

## E-FOOD VIRTUAL COMPETITIONS

**AIM:** Creating international teams of students and teachers and developing a Case study (concept for a new product; technology; marketing presentation) by using the databases and teaching materials developed within the project.

**Target groups:** Students (bachelor; master) and doctoral students from partner universities.

**Selection rules:** Completed registration form and level of English language proficiency. Students and doctoral students who have completed their studies, according to the rules of the Erasmus+ program, can also participate in the project.

### Main activities during the competitions:

1. Multinational teams of students/doctoral students would be formed, each team including one student from each partner university. Students would be assigned to teams based on the answers to the application questionnaire.

2. A mentor – a professor from a partner university would be assigned to each team. The selection would be made based on the product that the respective partner would develop.

3. Each team would develop a Case study for a given product based on an approved standard published on the project website. For the purposes of their development, the teams would also be able to use sample Case studies developed by the project team. When developing the Case study, the teams could select products from the developed product databases, use innovative raw materials and materials, various innovations, and more. For this purpose, each student and mentor would receive a special registration on the project platform and would have full access to the materials offered in it. The materials would be updated periodically. During their work, the teams could consult with the mentor. The deadline for developing a Case study would be 2 months. After the end of the development period, the students should present their Case studies at an online seminar, and a specially designated committee would evaluate and rank the teams. The evaluation scale would be announced at a later stage and would be known to the participants before the start of the competition. The best developments and the teams that made them would be directed to participate in the final competition.

4. For their participation in the virtual competitions, students would receive a Certificate and a number of credits that they can use in their studies, according to the rules of their university.

**Deadline for application:** 30.04.2025

**Start of competitions:** 12.05.2025

**End of competitions:** 31.07.2025

### Final competition:





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**Start:** 15.09.2025

**End:** 15.11.2025

