

# Hungry EcoCities S+T+ARTS Residencies

## Deliverable 3.3 – Open Call outcome report

### Version 1.0

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WP leader: Anca Marin (FundingBox)  
Lead author: Anca Marin (FundingBox)  
Reviewers: Monika Loeve (Carlo Ratti Associati)

### History of changes

Date	Version	Author	Comment
21.08.2023	0.1	Anca Marin	Draft for review
31.08.2023	0.2	Monika Loeve	Review
31.08.2023	1.0	Rodolfo Groenewoud	Final version

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### 1. Abstract

This deliverable presents the outcome of the 1<sup>st</sup> Hungry EcoCities Open Call, Hungry EcoCities residency experiments: the **Humanizing Technology Experiments** (HTE) conducted by artists + a team from the consortium, as stated in the Grant Agreement. The final stage in the selection process included Jury Day. 20 finalists were invited (the final number to be selected x2) to present their projects. After the event, the Selection Committee selected by consensus (or  $\frac{2}{3}$  votes) and based on the 'awarding criteria' defined in Annex 1. Financial Support to Third Parties, the proposal candidate as winners that is the 'Provisional List of recipients'. No 'Reserve List' was produced since the Selection Committee did not identify valid options within the pre-selected finalists. The list of provisional beneficiaries was sent to the Project Officer for final review. Applicants not selected at this stage were emailed a summary of the evaluation result of their pitch addressing the respective award criteria. The Jury Days was attended by the 'Selection Committee' members, including MNDLU, KUL and GLUON. Once the Sub Grant Agreement signature process is finished, the consortium will publish the Open Call Outcome on the project website and social media, including a description of the selected residencies, the artist's name and the country. [D3.2]

The entire application and evaluation process of the 1<sup>st</sup> Hungry EcoCities Call resulting in the first residencies called **Humanizing Technology Experiments** (HTE) will be thoroughly described in Deliverable D3.4.

This deliverable, D3.3, will be updated in M26 to provide the outcome of the 2<sup>nd</sup> open call where the **Paths to Progress Experiments** (PPE) conducted by artist + SME duos in collaboration with a team from the consortium will form the core team for the second round of residencies.

### 2. Provisional list of beneficiaries

The 'Open Call Outcome 1.0' report (D3.2) presents the list of beneficiaries proposed by the Selection Committee after Jury Day.

The 10 winning artists, referred to as **Humanizing Technology Experiments** (HTE), will start the 9-month residency on 1 September 2023.

The total funding allocated for each winning artist is EUR 40,000. Reflections and lessons learned will be provided in D3.4 as it includes all evaluation stages and the final outcome of the formal check and sub-grant agreement signature process.

Proposal Name	Entity/Artist	Direction	Country	Gender
The Council of Foods	Filips Stanislavskis	Local Conditions	Germany	Female/Male
FOOD DYSMORPHIA	Bernat Cuní Soler	Mega Scale	Spain	Male
SYMPOSIO: Redefining the Form of Tableware Through AI-Optimized Designs for Sustainable and Enjoyable Dining.	Yiannis Kranidiotis	Local Conditions	Greece	Male
SYMBiosis.ai - a post-agrarian data driven infrastructure to sense, monitor, visualise and enhance ecological performance with AI.	studio de wilde bv (Frederik de wilde)	City+Farming Synergies	Belgium	Male
Ecoshroom	Ivan Henriques	City+Farming Synergies	Netherlands	Male
Low Carbon Climate Cookbook	Qing Ling Tan	Local Conditions	UK	Female
Culinary Journeys - A Proposal to Develop a Creative AI Methodology for Transforming Food Logistics Data into Diverse Visual Documentaries	Nuview (Jeroen van der Most)	Mega Scale	Netherlands	Male
MVP x FFF	Emma Conley	Mega Scale	Portugal	Female
Future Protein	IM-A Studio (Katya Bryskina)	Local Conditions	Israel	Female
Acoustic Agriculture: AI-Enhanced Urban Farming	Elena Nikonorova	City+Farming Synergies	Germany	Female

Table 1 – Provisional list of selected beneficiaries after Jury Day

### 3. Introduction to the 10 HTE S+T+ARTS Residencies part of Hungry EcoCities for the period September 2023 – June 2024

This chapter includes a brief introduction to the selected projects after Jury Day. It is not intended for public communication. The Selection Committee included in the list of the ten beneficiaries the project *Low Carbon Climate Cookbook* presented by the UK applicant and resident Qing Ling Tan. Following the Horizon Europe guidance on UK applicants available during the first open call and selection process, Hungry EcoCities admitted and evaluated applications from the UK. However, unfortunately, by the time of completion of the formal check and signing of the sub-grant agreements, there was still no agreement between the EU and the UK. Since the UK is still not one of the associated countries (the list of associated countries was updated on the 1st of August 2023, and the UK was still not mentioned as an associated country), the selected project from the UK is not eligible for funding. Therefore, a sub-grant agreement cannot be concluded with the UK applicant at this date.

## HUNGRY ECOCITIES

A S+T+ARTS RESIDENCIES PROJECT

**BUON** Bruno University of Technology  
CRA - Carlo Ratti Associati  
KUL - KU Leuven Institutes  
MNDL - Maastricht University in Brno  
SOS - Studio Other Spaces

**TEAM**

**TECH-TABS**

**DIRECTION OF EXPERIMENTATION**

**S+T+ARTS**  
SCIENCE + TECHNOLOGY + ARTS

### + ACQUACULTURE AGRICULTURE

"Acoustic Agriculture" explores urban noise pollution's impact on plant growth. The AI system deciphers urban noise complexities, generating sound waves that promote healthier plant growth amidst the bustling urban environment.

**Local Conditions**

#advanced\_sensing #VAE #GAN #sound\_pollution #plant\_acoustics #smart\_sonic\_developments #AI\_composers\_soundscapes #evolutionary\_algorithms

Helena Mikonole + CRA + Giwon + MNDL + BUOT

### + CULINARY JOURNEYS

"Culinary Journeys" aims to transform food logistics data into diverse visual documentaries and movies using creative AI methodologies. This project promises to deliver captivating visual narratives around food consumption.

**Mega Scale & Local Conditions**

#algorithmic\_driven\_supply\_chains #text-2-everything #models #prompt\_engineering #critical\_AI\_frameworks #algorithmic\_biases

Jeevan van der Meest + EatThis + SOS + KUL + In4Art

### + ECOSHROOM

Through an interactive living installation, "Ecoshroom" delves into in-soil symbiotics with mycorrhizal fungi. This project explores the fascinating world of fungal decision-making and its potential impact on future crop resilience and growth.

**City+Farming Synergies**

#IoT\_sensing #responsive\_AI #data\_visualisation #robotic\_system #human-machine\_interaction

Ivan Henriques + CRA + MNDL + BUOT + Giwon

### + FUTURE PROTEIN

With a focus on mussels as a sustainable protein source, this project aims to create a Mussel ID system for food transparency. Additionally, a series of products made from mussel shells will be developed.

**Local Conditions & City+Farming Synergies & Mega Scale**

#IoT\_sensing #parametric\_design #data\_visualisation #printing #data\_visualisation

In4A Studio + CRA + BUOT + In4Art + Giwon

### + FOOD DYSMORPHIA

Utilizing generative AI and computer vision technologies, this project will use reality filters to narrate food realities and uncover untold stories, shedding light on system failures and food-related issues.

**Mega Scale**

#virtual\_reality #custom-made\_filters #AR\_platform #time\_visual\_data #algorithmic\_biases #filter\_bubbles

Bernat Curi Soler + EatThis + KUL + BUOT + In4Art

### + SYMPOSIOS

"SYMPOSIOS" seeks to redefine tableware design for sustainable and enjoyable dining experiences through researching eating cultures worldwide, collecting data on food consumption behaviors, and generating new designs for tableware.

**City+Farming Synergies**

#AI-optimized\_designs #prompt\_engineering #generative\_AI #AR #3D\_printing #food\_consumption\_data

Vaamias Kranidiotis + SOS + KUL + BUOT + In4Art

### + SYMBIOSIS.AI

This project envisions a post-agrarian data-driven infrastructure that utilizes AI and blockchain to sense, monitor, visualize, and enhance ecological performance. Focused on understanding plant stress in times of climate change, it aims to foster resilience in natural systems.

**City+Farming Synergies**

#smart\_contracts #DAO #sensors #IoT #UV\_analytics #generative\_AI

Frederik De Wilde + CRA + MNDL + Giwon + In4Art

### + MVP X FFF

"Minimum Viable Protein x Food Forest Flavours" pioneers a dual-circulation food system connecting alternative proteins and agro-forestry produce. The project aims to harmonize rhythms and flavor compounds, offering sustainable farming solutions.

**Mega Scale**

#precision\_fermentation #AI\_recommendation\_system #data\_set\_creation

The Center for Geonomic Gastronomy + EatThis + KUL + In4Art

### + LOW CARBON CLIMATE COOKBOOK

Combining AI technology and authentic Asian cuisine, this project will develop an AI-driven, web-based low carbon recipe maker and cookbook. It also explores the notion of authenticity in the context of food and AI.

**Local Conditions**

#explainable\_AI #sociality\_of\_AI #prescriptive\_AI #WebApp #open\_source

Ling Tan + SOS + KUL + Giwon

### + THE COUNCIL OF FOODS

This project aims to give food a voice by imbuing it with personality and agency through an experimental assembly of food AI. The exploration of AI in food ethics is at the heart of this fascinating endeavor.

**Local Conditions**

#non-human\_agency #prompt\_engineering #sociality\_of\_AI #large\_language\_models #text-to-speech #speech-to-text #explainable\_AI #open\_access

Nonhuman Nonsense + SOS + KUL + In4Art

starts.eu/hungryecocities

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



### 3.1 The Council of Foods

Artist: [nonhuman-nonsense](#)

#### The Council of Foods

Artist: [nonhuman-nonsense](#)

Could AI give food a voice? Could talking to our food help us understand how to become ethical?

This project explores how we can give food agency through giving it personality and a voice. It will become an experimental assembly consisting of food AI's.



### 3.2 Food Dysmorphia

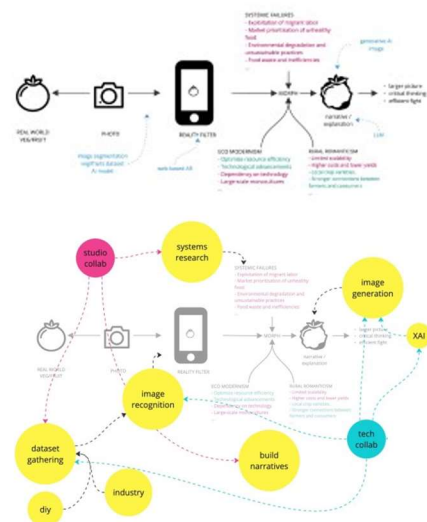
Artist: [Bernat Cuní Soler](#)

#### Food Dysmorphia

Artist: [Bernat Cuní Soler](#)

This project will develop a series of reality filters to narrate food realities through morphing actual foods in AR, thereby highlighting system failures and unveiling untold stories using generative AI and computer vision technologies.

#### experiment / prototype



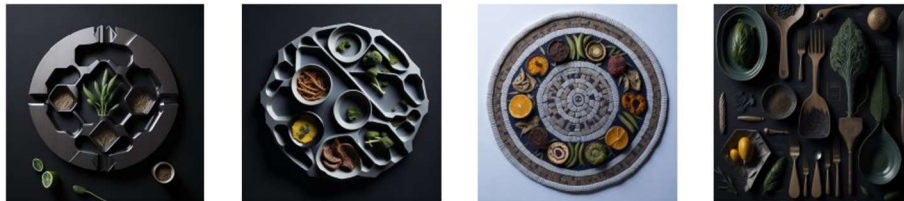
### 3.3 SYMPOSIO

Artist: [Yannis Kranidiotis](#)

#### SYMPOSIO

Artist: [Yannis Kranidiotis](#)

This project will investigate how we could redefine the form of tableware through AI-optimized designs for sustainable and enjoyable dining. The project involves researching eating cultures from around the world and collecting data on food consumption behaviours. Using this information and with the help of AI and a generative tool, this project will propose and generate new designs for tableware.



### 3.4 SYMBiosis.ai

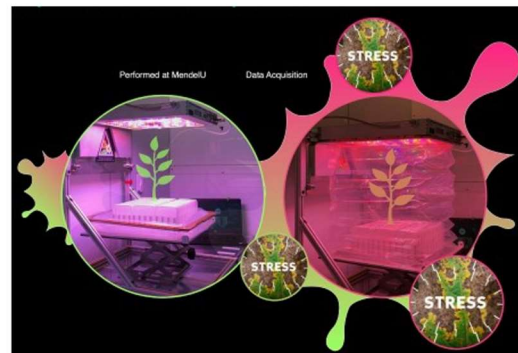
Artist: [Frederik de Wilde](#)

#### SYMBiosis.ai

Artist: [Frederik de Wilde](#)

A post-agrarian data driven infrastructure to sense, monitor, visualise and enhance ecological performance with AI and Blockchain.

The project focuses on plant stress and understanding how they can become resilient in times of climate change.



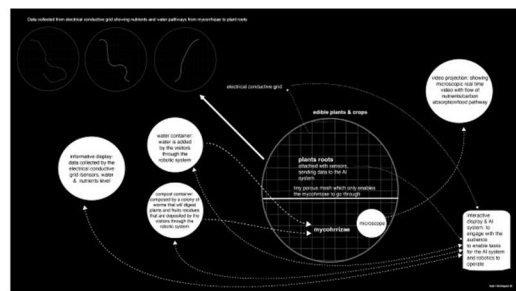
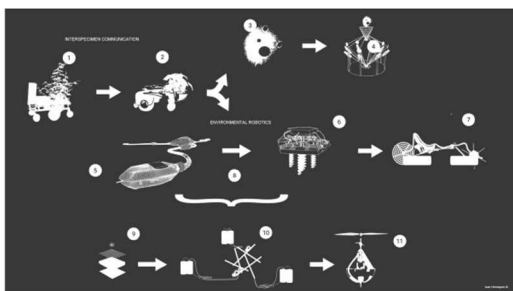
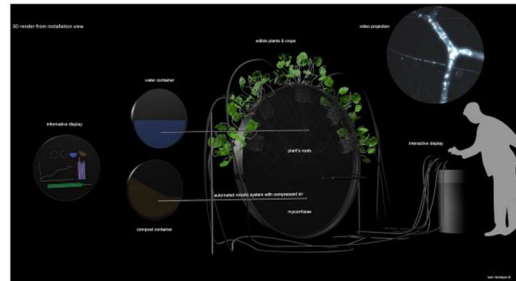
## 3.5 Ecoshroom

Artist: [Ivan Henriques](#)

### Ecoshroom

Artist: [Ivan Henriques](#)

The project will focus on opening the black box of in-soil symbiotics by working with mycorrhizal fungi. At the absolute edge of scientific knowledge, the project will expose fungal decision making in a living installation, similar to a gigantic, interactive petri dish. Thereby investigating how symbiotic systems support future crop resilience and growth.



## 3.6 Low Carbon Climate Cookbook

Artist: [Qing Ling Tan](#)

### Low Carbon Climate Cookbook

Artist: [Qing Ling Tan](#)

Developing an AI-driven, web-based low carbon recipe maker & cookbook exploring authentic Asian Cuisine, while exploring the notion of authenticity in food and AI.



Background To The Project - Issues With Existing Food Recipes



**S + T + ARTS**

SCIENCE + TECHNOLOGY + ARTS



European Commission

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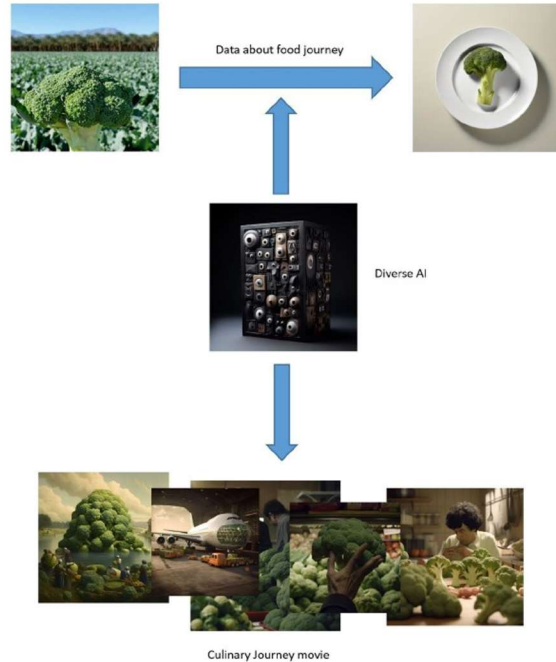
### 3.7 Culinary Journeys

Artist: [Jeroen van der Most](#)

#### Culinary Journeys

Artist: [Jeroen van der Most](#)

Developing a creative AI methodology for transformir food logistics data into diverse visual documentaries movies.



### 3.8 MVP x FFF

Artist: [Emma Conley / Genomic Gastronomy](#)

#### MVP x FFF

Artist: [Emma Conley / Genomic Gastronomy](#)

Minimum Viable Protein x Food Forest Flavours prototypes a dual-circulation food system that connects two complementary (but differently optimized) farming typologies: alternative proteins and agroforestry produce. It will develop a prototype Food Computer for harmonizing the rhythms and flavour compounds.



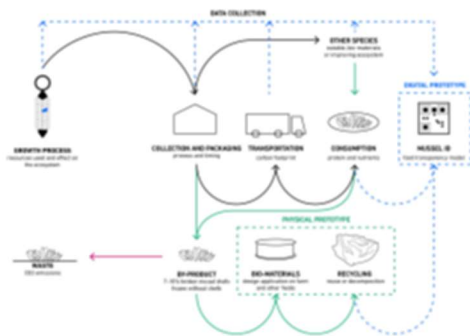
### 3.9 Future Protein

Artist: [Katya Bryskina / IM-A Studio](#)

#### Future Protein

Artist: [Katya Bryskina / IM-A Studio](#)

The project zooms in on the mussel as a source of protein and nutrients, storer of CO<sub>2</sub>, producer of valuable by-products, product of sustainable farming. It will create a Mussel ID system for food transparency as well as a series of products created with mussel shells.



#### Introduction



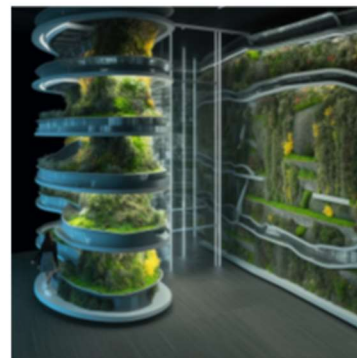
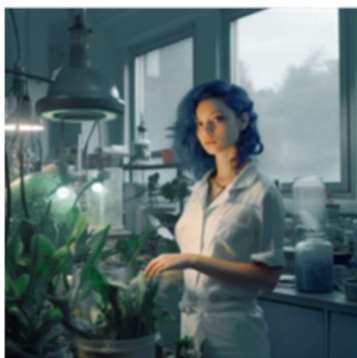
### 3.10 Acoustic Agriculture

Artist: [Helena Nikonole](#)

#### Acoustic Agriculture

Artist: [Helena Nikonole](#)

The project integrates AI and biotech tools to analyse urban noise pollution and its effect on plant growth. Using machine learning, the AI system will decipher the complexities of urban noise, generating a symphony of sound waves that create a healthier environment for plants to thrive amidst the city's clamor.



### Partners Hungry EcoCities



H2020 Innovation Action – This Hungry EcoCities project has received funding from the European Union’s Horizon 2020 research and innovation programme under grant agreement 101069990. It 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.

**S + T + ARTS**

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European  
Commission

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