

# E<sup>3</sup>UDRES<sup>2</sup>

Engaged and Entrepreneurial European University as  
Driver for European Smart and Sustainable Regions

## 2nd E<sup>3</sup>UDRES<sup>2</sup> Hackathon

Work Package 5

July 2023

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<b>D 5.9</b>	2nd E <sup>3</sup> UDRES <sup>2</sup> BootCamp	WP5 members	MATE

## Brief summary

The E<sup>3</sup>UDRES<sup>2</sup> Future Food BootCamp was realized successfully between July 3 and 7, 2023 at the beautiful Lake Balaton in Keszthely, Hungary, where 30 students participated from nine E<sup>3</sup>UDRES<sup>2</sup> partner universities. The program set itself the goal of becoming a driving force for the development of intelligent and sustainable regions focusing on open and committed knowledge exchange. Fitting into this concept, the challenges of the food industry of the future and the present were discussed, with a particular focus on sustainability, innovation and the role of artificial intelligence. Five local stakeholders were involved for the challenge concept and contributed to the solution with their experience working together with the students.

## Stakeholders

Within this program, 30 selected students from nine partner universities spent five days looking for solutions to the challenges of the future food industry, with Hungarian companies and partner institutions that are experienced in the subject. The task of the five project teams was to develop and present the solutions developed on site not only in terms of business opportunities, but also based on their impact on the environment and society. Among the Hungarian organizations, Innomine DIH Nonprofit Ltd., Lisse Edessegyar Ltd., Munch Europe Ltd., the Hungarian Chamber of Agriculture and Supp.li Ltd. cooperated, who were also catalysts for the effective work.

## Challenges

Five umbrella challenges were announced by the five stakeholders. Each team chose a challenge hence a stakeholder, besides a mentor was delegated for them, who was with them even at the onboarding phase, and during the whole BootCamp week. The mentor helped the students with the students' soft skills to create the best solution as possible for the challenge.

Stakeholder	Umbrella Challenge	Narrowed Challenge after the Student-Stakeholder Discussion
Innomine DIH Nonprofit Ltd.	AI for Consumer Awareness	Creating an artificial intelligence app for reducing food waste
Lisse Edessegyar Ltd.	Next Generation Confectionery	Designing a tool for discovering sweet treats that consider restrictions like allergies or intolerance
Munch Europe Ltd.	Food Waste Management	Combatting food waste through food sharing, learning new recipes and donating food

!Hungarian Chamber of Agriculture	!Packaging	Creatin reusable food packaging	IRik Fonteyn
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Supp.li Ltd.	Sustainability	Designing a sustainability score for products to help consumers make better choices	
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*Table 1.: Stakeholders and their Challenges*

## Participants

The following partner universities of E<sup>3</sup>UDRES<sup>2</sup> participated in the program: St. Pölten University of Applied Sciences (Austria) with four students, Instituto Politécnico de Setúbal (Portugal) with four students, Polytechnical University Timisoara (Romania) with four students, Hungarian University of Agricultural and Life Sciences (Hungary) with four students, UC Leuven Limburg (Belgium ) with four students, Vidzeme University of Applied Sciences (Latvia) with four students, Saxion University of Applied Sciences (Netherlands) with two students, Jamk University of Applied Sciences (Finland) with two students, and Fulda University of Applied Sciences (Germany) with two students.

## Selection criteria of the students

The application for the 2nd E<sup>3</sup>UDRES<sup>2</sup> BootCamp was open from 27 March until 07 April 2023 on <https://eudres.eu/bootcamp-2023>. The application was open for maximum 50 students from each institution. From the 50 students, each institution selected their participating students. The criteria of the selection were discussed in advance within the WP5 team. The following criteria were used to prioritize/select students:

1. Their motivation, engagement and enthusiasm
2. Their interest in and connection to the topic
3. A basic knowledge of E3UDRES2
4. If necessary: newcomers are preferred

## Program

Before the BootCamp, two onboarding phases took place. During the first online phase the students could get to know each other, and their stakeholders. The first online meeting was the kick-off meeting, which was held on the 10th of May, where the students could get to know each other in advance for the BootCamp. At this meeting the talent test was also announced, which the students needed to fill in order to get selected into a team based on the test's results by an algorithm. After the algorithm created the teams, the students had the opportunity to meet the stakeholders online on the 14th of June, where the stakeholders presented their broad challenge. The students had two days to select which stakeholder's challenge they would like to work on during the BootCamp. The second online meeting with the stakeholders was held on the 16th of June, where the students could form the narrowed challenge with the stakeholders.

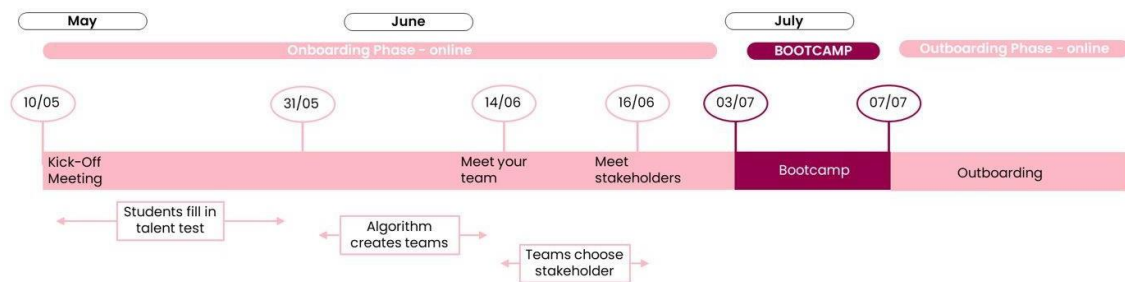


Figure 1.: Timetable of the online and on-site phases

The second online phase included the expert talks which are indicated in the following table.

Date	Time (CEST)	Expert talk
19 June	17:00 - 18:30	Future Food Federation of Hungarian Food Industries
20 June	17:00 - 18:30	Time Management IPS
26 June	17:00 - 18:30	Creativity and Brainstorming Methods UCLL
27 June	16:00 - 18:30	Team Dynamics and Conflict Management IPS
28 June	17:00 - 18:30	Business Canvas ViA
29 June	17:00 - 18:30	Intercultural Communication UPT

Table 2.: Schedule of the online expert talks

Local summaries of all expert presentations were held throughout the BootCamp in Keszthely.

At the beginning of the BootCamp the stakeholders were present to discuss and brainstorm about the challenge again with the students in person. During the week, the stakeholders were available online if the students would need them to discuss some professional details.

## E<sup>3</sup>UDRES<sup>2</sup> Bootcamp 2023 | Program

All times given in Central European Time.

	Sunday 02 July 2023	Monday 03 July 2023	Tuesday 04 July 2023	Wednesday 05 July 2023	Thursday 06 July 2023	Friday 07 July 2023	Saturday 08 July 2023	
Early Morning 07:00 – 08:00	Arrival in Keszthely	Yoga / Running	Yoga / Running	Mountain Hike & Breakfast	Yoga / Running	Yoga / Running	Goodbye Bootcamp! Departure Day	
Breakfast 08:00 – 09:00		Breakfast (at Hotel)	Breakfast (at Hotel)		Breakfast (at Hotel)	Breakfast (at Hotel)		
Morning 09:00 – 13:00		Welcome & Appetizers from Hungary	15 Min Recap: Time Management	15 Min Recap: Business Canvas	ME TIME – Siesta	Working Time		
		Exchange with Stakeholders	Working Time (optionally at Keszthely Castle)	Working Time	How To Pitch			
Lunch 13:00 – 14:00		Lunch (at Hotel)	Lunch (at Hotel)	Lunch (at Hotel)	Lunch (at Hotel)	Lunch (at Hotel)		
Afternoon 14:00 – 18:00		15 Min Recap: Brainstorming	Bike & Work	Working Time	Working Time	Pitch & Closing Ceremony		
		Working Time				Appetizers from MATE		
Dinner 18:00 – 20:00		Dinner at Hotel	Dinner (at Hotel)	Dinner (at Hotel)	Dinner (at Hotel)	Dinner (at Hotel)		Dinner (at Hotel)
Evening 20:00 – 22:00		Socialising (Hotel Terrace)	Boat Trip	Exchange Items (Conference Room)	Folk Dance (Hotel Terrace)	Pitch In The Park		Keszthely Music Festival
		Select Idea & Mission Statement	Select & Develop Idea	Business Plan & Prototype	Business Plan & Prototype	Pitch		

Goal of the day

Figure 2.: Program of the BootCamp

## Outcomes and results

The students presented their solution and ideas on the last day of the BootCamp within the frame of a pitch. The jury consisted of: MATE, Director of the Institute of Food Science and Technology and the experts delegated by the stakeholders to be present during the pitch. The pitches were 3 minutes long, and were followed with a Q and A session. After the closing of the pitch session, the stakeholders had a one hour long private feedback session with the students in order to improve their ideas.

Stakeholder	Umbrella Challenge	Narrowed Challenge after the Student-Stakeholder Discussion	Solution

Innomine DIH Nonprofit Ltd.	AI for Consumer Awareness	Creating an artificial intelligence app for reducing food waste	Created the concept of "Wastewatch", which gives personalized feedback and information about trends concerning habits related to food consuming practices of the user, e.g. when the user needs to go for grocery shopping, etc. It includes scan receipt, interactive kitchen (e.g.:ideal storage in fridge), shopping list and recipes.
Lisse Edesseggyar Ltd.	Next Generation Confectionery	Designing a tool for discovering sweet treats that consider restrictions like allergies or intolerance	Personalized questionnaire for the customers to help finding the most fitting treats with actual product offerings.
Munch Europe Ltd.	Food Waste Management	Combatting food waste through food sharing, learning new recipes and donating food	Created an App for the exchange of food surplus, as well as getting information about charity opportunities, events and culinary ideas.
Hungarian Chamber of Agriculture	Packaging	Creating reusable food packaging	Created the concept of "WiseBox", which is a reusable biodegradable PP plastic for food storage.
Supp.li Ltd.	Sustainability	Designing a sustainability score for products to help consumers make better choices	The created "Sustainability" platform tackles the lack of clear and reliable information. European Sustainable Score Diagram packaging label integrated with a call-to-action QR code.

Table 3.: Challenges with solutions

## Feedback from the organizers

- **The involvement of stakeholders was a great decision**

Involvement of more technical experts is needed. Because there were no companies or challenge owners in the prior BootCamp, the tasks were more vague, allowing students to be more imaginative. On the other hand, it detached them from reality. The stakeholders provided



a goal/direction for the students, which was beneficial. The first day with the stakeholders was excellent, where the students were able to have conversations with them. Stakeholders would benefit more from expectation management, since the expectations for E<sup>3</sup>UDRES<sup>2</sup> differ from those of stakeholders. Solutions might be presented to the challenge owners in the frame to meet their expectations. The stakeholder participation on Monday and at the end was excellent. Outstanding stakeholders with a creative mentality.

- **The online session is effective for gaining time before the BootCamp, however the realization should be reconsidered**

The part that is online is a little difficult; attendance was low at times, with just half of the students participating in the online sessions. Expert presentations should be kept online so that students may have more me time and physical activities throughout the bootcamp week. There might be a little test regarding the online courses. A digital library is needed to be created of the online sessions, which users may access whenever they want.

- **Feedback from the students directly to the organizers about the program**

Working time and physical activity were nicely balanced during the BootCamp. Six is an ideal group size, and the talent text before starting is quite effective. They were aware of their own capabilities and were seeking to maximize them. There were a lot of possibilities for free time activities, which was fantastic. The rest of the crew was really receptive and engaged effectively with the mentor. The cycling trip, wine tasting, and mountain walk were all enjoyable. Students were responsible and mature. The yoga class was excellent and provided an excellent energy boost. Intercultural communication problems have occurred. Individual mandatory works need to be given to the students. Practical tasks need to be given to the students, because anyway they lose interest/attention. A few of students wanted to leave the bootcamp on Monday/Tuesday because they felt it was too much for them, but they wanted to continue after the pomodoro/time management session and the physical exercises. Therefore the time management session should be moved to the beginning of the BootCamp week. Overall, the students they really liked their teammates. Those students have a harder time, who did not have supervisor here. The organizers need to pay more attention on them.

- **Outcomes**

Students are not prepared to enter start-ups. The presentation does not have to have a ppt, but for example a business canvas, and they are free about the form. Organizers were expecting more from the outcomes.

- **Feedback session from the organizers during BootCamp is needed**

It would be beneficial to have a feedback session in the evenings following the dinner session.

## Evaluation

The opinions of the participating students were also collected and will be presented in the final report.

## Dissemination

A report about the second International E<sup>3</sup>UDRES<sup>2</sup> BootCamp in the form of an aftermovie can be viewed here:

<https://youtu.be/sQ5gGYtPxkU>