



## SmartFood: Engaging citizens in food diversity in cities

# D5.1 Different versions of the SmartFood Game

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SmartFood has received funding from the Norway Grants 2014-2021 and the state budget of Poland via the National Centre for Research and Development within "Applied Research" Programme. The project benefits from a grant of €1,364,249.99 from Norway as well as a grant of €240,750.00 from the state budget of Poland. The total project value is €1,604,999.99. The aim of the project is to provide a novel evidence-based socio-technological framework of sustainable food production and consumption towards the sustainable smart city of the future.



<b>Grant agreement No.</b>	NOR/IdeaLab/SmartFood/0005/2020-00		
<b>Acronym</b>	SmartFood		
<b>Full title</b>	Engaging citizens in food diversity in cities		
<b>Funding scheme</b>	Norway Grants, The IdeaLab Call for Full Proposals, Cities for the future: services and solutions		
<b>Start date</b>	September 2021	<b>Duration</b>	34 Months
<b>Project website</b>	www.smartfood.city		
<b>Project Promotor</b>	Research and Innovation Centre Pro-Akademia		
<b>Deliverable</b>	D5.1 Different versions of the SmartFood Game (NILU, M17, prototype)		
<b>Work package</b>	WP5		
<b>Date of Delivery</b>	15.04.2023, updated on 30.05.2024		
<b>Version</b>	2nd version - D5.1		
<b>Nature</b>	Prototype with report		
<b>Dissemination level</b>	PU – Public		
<b>Lead partner</b>	NILU		
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<b>Keywords</b>	Food choice, CO2 emission, API, image creation, service-oriented architecture		

## **Executive Summary**

This deliverable is the result of the task *T5.1 SmartFood Game (NILU, RIC)*, where we produce a App-based Game to actively engage citizens with the food system, and the environmental, social problems that cities face. (translated from task T3.2). The steps are: i) Develop the central premise to define parameters that players can interact with Game. ii) Development of technical design including graphics & audio. Establish data feeds from/to database. iii) Establish data feeds via web services. Construct a framework to scaffold the full range of game mechanics. Develop sub-systems (City actors, behaviors, buildings etc.). Develop visual components of the game. NILU will develop the Game. RIC will be responsible for the Polish interface of the Game with the users.