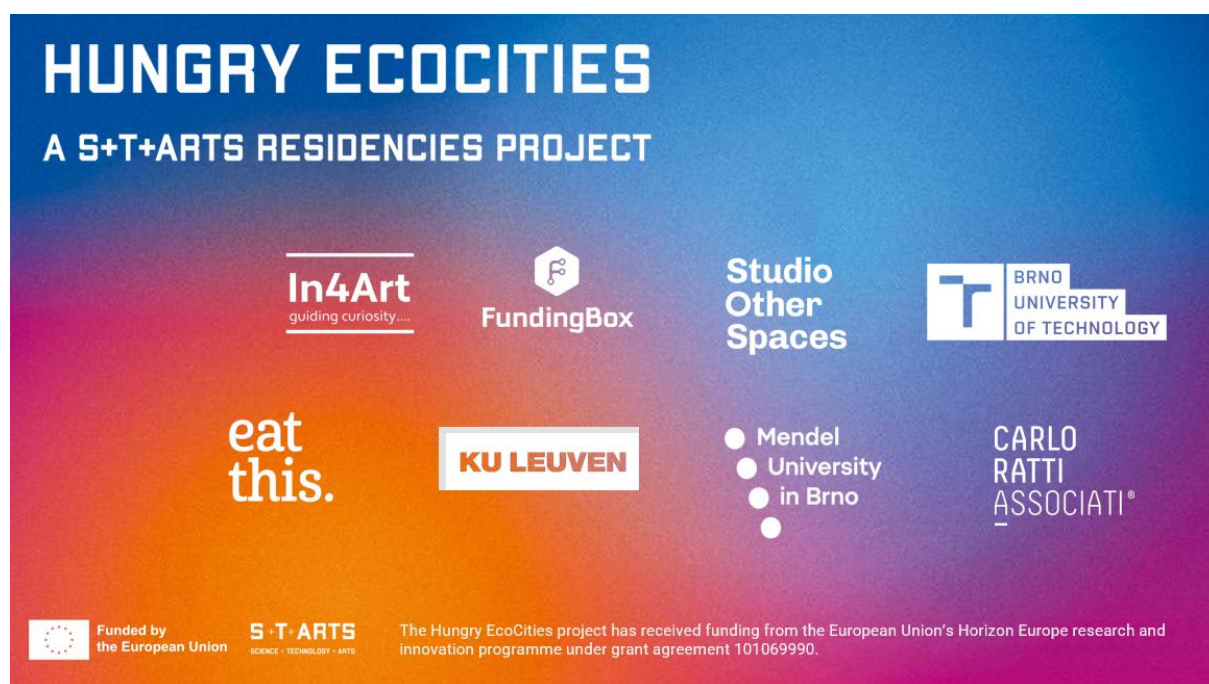




Deliverable 1.5 – Matchmaking method (final)

Version 1.0

Grant Agreement Number	101069990
Project title	Hungry EcoCities
Start date of the project	Sep 1 st 2022
Duration of the project	42 months
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Project coordinator: Brno University of Technology (BUoT)

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Lead author: Rodolfo Groenewoud van Vliet (In4Art)

Reviewers: Pavel Smrz (Brno University of Technology), Aart van den Bos (Stichting Nethwork)

Objective of the deliverable

This deliverable is the final deliverable in a series of 3 deliverables that focused on the activities developed and deployed around cross-disciplinary matchmaking in the Hungry EcoCities HTEs and PPEs. It reflects on the execution of the matchmaking activities we did to form the PPEs and discuss the strengths and weaknesses, results and issues we encountered throughout the whole cycle. In addition, we will describe the status of and plan we have for HEClab as a sophisticated matchmaking platform that will go on beyond the project lifetime.

History of changes

Date	Version	Author	Comment
19.06.24	0.1	Klara Kaluzikova	Setup of deliverable
26.06.25	0.2	Rodolfo Groenewoud van Vliet	Draft text
27.06.25	0.3	Lija Groenewoud van Vliet	Input and comments
02.08.25	0.4	Pavel Smrz	Review
26.08.25	0.5	Rodolfo Groenewoud van Vliet	Processing comments
30.08.25	1.0	Klara Kaluzikova	Submission

Table of Contents

History of changes.....	2
Table of Contents	3
1. Abstract.....	4
2. Type 2 Matchmaking HEC: Artist – SME – Consortium (evaluation)	5
Step 1 – building the core teams for the SMEs.....	5
Step 2 – Matchmaking on the HEClab between artists and SMEs.....	10
Step 3 – Adding the artists to the core team	11
3. HEClab – platform for sophisticated match-making	14
HEClab v1	14
HEClab v2	14
4. Reflections and Lessons Learned	16
On the matches between SMEs and Artists	16
On the matches between SMEs and Humanising Technology Experiments.....	16
On the matches between artists and mentors.....	17
Annex 1: Overview of HEClab cards	18
About Hungry EcoCities	19

1. Abstract

This deliverable is the final deliverable in a series of 3 deliverables that focused on the activities developed and deployed around cross-disciplinary matchmaking in the Hungry EcoCities HTEs and PPEs.

The first deliverable of the series D1.3 (April 2023) described the methodological logic and intervention process we designed in the project. The second deliverable in the series D1.4 (August 2024) reflected on the execution of the matchmaking activities in the HTEs and detailed the planned matchmaking activities for the PPEs. This final deliverable will reflect on the execution of the matchmaking activities we did to form the PPEs and discuss the strengths and weaknesses, results and issues we encountered throughout the whole cycle. In addition, we will describe the status of and plan we have for HECLab as a sophisticated matchmaking platform that will go on beyond the project lifetime.

This deliverable contains overlap and builds on top of the Deliverables of WP 3, where, in depth, the open call processes and related matchmaking activities have been described. It also contains overlap with the Deliverables of WP 2, describing the work on the HECLab, and the deliverables in WP 4, describing the work in the experiments themselves. Finally, the deliverable aligns with deliverables in WP 5, in particular D5.6 until D5.13, describing the Experiment scale-up plans, Prototype park initiatives, HECLab exploitation initiatives and impact of the knowledge hubs developed around the creative studios.

2. Type 2 Matchmaking HEC: Artist – SME – Consortium (evaluation)

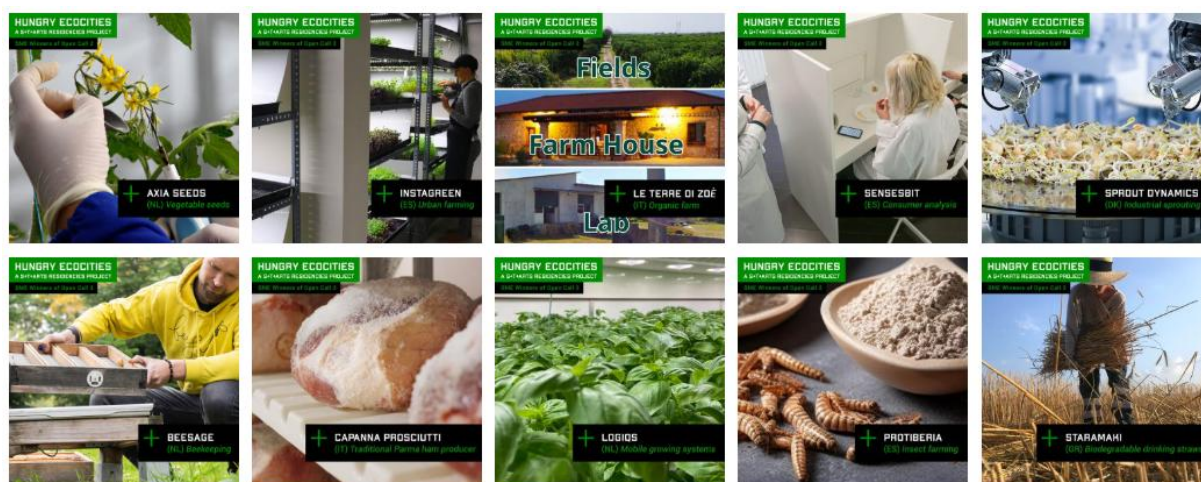
The preparation stage for the SME – artist matchmaking consisted of three steps:
[1] The core teams met physically at the premises of the SME to get to know each other, get to know the companies, the company teams, and discuss the goals for the project.

[2] Based on the visits and research, a picture of each SME challenge and need was developed in the form of briefing documents and system maps. Later, this became the starting information for the artists.

[3] Each SME created an opportunity card on the HEClab based on the outcomes of 1 and 2. This step was concluded in October 2024

Step 1 – building the core teams for the SMEs

The SMEs started their projects in September 2024. In that month, the consortium identified the initial core team compositions per SME and organised physical kick-off visits to all SMEs – these were attended by those members of the consortium who would take part in the core teams collaborating with the SME. All sites, companies and teams were visited in August and September 2024. Around each SME, we built a team consisting of (at least) one creative studio and (at least) one university. In4Art, as technical coordinator and art-driven innovation mentor, is part of all core teams.



Axia Seeds

Based in Naaldwijk, the Netherlands, this SME is a growing and successful tomato seed breeding company. They decided to join HEC because they are looking for ways to stand out compared to their competition in this highly competitive landscape. The core team we formed for Axia Seeds consists of EatThis, In4Art and KU Leuven. EatThis for their specific knowledge of the sector through both Aart van den Bos and Stephan Petermann. KU Leuven for their AI expertise in the person of Dr. Robin De Croon, since Axia is looking for ways to integrate AI into their business.

Instagreen

Based in Barcelona, Spain, this SME is a small-scale company that originally started as an urban vertical farming business growing microgreens. A few years ago, they pivoted their model. Now they are a low-tech vertical farming growing system producer, and they organise training for aspiring urban farmers around the world. They decided to join HEC because they are looking for ways to innovate their system, in particular by finding novel ways to manage temperature and humidity in semi-controlled environments in urban areas. The core team we formed for Instagreen consists of EatThis, CRA, In4Art and KU Leuven. EatThis for their knowledge on low-tech growing methods through our mentor Aart van den Bos, CRA, because of their expertise in designing objects and systems, and KU Leuven, because of their knowledge around logistical systems through mentor Dr. Robert Boute.

Le Terre di Zoe

Based close to Lamezia, in Calabria, Italy, this SME is a farm and agri-tourism growing fruits like pomegranate, clementine, avocado and more. In a challenging region economically and ecologically, the new generation of farmers is looking for ways to become climate resilient while attracting visitors to the farm. The core team we formed for Le Terre di Zoe consists of SOS, In4Art, and Mendel University. SOS because of their broad experience in working with the attractiveness of farms and the close connection to their vision on local conditions. Mendel University because of their expertise around soil health and plant health through Dr. Pavel Chaloupsky.

Sensesbit

Based in Lugo, in Galicia, Spain, this SME is rapidly outgrowing the status of a start-up. What started as a university spin-off a few years ago is now becoming a well-known approach to analysing the sensorial experiences consumers have when eating food products. Because of their digital platform, they allow food producers to self-organise tasting sessions and get in-depth insights into the tasting profile of their products. The core team we formed for Sensesbit consists of SOS, In4Art and KU Leuven. SOS because of their expertise in sensorial experiences through their art and design projects. KU Leuven because of Sensesbit strategy to expand the integration of AI in their product.

Sprout Dynamics

Based in Sofia, Bulgaria, this SME is a young and ambitious start-up. Founded by four entrepreneurial women, the company believes in a future where autonomously operating sprouters enter urban areas and provide citizens with freshly sprouted foods on demand. Technically, economically and socially a big ambition, the team is committed to make this future happen, step by step. The core team we formed for Sprout Dynamics consists of CRA, In4Art, Mendel University and KU Leuven. CRA because of the direct link with their urban food production ideas. Mendel University because of their knowledge on growing practices. KU Leuven because of their interest in using VR as a way to inform people about what happens behind closed doors. At

KU Leuven, PhD candidate Eleni Giannitzi is developing a custom VR agent model for Sprout Dynamics.

Beesage

Based in Latvia and the Netherlands, this SME is a young and ambitious start-up. Founded by a Latvian entrepreneur who relocated the company to the Netherlands after advice from his investor, the company aims to bring smart technology to the world of beekeeping. Through IoT devices and a user dashboard, the company informs beekeepers on the status of their colonies and warns them of potential threats. They decided to join HEC because they are in need of support and advice on how to continue their technological development. The core team we formed for Beesage consists of EatThis, In4Art and Brno University of Technology. EatThis because of the link to the Netherlands and the presence here of potential partners in R&D. BUoT because of their expertise in IoT systems through Dr. Pavel Smrz. At BUoT, student Katarina Chovancova is graduating on the technological challenges of Beesage.

Capanna Prosciutti

Based in Parma, Italy, this SME is a long-standing family business specialised in curing prosciutti. With over 300.000 curing hams in the facilities at all times, they are a mid-scale Parma ham company in the consortium of around 100 companies in total in the region. The market is under pressure from competition and faces reputational threats. Capanna is looking for ways to prove they can be part of a sustainable and fair food system in Europe. The core team we formed for Capanna consists of EatThis, In4Art and Brno University of Technology. EatThis because of the link with their vision on mega-scale farming, expressed by the vast scale of Parma ham curing, and their expertise in storytelling through mentor Stephan Petermann. BUoT because of their expertise in sensing and IoT technologies, which align well with the RFID tagging system Capanna is developing to provide traceability and transparency of their operations.

Logiqs

Based in Maasdijk, the Netherlands, this SME is a mid-scale developer and producer of advanced, mobile logistical systems for warehousing. They have recently developed a new product that builds on top of their expertise to enter the food sector. An advanced mobile growing system for controlled growth environments. Called the CEM (Controlled Environment Module). They are looking for support to further develop the CEM into different directions through their participation in Hungry EcoCities. The core team we formed for Logiqs consists of CRA, EatThis, In4Art, Brno University of Technology and Mendel University. CRA because of their affinity with vertical growing technologies, EatThis because of their presence in the local network, BUoT because of their experience with monitoring systems.

Protiberia

Based close to Albacete, Spain, this SME is a young and ambitious startup committed to pushing the availability of insect food in Europe. Through a multi layered approach including providing jobs and opportunities in a rural Spanish area, offering an additional business model for farmers in Spain, and producing high quality mealworms and beetles for animal and human consumption, this company came to Hungry EcoCities to collaborate multi disciplinarily in a field (mealworms/beetles) that has received limited attention scientifically and technologically in Europe. With questions around the societies of insects cultivating in the farm, the company seeds fresh perspectives to build knowledge and experience. The core team we formed for Protiberia consists of SOS, Brno University of Technology and In4Art. SOS because of their interest and affinity with local conditions and alternative food systems. BUoT because of their work on machine vision AI.

Staramaki

Based in Kilikis, Northern Greece, this SME has outgrown the startup stage and can be considered a scale-up, having successfully closed an investment round in 2025. They are working on generating value from the stems of wheat. A product widely grown in Greece and beyond, the stems are often considered waste and burned or left on the fields. By harvesting the stems, a world of opportunities for the material opens. They started by producing drinking straws, and have joined Hungry EcoCities to look beyond that into what is possible. In addition, they are looking for knowledge and expertise in cultivation techniques and seed breeding to produce varieties more suitable for stem material utilisation. The core team we formed for Staramaki consists of CRA, Mendel University, Brno University of Technology, and In4Art. CRA because of the design potential of the material, Mendel because of the growing conditions. They have setup a testing room in Brno for this purpose. BUoT because of the IoT questions around field control.

By the end of September 2024, all teams were formed and started working on the Path to Progress Experiments (PPE). The first job was to articulate the challenge and needs as clearly as possible towards the artists who were applying to their part of the open call.

Importance of visiting the SMEs

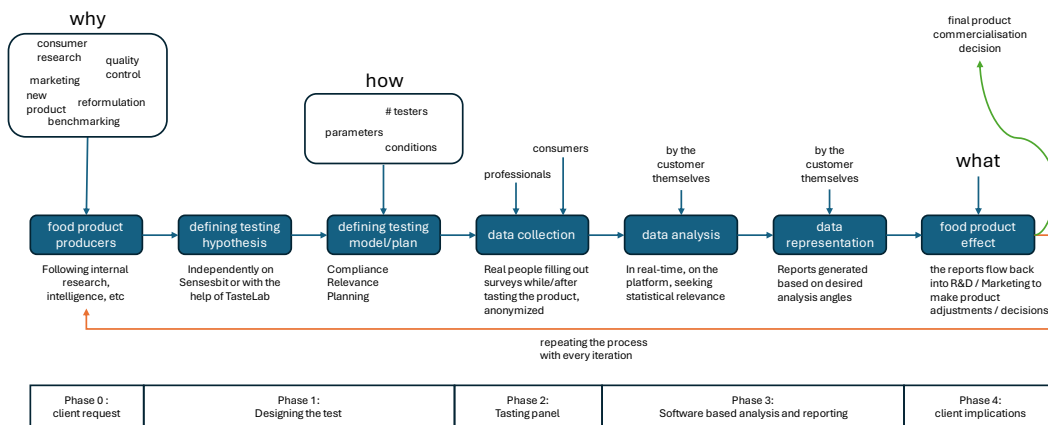
Meeting each other, in person, for period of 2-3 days, on site, is more effective than months of meetings. This is what we believe, and therefore we visited each SME at the start of the projects. On the next page some of the pictures of the SME teams with the Hungry EcoCities partners are included to illustrate this, please also refer to [this article](#).



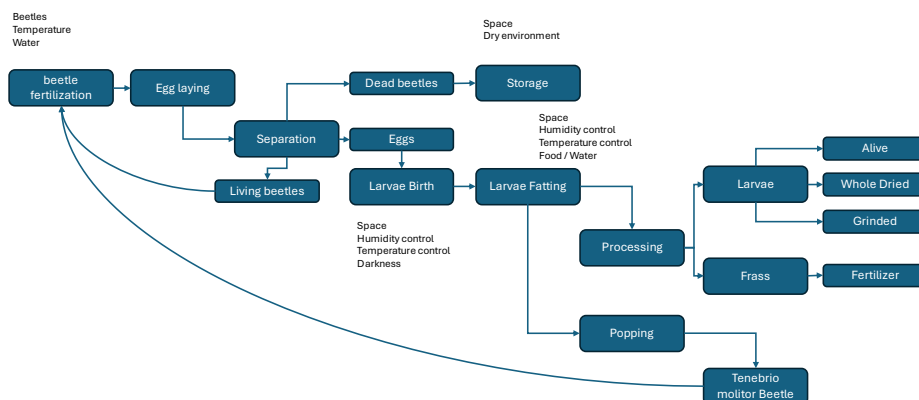
Step 2 – Matchmaking on the HEClab between artists and SMEs

Based on the visits and research, a picture of the SME contexts, challenges and needs were developed.

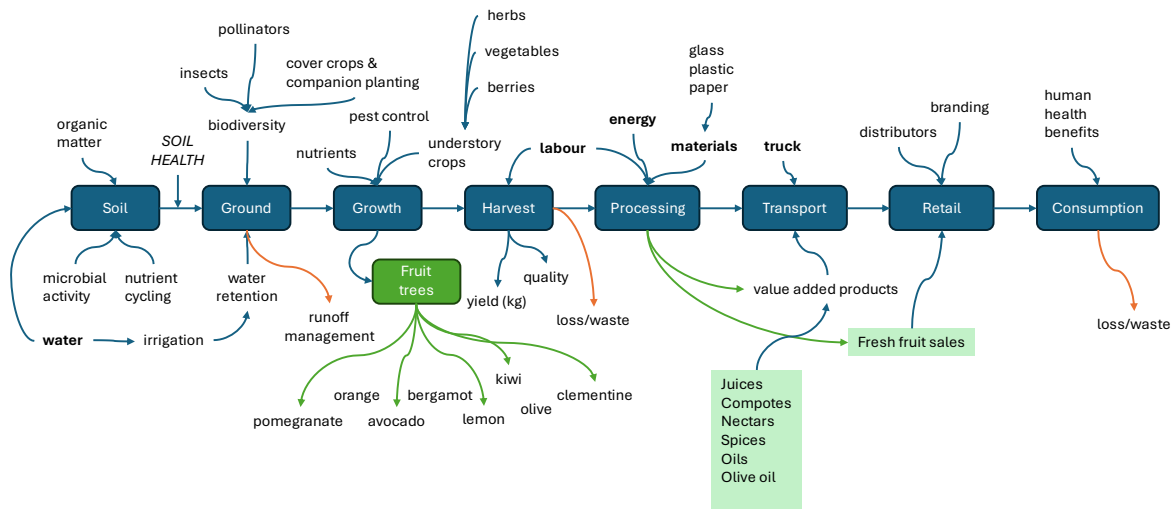
During the physical kick-off meetings, and several on-line meetings around them, we developed a thorough picture of each SME. Where they come from, how they got here, what their needs and challenges are, what their ambitions are. Etcetera. This led to the writing of 10 briefing documents. One for each SME. The briefing documents tried to be as complete as possible, highlighting anything from company strategy to market dynamics, recent events and planned activities. Included in each briefing document was a system map of the SME, highlighting the process steps involved in the business. Some examples of these system maps are included here below:



Sensesbit System Map



Protiberia System Map



Le Terre di Zoe system map

Creating opportunity cards on HEClab

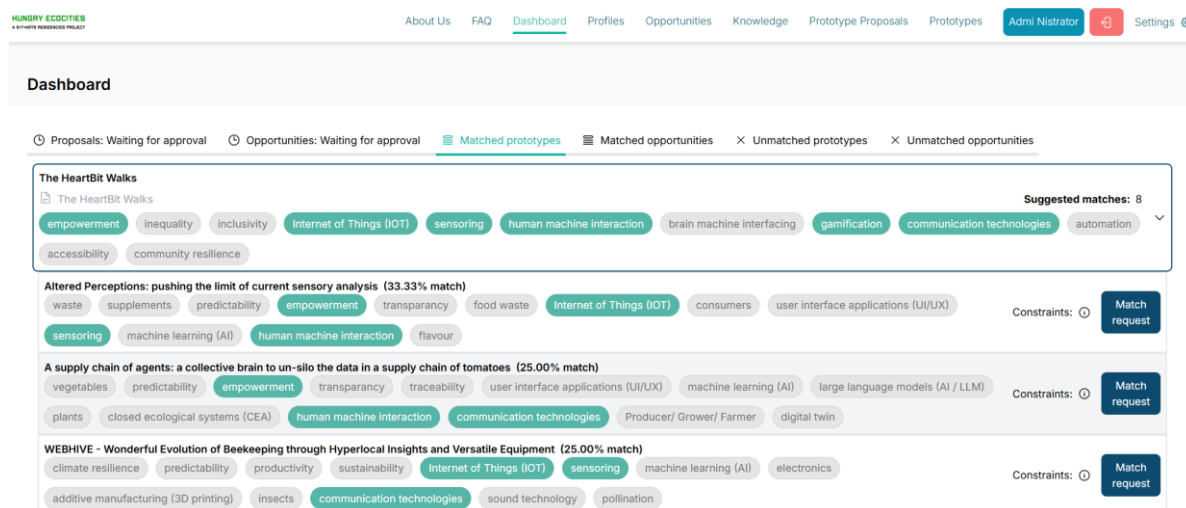
As a final preparation for the matchmaking with artists, each SME produced an opportunity card on HEClab. In Annex 1 we included a screenshot of the 10 opportunity cards. This was the first SME related information made available to the artists applying to Hungry EcoCities. With the creation of the opportunity cards, the semi-automated matchmaking process could start. See Annex 1 and <https://heclab.eu/opportunities>

Step 3 – Adding the artists to the core team

Each artist that applied to the open call was asked to create a profile on the HEClab and add at least one prototype card. Prototype cards are previous projects developed by the artist that have reached a physical and/or digital prototype level, e.g. TRL level 4 or higher. In total 48 artists from 15 countries complied with this request and participated in the open call. Together, they added over 100 prototype cards to the HEClab.

Each artist had access to their personal dashboard, which showed them the most opportune SME opportunities for their expertise, experience and background. This way, the artists were recommended which SMEs to focus on during the matchmaking process. However, this recommendation was not mandatory, and artists were of course free to look into and apply for SMEs that did not appear on their dashboard.

As an example, the artist who created the prototype card ‘The HeartBit Walks’ was recommended to match with Sensesbit (33%), Axia (25%) or Beesage (25%). This supported the artist to focus on these SMEs in a further application.



Out of all applicants, the HEClab could not produce a single match recommendation for only 1 of the artists. For all other artists, matches were recommended. For 5 artists, the system produced 1 match recommendation. For another 5, the system produced 2 match recommendations. For the other 37 artists, the system produced 3 or more match recommendations.

In the end, 8 out of 10 final artist-SME matches made as a result of the PPE matchmaking process were in line with the HEClab recommendation. Only in the cases of Damian Alexandru x Capanna and Haseeb Ahmed x Sprout Dynamics did the HEClab matchmaking system not recommend it as a top match, but it turned out to be a successful one after talks and reconsiderations.

This result can be considered a success for the testing of the HEClab to support matchmaking processes.

The matchmaking process lasted from October 2024 until February 2025 and consisted of the following stages:

Creating prototype cards on HEClab

All artists created prototype cards can be found here: [Prototypes](#)

Meeting the SMEs and applying through motivation

Each SME hosted an online meeting to present itself to artists and respond to questions from the artists. These meetings were well-visited, with on average 10-20 artists joining each SME session. The artists used the presentations and SME interaction moments to consider their motivation for applying. Each SME was asked to apply to a maximum of 3 SMEs. In total, 28 artists submitted 42 motivation proposals addressing the 10 challenges by the SMEs.

Mini-grants to prepare proposals for collaboration, jointly

From the 42 motivation proposals, in total, 2 proposals per SME were pre-selected to advance to the full proposal stage. Each artist was awarded a mini-grant to spend the

required time and effort on preparing a tailored proposal for the jury day. During this period, they were brought into direct contact with the SME they were connected to and had opportunities to communicate with them in depth. All artists used this opportunity to have digital meetings and exchange through email. In some cases, the artist even visited the SME physically as part of the preparation.

There was also an organised exchange between the artists and consortium members, in particular with the creative studios.

Discussions with SMEs on the path to progress to choose

After the matchmaking period and the submission of the final proposals, we discussed with each SME individually what their assessment of the proposals was. In most cases, the SME indicated a strong preference for one or both artists. We took this into account during the final jury day meeting as part of our discussions.

The matchmaking period ended with the final selection of the artist-SME pairs and the signing of the sub-grant agreements. This was completed in February 2025.

As of March 2025, the PPE teams have been working on the project goals as a full team, consisting of the SME, the artist, and the consortium members in the core teams. The projects will conclude in October 2025.

3. HEClab – platform for sophisticated match-making

Information on the HEClab is primarily part of the deliverables in WP2. However, after discussing how the HEClab was part of the matchmaking process in the formation of the artist-SME pairs for the PPEs, we would like to elaborate on the future of HEClab as we envision it in this deliverable. With HEClab v2 going live in September/October 2025, we prepare the platform for a life beyond the project limit.

HEClab v1

The first version of HEClab was released in June 2024 and was used to test its functionalities. The first activity on the platform was the addition of the Humanising Technology Experiment results as prototypes by the artists. The second activity was the introduction of the first 10 opportunity cards by the SMEs. The third activity was the filling of the prototype card database with projects from the artists applying to the open call. The fourth activity was the matching between opportunities and prototypes for the matchmaking process. Meanwhile, we consulted with artists and SMEs about their experiences on the HEClab – where and what their ideas/suggestions were to improve the value of the platform.

Observing the test activities and taking into account the feedback received, we put together a development plan to upgrade the HEClab and built a v2. The v2 is planned to be released around September/October 2025 and will be publicly tested in the last period of the project.

HEClab v2

The second version of HEClab contains a number of updates compared to v1. In this section, all elements we worked on will be briefly listed below.

UI / UX

- New interface – design/landing page
- Enhancing card display and interaction
- Improving search and filter features
- Improve content management for admin

Functionalities

- User Dashboard Enhancements
- Save feature
- Opportunity Expiration Handler
- User Notification System – email based

Matchmaking

- Design and implement automated opportunity search bot (see figure)

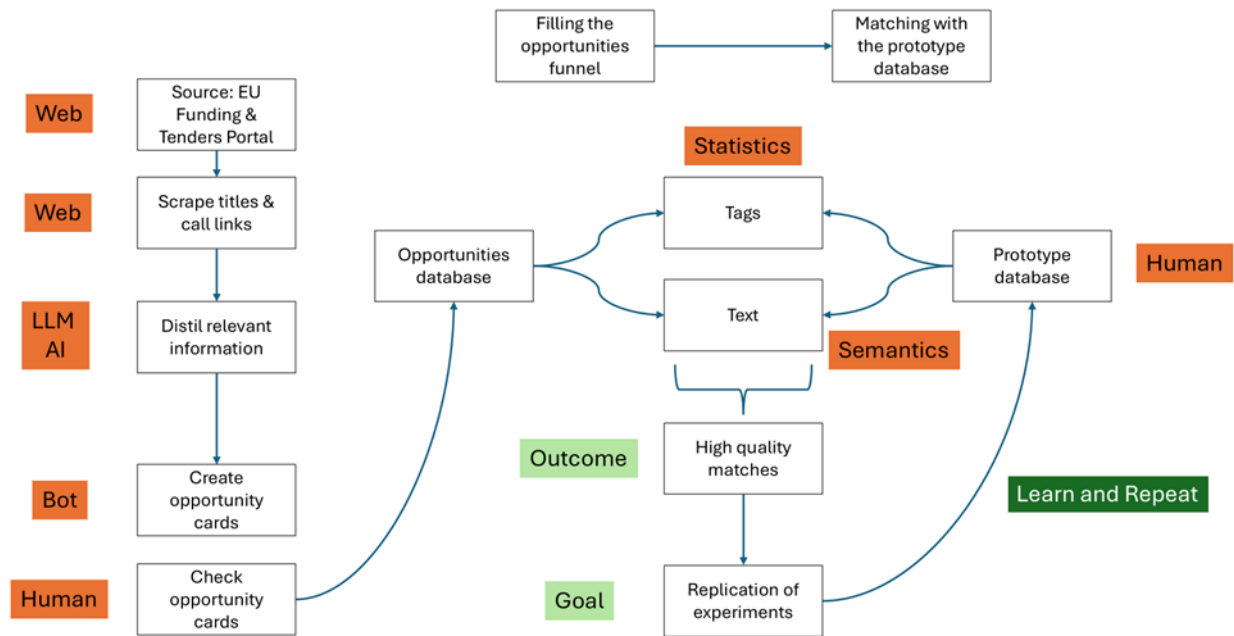


Figure: sophisticated matchmaking architecture HEClab v2

HEClab v2 will be used to scout follow-up opportunities for the work done in Hungry EcoCities and beyond. The platform is focused on generating high-quality matches between prototypes/experiments that hold promise and opportunities to further develop these ideas into innovations. With HEClab v2, we believe we build a system that is capable of doing this.

We are in discussions with other initiatives and platforms that aspire to this functionality yet have a different primary focus. Examples are the EU Farmbook and Sustainable Food Systems Platform. But we are also in contact with OnePass to discuss how the two platforms can reinforce each other. After the release of HEClab v2, discussions will continue to see whether HEClab should become an independent platform or part of another initiative with more scale.

4. Reflections and Lessons Learned

We have reached the end of our efforts concerning matchmaking. What started at the beginning of the project as a grand ambition to produce high quality matches between artists, scientists, creative studios and SMEs, both physically and through digital tools, has led to a mature matchmaking platform, ten operational and productive SME-artist teams working as we speak and 9 productive and innovative Humanising Technology Experiments with ample spill over impacts.

We focused on steering and directing participants, e.g., when asking artists to submit advanced enough prototypes to participate in the open call and to describe the prototypes according to our pre-set card structure in the HEClab, introducing them to a more business- and innovation-focused approach of presenting an artwork as an experiment and prototype, linking it to TRLs. At other times, experimenting with stepping out of the process and letting HEClab take over in suggesting matches. In any case, we have gained a lot of new experiences, learnings and look back at intense but successful matchmaking actions throughout the project. Zooming in, of course, there is room for improvement. Let's take a closer look at what went well and what did not.

On the matches between SMEs and Artists

Many of the SME-Artist matches have been spot on with the selected artists bringing the skills, knowledge and interest in the challenges the SME is facing. Because the SMEs had been prepared extensively for the collaboration period by the consortium members, we believe that the acceptance, landing and appreciation the SMEs are showing for the artist's work is better than usual. At the same time, the openness of the artists to work on the SME challenge and look beyond the limits of that challenge in their mission-driven work is also of a very high level. We believe that this is partly thanks to the selection criteria we set, which led to the selection of artists with genuine interest in the companies they are paired with, and the HEClab process, leading to the selection of artists with previous experience of producing working prototypes in other contexts.

On the matches between SMEs and Humanising Technology Experiments

We had the ambition to continue work on the results of the HTEs by adapting them to the context of the SMEs and testing them consequently. This has been a partial success, but also partially did not work out.

All SMEs were asked to familiarise themselves with all 9 digital prototypes and, through a mentored process, reach a conclusion on which of the prototypes would be selected to test in the context of the SME's needs. In some cases, this worked very well. At Axia, we successfully adapted Vegetable Vendetta. At Logiqs and BeeSage, we expanded the Council of Foods. At Instagreen, we refocused WTFood. At Sensesbit, they integrated Symposio into their process.

The integration was less successful at the other SMEs. At Le Terre di Zoe, they wanted to work on EcoShroom results, but it did not lead to new possibilities. The same was the case for Staramaki (EcoShroom) and Sprout Dynamics (Acoustic Agriculture). This is because EcoShroom and Acoustic Agriculture were both not advanced enough to be further tested, and because the artists were not available to make a further test feasible within the scope of the SME. At Protiberia, they tested MVPxFFF but with limited

results. The tool led to interesting new directions and insights, but the company could not translate the results into meaning for their own agenda. At Capanna, they did background tests on the Council of Foods with limited success. Success is here meant in terms of the opening of new directions for innovation.

In an innovation process where a prototype which was developed in a different context is tested for its applicability in a new context, the results are reasonable. It turned out that those digital prototypes that were most adaptable, flexible and with artists most open to collaborate were the ones that stood out.

On the matches between artists and mentors

As with any mentoring process, the needs for each artist to be mentored and in what way differ greatly. It is up to the fit between artist and mentor to make the mentoring effort productive and successful.

For the artists working with SMEs in the PPEs, the mentoring they are receiving from the creative studios is overall successful, focusing on specific elements in the projects where the mentors can contribute with success. In one project, this is through co-developing a design intervention at the SME premises (Traceability and Art), while at another, it is about applying focus (Soil.Society). In others, yet again, it is about technical challenges (Compostable Altar, Phygital Seasoning) or about attributing meaning to the data collected (Quiet Storm, Be(e)together). Finally, we have projects where the mentoring is focusing on alignment with the SME (Tomato Brain, Harvesting Community, Air&Sprouts).

In all cases, there is good and regular contact between the artists and their respective mentors. Most artists have already or are planning to visit the creative studio they are mentored by, organising co-working sessions on-site. One example of this is the Straw Return project, where the artist and SME visited CRA in Turin to discuss experiment developments and next steps. Not just with their CRA mentor, but with a broad representation of the CRA team. See the image below.



Staramaki director Eleni and artist Isaac Monte at the CRA offices together with CRA mentor Gabriele

Annex 1: Overview of HEClab cards

Overview of the HEClab opportunity cards as used for the matchmaking. The cards were enabled after the submission of the prototype cards by the artists, to avoid 'writing for the opportunity' but have the match on the potential of the original prototype.

HUNGRY ECHOES
A platform for sustainable food

About UsOpportunitiesPrototypesLoginRegister

Opportunities



Urban sprouts: a fully automated human less container for sprouting in cities

Sproutdynamics | 16/09/2024

We are developing an AI-powered, fully automated humanless container for sprouting that will be part of future smart, sustainable cities. With fully autonomous, AI-driven solution, we ensure food safety, avoid bio-hazards, and meet the growing demand for healthy sprouted grains. Automation reduces operational costs, improves efficiency, and allows for continuous enhancement of nutritional quality, making healthy food more accessible to urban populations...



Wheat Waste to Wealth: Reshaping Wheat Straw Manufacturing

staramaki SCE | 05/09/2024

Who we are:
Staramaki is a social cooperative based in Kilkis, Greece, that transforms agricultural byproducts into biodegradable wheat straws, providing a sustainable alternative to plastic. Active since 2019, Staramaki brings 5 years of experience and expertise in pr...



Altered Perceptions: pushing the limit of current sensory analysis

TasteLab | 13/09/2024

The sensory properties of food drive the food we consume. How it looks, smells, tastes, feels. We are working on testing new food prototypes from experimentation through providing insight in sensory perception. Next to that, we see potential for the influence of AI - software for sensory analysis to make use of the rich data we collect. The challenge we offer is: What changes the perception of the product? How can we influence the environment in which the testing is exposed? Perception is multidimensional...



Ecolnsect: Learning about the life of Tenebrio molitor

Protiberia (Villainsect S.L.) | 18/09/2024

Protiberia is a biotech company that works in the sustainable insect farming of mealworm (Tenebrio molitor) to produce alternative nutritious protein for both human and animal nutrition, in its live form (for animals) or processed form (for humans and animal nutrition)...



HEC-HAC: Healthy Agriculture Climate

InstaGreen SL | 18/09/2024

How can we optimize climatization in small indoor farms, using minimal resources?
Indoor farming and hydroponic cultivation bring along many benefits for the cultivation of local sustainable food. But this type of Controlled Environment Agriculture (CEA) can use a lot of energy to create the perfect indoor climate. ...



TraceARTability: reimagining quality ham's role in our food system

Capanna Alberto SpA | 14/09/2024

Capanna Prosciutti is specialized in curing and maturing Parma Ham. While Capanna builds on a long and impressive legacy of ham making, the 21st century clearly sees considerable challenges on different layers of the product; from securing enough and the best ingredients and workers, to positioning hams towards increasingly critical consumers and regulators, and environmental concerns...



A supply chain of agents: a collective brain to un-silo the data in a supply chain of tomatoes

Axia Vegetable seeds | 04/09/2024

We believe it's our mission to provide the world with accessible healthy food. In order to get there we need an efficient food system, way more efficient and sustainable than the value chain we created today.
As a tomato breeder we are at the very beginning of the supply chain, literally the source of the tomato and start of the conversation...



Organic farming: growing regeneratively in a climate change resilient way

Le terre di zola | 16/09/2024

A family-owned organic farm in Calabria, Italy, built on three pillars: farming, product creation and hospitality. We cultivate a variety of fruits, including avocados, clementines, kiwis, grapefruits, and olives, across 9 hectares of fully organic fields. We also produce high-quality juices and jams in a small laboratory and promote slow tourism through our orchard-based apartments...



Vertical farming: Accelerating access to honest food

Logiqs | 05/09/2024

Logiqs' mission is to accelerate access to honest, healthy, fresh, and nutritious food. We seek to evolve our vertical farming units to be more sustainable and better integrated into urban environments, moving beyond their current optimization for R&D lab &...



WEBHIVE - Wonderful Evolution of Beekeeping through Hyperlocal Insights and Versatile Equipment

BeeSage | 19/09/2024

The global bee population faces an alarming decline due to pesticides, invasive predators, pests, and climate change. This trend threatens not only honey production but also global food security, as approximately 75% of global crops rely on animal pollination, primarily by bees. Beekeeping depends on adequate colony management practices, such as timely adding of supers during periods of peak nectar flow. Traditional practices lack real-time insights into colony health, limiting beekeepers' ability to resp...



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SCIENCE + TECHNOLOGY + ARTS

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