

Context

The EU has identified food and health as key priorities to respond to the increase in obesity and diet-related chronic diseases amongst their population. Attempts to raise public awareness of appropriate ways to eat more healthily do not seem to have led to significant changes in patterns of food purchase and consumption. The development of effective measures for improvement is a demanding task and requires further systematic research and innovative approaches. Bringing together the stakeholders is one of the key approaches to improve such food and health related problems.

INPROFOOD - Towards inclusive research programming for sustainable food innovations - aims to find new ways to establish dialogue and mutual learning between industry, academia and civil society in the area of food and health.

Main activities of INPROFOOD

MAPPING OF PROCESSES, STRUCTURES AND ACTORS IN RESEARCH FUNDING

Desk research on the structures, actors, and decision making mechanisms in Austria, Germany, Greece, Italy, Netherlands, Portugal, Scotland, Slovakia, Spain, UK and at EU level, followed by interviews with actors involved in a particular topic under the theme "Development of foods with improved nutrition"

OPEN SPACE CONFERENCE

European level conference aiming for mutual learning at European level and comprising 70 participants from 18 different countries working under the heading "Food and Health - Research 2020". Participants develop their own agenda, each announcing a topic they want to discuss that then becomes a mini workshop during the day.

EUROPEAN AWARENESS SCENARIO WORKSHOPS

Scenario workshops on research programming for an environmentally sustainable production of healthy food, delivered in three series and held in 13 countries. The workshops brought together stakeholder groups which have not been sufficiently integrated into participatory discussions to develop shared visions of health-related innovations in the area of food and health.

WHO EUROPEAN REGION WORKSHOP ACTION PLAN DEVELOPMENT

Outline for a Mobilization and Mutual Learning Action Plan developed through a two-day workshop bringing together the different identified stakeholders to present prior project activities. The result will be a roadmap of how to integrate science and society in building up research or answering policy responses and will be based upon the effective involvement and engagement of stakeholders.

PLAYDECIDE GAMES

PlayDecide Games with young people held at 17 science centres/ museums in 11 European countries with the aim of helping young people understand the issues raised by contemporary science and technology and discuss them with confidence while proposing solutions, defining strategies and policies for action.

EVALUATION

To assess the 'effectiveness' of the stakeholder engagement activities in the project based on 'Information Translation' using a participant and organizers questionnaire following a systematic process, interviews with key participants and an audit trail of the process used.





FOR MORE INFORMATION ON THE PROJECT RESULTS:

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