

FoodFactory-4-Us - International students competition game

Call for students team registration from Universities

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

The Erasmus+ European Food-STA project opens a call for an international Students competition game with teams from different universities of European and non-European countries will compete on finding the best solutions on one specific process – and/or food-industry- related problem.

We are looking for teams of students in Food Science and Technology and Food related study programmes that will work on a project focused on the identification, design and development of solutions and ideas relevant for food industry with specific action on improvement and innovation of food processing as well as quality and safety of foods.

WHY:

- each team of students will work on a real food industry-based problem and thereby they will improve specific knowledge and competences
- students will also improve and enhance the cooperation between them and the awareness of the importance and benefits of team working in a competitive environment.
- The evaluation of the project will be carried out by food industry and/or food associations that in collaboration with academics will evaluate the projects based on the best professional abilities in problem-solving and team working
- Virtual environment for sharing knowledge and improvement of skills between students and teachers at European and international level.

WHO: the project is addressed to teams made of Master and PhD students in food science and technology and any other food-related study programme. An academic teacher/lecturer could/would be involved as tutor. See more details in the Instructions box.

AWARD

- Each team and student will receive a letter/certificate of participation to the **FoodFactory-4-Us competition game**.
- The winner team will receive the corresponding certificate as winners. In addition the students of the winner team will receive:
 - An award of 200 Euro and 1-year registration membership of IFA (each member)
 - One book of the Springer - ISEKI_Food book Series
 - Free entrance 18th ISEKI conference

DEADLINES:

- **15th October till 15th November:** registration of the teams (to Paola Pittia, ppittia@unite.it)
- **20th November:** acceptance of the teams and approval of the projects topics
- **28th February 2017: submission of the project presentation and report**
- **March 2017 (date to be decided):** Final presentation of all the projects at the **FoodFactory-4-Us- Virtual workshop** the results of the teams in presence of industry and multiplayer representatives and nomination of the best 1st **FoodFactory-4-Us team**

Scientific organizing team: Florence Dubois-Brissonnet, Cristina L.M. Silva, Gerhard Schleining, Paola Pittia

More info about the Eu FoodSTA project: www.food-sta.eu

For more info about the competition game, contact: Paola Pittia (ppittia@unite.it)

INSTRUCTIONS

Teams

Teams of students apply on voluntary basis; registration is free of charge. They could be made of 3-to-5 (min-to-max) students, preferentially Master students in Food Studies but for each team max 1 PhD student could be involved. Teams could belong also to universities of associate partners. One tutor (teacher, researcher, post-doc) could be involved (extra member) with the role to support and advise the team; but he/she cannot lead the team work.

Project topic

The teams are invited to present a project aimed to identify solutions, design and develop ideas, tools and actions aimed to solve a real industry-based issue and or an aspect/topic whose results may be of interest for the food industry and/or the food chain. Themes/topics that could be included are among others, are the following: safety and quality (improvement); product/process (included packaging) optimization and innovation; stability/shelf-life; logistics and distribution, sustainability.

All the registered teams will work independently on the development of the target issue.

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

A mid-term virtual meeting will be organised with tutors and teams coordinators as check-point and discussion on specific issues.

The teams will submit by the fixed dead line a report of max 4 pages and a ppt presentation of max 20 slides. A form for the report will be provided to the registered teams. The ppt presentation will be also presented at the final **Virtual workshop "FoodFactory-4Us"**, an open event and internationally disseminated.

Reports and presentations have to be submitted to Paola Pittia, ppittia@unite.it