

FoodFactory-4-Us - International students competition game

2° Virtual meeting



6° February 2017

Outline

**3:00 pm: Start and welcome (and general info about the
Gotomeeting tool (how to use)**

(Paola Pittia, Gerhard Schleining,)

**3:05 pm: Brief update on the competition status, info about the
report, evaluation board and final Virtual Workshop**

3:30-4:00 pm. c.a.: Q&A time (Questions & Answers)



3:15-3:45: Paola Pittia

FoodFactory-4-Us - International students competition game

Objectives:

1. The improvement of practical knowledge and abilities in solving real processing- and food industry-related problems is essential for students in Food Science and Technology and Food related studies to meet the requirements of the professional skills by the job market

- *communication skills*
- *team working*
- *problem solving*
- ...

2. To favour the interaction among students from various universities, from different countries ...all over the world

Scientific committee (chair: P. Pittia, UniTE, IT)

C.L. M. Silva (UCP, PT)

Florence Dubois- Brissonnet (AgroParisTEch, FR)

Gerhard Schleining (BOKU, AT)



3:15-3:45: Paola Pittia

FoodFactory-4-Us - International students competition game

Activities

The teams (3-5 people) are invited to present a project aimed to:

- identify solutions,
- design and develop ideas, tools and actions

aimed to solve a real industry-based issue and or an aspect/topic whose results may be of interest for the food industry and/or the food chain.

Themes/topics (suggestions) : safety and quality (improvement); product/process (included packaging) optimization and innovation; stability/shelf-life; logistics and distribution, sustainability.

The topic will not compulsory involve practical work in lab and should be focused on finding the best solution that could meet the food companies expectations in terms of health and safety risks, improvement of economic value, quality enhancement of the products, sustainability.

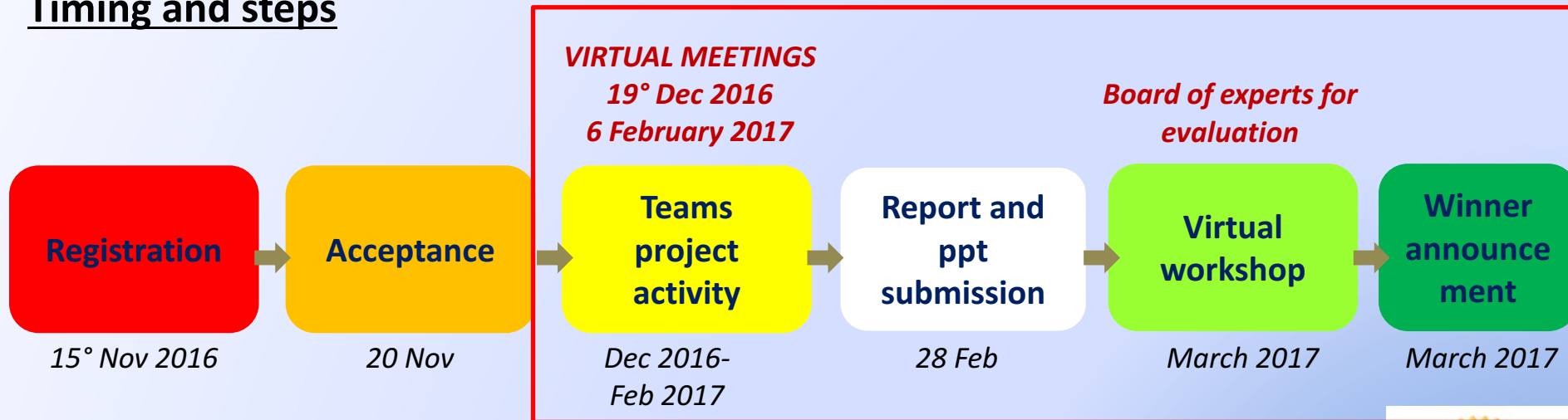


General info on GTM

3:15-3:45: *Paola Pittia*

FoodFactory-4-Us - International students competition game

Timing and steps



Report

The report has to include the following contents:

- **Abstract (150 words)**
- **Key words:....**
- **Main objectives (max 200 words):**
- **Strategy of project implementation and development**
 - *In this session you have to describe*
 - *the organisation of the team for the competition*
 - *timing plan;*
 - *tasks and activities identified to develop the issue/topic/problem;*
 - *the approach you have used to tackle the project objective: (max 300 words)*
- **Development of the project (max 2 pages, single line New Roman).**
 - In this part the description of the project in all the



Report

The report has to include the following contents:

- **Development of the project (*max 2 pages, single line, Time New Roman*).**
 - In this part the description of the project in **all the aspects** considered have to be summarised.
- **Innovation, potential applicability and benefits in respect to the state of the art**

IP issues will be taken into account as described in the webpage



Evaluation board

Made of a team of n. 5 independent experts from

- industry,
- university
- food associations

Evaluation of:

- Report (remote) (***after 28° Feb***)
- Team/project ppt presentation (remote) (***20° March***)
- Virtual workshop presentation (***end March***)



Presentation for the Virtual workshop

To be sent by 20 th March 2017

Up to 20 slides of team and project presentation, presenting the contents of the report.

The ppt will be used by the evaluators to define the scores and the ranking of the teams and the projects.



Virtual workshop

Date not confirmed: 30th March 2017 – 2:00-6:00 pm

Content:

- *Key not lecture by expert*
- *Short presentations of the teams (12 min + 3 min QA)*
- *Winning announcement*

Open event



TEAMS

~~15~~ 14 teams registered

EU : NL (6)
FR (1)
AT (1)
IT (1)
PT (1)

No-EU: PE (1)
MX (1)
MA (1)
AU (1)





...Questions?

3:30-4:00 c.a.:

Q & A time (Questions & Answers)

Keep traced the competition....follow the webpage:

<https://www.food-sta.eu/FoodFactory-4-Us-International-students-competition-game>



Conclusions

Thanks..... 😊

....and see you at the final Virtual workshop



<https://www.facebook.com/ISEKIFood/>

<https://www.facebook.com/eufoodsta/>

