





UNIVERSITY OF CAMBRIDGE

20210312 Global Food Security Lunch Time Seminar

MAKEathon Rapid Entrepreneurial Innovation to Hack key industry challenges for better food systems

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MAKEathon

A type of open innovation platform with rapid prototyping. Convenes multidisciplinary participants and provides resources and prototyping facilities for ideating and building physical prototypes within a short period of time. The online and hybrid elements, due to the COVID-19 restriction from 2020, allow more flexibility to time and location of the participation.

MAKEit Consortium

MAKEit consortium was originated from project MAKEit!, a research / impact creation project in 2019-2020. Lead by University of Cambridge, and co-funded by Cambridge University and <u>EIT Food</u>. The project addresses Grand Challenges around *creating smarter and simpler food value chains across Europe* by designing and delivering MAKEathons. 10 partners across Europe conducted a total 15 MAKEathons in 2019-2020 around the chosen food sectors: sugar, cocoa, meat, fruit & vegetables, fish and bread.





Innovation pain points



lt's hard to focus on a challenge

New ideas are needed

Ideas need to be tested quickly and cheaply





Three Pillars of MAKEathon

- Interdisciplinary Innovation
 bringing diverse experts that are unlikely to mingle and ideate otherwise
- Grand Challenges
 Tackle problems that are difficult to solve but with potentially large social impact
- Prototyping at Makerspace / industrial kitchen
 Unusual yet powerful coupling between food sector and hands-on
 experiments with physical materials and tools

2019

4 countries hosted a MAKEathon and **95 participants attended**, generating **21 valuable ideas**.



2020

9 countries hosted a MAKEathon and **216 participants attended**, generating **52 valuable ideas**.

	Challenge	Task(s)
Case 1 Cocoa	Reliability of Cocoa for chocolate industry	 how can we alleviate the poverty of cocoa farmers? how can we trace cocoa from the farm to the factory? how can we reduce or eliminate sugar in chocolate?
Case 2 Dairy	Health and sustainability of dairy industry	How do we make healthy and sustainable dairy products?
Case 3 Sugar	sugar over-consumption	How can we help an individual manage his/her own sugar consumption?
Case 4 Fruit & Veg	Resilience of Fruit & Veg supply chain facing COVID19	What can help the fruit & vegetable supply chains become more resilient to disruptions?
Case 5 Fruit & Veg	Fruit & Veg consumption	 How to sustain fruit & vegetable intake in time of crisis?: Extend the lifetime of fresh fruits and vegetables Overcome the low trust of consumers (fear) during fresh fruit and vegetable shopping Modify packing materials and packaging to ensure fruits and vegetables safety Retains freshness of the fruits and vegetables during online delivery
Case 6 Meat	Future consumer behaviour towards meat consumption	Supplychain data transparency (farm to fork)/ consumer experience/ new service business models
Case 7 Fish	Digitizing the fish processing industry	 improve the fish industry efficiency guarantee the product's quality of the fish and aquaculture products optimize the business intelligence focused on the final consumer
Case 8 Meat	Sausage industry left-over revalorisation	How can cut-offs (e.g. end pieces) be transformed into new products?
Case 9 Meat	Game meat: a sustainable and healthy alternative	Prototype products better fitting the market, develop new marketing strategies and tools for marketing
Case 10 Seafood	Seafood industry left-over revalorisation	How can we add value to left-over raw material from the seafood industry in order to make this industry more sustainable? Salmon offcuts
Case 11 Fruit & Veg	Fruit & Veg industry left-over revalorisation	Find a solution to a (for the time being wasted) by-products and to prevent food waste: leftovers from cut asparagus from a farmer and apple pulp from a juice manufacturer
Case 12 Bread	[-Plastic = + Sustainability] for bread industry	find innovative and economically viable solutions for the packaging of bakery and pastry products that reduce the use of plastic, replace it with alternative materials, allow its reuse or improve its recycling, without compromising the safety or freshness of the products.
Case 13 Meat	Meat and Climate change	Alternative meat Social solutions and technical solutions
Case 14 Seafood	Seafood industry left-over revalorisation	How can we add value to left-over raw material from the seafood industry in order to make this industry more sustainable? Cod bone powder, otolith, and blowfish skin
Case 15 Meat	Future consumers and Meat	What does sustainable food consumption mean for young adults? What kind of services would support it?

Sugar Hack 9-21 July 2019

How might we help reduce people's sugar consumption?

Maker Space Cambridge: the UK's biggest membership-based community makespace, a full range of facilities from 3D printers, laser cutters, CNC machines, wood workshop, metal workshop, fabric workshop, jewellery workshop, print making





Cambridge Fruit & Veg 21-22,27 July 2019



Challenge

What can help the fruit & vegetable supply chains become more resilient to disruptions?



Hybrid event using zoom, miro and remote prototyping with participants from 5 continents around the world



MAKEit Meat (Dec 15-16 2019) - Helsinki - VTT

Future consumers and Meat: What do young adults think about meat products, What kind of services would they expect in the future?



F2F Makeathon, 22 students, one teacher, 4 experts, 5 facilitators, 3 observers 5 Teams: Wellbeing of the animals, Carbon neutral meat production, Alternative sources for proteins, Future meat factory, Planetary diet



MAKEit Meat (Dec 9-14 2020) - Helsinki - VTT

Future consumers and Meat: What does sustainable food consumption mean for young adults? What kind of services would support it?



Fully online Makeathon, 27 students, one teacher, 4 company representatives as experts, 8 facilitators for 7 groups \rightarrow Digital visualizations of future services

From Forest to Fork - 14-19 October 2020



MAKEathon From Forest to Fork

New Products and Marketing Concepts for Game Meat.

5 Teams & 10 New Concepts and Prototypes



INHOVATION





Beef 24g fat **Deer** 229 kcal 3g fat 229 kcal 94 kcal 13g protein 21g protein



MAKEathon

from forest to fork

Deutscher

NORKSHOP

DIV



of Food Technologies (DIL) · Quakenbrück

Workshop at German Institute

14 - 19 October 2020





MAKEit Seafood (2020) - Reykjavík/Akureyri/Neskaupstaður & Bolungarvík/Ísafjörður - Matís





6 innovative product prototypes

Leuven, Belg

KONINGSBROOD

Revalorising as parag & apple pulp side streams-for-human consumption MAKEit Veg (2

> 2 days of intensive brainstorming and prototyping...

...with multidisciplinairy teams

THANK I GU

MAKEit Bread&Bakery, 21-23 October 2020 - UAM - IMDEA Food

The Challenge: [- Plastic = + Sustainability]

Reduce the use of plastic in packaging for the **Bread&Bakery Industry**

- 3 days
 - Online work and prototyping (Slack, Zoom)
- 6 innovative solutions





#MAKEILBREADBAKERY

CAROLINA RODRIG. Daniel Gómez-Bravo F Diego Docavo Curie Park Alfonso Pérez Orihuela × . paolo - EAST DESIG. Julieta Panet Earth Catalina Valencia David Cardona - Plane Miriam_PlanetSavers 25 cm Miriam_PlanetSavers Laura Planet Save Long selflife Main problems of bakery industry

Family unit











MAKEit Dairy: How do we make healthy and sustainable dairy products?



- Blended MAKEathon
- 18 participants
- 8 countries
- prototyping at home
- and remotely
- one challenge
- 3 innovative solutions







MAKEit SEAFOOD (2020) - 6th-13th November - Bilbao (Spain) - AZTI

Challenges: How can digitalization help fish processing industry in:

- 1. Improving the efficiency of the fish processing industry
- 2. Guaranteeing the quality of the fish products
- 3. Optimizing the business intelligence



- 1 week of intensive work and prototyping
- Hybrid event using Zoom, Slack and remote prototyping
- 4 innovative prototypes



Our solution



Easy, Ready-to-Use **Toolkit**

Two Ways of Engagement

Your Benefits



Great **sandpit** to initiate entrepreneurial innovation

Make a **positive change** while making money

MAKEathon Toolkit







A to Z guide

Slidedecks & templates

Tips & case studies

...to design a MAKEathon:

- Challenge identification- task formulation-programmingrecruiting
- Virtual, physical and hybrid options

...to run a MAKEathon for 5 days:

- Day 1: Intro & team up
- Day 2: Inspiration & Prioritisation
- Day 3: Ideation
- Day 4: Prototyping & Finalising
- Day 5: Pitch

Lessons from our 15 MAKEathons

...with varying challenges, audience groups and formats!

Thank you! Get in touch to find out more

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