



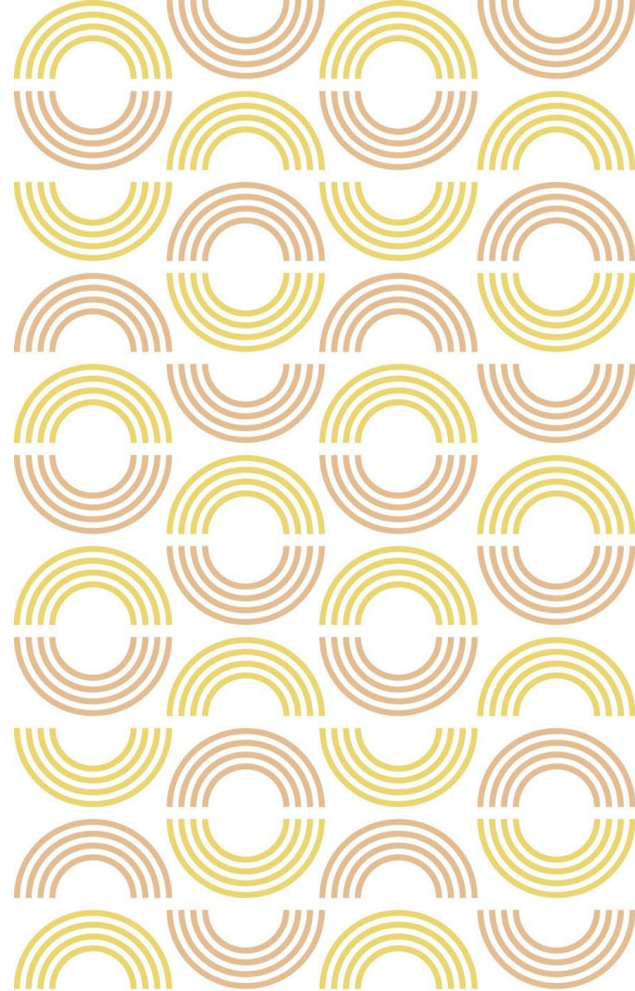
Horizon Europe Brokerage Event  
Cluster 6 Calls 2024

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# Preventing and reducing food waste via a digital game

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## Topic(s) addressed :

- HORIZON -CL6-2024 -FARM2FORK -01-8: Preventing and reducing food waste to reduce environmental impacts and to help reach 2030 climate targets
- HORIZON -CL6-2024 -FARM2FORK -01-6: Citizens' science as an opportunity to foster the transition to sustainable food systems
- HORIZON -CL6-2024 -GOVERNANCE -01-3: The role of mainstream media, social media and marketing in fostering healthy and sustainable consumption patterns and how to encourage good practices

## Other topics of interest:

- Educational technology,
- Game, gamification design,
- Teaching and learning dimensions of any topics

## Project idea

- This project proposal aims to raise awareness of individuals on preventing and reducing food waste through an educational game. In line with 2030 climate targets, preventing and reducing food waste has importance for sustainability. Increasing the awareness of individuals on consumption management and waste has an important role in achieving these targets.
- Game -based environments have power in terms of their effects on individuals' cognitive, affective and psychomotor skills.
- Therefore, we aimed to develop a game -based environment to prevent waste.

## Main expertise offered / sought

- As Dokuz Eylül University, Buca Faculty of Education, Department of Computer Education team, we work on educational game design, instructional design, learning management systems and curriculum design.
- We carry out studies on these issues in projects where we are actively involved as coordinators and partners . EU projects on educational technologies as follows : -Educode Project ([educodeproject.org](http://educodeproject.org)) -E-DigiLit Project ([edigilit.eu](http://edigilit.eu)) -Empower Digi Teach ([empowerdigiteach.eu](http://empowerdigiteach.eu)) -P2D Project ([p2dproject.eu](http://p2dproject.eu))
- For this project proposal we are open to collaborate experts as follows:
  - Researchers working on the causes of waste
  - Illustration or visual artists
  - Software developers for the technical parts of the educational game
  - AI experts
  - Educational technology experts .

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