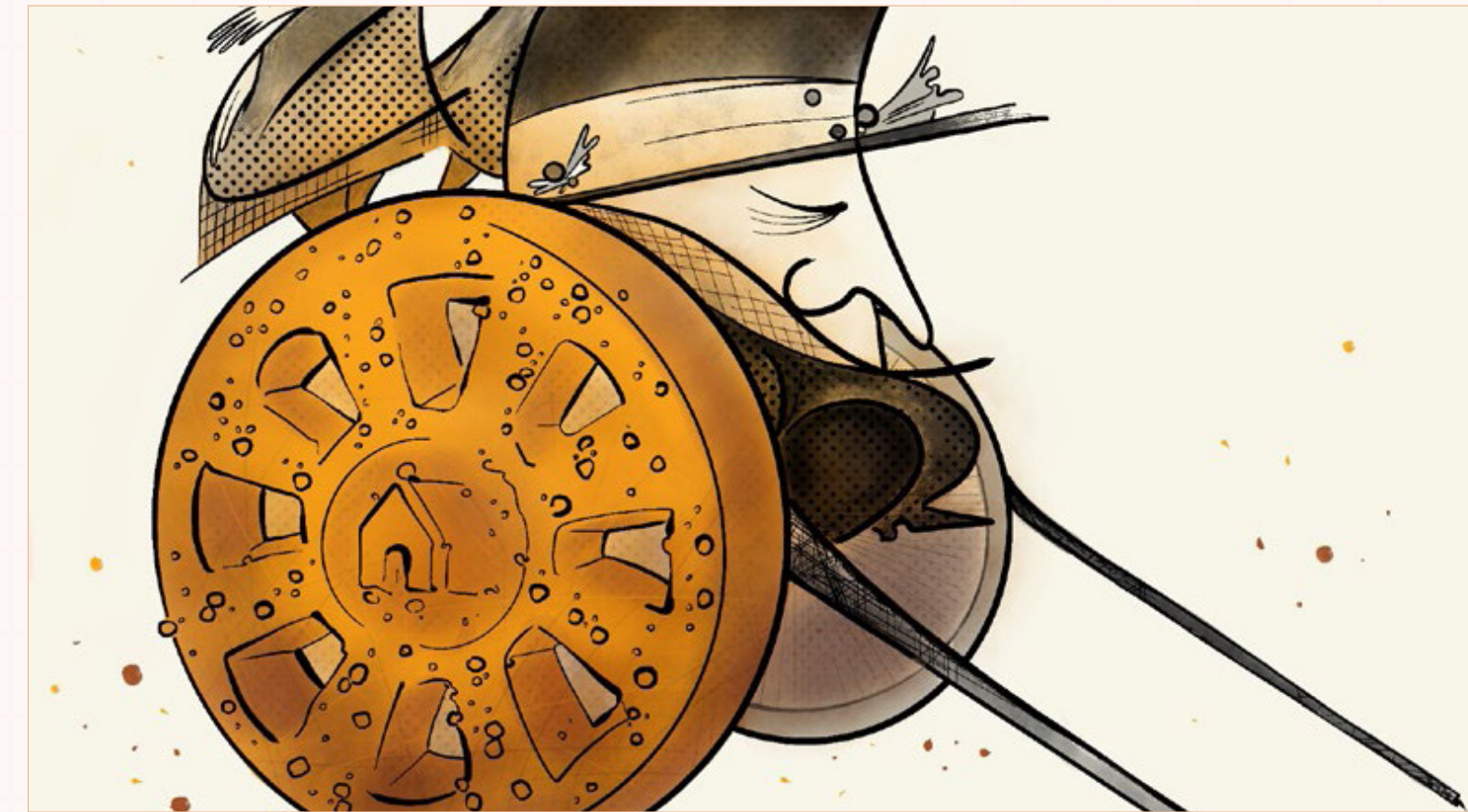
Your waste, our save Masia Giulia - Attard Arianna

Nation: | Italy
Network: | IED
Roles/Disciplines: | Illustrator - Food Engineer

Target: Local charities *addressed to* **Output:** Service *solution typology* **Outcome:** Minimising waste *need(s) to achieve*

Abstract:

Man is a social animal. We live in community, which is wonderful. This lead us to interact with other people, living in harmony. Our role in society becomes a support for those around us. Individuals' problems are everyone's problems. The waste and the pollution what comes with, is a everyone's problem. Industrial quantities of food are produced by the factories every day to meet the needs of the community. Much, too much! The shops are unable to sell all their products every day and by law they have to get rid of them, throwing them away. But supply doesn't actually exceed demand, it's just not distributed properly. Many people in need can't afford to buy food and shopkeepers can't afford to give away products for free... maybe don't give away, but donate yes. There are numerous associations for the distribution of food to the most needy. But how can a private individual get to communicate with these companies? How can he know the real needs? How can he transport their product? Additional costs that not all shopkeepers can afford. Sometimes good will alone is not enough. What to do? We have a proposal. Through digital support, each shopkeeper will be able to upload the amount of waste he is willing to donate daily. The charities present in his area will be able to book it online and through a public delivery system this apparently excess product can be used for the benefit of those in need.



Genuina

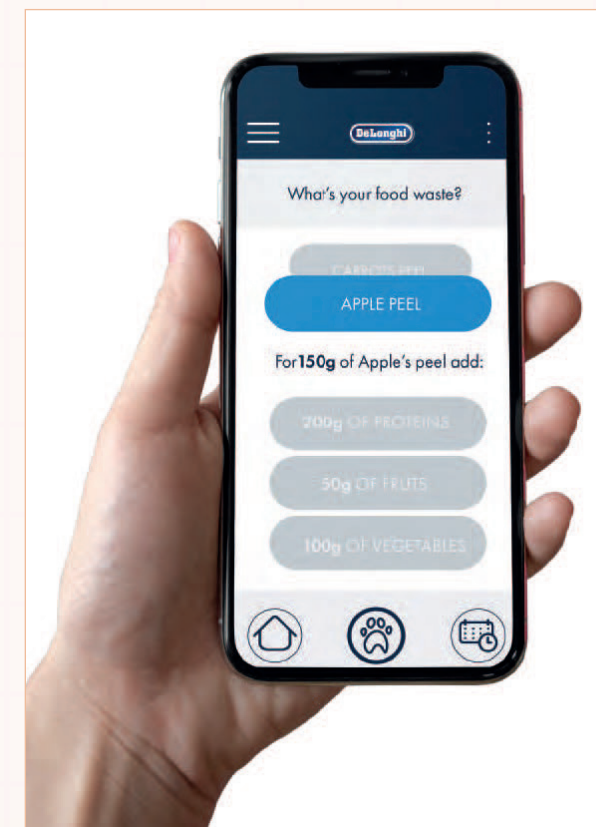
Taccetta Lorenzo

Nation: | Italy
Network: | Green Concept Award
Roles/Disciplines: | Product Designer - Engineering

Target: Millennials, Gen Z *addressed to* **Output:** Product-service *solution typology* **Outcome:** Minimising Waste *need(s) to achieve* Producing Food

Abstract:

I wanted to describe my concept with this slogan “The first smart appliance to create pet food while reducing food waste” to immediately give a clear idea of what it goes to do. The initial research started from the mega trend of Millennials and Generation Z, and developed by analyzing the sub-trends related to the “New Normal,” which we are part of, also as a result of this pandemic and how people’s habits have changed. Some surveys that I have personally conducted with questionnaires and interviews or some publications have shown that 83% of the people surveyed recognize the negative impact on the environment, but very often do not know how to reuse it. In addition, 2,200 tons of food are thrown away in Italy, and many people said they are willing to reduce food waste at home, but the obvious gap is a product or service that educates the user to do so. Another relevant theme, concerns the importance of pets, which are extremely beneficial from the standpoint of mental well-being, especially for millennials between the ages of 25 and 30, who are the group that suffers the most from stress. Further confirmation of this trend is provided by the pet food market, which, with a 2.8 percent increase over 2018, now exceeds 2 billion euros. Buyers tend to choose premium and high-quality products. As they tend to transfer their diet to the animal. From these premises came my idea of wanting to design Genuina, a smart household appliance that could help users reduce food waste and discard, during its preparation, resulting in food for their animal. To ensure the welfare of the animal, I contacted Dr. Antonio Manfredi (former president of the Italian Veterinary Association), whose input was instrumental in understanding the needs of even this secondary and directly affected user. Integrating the function of a dryer, blender, and pelletizer; the product exemplifies a down-sizing of industrial processes, with the difference that with the special App the user can also decide to schedule the pet’s portion and meals in the day, to keep track of its diet even outside the home. So the idea aims to position itself as a current, awareness-raising product that is close to environmental and food waste reduction issues for a youth audience and customized for the pet’s well-being.



Seeds on wheels - Empowering Urban Food Systems

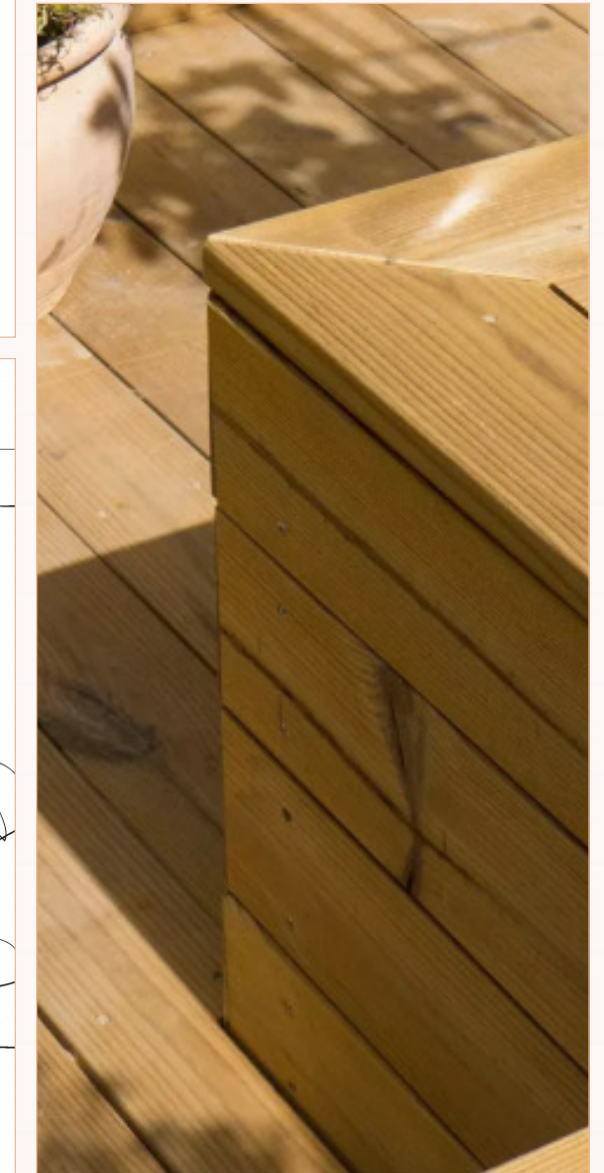
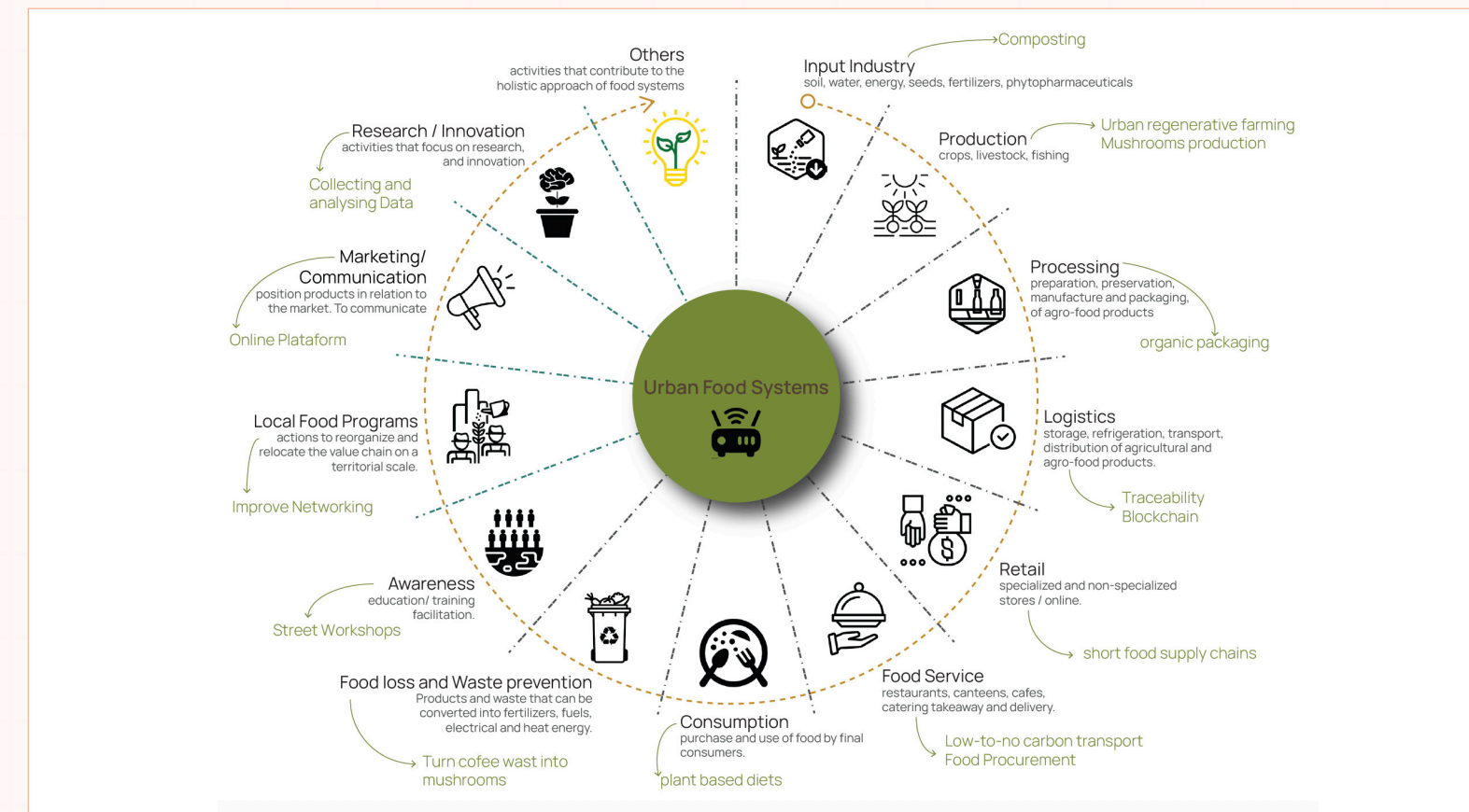
Pratas João - Marques Da Silva Ariana

Nation: Portugal
Network: Food Wave
Roles/Disciplines: Architect - Urbanist

Target: Locals addressed to
Output: Product-service system solution typology
Outcome: Empowering Communities need(s) to achieve

Abstract:

We are living on the edge. The world's growing population has an impact on the climate crisis, biodiversity loss and resources depletion. With the world population increasingly living in urban settlements, local communities face many challenges, including related to health and food security. While food is only one piece of the puzzle, sustainable and circular food systems are at the core of the solution to many of these problems. But we need the involvement of all relevant actors. This can be particularly challenging given an increasingly dysfunctional urban population. How can we empower local communities to become drivers for change in the redesign of the urban food system while improving urban spaces? By activating, connecting and empowering the youth, our proposal - the router - places the seeds for that change. Like a living organism, it adapts to the local circumstances, either seeking opportunities to help local businesses improve their sustainability performance, implementing nature-based solutions in urban spaces or connecting people around the discussion of common issues, goals and solutions. The router has two inextricably linked dimensions: an offline & an online. In the offline mode, the router takes the form of a moving parklet: a platform that moves on wheels through the city, seeding new links as a banner for sustainability. Once it stops, it shapeshifts with its surroundings, adapting to local needs and the temporary uses that are required of it. Once it gets relocated, it leaves a trace of renewed practices and social ties, that will form roots, boosting urban food systems and spaces' regeneration. In the online mode, the router maps local agents, connecting them and unfolding possible and fruitful synergies. From food production or retail innovations to consumer needs, the router enables the creation of a database that brings together agents from all key dimensions of the urban food system, driving innovation, feeding research and supporting decision-making processes. The router will bring seeds for change to your city through the creation of both an online and an offline platform that opens a space to innovative practices to flourish through the exchange of ideas. By focusing in three key dimensions - food system, urban space, local communities - the router fosters cross-sectorial learning and strategy making, accelerating the transition towards sustainable and resilient food and urban systems.



No title_ (Soup Kitchen) Arias Molina Gabriela - Garcia Mikel

Nation: | Spain
Network: | IED
Roles/Disciplines: | Product & Interior Design

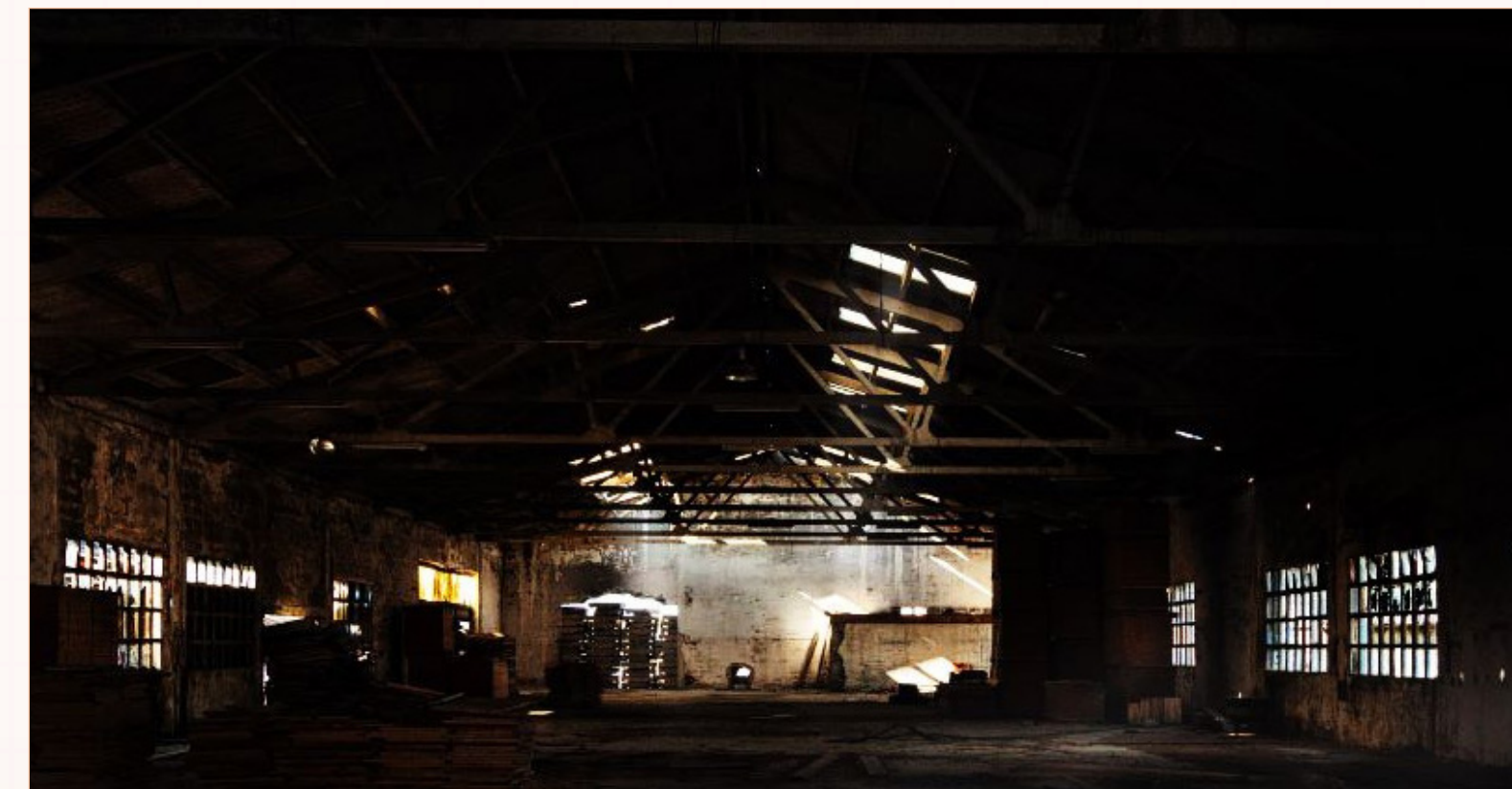
Target: Minorities
addressed to (starving)

Output: Service
solution typology

Outcome: Minimising Waste,
need(s) to achieve Distributing Food

Abstract:

931 million tons of food are wasted, of which 224 million tons are thrown away by restaurants and similar businesses. On the other hand, we can see a huge amount of people who do not have access to daily food because of economic aspects. Being aware of these two problems, we propose to create a plan that could allow those many local shops that almost every day have to throw away many foods that do not reach the quality they offer, even if it is still edible, to give them to those people that does not have the resources to eat everyday. We propose this project inspired by Curro Claret's human view of design as by his efforts to make a deep change through his projects, and by Agne Kucerenskaite's work on pieces made up of industrial waste or rubbish, reusing them to make products that escape from plastic. We are also looking for a project that could act as part of the industrial reconversion of the city of Bilbao. With all these we propose to reactivate an abandoned fabric as a kind of place where people in such situations of not having enough to eat could go to take the food given by local shops. With these we visualize a space where the industrial heritage and the past of the city could act as the base of its future, a more environmentally healthy future and a future based on people, on family and a future that looks to design as a tool of social improvement.



Fudnet - Your Local Food Network

Bonvecchio Olimpia - Magnoni Sofia Martina - Vaccaro Mara

Nation: Italy
 Network: IED
 Roles/Disciplines: Interior Designer - Political Science - Sociology

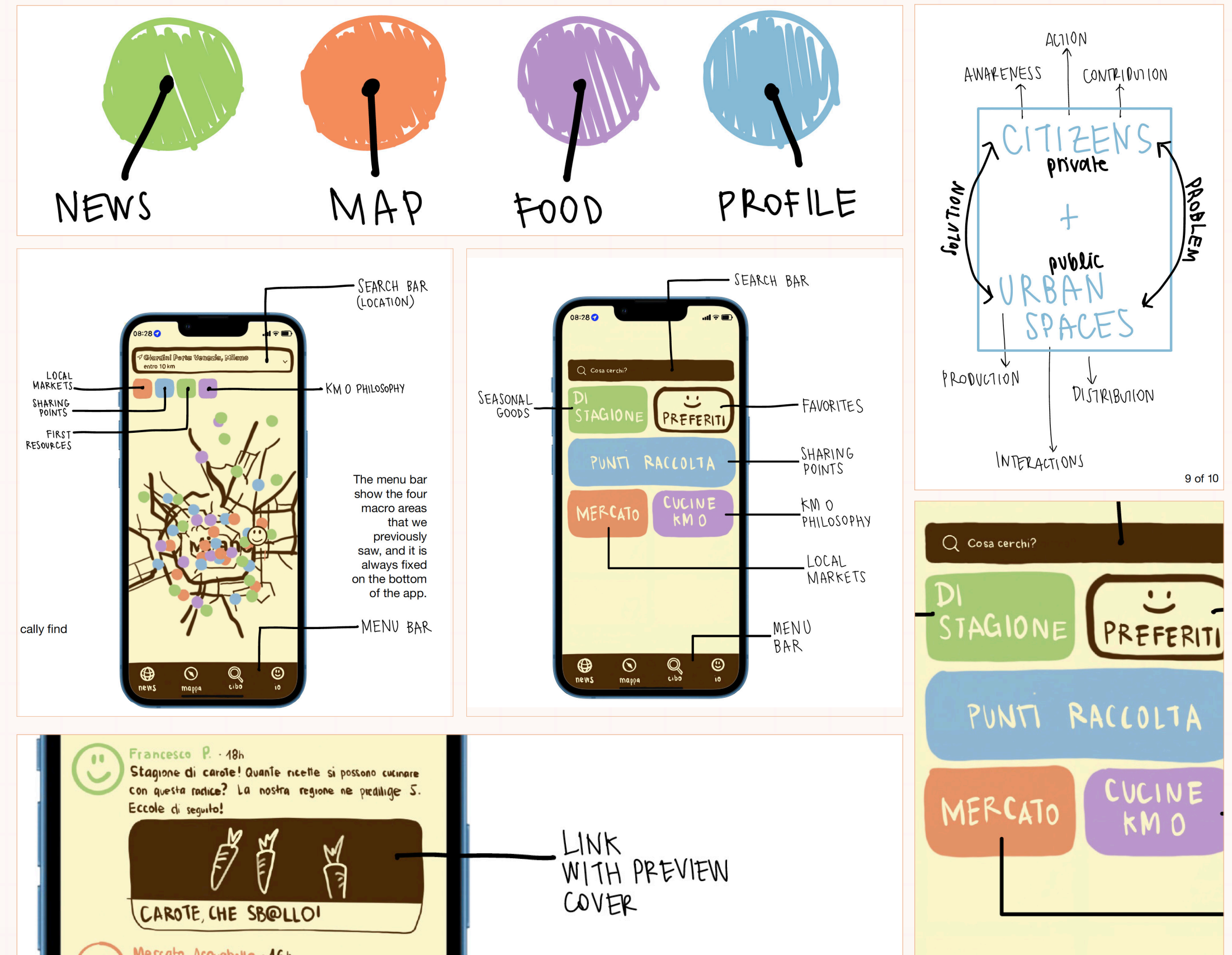
Target: Young Locals
 addressed to

Output: Digital App
 solution typology

Outcome: Sharing Information, Raising Awareness
 need(s) to achieve

Abstract:

The app offers a way to improve the nexus among production, distribution, consumption, making people involved in this process and enabling them becoming more conscious. Forming a user based experience, the intention of the app is to combine accessibility and action through its major/main features: format, the user location mode and the sharing goal. Users can also learn from each other in the app, having so a useful medium to reach sustainable realities among the various possibilities of option they have otherwise. By expressing their behaviour, users can feel themselves active part of the solution, empowered by a new network of knowledge and interchange, while at the same time they are supporting production-distribution-consumption cycles with their choices. The app looks for promoting a healthy and sustainable diet, not only reporting locations - like: meeting/pickup points, markets, farmers, supply, etc - but also through tools such as products descriptions (health, impact, ...) suggestions, recipes and inspirational news from around the world. The focus remains however further connections between users and their urban spaces, enhancing local environment and social virtuous realities. Food waste is challenged through goods exchange at the collecting/pickup points, that could be in example a storage and/or stands at local markets, they could be meeting points between users, that can know other people interested in the same cause. FUDNET is the app that connects citizens with other citizens, local realities and food resources. It offers people free and nonstop access to knowledge and health resources of the food chain. It provides the user (AKA the citizen) with a 1:1 view of all the local resources the urban space is offering. From public to private and vice-versa, this historical period needs citizens and city to become one and take care of one another. The first step for this to happen, is just to get to know each other. With its 4 macro areas, the app is user centred and it aims to develop a deeper and more truthful connection between the citizen and the space in which she lives. Moreover, it focuses on the local food resources that are often not recognized and overpassed by the supermarkets. It was a voluntary decision not to insert a user to user interaction channel (such as messages/likes/shares) because one of the most important aspects of FUDNET is that connections need to be real, face to face interaction with whomever happens to be at the other part of the net.



A New Space for New Opportunities

Haizea Depardieu Txakartegi

Nation: Spain
Network: IED
Roles/Disciplines: Interior Designer

Target: Minority (starving) *addressed to* **Output:** Service *solution typology*

Outcome: Minimising Waste, *need(s) to achieve* Distributing Food

Abstract:

Today, food waste is massive. Globally, about one third of the food produced is wasted or lost. The highest wastage rates are 40-50% for root crops, fruits and vegetables; 35% for fish; 30% for cereals; and 20% for oilseeds, meat and dairy products. We throw food away, for many reasons; because we do not know how to calculate well, because it is mass produced, we buy supermarkets in large formats and in the end a lot is wasted.

To face this serious problem, I propose to create a group that is willing to work as a team to distribute the food that is going to be wasted. Turning a place, such as a local or a loft in a space where food will be collected from different types of businesses that will be discarded. And distributing it at a much lower price or free, so people with few economic possibilities can take advantage of it and not so much food will be lost. Giving them a second chance.



No Title (Agrotech Private-Public for Rural areas)

Cariz Brenda

Nation: | Spain
Network: | IED
Roles/Disciplines: | Product-Service System Designer

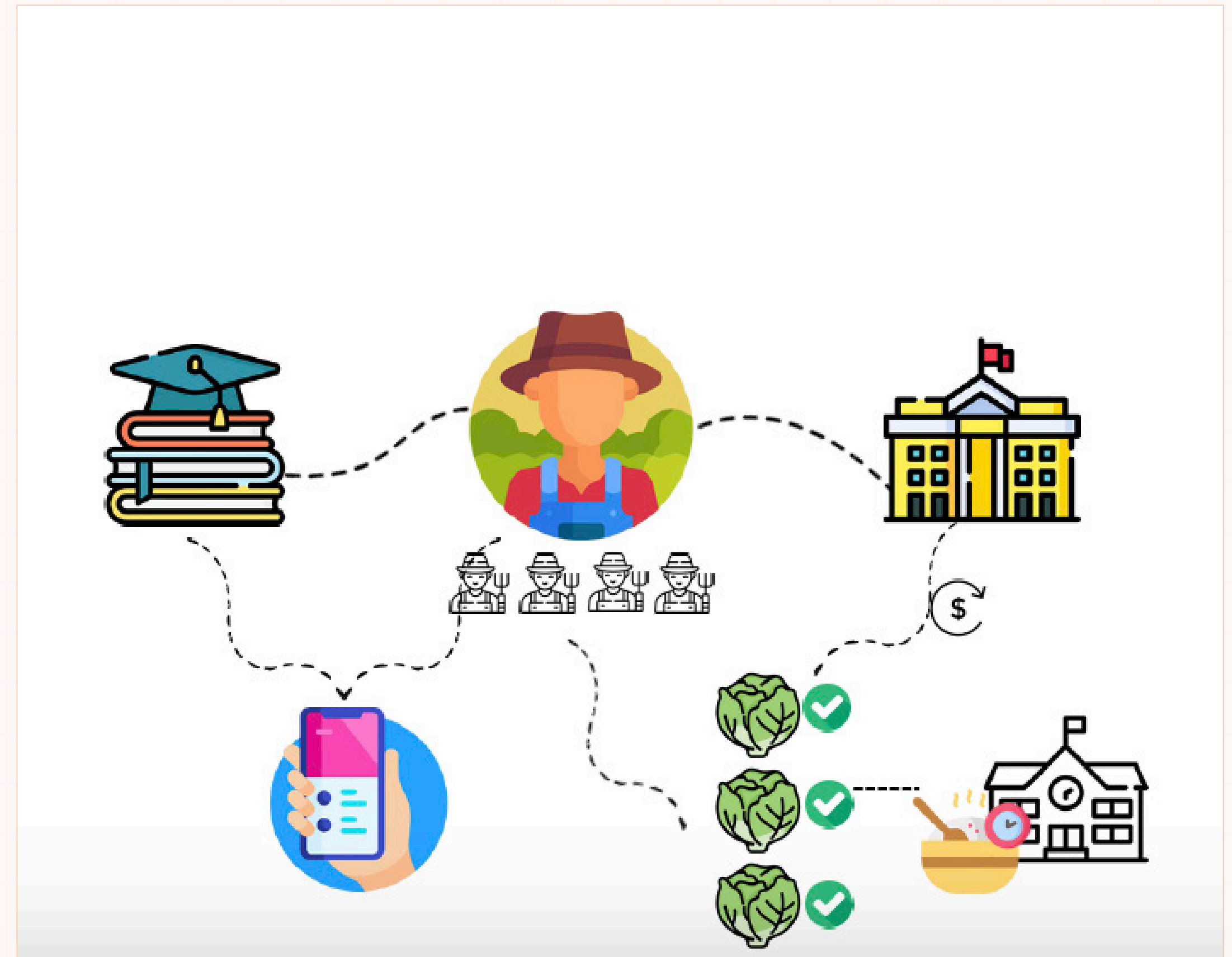
Target: Rural Locals *addressed to* **Output:** Product-service system *solution typology* **Outcome:** Increase Participation *need(s) to achieve* Collaboration

Abstract:

CONTEXT: Intersectoral organizational alliances (civil society, public administration, and the private sector) are essential for us to achieve systemic changes in society. Considering this, the proposal brought has as protagonists: 1) The Universities, mainly the Agronomy, Veterinary, and Technology courses 2) The small rural producers 3) Government

PROBLEM: Rural producers often face a variety of challenges, including limited access to markets and financial resources, lack of infrastructure and technology, and exposure to weather and climate-related risks. Additionally, many rural producers face economic and social marginalization, which can make it difficult for them to advocate for policies and programs that would support their livelihoods. The proposed idea intends to reduce the limited access to markets of small producers and the lack of infrastructure and technology.

PROPOSAL IDEA: Connecting the knowledge of university students and professors with small rural producers through a win-win collaboration register network, where offering training and technical assistance on more sustainable cultivation and precision agriculture techniques and technologies. The goal of this type of collaboration would be to help small rural producers to optimize crop yields, reduce inputs, and minimize environmental damage by using data and technology to make more precise and accurate decisions in farming. Like precision planting, fertilization, irrigation, harvesting, and livestock management. These technologies and methods can help farmers to save resources, improve crop yields, and reduce environmental impact and universities can collect data and further develop the technology to improve accuracy. Furthermore, the use of blockchain technology in tracking food products from farm to consumer could help to increase transparency and accountability in the food system, making it easier to identify and address issues related to sustainability and social impact. Finally, the government comes in to buy the production of small rural producers and make the distribution to the Municipal Network schools, refugee groups or minority groups.



Civitas - A New reality of Consumption

Quesada de Luis Leyre - Zorrilla Alaitz - Ortega Jaen Julen

Nation: | Spain
 Network: | IED
 Roles/Disciplines: | Fashion - Graphic Designer

Target: Village *addressed to* Output: Product-service system *solution typology* Outcome: Producing Energy *need(s) to achieve*

Abstract:

Civitas' proposal is based on a new reality of consumption, which ensures a future, raising awareness on the environment and its people, based on decentralization, shared economy and following a zero waste philosophy. The Project is inspired by biomimetics, imitating the behaviour of the bees in nature, and has the purpose of creating substations within Barcelona's Ensanche, replanning the interior city squares of every district. These spaces inside-out, contribute to the communities and neighborhoods, having a common target under an individual and equitable perspective, very characteristic of Gen Z and Millennials. We establish new ways of consumption through a new system of waste management based on recovery and re-use, which will change the relationship with the waste that we generate as citizens, fulfilling ONU's objectives. Civitas includes vegetable plots in communities, inclusive and social spaces, production and storage areas, green sources of energy, education rooms, for a self-sufficient community who is sustainable through time. We believe awareness is the first step to get used to the substations, not through a negative and impositive speech, but a change based on incentives, making the citizens participate in the process. The educated citizens will be conscious and could promote the use of the substations, speaking out on local schools, on private companies and public institutions. The concept of the space as a net of hexagonal cells fulfills a variety of functions, such as:

- Structured creation of the substation, as building.
- Materializing the Energy Flow as produced, storage, charged, re-used and sold.
- Leisure spaces, maintenance spaces, education spaces.
- Farms and vegetable plots, compost production...

The capsule, reusable, has an important space on the substation to empty it, charge it, and to go back to every home for re-using it, and has appropriate dimensions for the citizens' handling. There is an app to control and report data, to cover the purpose of its functionality. Fill the waste capsule. There are container capsules and energy or biogas capsules, you configure them yourself.

When these are full of waste or without battery (indicated on the capsule itself), take them to the hive. Insert the capsule into the cell. Remove the empty capsule. Depending on the amount of waste deposited, you will receive a certain amount of energy. Fill the depleted capsules with energy or biogas. Put them back at home and enjoy 2 weeks of energy or biogas.



Echo

Scaramuzzo Celeste - Vescovo Sara

Nation: | Italy
Network: | IED
Roles/Disciplines: | Communication Designer

[CV \(link\)](#) [CV2 \(link\)](#)
[Portfolio \(link\)](#)

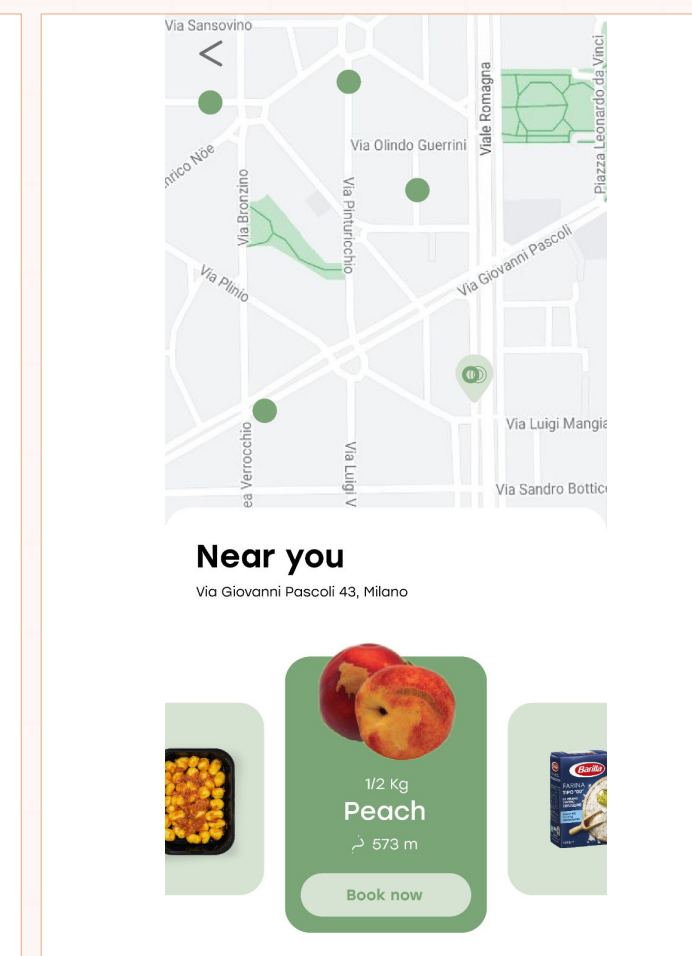
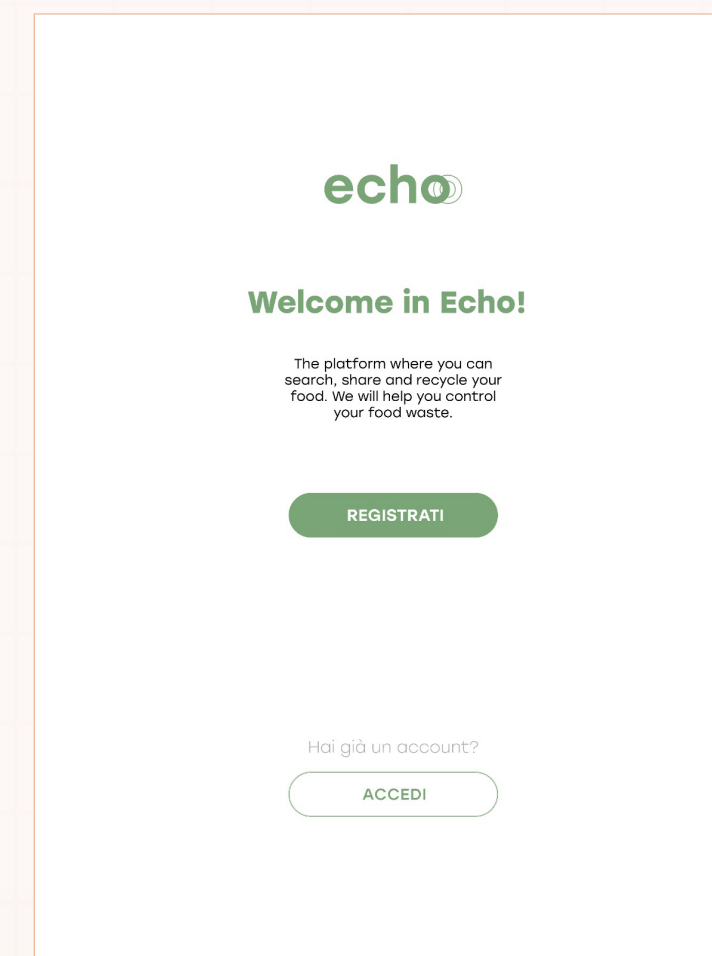
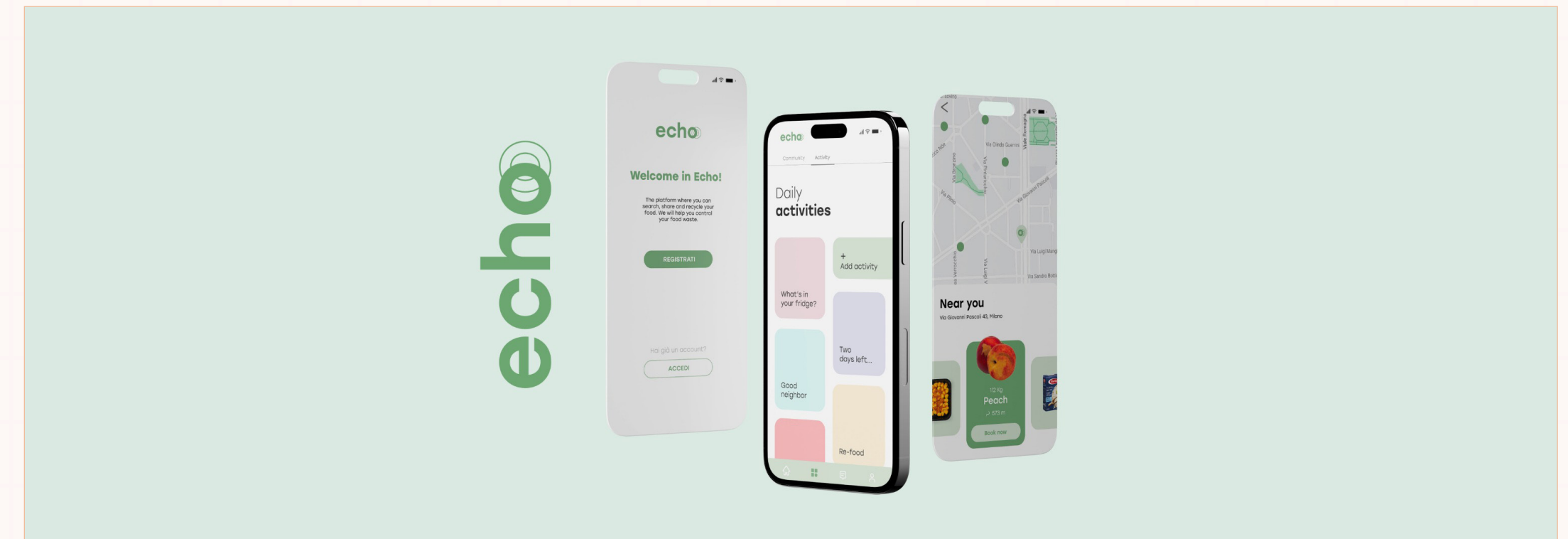
Target: Community
addressed to

Output: Digital App
solution typology

Outcome: Community and Food Management
need(s) to achieve

Abstract:

In response to the brief proposed by Foo(d)tures, in order to address the issues raised, including food waste and the relationship between food production and the environment, we thought of an effective response that could be affordable for everyone, that could accompany anyone in their daily life and the most suitable solution for us is an app. Born from the concept of resonance and connection between people, because meals, first of all, unite peoples, Echo is an ecological and echoing application that, like food, wants to connect as many people as possible in order to avoid the unnecessary waste of the precious resources that are our food. ECHO begins, to promote a sustainable life, redeveloping territories that would otherwise be wasted, like those confiscated by the mafia, alongside this activity to a delivery service not only of all the food that will be produced by these areas but also of all the dishes of restaurants, supermarkets and activities (such as catering) that otherwise would be wasted. Riders will be young people with need of redemption, for example, young people just released from juvenile prisons such as Beccaria in Milan, in order to create for them a reintroduative activity; the food that will not be distributed can bring home the riders themselves or will be served in the soup kitchen of the poor that we will talk about later. The application will also have several features, including: the ability to photograph the interior of your refrigerator to get ideas and insights on how to cook purchased foods that, sometimes, are not purchased consciously; a guide to deadlines that, sometimes, are not consistent with the actual impossibility of eating the product; the possibility to bring the leftover food to the appropriate withdrawal centers that will use it for homeless or needy, in appropriate canteens. These canteens, it is important to specify, will have a careful eye to maintain a dignity towards the way food will be proposed to those who need it most, so as to fully respect people with difficulties: they will look like a real restaurant, with well-prepared menus and well-laid tables. In short, to strengthen the union that food (too often wasted) creates, Echo is an app that aims to echo in the mind (and in the bellies no more grumbling) of those who need it and those who want to stop wasting one of the most important resources for us, for a better future for us and for the planet.



02.



WHEN are they going to take place?

boooooooot
camp?

hackathon?

11th - 12th
February
(remotely: Google Meet+Miro)

18th - 19th
February
(remotely: Google Meet+Miro)

further details will be sent by email in the next days