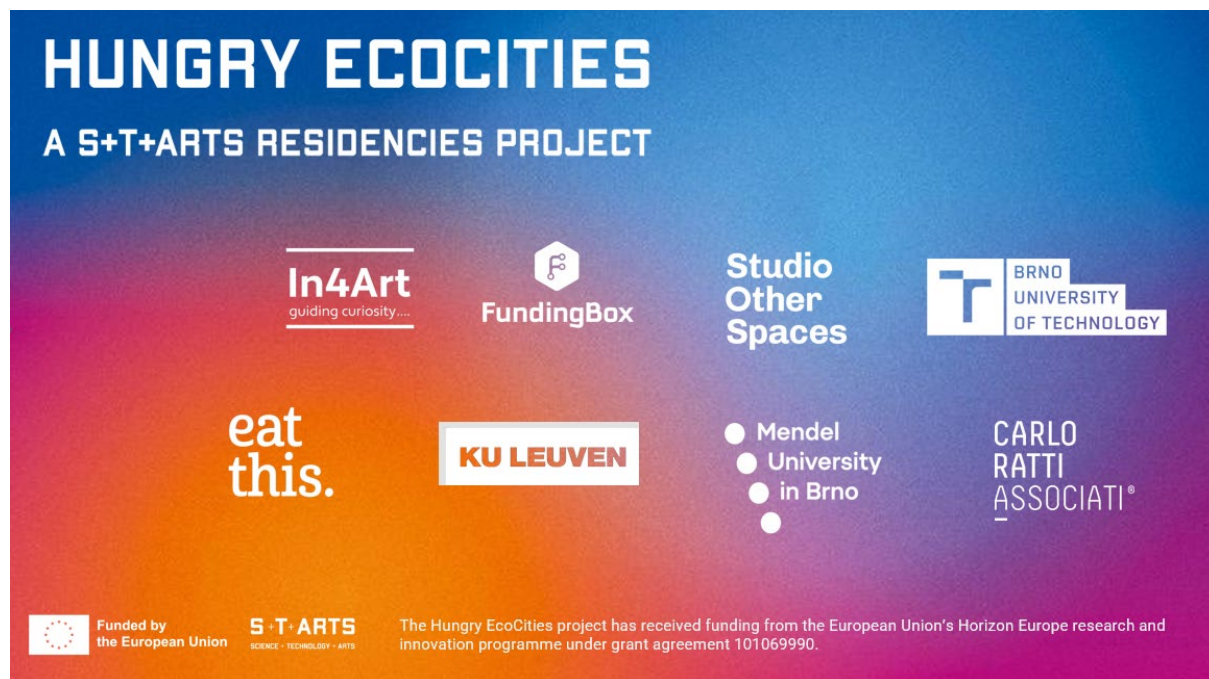




Deliverable 5.6: PEDR final

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Objective of the deliverable

PEDR: The plan for the exploitation and dissemination of results, version 4 (and final). It provides an overview of the exploitation and dissemination activities executed between M37 – M42 and with that reflects on the total exploitation and dissemination activities in Hungry EcoCities. It is a follow-up on D5.1, D5.4 and D5.5.

History of changes

Date	Version	Author	Comment
13.01.2026	0.1	Lija Groenewoud van Vliet (In4Art)	First set-up
22.01.2026	0.2	Magdalena Bromboszcz (FBox)	Key figures and input to the overview of the dissemination channels, Annex 3
27.01.2026	0.3	Lija Groenewoud van Vliet (In4Art)	Full draft
1.2.2026	0.4	Vincent Leung (CRA)	Additions to summary and annex
2.2.2026	0.5	Stephan Petermann (NTWK)	Review and additions
26.2.2026	0.6	Lija Groenewoud van Vliet (In4Art)	Final Version

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List of abbreviations

AI	Artificial Intelligence
BuoT	Brno University of Technology – one of the Hungry EcoCities partners
CDAP	Communication and Dissemination Activities Plan
D	Project Deliverable
CRA	Carlo Ratti Associati – one of the Hungry EcoCities partners
EU	European Union
HEC	Hungry EcoCities Project
HECLab	Name of the developed platform – corresponding with Helping Experiments Connect with real-world opportunities.
HTE	Humanizing Technology Experiment (s) – corresponding to the first project call, involving the cooperation of digital artists/ creative developers
LLM(s)	Large Language Model(s)
NTWK	Network - – one of the Hungry EcoCities partners, which also operated under the network and studio name EatThis
PEDR	Plan for the Exploitation and Dissemination of Results
PPE(s)	Path-to-Progress Experiment(s) – corresponding to the second project call, involving the cooperation of SMEs and artists
SME	Small or Medium Enterprise
S+T+ARTS	Science, Technology, and Arts Initiative of the EC
WP	Work Package

1. Abstract

This report is the final PEDR (Plan for the Exploitation and Dissemination of Results), following D5.1, D5.4, and D5.5. It focuses on the period M37–M42 (September 2025 to February 2026), while also reflecting on the totality of communication and dissemination achievements across the 42-month Hungry EcoCities programme.

The communication and dissemination plan established two main goals: (1) to extend and raise awareness of project activities through targeted dissemination across various media, and (2) to widely communicate the open calls for the 20 art-driven experiments. Both goals have been fully achieved.

The project identified 17 communication/dissemination elements that should result in at least 163 outings. With pride, we report that substantial effort was dedicated to showcasing and stimulating spillovers from the project, resulting not only in reaching the expected outputs but also in significantly exceeding them. Most notably: 23 prototype factsheets were created on the HEClab platform (compared to 10 anticipated), 20 demonstration events were organised (compared to 3 prototype parks planned), and 20 outcome videos (mini documentaries) were produced alongside a final programme video, to support future outreach and showcase the programme's achievements. The project achieved a combined reach of over 50,000 through S+T+ARTS and consortium partner channels, with additional organic pickup through the activated networks and project beneficiaries.

The programme culminated in a Grand Gathering final event on 24 February 2026, combining a keynote reflection by Carolyn Steel, three thematic workshops exploring project spillovers, and a culinary lunch experience bringing one of the studio visions to life. This hybrid event consolidated learnings and fostered continued collaboration among consortium partners, artists, SME collaborators, and external stakeholders.

This deliverable documents these achievements, reflects on the chosen strategy and executed activities, and provides comprehensive links to outcome documentation to support continued outreach and uptake beyond the project's formal conclusion. Related outcomes are also reported in D2.5, D4.9, D5.8, D5.12 and D5.13.

2. Summary of achievements.

Dissemination activities were tracked in the PEDR through four update iterations via the presentation and elaboration of the Communication and Dissemination Activities Plan (CDAP). This plan consisted of 17 elements and is elaborated upon in Deliverable 5.2.

The table below highlights the final dissemination activities M36–M42 (September 2025 until February 2026).

Communication & Dissemination plan Hungry EcoCities			
Amount # planned		Action	Status
1	1	Two-pager Hungry EcoCities	reported in D5.1
2	3	Studio vision papers	reported in D5.1
3	2	Open call dissemination actions	reported in D5.1 and D3.9
4	1	Framework of contemporary urgencies report	reported in D5.1
5	9	Demonstrator video HTE experiments	reported in D5.4
6	10	Factsheets (HEClab cards)	reported in D5.5 and 5.12: additional achieved
7	80	Process insight articles / posts	reported in 5.4 and 5.5: additional achieved
8	3	Scientific insights articles	reported in 5.5: additional achieved
9	10	Outcome PPE experiment video	achieved
10	2	Press releases	reported in D5.4
11	3	Keynotes (life/ video)	reported in D5.4, D5.5 and additional achieved
12	5	Lectures/ workshops at third party events	reported in D5.4 and 5.5: additional achieved
13	3	Prototype Parks	reported in D5.4 and 5.8
14	1	Barriers overview	achieved
15	2	Guideline on Art-Driven Innovation insights	achieved
16	1	Ecosystem overview map	achieved
17	26	Deliverables of the project	as planned

Related to the status, we have three categories:

1) Reported in another deliverable, namely D5.1, D5.4, D5.5 (previous PEDR), D3.9 (related to open call), D5.8 (dedicated to all 20 executed prototype demonstration events), and D5.12 (related to specific PPE factsheets). This means that they have already been reported and documented elsewhere.

2) Achieved. These are the focus of this deliverable, and below we describe them in more detail.

3) As planned. The final deliverables, including this one, will be uploaded after approval and therefore will take place after this period of reporting.

Overall, all set communication and dissemination plan actions (CDPA) from the Gantt chart have been achieved and completed over the course of the Hungry EcoCities programme.

The summary of the achievements in this final period is provided below:

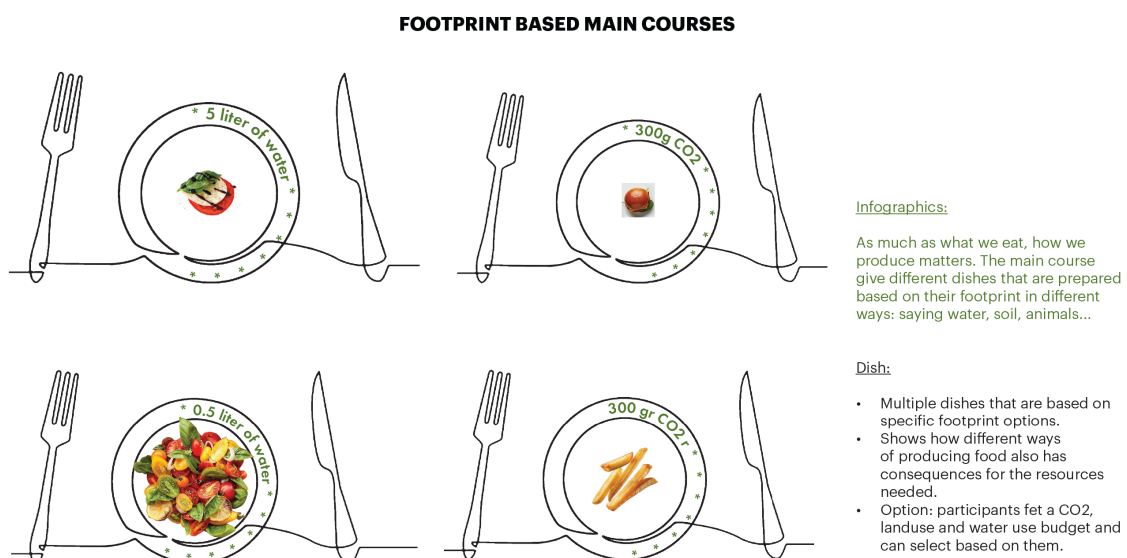
Action	Amount status	Summary
Outcome PPE experiment video	10	All 10 PPE residencies created a video that documented the outcome and process of the project to support future uptake and ensure knowledge sharing. They are listed in the Hungry EcoCities playlist . Additionally, an overall video has been created.
Factsheets	23	The prototype outcomes have all been documented as a separate 'factsheet' on the prototype page of the HEClab , covering different parts of the food value chain and different uses of technology. It is a repository to show the variety of what you can do with an art-driven project and the wide range of potential outcomes, making it an inspiration platform. At the same time, it supports the further development and opportunity scouting for the specific outcomes.
Process insight articles / social media posts	achieved	We continued adding new articles and social media posts to our news section on Hungry EcoCities – S+T+ARTS and with #hungryecocities through the S+T+ARTS LinkedIn and Instagram. In our tracker, we have recorded +600 dissemination activities by partners in the reporting period. The PPE's have recorded additional +80 dissemination activities. Some highlights include newspaper article , local TV coverage , and inclusion of the artistic outcome in specialized art magazines as Neo2 and ArtNobel . This demonstrates that the project reached food industry, art audiences, and the general public. Also see Annex 3
Scientific insights & articles	achieved	The article "A feast of knowledge: How AI-powered food councils can transform policymaking in the digital era" was published in the International Journal of Innovation Studies, 2025, ISSN 2096-2487, https://doi.org/10.1016/j.ijis.2025.11.004. Several thesis have been written, o.a. by Erika Szomolaiova (Mendel University) on the sound analysis and influence on the plant material, this is not made public yet in order to prepare a scientific publication. Furthermore, Pavel Chaloupsky contributed to an article with artist Betiana Pavon for the Bio-Design For Living Futures Symposium (BIODLF-25). For Brno University of Technology, there was a dedicate case study in the advanced computer vision elective on the Protiberia case, one master thesis, and two successfully defended Bachelor theses at the Faculty of Information Technology, supervised by Pavel Smrz. Specifically, they compared commercial text2video models and tools with (much smaller) open-weight models and tested to what extent real images can be naturally embedded in generated advertisement-like

		videos. Another student will focus on the topic in the current academic year, and will explore the cutting edge video generation models. Also at KU Leuven, a phd trajectory is running with Eleni Giannitzi, expecting to publish an article on the results from the research into the Sprouting Embryonic Futures project from a VR perspective and expected participation in the ACM Designing Interactive Systems , June 2026 in Singapore.
Prototype Parks	20	Deliverable 5.8 is fully dedicated to these dissemination efforts and provides an overview of the 20 demonstration events, divided among project-focused and wider EU food stages. The final Grand Gathering on Feb. 24 th , 2026 was also recorded.
Keynotes	achieved	On 28.11.2025 an additional keynote was given during the Geek4Food Final Event with a focus on Education and AI for skills-based transitions in Europe's food systems, showcasing the experience from Hungry EcoCities. Hungry EcoCities will also be included in an episode in the CLEVERFOOD podcast (recorded Feb 2026).
Lectures/ Workshops	achieved	As part of the Synergy Days, Hungry EcoCities facilitated a workshop on 21.10.2025 together with the VALERECO consortium. During the final Grand Gathering event on 24.02.2026, three internal workshops are organized.
Barriers Overview	achieved	The learnings are documented in D4.7, and in each deliverable a dedicated section on Reflection and Lessons was added to the deliverable structure. Insights from the lessons learned are taken as input for the workshops as part of the Grand Gathering final event.
Guideline on art-driven innovation insights	achieved	Two chapters are contributed to the S+T+ARTS book with insights on art-driven innovation, and these are taken as input for the workshops as part of the Grand Gathering final event. The book is distributed among the participants of that event.
Ecosystem map	achieved	As part of the mentoring and knowledge hub involvement, an internal overview is created of the involved experts in the execution of the 20 projects (9 HTE, 10 PPE and HEClab). This resulted in a total of an additional 125 experts, above of the artists, SMEs and consortium members in Hungry EcoCities. It shows the active involvement of different stakeholders and interaction from artists, curators, technologists, creative developers, scientists, food industry experts, educators and culinary experts. Also see D5.13.
Deliverables of the project	as planned	Currently 29 deliverables are uploaded and accessible to the Deliverables portal of the Hungry EcoCities project webpage. After final approval, all public deliverables will be shared.

Comparing the original CDAP targets from D5.2 with final outcomes reveals significant over-delivery across multiple areas. The original plan anticipated 10 factsheets documenting experiment outcomes; we delivered 23 prototype cards on the HEClab platform, covering the full breadth of food system innovation from seed breeding and beekeeping to biomaterials and controlled environment agriculture. Where 3 prototype parks were initially planned, 20 demonstration events were executed across industry fairs, design festivals, academic symposia, and community gatherings throughout Europe. The videos evolved into small documentaries, providing substantially richer documentation for future uptake and knowledge transfer.

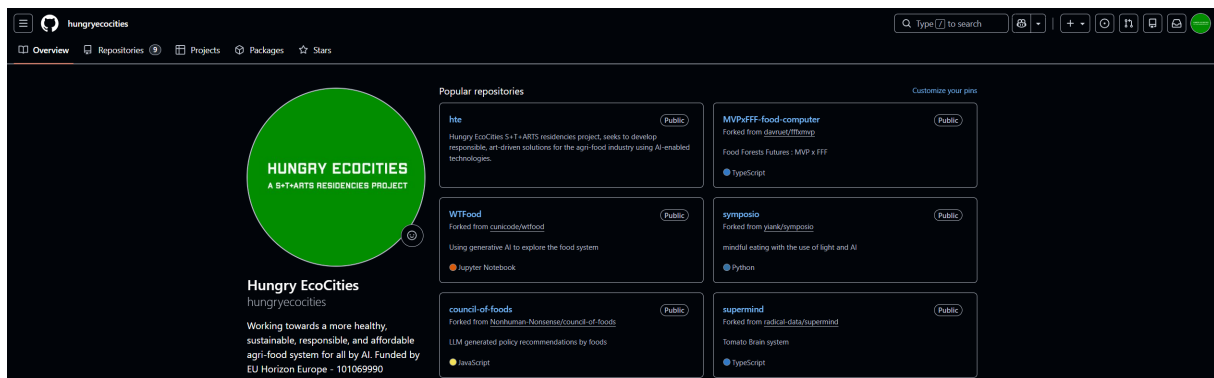
This over-delivery reflects both the productivity of the art-driven experimentation model and a strategic decision to prioritise depth of documentation over breadth of general publicity. Rather than pursuing maximum media mentions, the consortium focused on creating lasting, accessible resources: the HEClab prototype cards, outcome videos, and demonstration events. With this, we support spillover effects and new collaborations well beyond the project's formal conclusion.

On top of the planned communication and dissemination activities, it was decided to organise a final Grand Gathering at a food-representative venue, bringing together the development of one of the studio visions into a culinary experience, providing the possibility to dive into the spillovers of three of the projects in workshops, and inviting Carolyn Steel for a second keynote reflection on the progress and achievements of the programme. The event was hybrid, offering the possibility to network in person while also providing the option for all involved and interested throughout Europe to attend the event or (re)watch it from the documentation. For more information, see D5.13 and Annex 1.



Additionally, it was decided that we would create a final video on the overall achievements and outcomes of Hungry EcoCities to provide the partners with a possibility to showcase the overall achievements within the project, rather than on an individual project level. The narrative of the final video focuses on how the consortium identified the areas in the agri-food industry ripe for innovative intervention, and the responses from the resident artists and SMEs, in particular, the working processes behind their experiments integrating artistic and technological elements, and their potential impact. The [20-minute video](#) was released during the Grand Gathering on 24 February 2026 and included in the Hungry EcoCities playlist.

Lastly, many of the projects have actively contributed to the open source development and also shared their developments through GitHub (also see D6.7 Final IPR Report). For this, [Hungry EcoCities created a GitHub repository](#) to easily get access and find the repositories that are open source



<https://github.com/hungryecocities>

3. Reflections & Learnings

The communication and dissemination plan had identified two main goals:

- ◇ Extend and raise awareness of the activities within the Hungry EcoCities project through targeted dissemination and information, including various media.
- ◇ To widely communicate the open calls when they are open for submission of the 20 art-driven experiments.

We have fulfilled all the 17 identified communication/ dissemination elements from our plan, resulting in the 20 art-driven experiments with a diverse, rich set of communication outings (see Annex 2), proving that we have certainly delivered our set goals and supported also the future dissemination and uptake of the outcomes of Hungry EcoCities. With that the dedicated KPIs of the project, have been reached.

The KPI of 20 articles in relevant media (one per experiment) was executed differently, since we decided not to focus on one article per experiment but rather on overall Hungry EcoCities coverage or project-specific coverage. This means that some projects have different coverage outlets, while others did not receive a dedicated article since there was no specific opportunity or value in a focused article for a specific target audience. Next to that, we were included in relevant media podcasts, book publications, and external events to ensure the outcomes received the best stage and linkage to the target audience as possible.

For spillover effects to materialise and to map the true reach and impact of the project's outcomes and further uptake, the project duration is too short. In D5.12, we could reflect partly on this for the Humanising Technology Experiments, since after their completion, we continued following and supporting the projects where possible and could see how they gained attention on different stages, both industry-related and art-related (see Annex 5). For the Paths to Progress Experiments, we have identified a few venues and next steps, and 2026 and 2027 should reveal how these are manifested. The first results for artistic spill-over are already implemented, see Annex 5.

All partners were requested to contribute to various elements, providing content and context for the activities and disseminating them afterwards through their appropriate channels. However, we did encounter differences in dedication as well as in possibilities to support the communication side. This was partly the result of the direction the experiments took, making it not always straightforward to fit outcomes within the existing communication channels of the separate organisations. Therefore, focusing primarily on the outcomes and through that making dedicated connections and enabling knowledge sharing, proved to be the right approach. The prototype parks demonstrations were essential in this regard, as they provided a neutral, outcome-focused platform where all partners could contribute according to their strengths rather than forcing alignment with pre-existing organisational communication strategies.

A key learning from Hungry EcoCities has been the effectiveness of experiential demonstration formats. Rather than traditional curated exhibitions, the prototype parks model positioned each outcome as a living conversation with stakeholders who can implement, scale, or reimagine it.

The collaboration with external platforms and events, including the Synergy Days co-facilitation with the VALERECO consortium and Dutch Design Week through Co/Lab: Hungry for Change, and various food industry fairs, demonstrated that positioning Hungry EcoCities as an intellectual partner rather than simply an exhibitor generated richer insights and more authentic partnerships. The deliberate convening approach established events as genuine knowledge exchange arenas .

Looking at the broader dissemination reach, the combination of S+T+ARTS channels (LinkedIn with 6,262 followers, Instagram with 14,000+ followers) and FundingBox's extensive network (newsletters reaching 31,000+ subscribers, LinkedIn reaching 12,000+ followers) enabled the project to reach audiences across both the creative and business/innovation communities. The organic pickup of project content, through e.g. Horizon Europe Magazine, CLEVERFOOD podcast and Enterprise Europe Network post, demonstrates that Hungry EcoCities has achieved visibility beyond its immediate network, creating conditions for continued spillover after the project's formal conclusion.

Although all partners have been requested to contribute to various elements, feeding with content and context usable for the activities and disseminating them afterwards through their appropriate channels. we did encounter a difference in dedication but also possibilities to support the communication side. This partly was the result of the direction the experiments took, making it not always as clear to fit within the existing outings of the separate organisations. Therefore, it was a wise approach to focus mostly on the outcomes and through that make dedicated connections and knowledge sharing. The prototype parks demonstrations were essential in this.

3.1 Reflections per partner

As a reflection on our dissemination and communication plan, all partners had written down their ambitions within the project for the first PEDR. Now, after 3,5 years on the road, it is a moment to reflect on that and see what the program has brought the individual participating partners. It shows that we achieved our ambitions, the dissemination was successful, and future spill-overs are expected.

This table brings these reflections together.

Partner	Ambition @ PEDR 1	Reflection PEDR 4
Brno University of Technology	As a technical university, our ambition with the HEC project is to "humanize" our research and development results through cooperation with artists – individual creative coders, and consortium of artists and SMEs. Also, collaborating with one of the most influential art studios that participate in the project consortium and will be involved in adapting our technology into the experiments significantly increases our chances to attract new students that bring fresh views on the rigid technological development.	The participation in the project and our support and guidance to individual artists and SME-artist teams in HTE and PPE projects helped to link the usual "technocratic" contributions of BoUT's team members with a down-to-earth, practical, and also artistic world. This materialised in increased interest in the "humanised" applications of advanced machine learning models (e.g., in the application of computer vision methods for bee-hive monitoring) that have shown potential to create additional impact beyond the immediate project outcomes (cooperation with additional local SMEs, such as APlarist, application in BoUT's garden beehive). Paradoxically, the EU HEC project also helped our team from the Faculty of Information Technology to better cooperate and explore further collaborative

		projects within the university – colleagues from the Faculty of Fine Arts, BoUT, and the Faculty of Architecture, initiated novel interdisciplinary collaboration based on the information about our role in the HEC project. In addition, our research group has been very successful in attracting new PhD and Master's students specialising in the areas explored in the HEC project.
In4Art	In4Art's mission is to make art-driven innovation, resulting from artistic experimentation, a valuable addition to responsible innovation processes. We need success cases and continuous learning on how this works in practice to do so. To achieve responsible innovation, we need to go through a funnel process. The experiments in HEC will give us future opportunities. Out of the 20 experiments, we expect at least 10 to be successful, in the sense that the outcome is surprising, leading to at least 5 innovation spillover proposal trajectories after Hungry EcoCities.	HEC was the first Horizon program that was fully dedicated to the art-driven potential within the food sector. We were able to work with many high-quality applicants in both experiment cycles. The collaborations led to diverse productive and innovative outputs that were translated into demonstrations, applications, publications and more. Overall, the performance and dedication was high level, leading to surprising and inspiring outcomes that are showcases for the food sector as well as for the power of art-driven innovation on topics like consumer behavior, pollination, materials, and digital tools. Due to extensive documentation, easy access and many demonstration moments, spill overs and continuation of development is possible, and In4Art is committed to continue supporting those ideas that can change our food system for the better.
KU Leuven	Leuven.AI aims to foster more interdisciplinary and applied AI research to increase the socioeconomic impact of the wide variety of AI expertise at KU Leuven. The Hungry EcoCities project is an opportunity to work towards this mission in multiple ways: (1) it established a new interdisciplinary collaboration within KU Leuven, that can act as a seed for future projects; (2) it has created a novel channel for the transfer of AI expertise, via artistic projects, to address common sustainability goals; (3) the perspectives gained from interactions within the HEC consortium and the artists, provide new use cases that can be integrated in the corresponding educational activities of the involved PIs.	Leuven.AI, via the 4 participating researchers, primarily focused on providing scientific guidance to a subset of the PPE and HTE projects. Thus, we fostered interdisciplinary and applied AI applications, with some of them showing potential to create impact beyond the HEC project itself. Following, reflections on the 3 opportunities how HEC aligns with Leuven.AI's mission. (1) While the PPE and HTE projects were guided by individual researchers, internal HEC project meetings and discussions across the Leuven.AI researchers, did create new interdisciplinary links across research groups. These links could be strengthened further via projects that require simultaneous guidance from multiple researchers (e.g., supply chain and human computer interface research). While not directly tied to the HEC context and concrete outcomes are still pending, the Leuven.AI researchers did already discuss joint project proposal ideas. (2) It was indeed a project that created a new channel of expertise transfer and

		collaboration for all involved Leuven.AI researchers. While the domain gap was very large at times, collaborations were nonetheless experienced positively by the Leuven.AI researchers. (3) In fact, given the contrasting needs for AI research and applying off the shelf AI via first prototypes, student involvement appeared to be a viable mechanism for some researchers.
Mendel University	Our main emphasis is on popularizing novel agricultural and food production approaches. Developing digital prototypes with innovative attributes could help shape a more sustainable future while enhancing public attention would aid this achievement beyond the extent of the current project. Interconnection of the institutions throughout Europe is another great added value of the project and is envisioned as a possibility to enhance creativity and competitiveness in the long term.	Through close collaboration across partners and artists in residence, we strengthened interdisciplinary exchange and built a shared experimentation culture in which some trials were expected to fail while others generated promising insights, with the year's overarching goals being (1) durable collaborations at the intersection of science, art, and technology, (2) new knowledge and transferable workflows for bioacoustics and creative R&I methods, and (3) active sharing of process and early results across the consortium and with wider audiences to enhance long-term creativity and competitiveness.
Carlo Ratti Associati	CRA-Carlo Ratti Associati aims to explore ways urban farming can bring the natural environment back to the city. Our research will delve into several food production scenarios, touching upon ways in which new technologies, big data, local and international food cultures, urbanism, art and design can allow for stronger relations to be enhanced in cities across the European Union. Furthermore, we will work collaboratively with artists in residence to develop innovative experiments on the topic, some of which will fail and others that might succeed. Our goal throughout the project is three-fold: (1) new collaborations with artists; (2) new knowledge; (3) sharing process and results with a broader team.	CRA – Carlo Ratti Associati was involved both in structuring the residency and in mentoring the individual projects. Over the three years, the emphasis remained on practical, hands-on experimentation that could connect design ideas with technical challenges. Although the prototypes did not reach an advanced or deployable stage, the process proved valuable. Working closely with the artists & SMEs encouraged internal technical discussions within our studio, and in some cases our factory production team was able to contribute directly with their practical know-how. The project provided opportunities for conversations with both new and long-standing external experts. These exchanges helped us understand how the vertical farming sector is adapting to current energy constraints or how cities in Italy are exploring creative approaches to reducing food waste. Overall, we are satisfied with the project's working methodology and the broader knowledge exchange, and we exchange and see it as a valuable experience for future projects.
NethWork/ EatThis	EatThis wants to connect horticulture closer to society and vice versa. We invite outsiders to take a deep dive into the world of CEA so they may better understand what the production of	Eatthis is evolved in the years of the project to find more anchoring points in which it can connect with society, i.e. by looking at shared concerns like healthy diets. HEC has shown us how different cultural and

	healthy food is all about, but we also challenge them to work with us towards a future food system in which health is key. At the same time, we think that the sector itself should be more visible and more proactive in connecting to society and influential decision-makers. We find that in Hungry EcoCities these elements come together, and we can jointly work on new ideas for a healthy future of food.	corporate fields still speak different languages and a more long-term connections are required to seize the large opportunities and challenges the food system faces. That said HEC has changed the minds of a considerable number of Eatthis contributors as they are showing more interest in reaching out to creatives to collaborate.
Funding Box	As a go-to funding platform, FundingBox aims at growing champions and disseminating success stories across its network of partners, SMEs, DIHs, start-ups, and entrepreneurs. With HEC, this portfolio of champions becomes enriched and diversified as artists actively participate in experimentation. The results will lead to new synergies and outreach to a broader audience making cascade funding visible and attainable for a wider group of potential recipients. This will translate into a larger, more varied community on the funding platform and an enhanced range of best practices.	The ambition to diversify the FundingBox network has been fully realised through the establishment of 10 Paths to Progress Experiments (PPEs). Traditionally focused on deep-tech SMEs, the portfolio has been successfully enriched by integrating digital artists as core beneficiaries. This is exemplified by unique collaborations, demonstrating that the network now supports a broader range of innovators. The project has successfully demonstrated that synergies between the agri-food sector and digital arts can drive tangible innovation. Facilitated by the matchmaking process on the HECLab platform, these collaborations tackle industrial challenges with fresh perspectives. FundingBox has effectively made cascade funding (FSTP) visible and attainable for a wider audience across Europe. The effectiveness of the outreach strategy is evidenced by the geographic diversity of the applicants, with SME proposals originating from 21 countries and artist applications from 15 countries. The transparency of the 'funnel selection approach' and the active Online Community have significantly lowered barriers to entry for potential recipients. New standards in open call management have been successfully implemented and validated. Notably, the introduction of a €1,500 'mini-grant' for artists participating in the Jury Day established a best practice for fairly remunerating creators' efforts during the selection phase. Furthermore, the evaluation process moved beyond purely technical metrics to include human-centric and ethical considerations, aligning fully with the S+T+ARTS vision. FundingBox has moved beyond simple fund distribution to creating a functioning ecosystem where artists and industrial SMEs collaborate on equal footing. The initial ambition to 'grow champions' has been achieved by incorporating high-

		potential, multi-disciplinary projects that merge AI, biotechnology, and creative innovation into the funding platform.
Studios Other Spaces	The work of Studio Other Spaces (SOS) is collaborative at its core. Our research considers spatial, historical, ecological, social, cultural, and emotional aspects of a project, a site and its users. SOS projects foreground the atmospheric and intangible qualities of their specific locations and local conditions; with a research- and experiment-based approach, which emphasize not only physical movement as a means to shape space; as well as conscious awareness and innovative practice as a means to explore and generate new ways of thinking for a more sustainable future and radical change. With Hungry EcoCities, Studio Other space's ambition is to focus on making visible and communicating the challenges surrounding industrialized food production and the viable alternatives that we want to see grow; on public learning as a means to understand food heritages and create changes in food systems and food cultures; and on the storytelling and best-practice examples needed to change habits and expectations around food consumption, and enjoyment, in European contexts. Studio Other Spaces wishes to support projects that align with our values; our fields of interest for investigation, and projects that think critically about the potential of AI and take a holistic approach to assess where AI can offer solutions. While some of the insights and solutions that SOS hope to generate through Hungry EcoCities may have global application, other best-practice cases and prototypes for innovation concerning food will be different across cities located in various geographies, climates, population densities, and cultural contexts; in food, systems defined by differing food policies and political ideals.	Guided by its ambition, SOS developed and implemented the Local Conditions direction for the Knowledge Hub SOS, Germany throughout Hungry EcoCities, translating and interrogating complex challenges around industrialised food production through situated, experiential, and experimental approaches. By grounding the mentoring of artists and SMEs in specific geographic, ecological, and cultural contexts, the projects helped make viable alternatives tangible and open to public reflection. Several of the HTEs and PPEs addressed themes such as regenerative agriculture, alternative proteins, multispecies relations, and emerging technologies, contributing to more nuanced conversations on sustainability and food cultures. Demonstration events and the Future Solutions Talks strengthened storytelling and public engagement, framing food not only as a technical matter but as a cultural, aesthetic, and educational one. Across mentoring and consortium exchanges, SOS consistently encouraged a holistic and critical assessment of AI, positioning digital tools as instruments for awareness and care rather than optimisation alone. The project confirmed the value of locally grounded experimentation and reinforced SOS's research-based, collaborative methodology and cross-sector knowledge exchange. The Local Conditions framework continues to inform ongoing research and future initiatives beyond Hungry EcoCities.

Table 1: Reflection on ambitions achieved and potential for project partners

3.2 Lessons for Future Art-Driven Innovation Programmes

Drawing on 42 months of communication and dissemination activities across 20 experiments, the Hungry EcoCities consortium has identified 4 transferable lessons for future S+T+ARTS residencies and art-driven innovation programmes.

1) Importance of (inter)active prototype demonstration events

The decision to move beyond traditional curated exhibitions for the program as such proved essential for generating meaningful engagement with target audiences. By embedding demonstrations within working conferences, industry fairs, and design festivals, we positioned each prototype not as a finished artefact but as a living conversation with stakeholders who can implement, scale, or reimagine it. CRA even embraced it as a valuable approach for their future innovation testing. The 20 demonstration events generated richer insights than a static, not-in-person presentation could have achieved.

2) Outcome documentation as part of a living platform

The HEClab platform with prototype cards, combining technical specifications, process documentation, outcome videos, and development pathways, supports ongoing discovery far better than static PDF factsheets. By creating a searchable, browsable platform organised by food value chain position and technology type, we enabled visitors to find relevant inspiration regardless of their entry point. This living documentation continues to attract new visitors and facilitates unexpected connections between projects and potential collaborators.

3) Stimulate multisensory and experiential formats as translation layers

A consistent finding across all demonstrations was the effectiveness of multisensory and experiential formats for engaging diverse audiences. Installations combining visual, auditory, and gustatory elements increased audience engagement and fostered deeper connections than technical presentations alone. Artistic practices, particularly those engaged with sensory experience, narrative, and embodied knowledge, provide a translation layer that makes complex food system challenges viscerally legible to audiences ranging from farmers to policymakers. Where technical presentations risk generating buy-in only from similarly technical audiences, experiential formats make a deep connection and invite for understanding. This was also successfully tested during the MeaScale lunch at the Grand Gathering.

4) The importance of building networks for post-project sustainability

The ecosystem map showed us that over 125 external experts engaged actively in creating the project outcomes, ranging from curators, technologists, scientists, food industry specialists, educators, and culinary experts. This represents an infrastructure for continued collaboration beyond project funding. By deliberately involving diverse stakeholders throughout the programme rather than only at final dissemination, Hungry EcoCities created a community of practice around art-driven food system innovation that can persist and evolve. This network-building should be understood as a core dissemination outcome, not merely a means to other ends.

Annex 1 – Grand Gathering reporting

On February 24th, 2026 the Grand Gathering was held at [Koppert Cress](#) to reflect, celebrate and look ahead. Together we explored how creativity and innovation can reshape the way we produce, distribute and experience food. From speculative prototypes to real-world applications, from greenhouse innovations to artistic interventions. The event was divided in an experiential lunch, based on the studio vision of EatThis on MegaScale, three dedicated workshops, a plenary keynote by Carolyn Steel reflecting on Hungry EcoCities and an informal network drinks and testing opportunity. This journey has shown what becomes possible when disciplines truly meet. More also on the event in D5.13.

□ Attendance figures: over 80+ participants attended the program of the Grand Gathering. Among these were representatives of the following organizations: Kon. Instituut voor de Tropen (KIT), Koppert Cress, Regen Collective, Green Grounds, Rijk Zwaan, Slow Food Youth Network (SFYN), SenseNL, Division Q, Van der Ende Groep, Glastuinbouw Nederland, Solidaridad, Plantscout, Imagro, Tomato World, GreenFresh, ACCEZ, Provincie Noord-Brabant, Imagro, Achmea, Provincie Zuid-Holland, Axia Vegetable Seeds, Route 2030, Rabobank, Biobest, Heidelberg Institute of Global Health, Avans University of Applied Sciences, Dutch Plantin BV, Privia, Hoogendoorn Growth Management & LetsGrow.com.

This shows a nice combination of food industry, education, artistic background and policy. The online live-stream was attended by around 35 people, with 20 people actively listening at the same time. The session is recorded, so people can also (re)watch it at another moment.

□ Workshop brief of one of the given workshops

WORKSHOP 3: VEGETABLE VENDETTA / AI MARKETING

Jeroen van de Most + Lija Groenewoud-van Vliet

13.30 – 13:40 1 min Introductions – everyone

13:40 – 14:00 HEC Development + prototype + after-life

Show the development process in short

- Departure point: showing the travel of food products leads to Robin Hood concept
- Learnings from the Axia experiment
- Other after-life showcases
- While the possibilities of gen AI are rapidly expanding, so is the backlash on AI use in advertising. (would the original premise of the project work within the most recent developments?)

14:00 – 14:40 Work on assignment / use scenarios

- Assignment:
 - o We want ask two participants who would like to have a campaign with Vegetable Vendetta as a starting point.
 - o Split into two groups and take 10 minutes to define a short brief of the product you seek to promote, the goals of the campaign, targets audience, and intention.
 - o The two groups provide the campaigning input to Jeroen who then starts generating the campaign ideas – sharing live, how he would approach this.
- How do you see the audience, the role of originality / script development?
- For whom is this interesting? How to reach consumers?

14:40 – 14:45 Wrap-up – go to Atrium

□ Some images of the event



- ☐ Dedicated press release

HUNGRY ECOCITIES
A S+T+ARTS RESIDENCIES PROJECT



PRESS RELEASE

Hungry EcoCities Grand Gathering on 24 February 2026

Online event with Carolyn Steel at Koppert Cress

Over the past three years, artists, designers, researchers and SMEs from across Europe have collaborated within the Hungry Ecocities program to explore how food can shape the cities of tomorrow. In three different countries, three different directions for experimentations have been developed. In Germany by Studio Other Spaces, in Italy by Carlo Ratto Associati and in the Netherlands by EatThis.

From speculative designs to tangible prototypes, the resulting projects have revealed how creativity and technology can nourish both people and planet. Check out the various outcomes via this link: [S+T+ARTS HUNGRY ECOCITIES: A more healthy, sustainable, responsible and affordable agri-food system enabled by AI - YouTube](#)

Hungry EcoCities is now coming to an end, and therefore it is time to celebrate, connect and look ahead!

On 24 February 2026, the core team of Hungry EcoCities, several participating artists, partners and contributors will gather at Koppert Cress in the heart of the Westland, the epicenter of innovative food production. Together we will share the most exciting outcomes, exchange perspectives and imagine how these insights can grow into the next chapter of a more sustainable and delicious urban future.

We are very excited that Carolyn Steel, British architect and author of *Hungry City* and *Sitopia: How Food Can Save the World*, will join us as our special guest. Carolyn will share her reflections on all the recent projects of Hungry EcoCities and how food connects urban life, culture and ecology, and how cities themselves can become regenerative ecosystems.

Expect a day filled with stories, visions and conversations at the crossroads of art, science and cultivation, and of course, a meaningful closing gathering.

This event will be broadcast live online, check the program below and register [here](#)!

15.00 Opening plenary session (Stijn Baan – Director Koppert Cress)

15.05 – 15.15 About Hungry EcoCities and the lessons learned (Creative Studios Hungry EcoCities)

15.15 – 16.00 Keynote presentation Carolyn Steel

16.00 – 16.15 Closing notes (Rodolfo Groenewoud van Vliet-Director In4Art)

16.15 – 16.45 Q&A with Carolyn Steel, Rodolfo Groenewoud van Vliet & all the participants

17.00 Wrap up Hungry EcoCities Online Grand Gathering

For more information on Hungry EcoCities: <https://starts.eu/hungryecocities/>

For more information on the event at Koppert Cress, please contact EatThis. via Renee Snijders: renee@eatthis.info.



Funded by
the European Union

S + T + ARTS
SCIENCE + TECHNOLOGY + ARTS

The HungryEcoCities project has received funding from the European Union's Horizon Europe research and innovation programme under grant agreement 101069990.

Annex 2 – Overview of links to outcome documentation videos and HEClab cards

This table provides an overview of the project outcomes in Hungry Ecocities, leading to the dedicated project page on the S+T+ARTS Hungry Ecocities website, the final videos resulting from Hungry EcoCities and the dedicated prototype factsheets on the HEClab to support future uptake and development.

Project name	Project page	Link to the video	Link to the factsheets (HEClab Card)
Acoustic Agriculture	Project page link	Video link	Acoustic Agriculture : hydroponic boxes equipped with vibrational speakers, custom electronics, sensors and an AI sound model to redefine how we think about AI, noise pollution, and the biosemiotic relationship between sound and plant life.
The Council of Foods	Project page link	Video link	Council of Foods : an interactive website built to create a space to discuss the food system with food representing AI avatars.
Ecoshroom	Project page link	Video link	EcoShroom : an hardware interface and AI model trained with mycorrhizae on plant symbiotic communication effects.
Future Protein	Project page link	Video link	Future Protein : a remote-sensing model that predicts the development of mussel farming and shows its potential in terms of nutrition and ecological value.
MVP x FFF	Project page link	Video link	MVP x FFF Food Computer : an AI-assisted thinking and tinkering tool for harmonizing the rhythms and culinary (& nutritional) possibilities of Food Forest Flavours and Alternative Proteins (Commercially available, non-animal derived high-protein food products a.k.a. Minimum Viable Proteins (MVPs)).
Symbiosis.AI	Project page link	Video link	SYMBiosis.ai : a data set on effects in nutrition uptake in plants through electrical stimulation.
Symposio	Project page link	Video link	Symposio : a table device that aims to enhance our dining experience and promote healthier eating habits by reducing automatic or mindless eating with the use of light and AI.
Vegetable Vendetta	Project page link	Video link	Vegetable Vendetta : an installation that empowers marketing skills for vegetables through gen AI created content.
WTFood	Project page link	Video link	WTFood : A lens based AI module to uncover the glitches of the food system, explore various systemic socioeconomic perspectives and discover ways to take action.
Be(e)together	Project page link	Video link	(Be)etogether Interface : transforms internal hive data into a sensory experience: light, sound, vibration, and

			airflow that allow you to “feel” the life of the bees from within. (Be)etogether set of sensors: the kit captures temperature, humidity, vibrations, sounds, bee movements, and air quality, along with periodic images of the hive environment. Thanks to this network of sensors and AI processing, behavioral patterns, hive health, and anticipated nectar flows can be monitored. Community Varroa Monitoring Tool: AI image recognition to automatically detect and count varroa mites from photos of monitoring boards — making hive health assessment faster, more accurate, and less invasive.
Compostable Altar	Project page link	Video link	Compostable Altar: offering to the earth: recipes and process to transform agricultural waste into biodegradable, data-driven sculptures that enhance the soil quality. Combining biomaterial research, digital fabrication, and AI, it celebrates circularity and reimagines design as a living, regenerative process
Crafts Meats AI	Project page link	Video link	Crafts Meats AI: combining scientific imaging, AI storytelling, and salt-based printing to reveal how salt, air, and patience transform raw meat into Prosciutto di Parma.
Open Source Harvesting Community	Project page link	Video link	openCEM Spider: a coreXY tool plotter which can printed once and scaled to any dimension with standard profiles openCEM - controlled environment grow unit: a open source framework for growing plants in a controlled environment
Phygital Seasoning	Project page link	Video link	Phygital Seasoning AR set-up redefines taste as a designed experience of perception, not ingredients.
Quiet Storm	Project page link	Video link	Quiet Storm – Music for Insects a curated sound set-up to enhance the mating process of the Tenebrio Molitor beetle, population reproduction, and to cultivate empathy.
Re.Source-Society	Project page link	Video link	Re-Source.Society prototypes mix of Cooling Cactus, Living Lung and Basic Brain: explores how materials can regulate climate using natural physics instead of energy-intensive machinery Fair-advantage.org : an AI-powered search tool that democratizes marketing and sales efforts of small, local, sustainable food producers

Sprouting Embryonic Futures	Project page link	Video link	Sprouting Embryonic Futures Sprouter: a living system that combines sensor networks, a stroboscopic watering system, and an automated timelapse machine to grow and visualize sprouts in real time.
Straw Return	Project page link	Video link	Straw Return : A process to turn wheat stem residues into high-value materials for design and interiors
Tomato Brain	Project page link	Video link	Tomato Brain : A multi-agent AI system to support human collective intelligence
HECLab	Project page link	Video link	Not applicable
Hungry EcoCities	Project page link	Full playlist	Not applicable

Part of this table is also reported in D4.5 Success stories and D5.12, but is integrated here to facilitate all direct links to the relevant documentation of the various project outcomes.

Annex 3- Banner Hungry EcoCities outcomes

HUNGRY ECOCITIES

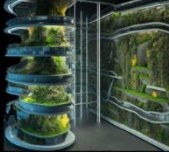
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+ + + PROTOTYPES

AIMS AT EXPLORING ONE OF THE MOST PRESSING CHALLENGES OF OUR TIMES: THE NEED FOR A MORE HEALTHY, SUSTAINABLE, RESPONSIBLE, AND AFFORDABLE AGRI-FOOD SYSTEM FOR ALL.

Growing Conditions

+ ACOUSTIC AGRICULTURE
AI plant sound model



+ IBEIETOGETHER
Monitoring bee habitat



+ COMPOSTABLE ALTAR
Soil health improvement



+ ECOSHROOM
Soil life - Mycorrhizae



+ RE-SOURCE.SOCIETY
Climatization solutions



+ OPEN SOURCE HARVESTING COMMUNITY
CEA at home



+ QUIET STORM
Insect domestication



+ SPROUTING EMBRYONIC FUTURES
Black box unravelling



+ STRAW RETURN
Second harvest applications



+ FUTURE PROTEIN
True value - Mussels

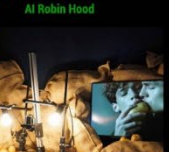


Market Competition

+ MVP X FFF
Food computer



+ VEGETABLE VENDETTA
AI Robin Hood



+ HECLAB
Matchmaking platform



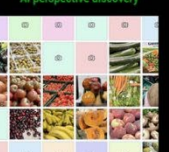
+ THE COUNCIL OF FOODS
Giving food a voice



+ TOMATO BRAIN
Collective intelligence

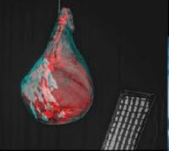


+ WTFODD
AI perspective discovery



Eating Culture

+ CRAFT | MEATS | AI
AI storytelling



+ PHYGITAL SEASONING
Taste personalisation



+ SYMPOSIUM
AI aided eating



Knowledge Sharing

+ + +

WATCH ALL VIDEOS



starts.eu/hungryecocities



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In4Art



FundingBox



Studio Other Spaces



T



Mandel University in Brno



KU LEUVEN



CARLO RATTI ASSOCIATI



eat this.

The HungryEcoCities project has received funding from the European Union's Horizon Europe research and innovation programme under grant agreement 101069980.

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Annex 4 – Approach to reaching the broader agri-food SMEs and showcasing the online activities

Our active project partners have supported the dissemination of the Hungry EcoCities project outcomes, including the results of the Humanizing Technology Experiments, Paths to Progress Experiments and the promotion of the demonstration events such as the Grand Gathering and PPE specific prototype events.

To showcase the project's achievements, raise awareness of the final event, and encourage broad participation, the content was shared across multiple communication channels from September 2025 to February 2026. These included S+T+ARTS social media (LinkedIn and Instagram), S+T+ARTS and FundingBox newsletters, FundingBox social media channels (primarily LinkedIn), LinkedIn groups focused on agri-food/art, and direct email outreach to European Digital Innovation Hubs and SMEs. Additional promotion took place via the Sustainable Food System Network platform and several different FundingBox newsletters, including Funding Opportunities and Events, Smart Manufacturing Community, DIH Supportive Partners.

S+T+ARTS

On the S+T+ARTS channels – Website, LinkedIn, Instagram and YouTube all the project outcomes were regularly published. Each Paths to Progress Experiment was introduced as well as the Grand gathering event.

S+T+ARTS LinkedIn channel - 6,262 followers:

The image shows a LinkedIn post from the S+T+ARTS profile, which has 6,262 followers. The post is dated 12/18/2025 and is authored by Magdalena Bromboszcz. It features a vibrant green graphic with the text 'SAVE THE DATE 24 FEB 2026 THE GRAND GATHERING'. The event is scheduled for Tuesday, February 24, from 3:00 PM to 5:00 PM CET, and is an online event. The post includes a 'View event' button and shows 14 reactions, 1 comment, and 2 reposts. The text of the post describes the 'Hungry EcoCities Success Story' and the 'Re-Source.Society' project, which aims to improve microclimatic conditions of farms and other indoor locales. It mentions a sensor-powered 'Basic Brain' that reads the air and analyzes microclimate patterns, activating 'The Cooling Cactus' and 'The Living Lung' to moderate indoor temperature and humidity. The post also lists partners: In4Art, Mendel University in Brno, FundingBox, CRA-Carlo Ratti Associati, KU Leuven, and Fakulta informačních technologií VUT v Brně/ Eathis. Hashtags include #hungryecocities, #digitalprototype, #humanizingtechnology, #foodsystem, #healthyfood, #agrifood, #creativetechnology, and #ai. A note at the bottom states that the Hungry EcoCities project has received funding from the European Union's Horizon Europe research and innovation programme under grant agreement.

S+T+ARTS Instagram channel - more than 14 thousand followers.

2165 views	3196 views	3201 views	3851 views
Event	PPE	PPE	Open Call
18/12/2025	15/12/2025	4/12/2025	31/10/2024

S+T+ARTS Hungry EcoCities Website:

CONCEPT	Pageviews	URL
Total Pages / Posts	148	
Total Views	66717	
Average pageviews per page	450.79	
TOP 10 CONTENT		
Open Call – Artists (STARTS Residencies)	10,330	https://starts.eu/open-call-artists-hungry-ecocities-starts-residencies-2023
Hungry EcoCities (Main Page)	9,670	https://starts.eu/hungryecocities
Open Call 2 – Artists (Agri Food Sector)	9,012	https://starts.eu/hungry-ecocities-open-call-2-artists-agri-food-sector-2024
Open Call 2 – End Users / SMEs	7,692	https://starts.eu/hungry-ecocities-open-call-2-end-users-smes-agri-food-sector-2024
Hungry EcoCities Residencies Page	5,356	https://starts.eu/what-we-do/residences/hungry-ecocities

1st Open Call – Humanizing Technology Experiments (Winners)	1,998	https://starts.eu/hungry-ecocities-1st-open-call-humanizing-technology-experiments-winners
Paths to Progress Experiments – 2nd Open Call (SMEs Winners)	1,816	https://starts.eu/hungry-ecocities-paths-to-progress-experiments-2nd-open-call-10-smes-winners
Save the Date – The Grand Gathering	1,016	https://starts.eu/save-the-date-the-grand-gathering-hungry-ecocities
How AI Can Change Our Relationship with Food	911	https://starts.eu/how-ai-can-change-our-relationship-with-food-starts-hungry-ecocities
A Journey Through Rebuilding the Food Chain	760	https://starts.eu/hungry-ecocities-a-journey-through-rebuilding-the-food-chain

On the website, 40+ news articles have been posted

A	B	C	D	E	F	G	H	I
NO	Name of article	WP	Consortium Partner Ref	Author/ Contributor	status	publication date	link to S+T+ARTS	link to article category
1	S+T+ARTS HUNGRY ECOCITIES: FOOD FOR THE FUTURE	WP5	IN4ART	Lija	published	2-11-2022	S+T+ARTS Hungry EcoCities: Food for the future – S+T+ARTS	https://starts.eu/blog/category/in
2	S+T+ARTS HUNGRY ECOCITIES: MEGA SCALE, LOCAL CONDITIONS	WP5	IN4ART	Lija / All	published	20-1-2023	S+T+ARTS Hungry EcoCities: Mega Scale, Local Conditions	https://starts.eu/blog/category/re
3	OPEN CALL FOR ARTISTS O HUNGRY ECOCITIES S+T+ARTS	WP3	FBA	Delia	published	1-3-2023	https://starts.eu/open-call-artists-hungry-ecocities-starts-re	https://starts.eu/blog/category/a/
4	Hungry EcoCities: OPEN CALL 1 Update		IN4ART / FundingBox	Lija / Marta	published	29-6-2023	https://starts.eu/hungry-ecocities-open-call-1-update/	https://starts.eu/blog/category/O
5	Humanizing Technology: Introducing the Visionary Winners of Hungry EcoCities		IN4ART / FundingBox	Lija / Marta	published	4-9-2023	https://starts.eu/hungry-ecocities-1st-open-call-humanizing-technology-experiments-outcomes	https://starts.eu/blog/category/O
6	Hungry EcoCities: A Journey through rebuilding the food chain		IN4ART	Lija	published	24-10-2023	https://starts.eu/hungry-ecocities-a-journey-through-rebuilding-the-food-chain	https://starts.eu/blog/category/a/
7	Partners Interviews Series> In4Art		IN4ART / FundingBox	Lija & Rodolfo	published	25-10-2023	https://starts.eu/hec/partners-interviews-series/in4art/	https://starts.eu/blog/category/Pi
8	Partners Interviews Series> FundingBox		IN4ART / FundingBox	Anca Marin	published	24-10-2023	https://starts.eu/hec/partners-interviews-series/fundingbox/	https://starts.eu/blog/category/Pi
9	Kicking off the Humanizing Technology Experiments projects: collab		IN4ART / CRA	Lija / Vincent	published	27-10-2023	https://starts.eu/kicking-off-the-humanizing-technology-experiments-projects-collab	https://starts.eu/blog/category/H
10	Partners Interviews Series>CRA		FundingBox / CRA	Monika Loeve	published	20-11-2023	https://starts.eu/hec/partners-interviews-series/cra-carlo-r/	https://starts.eu/blog/category/Pi
11	Partners Interviews Series>Other Spaces		FundingBox / OtherSpaces	Sebastian Behmann	published	20-11-2023	https://starts.eu/hec/partners-interviews-series/studio-oth/	https://starts.eu/blog/category/Pi
12	Partners Interviews Series> Mendel Univ		FundingBox / Mendel	Pavel Chaloupsky	published	27-11-2023	https://starts.eu/hec/partners-interviews-series/mendel-univ/	https://starts.eu/blog/category/Pi
13	Partners Interviews Series> KU L		FundingBox / KUL	Jens Bürger / Robin De Croo	published	11-12-2023	https://starts.eu/hec/partners-interviews-series/ku-leuven/	https://starts.eu/blog/category/Pi
14	Partners Interviews Series> EatThis		FundingBox / EatThis	Renee Snijders	published	11-12-2023	https://starts.eu/hec/partners-interviews-series/eatthis/	https://starts.eu/blog/category/Pi
16	Partners Interviews Series> Brno Univ		FundingBox / Brno	Pavel Smrz	published	11-12-2023	https://starts.eu/hec/partners-interviews-series/brno-univ/	https://starts.eu/blog/category/Pi
17	Article Feeding the Mind with Carolyn Steel	WP5	IN4ART / CRA	Lija and Vincent	published	4-1-2024	https://starts.eu/hungry-ecocities-feeding-the-mind-with-c/	https://starts.eu/blog/category/C
18	Dedicated S+T+ARTS Newsletter	WP5	IN4ART / FundingBox / SOS	All	published	30-10-2023	Special Newsletter S+T+ARTS Residencies Hungry EcoCities	https://mailchi.mp/66b3878db1d
19	Open Call announcement	WP3	FBA	Marta	published	10-2-2024	S+T+ARTS Hungry EcoCities O Open Call 2 / Phase 1 > call for SMEs in the agri-food sector – S+T+ARTS	https://starts.eu/open-call-2-phase-1-agri-food-sector-smes/
20	AI & Ethics Masterclass by Kristen Scott		IN4ART	Lija	published	8-2-2024	https://starts.eu/ai-ethics-masterclass-by-kristen-scott-hungry-ecocities-experiments/	https://starts.eu/blog/category/E
21	Masterclass: Just Transition in Food and Agriculture		IN4ART	Lija	published	11-3-2024	https://starts.eu/masterclass-just-transition-in-food-and-agriculture-by-jeffrey-david-turk-hungry-ecocities/	https://starts.eu/blog/category/E
22	How AI can change our relationship with food	WP5	IN4ART	Lija	published	8-4-2024	https://starts.eu/how-ai-can-change-our-relationship-with-food-starts-hungry-ecocities/	https://starts.eu/blog/category/E
23	Open Call 2 / Phase 2 > call for ARTISTS in the agri-food sector		IN4ART	IN4Art/Fb	published	13-6-2024	https://starts.eu/hungry-ecocities-open-call-2-artists-agri-food-sector-2024/	https://starts.eu/blog/category/E
24	Seeds of Change: Demonstration Events Pioneering Agri-Food Solutions		IN4ART	Lija/Eva/Stephan/Vero	published	18-7-2024	https://starts.eu/hungry-ecocities-demonstration-events-humanizing-technology-experiments	https://starts.eu/blog/category/E
25	Humanizing Technology Experiments Outcomes		IN4ART	Lija	published	22-7-2024	https://starts.eu/hungry-ecocities-humanizing-technology-experiments-outcomes	https://starts.eu/blog/category/E
26	Introducing HECLab: Bridging Art-Driven Innovation with Sustainable Food Systems		IN4ART	Lija/Marta/Pavel	published	26-8-2024	https://starts.eu/hungry-ecocities-introducing-heclab-bridging-art-driven-innovation-with-sustainable-food-systems	https://starts.eu/blog/category/E
27	Paths to Progress Experiments: Introducing the 10 SMEs – Winner		IN4ART	Lija/Magdalena/Renee	published	24-8-2024	https://starts.eu/hungry-ecocities-paths-to-progress-experiments-2nd-open-call-10-smes-winners	https://starts.eu/blog/category/E
28	The role of Scale in Food Production: Hungry EcoCities at the Embassy of Food's Table Conversation		IN4ART	Lija/ Stephan	published	11-11-2024	The role of Scale in Food Production: Hungry EcoCities at the Embassy of Food's Table Conversation	https://starts.eu/blog/category/E
29	Video Podcast o S+T+ARTS Hungry EcoCities: Art & Tech Feeding the Future		IN4ART	Lija	published	10-2-2025	Video Podcast o S+T+ARTS Hungry EcoCities: Art & Tech Feeding the Future – S+T+ARTS	https://starts.eu/blog/category/E
30	Paths to Progress Experiments: Introducing the 10 Artists – Winner		IN4ART / FundingBox	Marta / Vero	published	6-3-2025	Paths to Progress Experiments: Introducing the 10 Artists – Winners of 2nd Phase of Hungry EcoCities	https://starts.eu/blog/category/E
31	What's the right supply chain for urban food? o Reflection article		IN4ART / KU Leuven	Rodolfo/ Robert	published	28-4-2025	What's the right supply chain for urban food? o Reflection article – HUNGRY ECOCITIES – S+T+ARTS	https://starts.eu/blog/category/E
32	Hungry EcoCities Takes the Stage at GreenTech Amsterdam: Showcasing Innovation		IN4ART + CRA	Lija	published	8-5-2025	https://starts.eu/hungry-ecocities-takes-the-stage-at-green-tech-amsterdam-showcasing-innovation	https://starts.eu/blog/category/E
33	Expanding Our Prototype Park Approach Through Dutch Design Foundation		IN4ART	Lija / Rodolfo	published	16-6-2025	https://starts.eu/hungry-ecocities-dutch-design-foundation-co-lab-expanding-our-prototype-park-approach-through-dutch-design-foundation	https://starts.eu/blog/category/E
35	Reflections after the 1st European Symposium on Cultivated Biodiversity and Food Systems		IN4ART	Betiana Pavon	published	5-6-2025	https://starts.eu/reflections-after-the-1st-european-symposium-on-cultivated-biodiversity-and-food-systems	https://starts.eu/blog/category/E
35	Radical Creativity with the Artists of S+T+ARTS Hungry EcoCities		IN4ART	Lija	published	8-7-2025	https://starts.eu/video-podcast-efectocascada-starts-hungry-ecocities-humanizing-technology-experiments	https://starts.eu/blog/category/E
36	Art meets AI to reinvent tomorrow's food systems		IN4ART	Vero	published	14-7-2025	Art meets AI to reinvent tomorrow's food systems o S+T+ARTS Hungry EcoCities – S+T+ARTS	https://starts.eu/blog/category/E
37	Paths to Progress Experiments Update: Driving Urban Food Innovation Forward		FBA	Magda	published	25-7-2025	Paths to Progress Experiments Update: Driving Urban Food Innovation Forward o S+T+ARTS Hungry EcoCities – S+T+ARTS	https://starts.eu/blog/category/E
39	Upcoming demonstration events for the Paths to Progress Experiments		IN4ART	Vero	published	15-9-2025	Upcoming demonstration events for the Paths to Progress Experiments o S+T+ARTS Hungry EcoCities – S+T+ARTS	https://starts.eu/blog/category/E
40	Tasting the Future: Hungry EcoCities Showcases 3 Years of Food Innovation at Dutch Design Week		IN4ART	Vero	published	23-10-2025	Tasting the Future: Hungry EcoCities Showcases 3 Years of Food Innovation at Dutch Design Week	https://starts.eu/blog/category/E
41	Paths to Progress Experiments Culminated with an Insightful Wrap Up Event		IN4ART	Vincent	published	18-11-2025	Paths to Progress Experiments Culminated with an Insightful Wrap Up Event o S+T+ARTS Hungry EcoCities – S+T+ARTS	https://starts.eu/blog/category/E
42	Save the Date! The Grand Gathering		NTWK	Renee	published	24-11-2025	Save the Date! The Grand Gathering o S+T+ARTS Hungry EcoCities – S+T+ARTS	https://starts.eu/blog/category/E
43	Enhancing trust in agri-food AI: Insights from the human-centred explainable AI masterclass		KUL	Robin	published	5-2-2026	Enhancing trust in agri-food AI: Insights from the human-centred explainable AI masterclass o S+T+ARTS Hungry EcoCities – S+T+ARTS	https://starts.eu/blog/category/E
44	Helping Experiments Connect: The Story of HECLab		IN4ART / FundingBox	Magda/ Lija	published	10-2-2026	Helping Experiments Connect: The Story of HECLab o S+T+ARTS Hungry EcoCities – S+T+ARTS	https://starts.eu/blog/category/E
45	Hungry EcoCities Grand Gathering: Final event & Video		NTWK/ CRA	Stephan / Vincent	to be published		expected in March 2026	

Overview from the internal tracker with contributors overview

HUNGRY ECOCITIES

Explore the freshest news and articles providing essential updates and valuable insights into the key developments of the project. Stay updated on our journey and delve into the compelling stories that underpin Hungry EcoCities initiative.



Helping Experiments Connect: The Story of HECLab ○ S+T+ARTS Hungry EcoCities

HECLab connects art-driven prototypes with real-world opportunities, using AI matchmaking to help innovations move from concept to validation in the food sector.

[Read More »](#)



Enhancing trust in agri-food AI: insights from the human-centred explainable AI masterclass ○ S+T+ARTS Hungry EcoCities

Trust in agri-food AI starts with transparency. Human-centred explainability turns complex algorithms into practical, usable tools for better decisions.

[Read More »](#)



Save the Date! The Grand Gathering ○ S+T+ARTS Hungry EcoCities

24 FEB 2026 — Join us to celebrate three years of food-system innovation and look ahead to the future.

[Read More »](#)



Paths to Progress Experiments Culminated with an Insightful Wrap Up Event ○ S+T+ARTS Hungry EcoCities

The wrap-up event premiered the 10 PPE prototypes and celebrated the partnerships driving a more sustainable food system.

[Read More »](#)



Paths to Progress Experiments Update: Driving Urban Food



Art meets AI to reinvent tomorrow's food systems



Tasting the Future: Hungry EcoCities Showcases 3 Years of Food Innovation at Dutch Design Week

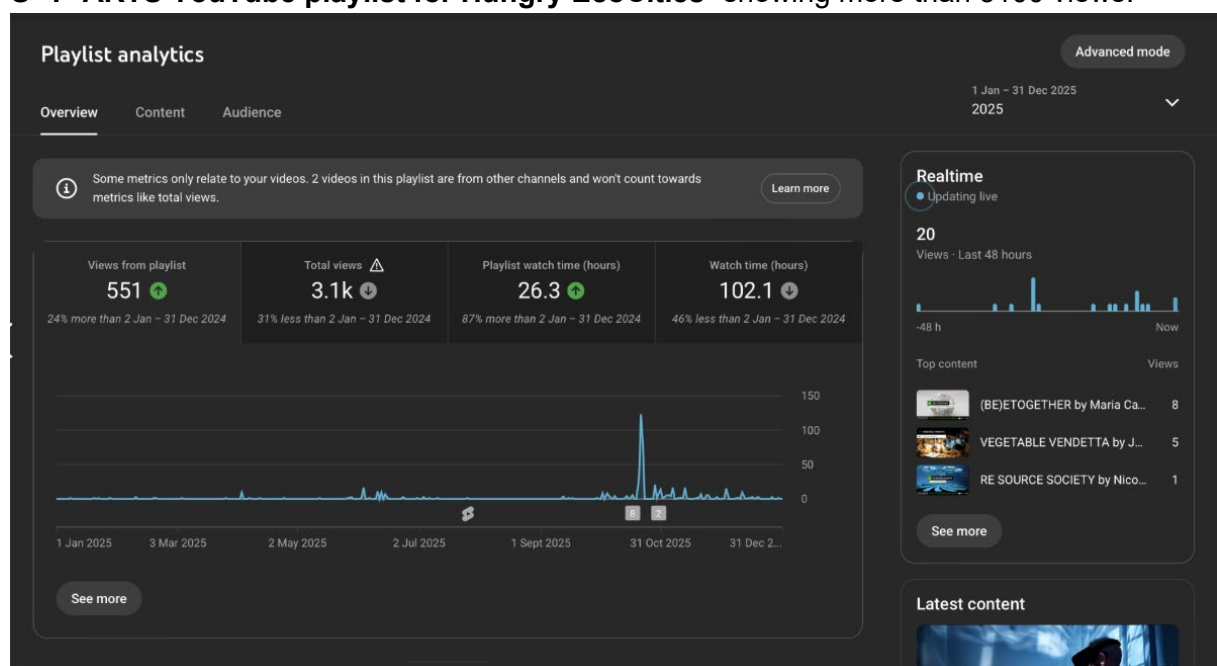
In this 50-minute session, artists and partners unveil bold



Upcoming demonstration events for the Paths to Progress Experiments ○ S+T+ARTS Hungry EcoCities

[Screenshot from news page.](#)

S+T+ARTS YouTube playlist for Hungry EcoCities -showing more than 3100 views.



Below table shows the status of the dissemination tracking on Feb 26th, 2026. Showing over 600+ activities.

These activities were separated in different event categories: Article in online media, Article in printed media (magazine), Communication Campaign (e.g., podcast), Community , Conference, Networking Event, Newsletter, Presentation/Talk/ Keynote, Press Release, Social Media, Video/Film, Website and Workshop.

Funding Box LinkedIn - more than 12 thousand followers:



FundinBox
 12,241 followers
 3mo • 🌱

Hungry for innovation? The future is here. 🍌

Our Hungry EcoCities projects are set to be showcased, and we can't wait to share them with you! 🌱 We've entered the final two months of the Paths-to-Progress Experiments Residencies, and the demonstration events are coming up!

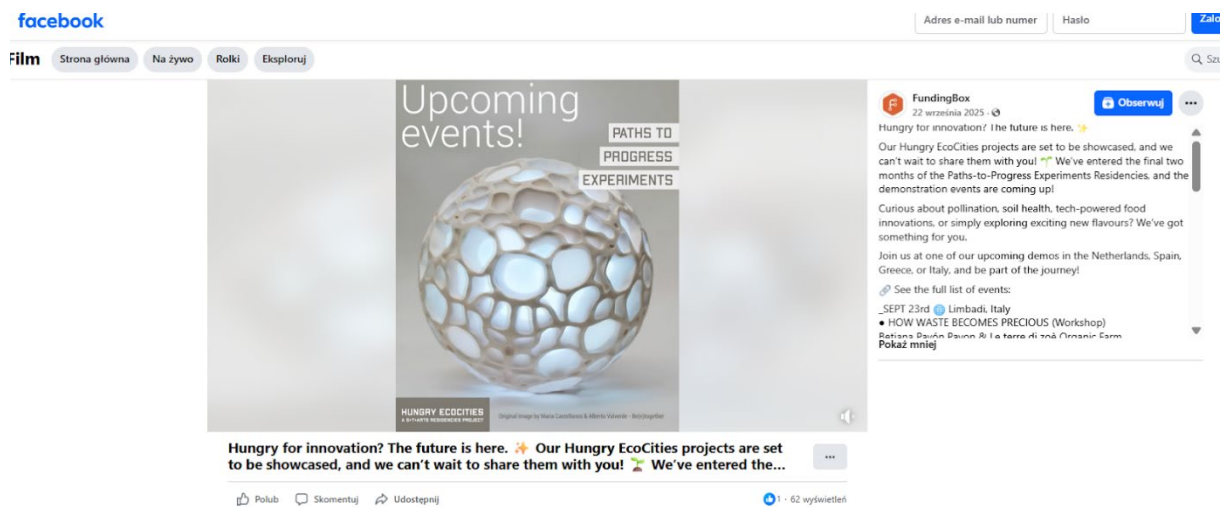
Curious about pollination, soil health, tech-powered food innovations, or simply exploring exciting new flavours? We've got something for you.

Join us at one of our upcoming demos in the Netherlands, Spain, Greece, or Italy, and be part of the journey!

🔗 See the full list of events:

- _SEPT 23rd 🇮🇹 Limbadi, Italy
 • HOW WASTE BECOMES PRECIOUS (Workshop)
Belutian Pavón Pavon & Le terre di zoè Organic Farm
- _OCT 2nd 🇪🇸 Villamalea Town Hall (Albacete)
 • CREATING THE FUTURE OF FOOD IN RURAL AREAS
Samuel Van Ransbeeck (Quiet Storm: when music and science meet) & **Protiberia**
- _OCT 7th 🇪🇸 Santiago de Compostela, Spain
 • PHYGTAL SEASONING (Tasting Experience)
Laila Snevele & TasteLab
- _OCT 8th 🇪🇸 Barcelona, Spain
 • RE-SOURCE SOCIETY
 Nicolas Rotta and **Instagram**
- _OCT 9th 🇳🇱 Maasdijk, Netherlands
 • HARVESTING COMMUNITY
Georg Kettelle with **OpenCEMS Industrial Chair**
- _OCT 9th 🇮🇹 Brussels, Belgium
 • PRESENTATION OF SPROUTING: New approaches to urban farming
 Haseeb Ahmed with **Sprout Dynamics**

Facebook - more than 4,5 thousand followers



Smart Manufacturing Newsletter - more than 650 subscribers

<https://fundingbox-spaces.s3-eu-central-1.amazonaws.com/uploads/9d88be4ec545e6ba0e042558/5yAsmrRgKd/The-FundingBox-Group-S.L.-Mail---Ho!-Ho!-Ho!-Santa%E2%80%99s-here-with-new-opportunities!-%F0%9F%8E%85.pdf>



The **Hungry EcoCities** (AI enabled artistic solutions for sustainable food systems) Paths to Progress residencies have delivered this year some truly inspiring AI-powered artistic solutions for sustainable food systems. Ten artist - SME pairs worked hand in hand, creating meaningful prototypes and **building strong collaborations that light the way toward a fairer, greener agri-food future.**

Discover the magic they created!

**THREE YEARS OF HUNGRY ECOCITIES:
REFLECTIONS AND THE ROAD AHEAD!**

After three years of collaboration, the **Hungry EcoCities project is coming to a close**. Join us online to celebrate its outcomes and look ahead.

With special guest **Carolyn Steel, an architect and author of *Hungry City and Sitopia: How Food Can Save the World***, we will share the most exciting outcomes

and exchange perspectives.

Carolyn will talk about her reflections on all the recent projects of Hungry EcoCities and **how food connects urban life, culture and ecology, and how cities themselves can become regenerative ecosystems**.

Imagine how these insights can grow into the next chapter of a more sustainable and delicious urban future!

[Check the details here!](#)

<https://fundingbox-spaces.s3-eu-central-1.amazonaws.com/uploads/9d88be4ec545e6ba0e042558/B6MjkJXFXp/The-FundingBox-Group-S.L.-Mail---Your-next-opportunity-starts-here!-%E2%9C%A8.pdf>

Funding Opportunities Newsletter - more than 31 thousand subscribers

https://fundingbox-spaces.s3-eu-central-1.amazonaws.com/uploads/9d88be4ec545e6ba0e042558/8veZLhsbxF/The-FundingBox-Group-S.L.-Mail---Magdalena,-The-EU-Advantage-You%E2%80%99re-Not-Using_.pdf

Communities newsletter - more than 31 thousand subscribers

https://fundingbox-spaces.s3-eu-central-1.amazonaws.com/uploads/9d88be4ec545e6ba0e042558/8veZLhsbxF/The-FundingBox-Group-S.L.-Mail---Magdalena,-The-EU-Advantage-You%E2%80%99re-Not-Using_.pdf

Transforming Tomorrow's Food Systems.

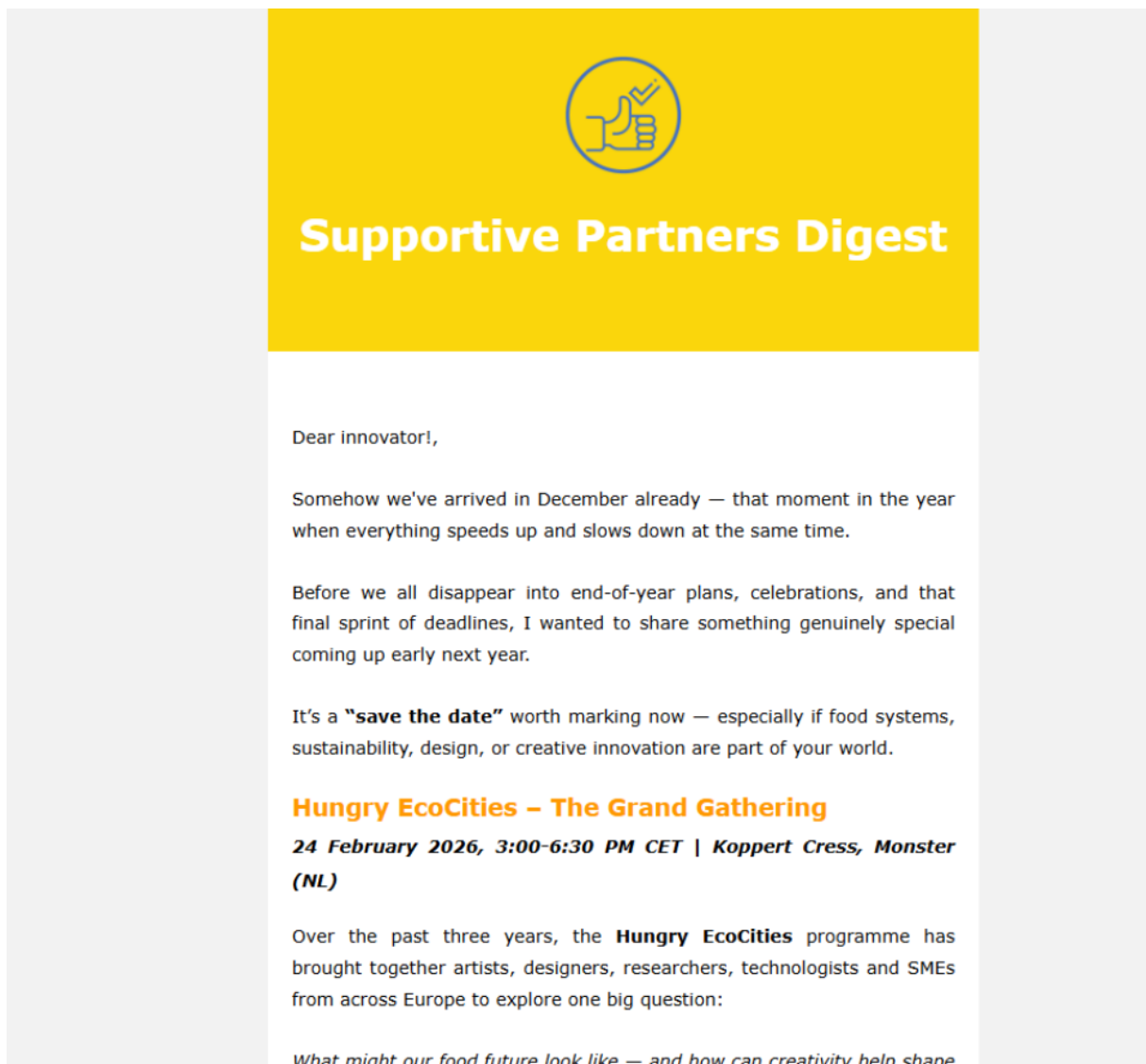
The **Hungry EcoCities Paths to Progress residencies** (AI enabled artistic solutions for sustainable food systems) produced powerful, thought-provoking prototypes that push us toward a more **sustainable, equitable agri-food future**. Ten artist-SME pairs collaborated creatively, forging strong bonds while shaping impactful new ideas.

 [Explore it!](#)

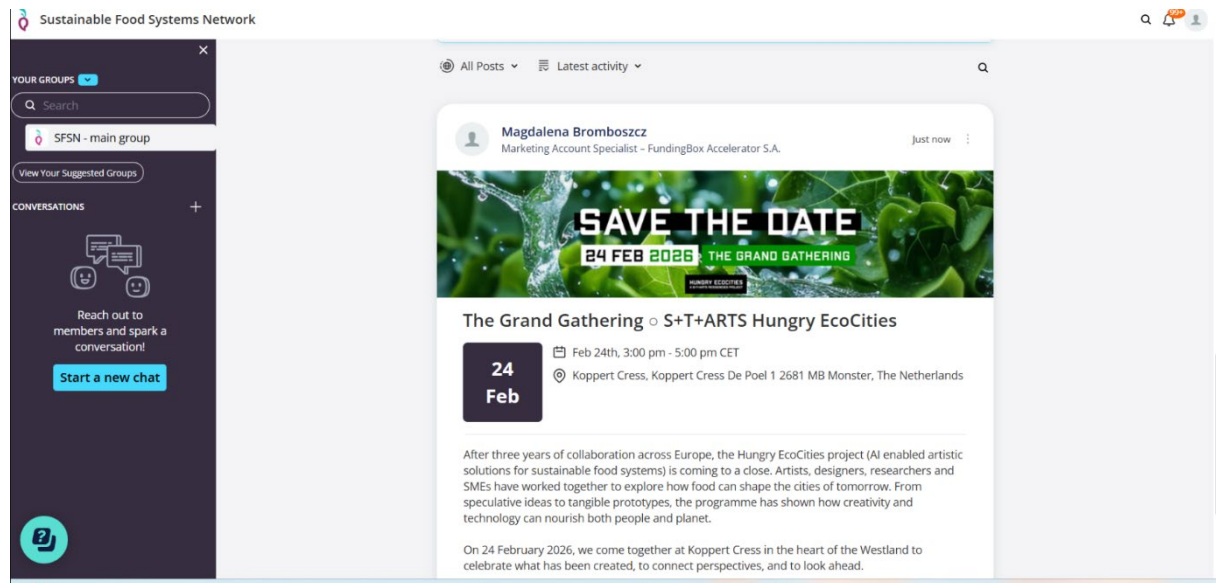
Supportive Partners DIH Newsletter - SP digest - sent to 81 subscribers

[https://fundingbox-spaces.s3-eu-central-](https://fundingbox-spaces.s3-eu-central-1.amazonaws.com/uploads/9d88be4ec545e6ba0e042558/DaghutQuqa/SP-DIGEST-HEC-.png)

[1.amazonaws.com/uploads/9d88be4ec545e6ba0e042558/DaghutQuqa/SP-DIGEST-HEC-.png](https://fundingbox-spaces.s3-eu-central-1.amazonaws.com/uploads/9d88be4ec545e6ba0e042558/DaghutQuqa/SP-DIGEST-HEC-.png)



Sustainable Food System Network - 2822 members



LinkedIn groups:

Sustainable Agriculture & Rural Development - 136,261 members

European Public Art Network - 999 members

EACCI - European Association of Cultural and Creative Industries - 813 members

Environmental Network: Sustainability, Green Energy, Net Zero, Water, Wind, Solar & Environment Jobs - 36,094 members

Sustainable Food Systems - 1422 members

Food & Beverage Industry - Environmental Sustainability - 1222 members

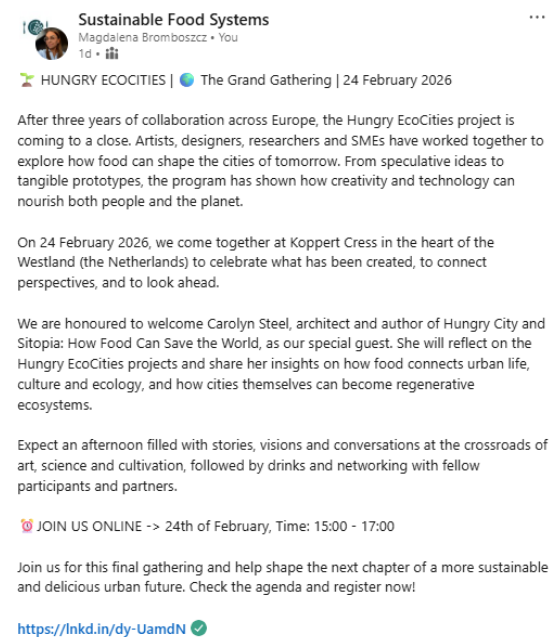
The Sustainability Groups (Europe) - 6260 members

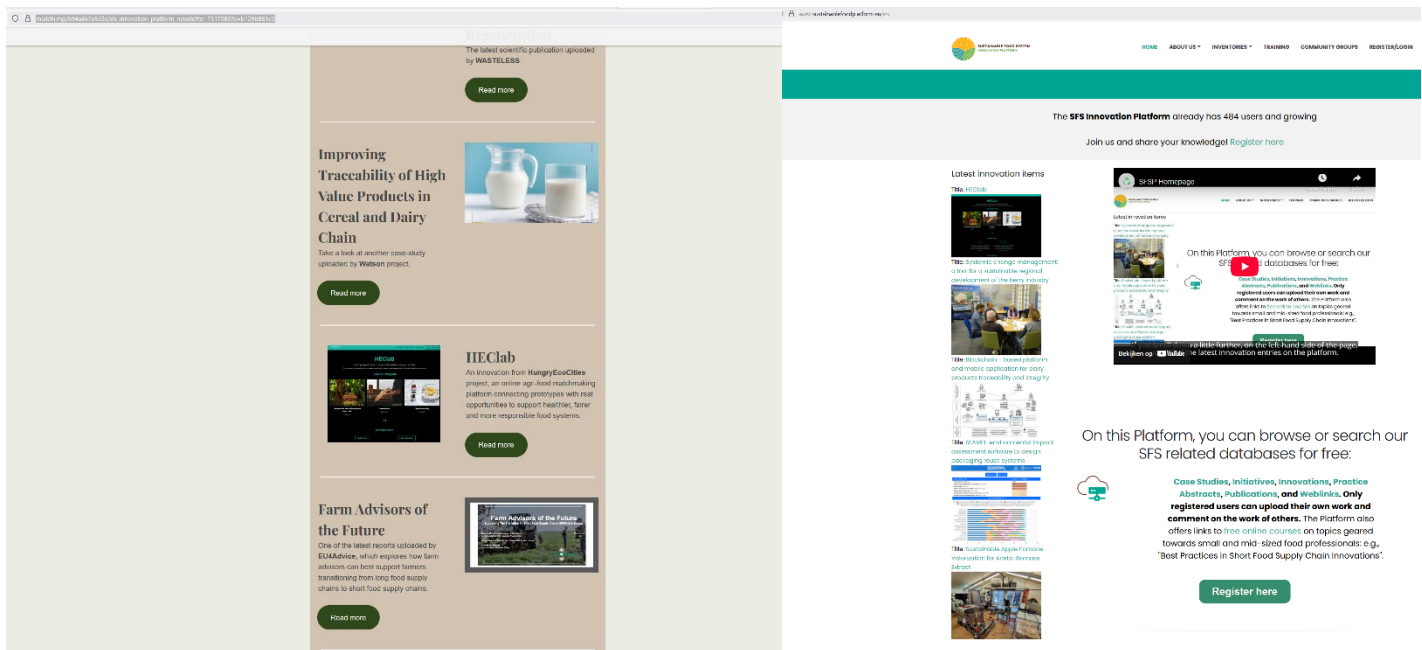
SFS Innovation Platform Newsletter:

<https://mailchi.mp/b94a667a532c/sfs-innovation-platform-newsletter-7517082?e=b129b861e2>

HECLab and Grand gathering were added to the SFS Innovation Platform Yearly Newsletter.

This newsletter focuses on providing the stakeholders with annual updates on inventory, training, community groups, plus the latest highlights from managing and contributor projects.





Enterprise Europe Network

[LinkedIn example](#) how the project is picked up by other EU-oriented enterprise organisations:

Enterprise Europe Network
4.080 volgers
1 mnd · Bewerkt

What happens when a family-run agri-food business teams up with an artist, 3D printing and AI specialists? 🤖

Le terre di zoè Organic Farm in Italy shows how SMEs can unlock new ideas when different fields meet. With support from the Network partner **SPIN- Ricerca, Innovazione e Trasferimento Tecnologico S.r.l.** the company joined the **STARTS** initiative to explore new ways of turning seasonal agricultural waste into nutrient biomaterial sculptures. 🌱

Together, their work highlights how cross-sector collaboration can unlock ideas that single fields cannot achieve alone. 🌱

📖 Read more: <https://lnkd.in/efNYcPX9>

#EENCanHelp

24

Interessant
Commentaar
Delen

Annex 5: Exhibitions

As part of the artistic development and pursuit, various outcomes are shown in the traditional art spaces (gallery/ art festivals/ museums/ fairs). Below are a few examples to show how this takes place.



Vegetable Vendetta by Jeroen van der Most shown at Artphy (Groningen, NL) in 2025. Showing the potato in an old potato barn (left). At NVIDIA's GTC AI-art show in Paris (right). Image credits: Jeroen van der Most.





Vegetable Vendetta at PoCo museum in Tallinn– visited by the president of Estonia and Maldives. credit: Jeroen van der Most



Artist Ivan Henriquez at the installation of EcoShroom v.01. image credit: zone2source



Dialogue presentation by Filips Stanislavskis during Re_Nature 2025



Mock Wild India and Egypt Exhibition by Genomic Gastronomy – the further development and artistic outcome of the FFFx MVP project.



Nataly Khadziakova and Katya Bryskina presenting at GENS public programme, Venice Architecture Biennale.
[Image source.](#)

(Be)eTogether at the [CAB Burgos](#) exhibition with the work of María Castellanos & Alberto Valverde . The exhibition opened on February 20th and will be on show until June 2026, titled "**Affective cartographies for the Symbiocene**", looking into Shared Ecologies Between Humans, Bees, and Machines". The exhibition features three interfaces, a sound installation, several infographics, and a data installation visualizing the bees' entries and exits using the camera that was placed above the hive during the experiment. The artists produced four completely new works and created a mural to explain (Be)eTogether, where they also translated the project video into Spanish.



uh513_studio • Volgen

Centro de Arte Caja de Burgos CAB

It can now be visited at CAB.
[@cabdeburgos](#) "Affective Cartographies for the Symbiocene"

The exhibition explores new forms of coexistence between humans, bees, and technological systems, proposing a non-anthropocentric perspective on contemporary ecology. In tune with the horizon of the Symbiocene — which envisions futures grounded in interspecies cooperation and planetary interdependence — the project invites us to listen to and observe other intelligences, other rhythms, and modes of organization that challenge human centrality.

[#CartografíasAfectivasParaElSimbioceno](#)
[#Beetogether](#) [#MoreThanHuman](#)
[#Interspecies](#)
[#ArtAndEcology](#) [#ArtisticResearch](#)



imperdiblewoman • Volgen
Centro de Arte Caja de Burgos CAB

...

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#Interspecies
#ArtAndEcology #ArtisticResearch



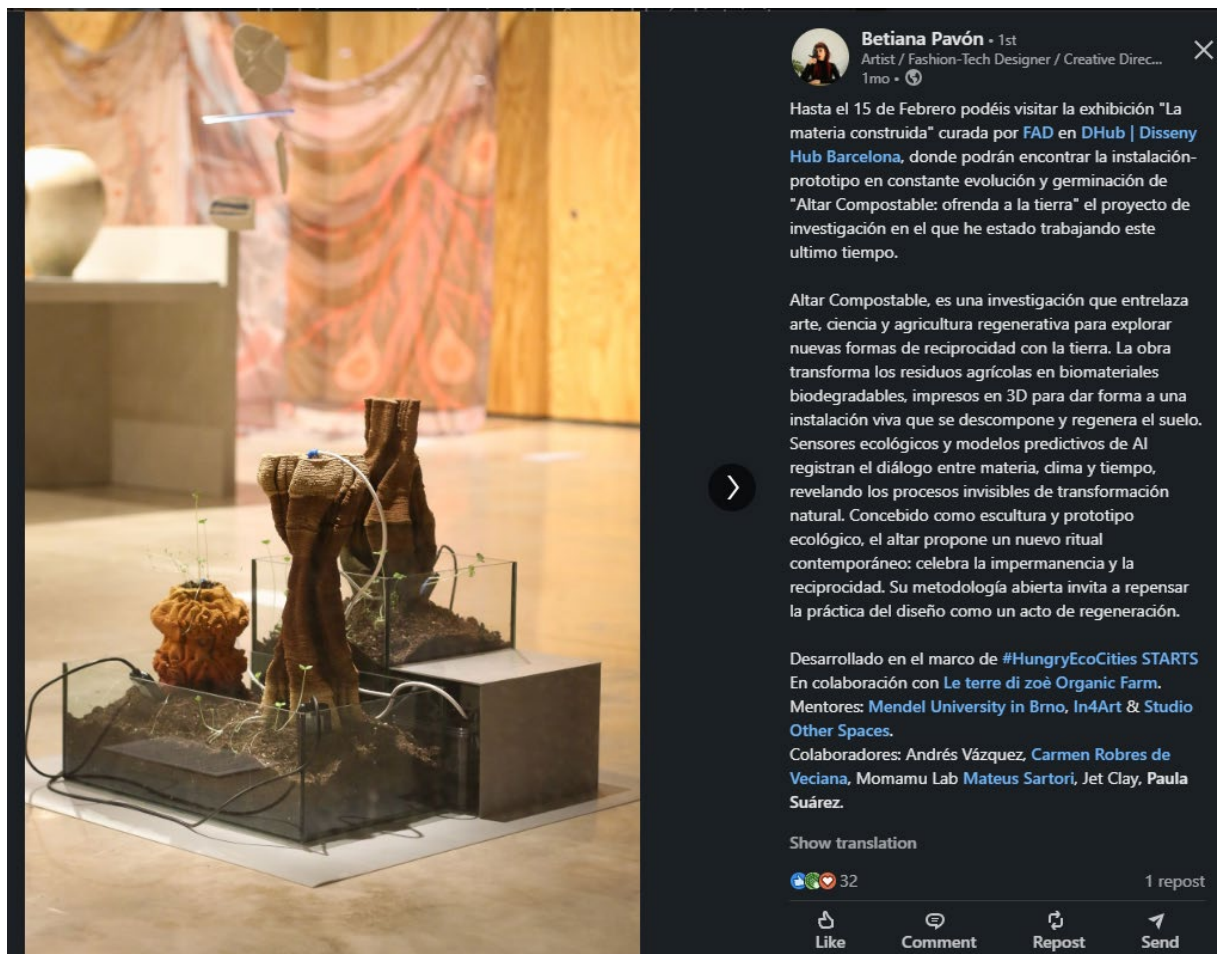
3 dagen geleden

Images from the artist's Instagram account – official documentation to follow in March 2026 including a catalogue.



CoCoon.bio's Virtual Exhibit is an exploration of designers moving to a sustainable future. The work of Betiana Pavón, as an outcome of the Compostable Altar PPE project, is included in it.

More info: [VIRTUAL EXHIBIT | COCOONBIO](#)



Showcasing the Compostable altar at the DHub in Barcelona as part of the **La Materia Construida** Exhibition – image [source](#).



**Funded by
the European Union**

S + T + ARTS
SCIENCE + TECHNOLOGY + ARTS

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This publication (communication) reflects the views only of the author(s), and the European Commission cannot be held responsible for any use which may be made of the information contained therein.

The project is part of the S+T+ARTS programme. S+T+ARTS is an initiative of the European Commission to bring out new forms of innovation at the nexus of arts, science and technology.

Hungry EcoCities aims to explore one of the most pressing challenges of our times: the need for a more healthy, sustainable, responsible, and affordable agri-food system for all enabled by AI. More info: starts.eu/hungryecocities