GEEK4FOOD

Glocal Ecosystems and Expanded Knowledge for green skills and capability in the Food Sector

D7.3

Report on the Key Performance Indicators

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CONTENT

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1. Executive summary

The deliverable D7.3 presents the Key Performance Indicators (KPI) as defined in milestone MS12 - *Definitive list of Key Performance Indicators*, and their degree of achievement.
The project has achieved most of its KPIs which were, in some cases, surpassed. There were a few KPIs that were only partially achieved; in these cases a justification is presented, together with the compensation measures implemented.

2. Introduction

This deliverable D7.3 is a compilation of the achievements of the project in terms of its KPIs defined for each of the Work Packages (WP). It has been designed to be delivered at the end of the project, by M36, and therefore it was postponed to M39 which is the new finishing date of the project due to the Amendment meanwhile contracted.

The initial list of Qualitative and the corresponding Quantitative KPIs of the project was analyzed and the results obtained throughout the project through the developed actions are reported here. This allowed the calculation of a percentage of achievement for each indicator (% of achievement, calculated as the value of the achieved indicator divided by the value initially foreseen for that indicator).

The achievement (or not) of the KPIs and the values of "% of achievement" are commented at the end of this document, providing an overview of the achievements of the project as a whole.

3. Key Performance Indicators

The following table presents the GEEK4Food Key Performance Indicators (both qualitative and quantitative), their achievement using a color cod:
Green: completed/achieved;
Yellow: partially achieved;
Red: not achieved), and their targets/potential beneficiaries.
The achievement of each indicator is reported as "% of achievement", calculated as the value of the achieved indicator divided by the value initially foreseen for that indicator.
Each quantitative indicator has been numbered [#1] to [#*N*], being *N* = 31, which is the total number of indicators in the table. These numbers will be useful for the discussion presented in the sub-chapter 4. (Comments).

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement	Target/ potential beneficiaries
GEEK4Food Tool (GST-G4F) **(WP2)**	Proper/adequate identification of green skills. Improved knowledge and common awareness of current and future skills and professional profiles that will be critical in the agri-food-related sectors to support their green transformation. Better identification of existing gaps between training demand and offer	[#1] Number of criteria for green skills categorization (geographical, sector, sector-specific/sector related/personal, position/role/level – e.g. manager, etc.) **(10)** [#2] Number of gaps identified in training demand and offer >	**>10** **30**	**>100** **100**	Universities, companies, training providers, students, graduates, junior and senior professionals, employment agencies
3P-G4F Platform Design **(WP3)**	Improved output through cross-sector knowledge sharing, human-centred design and optimization of the platform services to fulfil the needs of the different personas.	[#3] Number of participants to the design phase and test users (registered individuals, organisations, companies, etc) through the Mission Control Board (50)	**101**	**202**	Companies and higher education institutions
3P-G4F Platform **(WP3)**	Cross-sector knowledge sharing, networking and community of practices activated	[#4] Number of visitors and users (registered individuals, organisations, companies) (1000)	**145**	**15**	Universities, companies, training providers, students, graduates, junior and senior professionals, employment agencies
Models to include "green-related" concepts and contents in traditional learning paths	Enhancement of HE trainers/teachers' study programs chairs in modernizing study programs and training initiatives to include modules and contents and innovative teaching tools to improve	[#5] Number of training schemes (3) [#6] Number of study programmes influenced by training (5)	**3** **7**	**100** **140**	Number and type (sector/discipline) of participants HE institutions, Research

(WP4)	green skills learning outcomes				centres, food companies, training providers
Training modules for learners **(WP5)**	Enhancement of green skills Categories of learners (country of origin, sector of employment, academic vs. enterprises, educational level, entrepreneurial experience, etc.) the emerging sectors/disciplines of food-related interest	[#7] Number of learners attending the courses (120) [#8] Innovative teaching methodologies implemented (3) [#9] Learning scores improvement of green skills (improvement of 30 %)	155 4 30%	125 100 100	Students, early stage and senior professionals
Foodathon **(WP5)**	Exploitation of knowledge and competences on green and sustainable solutions.	[#10] Number attending the event (participants, enterprises) (30) [#11] Number of projects and ideas presented (6) [#12] Number of challenges addressed (3)	34 6 3	113 100 100	Students and young professionals Enterprises, teachers/trainers
Focus group/impact **(WP6)**	Validation of the GEEK4Food project approach We can use affinity maps to be managed during the focus groups Increased content and innovation sharing and clustering	[#13] Number of focus groups organized and related reports (6) [#14] Number of participants (30) [#15] Number of critical topics discussed in the focus groups related to project-related themes (climate change, etc.) (6)	1 34 (21) 11	-* 100 220	Food sector stakeholders' representatives
G4F Catalogue of use cases of policy and training mix **(WP6)**	Improvement of cross-program mainstreaming and embedding of forward-looking solutions	[#16] Number of use cases developed (10) [#17] Number of policy instruments (OP, training plans) addressed (15) [#18] Number of sectors addressed (producers/food industry, research and innovation, academia, etc.) (6)	12 121 6	120 807 100	Policymakers and decision-makers in charge of training budget from academia and businesses
Impact Finance Schemes and models for PPP solutions **(WP6)**	Design of alternative finance schemes to support the dissemination and the capitalization of forward-looking investments on training	[#19] Number of alternative finance solutions developed (3) [#20] Number of traditional and alternative finance operators engaged (20)	3 **2 (effective)**	100 **10**	Impact funds, crowdfunding platforms, banks and foundations
Website **(WP8)**	Increased visibility and dissemination of the project activities Increase the awareness and dissemination results	[#21] Number of visitors (2000) [#22] Number of external websites linked to website (9)	5912 10	Ca. 300 110	HE (students, teachers, researchers), enterprises/ business, training providers, professionals,

		[#23] Number of dissemination articles and publications for the general public and the society overall (3)	6	200	food-related stakeholders, policymakers
Template IPR agreement (for collaboration) **(WP8)**	Higher trust and support to ideas and innovation sharing	[#24] Template (to be adapted) to various exploitable outcomes (1)	1	100	All stakeholders
Community engagement events **(WP8)**	Increased (green-related) content and sustainable innovation sharing and cross-sector clustering	[#25] Number participants (200) [#26] Number of sectors involved (6) [#27] Number of participant countries (10)	312 7 10	150 117 100	HE (students, teachers, researchers), enterprises/ business, food-related stakeholders, policy makers including EC instalments
Open Symposium **(WP8)**	Increased (green-related) content and sustainable innovation sharing and cross-sector clustering	[#28] Number participants (50) [#29] Number of sectors involved (4) [#30] Number of participant countries (10)	34 4 10	**68** 100 100	HE, enterprises/business, food-related stakeholders, policy makers including EC instalments
Exploitation potential **(WP8)**	Enhanced understanding of the efficacy of the GEEK4Food proposed model and outcomes	[#31] Number of new cross-sector EU/Erasmus, national projects submitted generated by the GEEK4Food activities and outcomes in food and non-food related sectors (1)	3	130	All stakeholders

4. Comments on the KPIs

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
GEEK4Food Tool (GST-G4F) **(WP2)**	Proper/adequate identification of green skills. Improved knowledge and common awareness of current and future skills and professional profiles that will be critical in the agri-food-related sectors to support their green transformation. Better identification of existing gaps between training demand and offer	[#1] Number of criteria for green skills categorization (geographical, sector, sector-specific/sector related/personal, position/role/level – e.g. manager, etc.) **(10)** [#2] Number of gaps identified in training demand and offer **(30)**	>10 30	>100 100

1. GEEK4Food Tool (GST-G4F)

The GEEK4Food AI-based tool, GEEK4Food Skill pass is a disruptive and powerful tool that, thanks to the sophisticated algorithms and Machine Learning approaches developed by the SkyHive/SkyHive by Cornerstone allows to analyse in real time the job profiles and skills based on the job market needs (demand); based on the current skills of the individuals, workers and learners/trainees (supply), the corresponding skills gaps is provided. Trends of the skills can be determined by using the tool in different times.

The Skill pass embedded in the 3P-GEEK4Food Platform/Hub, designed and implemented to serve also other stakeholders of the agrifood chain (i.e. Higher education, VET provider, training providers, industry/business, policymakers) represent a key tool to promote a skills-based food system and promote its green and digital transition.

The focus of the project is, as mentioned, the green skills and all the actions that could promote the design modules and courses aligned with the job market skills needs.

The use of the skill pass (see MS2, D2.1.) over 24 million of data (June 2024, March 2026) allowed to obtain a proper/adequate identification of green skills, an improved knowledge and common awareness of current and future skills and professional profiles that will be critical in the agri-food-related sectors to support their green transformation. The tool allows easily to determine and identify the existing gaps between training demand and offer.

The GEEK4Food skill pass was used to extract data of the demand vs. supply demand and results could be categorised by different criteria. For the scope of the project we referred to 10, as fixed as [#1] KPI (geographical, agri-food sector, sector, role, level, type (generic, functional/technological, human, soft), emerging /mature).

Similarly, in MS2 30 were the gaps of interest and relevant for the training, identified as relevant for the project, but the actual number was higher [#2]. However we fixed the number of 30 the gaps to be identified the gaps between the skills supply vs the demand that in turn were considered as gaps in training demand and offer.

2. **3P-G4F Platform Design**

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
3P-G4F Platform Design (WP3)	Improved output through cross-sector knowledge sharing, human-centred design and optimization of the platform services to fulfil the needs of the different personas.	[#3] Number of participants to the design phase and test users (registered individuals, organisations, companies, etc) through the Mission Control Board (50)	101	202

[#3] The 3P-GEEK4Food Platform embedding the GEEK4Food skill pass has been developed based on a human-centric approach involving the analysis of the needs, strengths and weaknesses and evaluating the corresponding opportunities and threats of the current platforms offering training. The design has been supported by a individual representing students, educators, industries and policymakers. In the online workshop organised (D3.2), 101 was the number of participants the is double than the ones fixed (50).

3. 3P-G4F Platform

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
3P-G4F Platform (WP3)	Cross-sector knowledge sharing, networking and community of practices activated	[#4] Number of visitors and users (registered individuals, organisations, companies) (1000)	145	15

The 3P-G4F Platform is a disruptive tool targeted to 4 target groups, i.e. individuals/learners/workers, educators/training providers, business/industry, policymakers having as core element the GEEK4Food skill pass, the AI based tool. The platform, launched officially in March 2025 offers cross-sector knowledge sharing, networking and community of practices.
At the starting of the project, 1000 was the target number of visitors and users (registered individuals, organisations, companies), by considering the timing of the launch of the platform respecting the fixed timetable (M12, Dec 2023) and 2 years ahead for dissemination and attract users feeding the platform. However, a series of constraints and unforeseen issues, including the change of the property of the business partner expert on AI and responsible for the development of the AI-based tool caused an unexpected heavy delay with an official launch on 31st March 2025 with the basic functionality open for individuals and Higher education institutions and the finalisation of the sections dedicated to business and policymakers to a later time. Despite the dissemination activities carried out including presentations at conferences and events, the number of visitors remained limited and the actual registered individuals resulted very low due to some bugs and IT issues.

4. Models to include "green-related" concepts and contents in traditional learning paths

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Models to include "green-related" concepts and contents in traditional learning paths (WP4)	Enhancement of HE trainers/teachers' study programs chairs in modernizing study programs and training initiatives to include modules and contents and innovative teaching tools to improve green skills learning outcomes	[#5] Number of training schemes (3)	3	100
		[#6] Number of study programmes influenced by training (5)	7	140

In WP4, the roadmap for the design of training activities embedding the use of the AI-based skill pass (D4.1.) has been designed, disseminated and used and the "train-the trainers" workshop (Cluj-Napoca, Aahrus).
The impact of these activities with participants of all the 5 Higher Education institutions, also from different departments of the consortium and teachers in different disciplines (D5.2.) has a direct effect in the enhancement of HE trainers/teachers' study programs chairs in modernizing study programs and training initiatives.
Besides the training events organised by 4 HEIs partners, partners stated their interest in using the modules and contents and innovative teaching tools in existing study programs as

embedder in current study programs (all 5 universities) or as elective/Lifelong Learning training initiatives to improve green skills learning outcomes.
[#5] Number of training schemes (3): 3 are the training schemes developed on "Optimised fermentation", Food waste valorisation in food product design", "Ecopackaging design".
[#6] Number of study programmes influenced by training (5): Each G4F university has confirmed the use within one master degree in Food science and Technology/Engineering. At UNITE, the modules have been/will be used also for training in the bachelor degree in Food science and technology and at the PhD course in Food sciences.

Training modules for learners

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Training modules for learners (WP5)	Enhancement of green skills Categories of learners (country of origin, sector of employment, academic vs. enterprises, educational level, entrepreneurial experience, etc.) the emerging sectors/disciplines of food-related interest	[#7] Number of learners attending the courses (120) [#8] Innovative teaching methodologies implemented (3) [#9] Learning scores improvement of green skills (improvement of 30 %)	155 4 30%	125 125 100

In WP5, 4 training initiatives on the three "green" topics have been organised, 2 online (AU, UNITE), 2 in presence (TUD, USAVM Cluj-Napoca. The assessment carried out allowed to demonstrate the effectiveness of the training in enhancing the green skills of the participants. At the training events, the type of participants differs, depending on the modality of the delivery. For the onsite ones (TUD-Dublin, USAVM-Cluj Napoca) the participants were mostly Master degree and Phd students from their respective countries, while for the two delivered online (AU-Aarhus, UNITE-Teramo) the population of the learners/trainees was rather diversified, including participants from 35 countries, including 14 EU ones, and the other ones from countries from US, South Americas, South-east Asia and Africa countries to indicate the potential impact of the dissemination and the interest for the topics.

The trainees are students/learners of Higher Education (MS, PhD, 90%) and the remaining representing associations or industries of the agrifood sector.
[#7] Number of learners attending the courses (120): the actual final number of the participants is 155, resulting from the good impact of the 2 trainings delivered online that attracted a relatively high number of participants
[#8] Innovative teaching methodologies implemented (3): during the training, 4 different methodologies were implemented: active learning, small group discussion, flipped classrooms, team based learning.
[#9] Learning scores improvement of green skills (improvement of 30 %): the assessment carried out at the training events could not actually quantify the learning scores improvement on green skills. However, almost all the assessed learners/trainees provided positive/correct answers at over 90% of the questions, considering that, for some open answer questions, the replies would depend on the specific area of expertise that could affect also the corresponding contribution.

Foodathon

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Foodathon (WP5)	Exploitation of knowledge and competences on green and sustainable solutions.	[#10] Number attending the event (participants, enterprises) (30)	34	113
		[#11] Number of projects and ideas presented (6)	6	100
		[#12] Number of challenges addressed (3)	3	100

In WP5 the Foodathon was organised as a training initiative targeted also to enhance the entrepreneurial skills of the participants in the development of green approaches in the agrifood system.
The Foodathon was promoted with challenges recalling the topics of the three developed training modules and actually the projects presented by the registered teams applied the knowledge and competences on green and sustainability in part acquired during the Trainings (some participants at Foodathon attended also the trainings online) into solutions exploitable into new business.
[#10] Number attending the event (participants, enterprises) (30). The final attendance of the participants was 34, but the initial number was higher and decreased due to some last-minute cancellations.
[#11] Number of projects and ideas presented (6): Actually, 6 are the teams that participated at the Foodathon with different projects dealing with Food waste valorisation, eco-packaging design, precision fermentation.
[#12] Number of challenges addressed (3): three were the challenges launched at the opening of the call for attendance, i.e. Food waste valorisation, eco-packaging design, precision fermentation, referred to the three topics selected as relevant to close the skills gaps on the green approaches in the agri-food system.

Focus group/impact

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Focus group/impact (WP6)	Validation of the GEEK4Food project approach	[#13] Number of focus groups organized and related reports (6)	1	-
	We can use affinity maps to be managed during the focus groups	[#14] Number of participants (30)	34 (21)	100
	Increased content and innovation sharing and clustering	[#15] Number of critical topics discussed in the focus groups related to project-related themes (climate change, etc.) (6)	7	220

In WP6, 6 focus groups were initially planned (5 in different countries, i.e. IT, PT, PL, IE, RO, 1 at EU level) aimed to validate with experts and policymakers the WP6 G4F deliverables addressing the structural gap in human capital and skills required to implement the EU's green and digital transition in the agri-food sector by stress-testing them against plausible, disruptive future scenarios (wildcards).
Due to unexpected issues of the WP6 leader, the activities planned in the last year of the project were severely impaired and delayed. In order to match with the project outcomes reported in the Grant Agreement, the WP6 co-coordinator planned and organised n. 1 focus group as an online event. At the event (18th March 2026) widely disseminated via the social media and by personal invitation via email it was possible to test and validate the main outcomes of the GEEK4Food project and in particular the ones resulting from the WP6, i.e. the policy Pathfinder and the 12 Use cases were diverse solutions in promoting financial and policy approach to support the enhancement of green skills and competences were launched.
[#13] Number of focus groups organized and related reports (6): only 1 focus group was organised, due to the unforeseen issue in managing the WP6 activities and tasks that also caused the request of an amendment for the project extension.
[#14] Number of participants (30): the final registered number of participants was 34, but the actual number fo effective participants was 21; the not-show was due to representatives of industry and policymakers.
[#15] Number of critical topics discussed in the focus groups related to project-related themes (climate change, etc.) (6). The focus group used the 12 use case for the group discussion. The 12 use cases include several aspects related to the green approaches and solutions, including, climate change, food waste, food valorisation, circular bioeconomy, innovative processes, precision fermentation, sustainable packaging.

G4F Catalogue of use cases of policy and training mix

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
G4F Catalogue of use cases of policy and training mix (WP6)	Improvement of cross-program mainstreaming and embedding of forward-looking solutions	[#16] Number of use cases developed (10)	**12**	**120**
		[#17] Number of policy instruments (OP, training plans) addressed (15)	**121**	**807**
		[#18] Number of sectors addressed (producers/food industry, research and innovation, academia, etc.) (6)	**7**	**117**

* due to the issues due to the change of WP6 leader that caused an unforeseen extension, the number of focus groups was changed and managed in one single event concentrating participants from all the countries to attend (18th March 2026).

In WP6, 6 focus groups were initially planned (5 in different countries, i.e. IT, PT, PL, IE, RO, 1 at EU level) aimed to validate with experts and policymakers the WP6 G4F deliverables

addressing the structural gap in human capital and skills required to implement the EU's green and digital transition in the agri-food sector by stress-testing them against plausible, disruptive future scenarios (wildcards). Due to unexpected issues of the WP6 leader, the activities planned in the last year of the project were severely impaired and delayed. In order to match with the project outcomes reported in the Grant Agreement, the WP6 co-coordinator planned and organised n. 1 focus group as an online event. At the event (18th March 2026) widely disseminated via the social media and by personal invitation via email it was possible to test and validate the main outcomes of the GEEK4Food project and in particular the ones resulting from the WP6, i.e. the policy Pathfinder and the 12 Use cases were diverse solutions in promoting financial and policy approach to support the enhancement of green skills and competences were launched.
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[#15] Number of critical topics discussed in the focus groups related to project-related themes (climate change, etc.) (6). The focus group used the 12 use case for the group discussion. The 12 use cases include several aspects related to the green approaches and solutions, including, climate change, food waste, food valorisation, circular bioeconomy, innovative processes, precision fermentation, sustainable packaging.

Impact Finance Schemes and models for PPP solutions

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Impact Finance Schemes and models for PPP solutions **(WP6)**	Design of alternative finance schemes to support the dissemination and the capitalization of forward-looking investments on training	[#19] Number of alternative finance solutions developed (3) [#20] Number of traditional and alternative finance operators engaged (20)	3 **2 (effective)**	100 **10**

In WP6, Task 6.1. was aimed to Co-design of transformative training policy and investment schemes. Two were the tool developed and co-created:
- [#17] The policy pathfinder that was designed and set as a collection of policies (EU, 7 countries of the consortium) either of interest for the project being related on green approaches, innovation and education, or offering the opportunity to be used to implement the model of the GEEK4Food model. Differently than planned, we enlarged the perspective not only to the EU, but also to the ones issued at national level, leading to a final collection of 121 (in respect to 15).
- [#16] Use cases: 12 use cases reporting models of "Policy + Training Mix" packages. Our collaborative environment allowed to achieve a higher number than planned (10)

- [#18] Within the T6.2. activities, we addressed aspects of different sectors, and in particular: farmers/primary production, food industry, higher education, lifelong learning, research and innovation, learners, multipliers/associations) (7)
Overall these activities demonstrated the possibility to improve cross-program mainstreaming and embedding of forward-looking solutions by using the GEEK4Food concept.

Website

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Website **(WP8)**	Increased visibility and dissemination of the project activities Increase the awareness and dissemination results	[#21] Number of visitors (2000) [#22] Number of external websites linked to website (9) [#23] Number of dissemination articles and publications for the general public and the society overall (3)	5291 9 6	260 100 200

The GEEK4Food project website represents an important tool to inform interested parties about the project activities and objectives, as well as to disseminate the outcomes and results of the project to the wider communities of the sectors of interest (i.e. agrifood). By the website, the project could have a higher visibility and achieved the target of promoting the GEEK4Food model in support of a skill-based agri-food system green transformation by the use of an AI-based tool.
[#21] Number of visitors (2000): the actual number of visitors at March 2026 is 5291, well above the fixed number, indicating the interest for the project, its activities and results.
[#22] Number of external websites linked to website (9): the project website has been linked to the dedicated websites of the partners, as well as to other EU initiatives (e.g. Agrifood Pact-for skills). The website was also linked to the project social media (Linkedin).
[#23] Number of dissemination articles and publications for the general public and the society overall (3): the current number of dissemination articles and publications are 6; however at least 2 manuscripts to be submitted to international peer-reviewed journals are under development and submission.

Template IPR agreement (for collaboration)

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Template IPR agreement (for collaboration) **(WP8)**	Higher trust and support to ideas and innovation sharing	[#24] Template (to be adapted) to various exploitable outcomes (1)	1	100

In agreement with the Document of Work included in the Grant Agreement, [#24] n. 1 Template of IPR agreement for the project consortium was developed (D8.3) to promote trust and support to ideas and innovation sharing.

Community engagement events

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Community engagement events (WP8)	Increased (green-related) content and sustainable innovation sharing and cross-sector clustering	[#25] Number participants (200)	462	210
		[#26] Number of sectors involved (6)	7	117
		[#27] Number of participant countries (10)	15	150

A detailed report of the community engagement activities is summarised in D8.4. Overall the activities allowed an increased awareness on green-related content and approaches applicable at the agrifood system and cross-sector clustering.
[#25] Number participants effective: ca. 462 higher than the planned ones (200)
[#26] Number of sectors involved: 7, i.e.: learners, teachers, academia, research, industry, multipliers, policy-makers
[#27] Number of participant countries: 15. This data is the result of the dissemination activities and social media that allowed to easily attract participants at the GEEK4Food events as well as the attendance and contribution at international conferences.

Open Symposium

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Open Symposium (WP8)	Increased (green-related) content and sustainable innovation sharing and cross-sector clustering	[#28] Number participants (50)	34	68
		[#29] Number of sectors involved (4)	4	100
		[#30] Number of participant countries (10)	10	100

The organisation of the final event/symposium in Brussels (27th November 2025, suffered of a national strike of the transportation, causing significant cancellations for the in-presence and online attendance (34 effective, over 60 registered). Nevertheless, the increased (green-related) content and sustainable innovation sharing and cross-sector clustering was achieved thanks to the representative of the sectors involved (higher education, multipliers, business, policymakers) ([#29] Number of sectors involved: 4) with a very good coverage in terms of participations from different countries (15, in respect to 10)

Exploitation potential

Outcome/ product	Qualitative Indicator	Quantitative Indicator	Indicator value obtained	% achievement
Exploitation potential **(WP8)**	Enhanced understanding of the efficacy of the GEEK4Food proposed model and outcomes	[#31] Number of new cross-sector EU/Erasmus, national projects submitted generated by the GEEK4Food activities and outcomes in food and non-food related sectors (1)	2	200

The model proposed by the GEEK4Food project generated the interest of other communities and consortia.
[#31] In particular, the GEEK4Food was included as contributor of the Erasmus BluePrint **AGRIFOODSKILLS** project, approved to start in 2024 and currently involving 3 partners of the current GEEK4Food project (UNITE, AU, EITFood). In addition, in 2024, the coordinator of the Erasmus Innovation Alliance of the "**Horeca Twin Transition"** contacted the coordinator to exploit the AI-based tool into a different food-related sector (HoReCa, food service); the proposal was rejected and resubmitted in 2026.
Of main relevance the involvement since the beginning as project supporting the EU initiative ***AgriFood Pact For skills*** (https://www.agrifood-pact4skills.eu/) that allowed to be part of a multisectoral, multi-disciplinary community focused in finding solutions and support in the development of a skills-based agri-food system.
Number of new cross-sector EU/Erasmus, national projects submitted generated by the GEEK4Food activities and outcomes in food and non-food related sectors (1)

5. Final comments

In conclusion, the achievement status of the project KPIs (n. 31) is the following:
- 3 not achieved
- 12 achieved at 100%
- 16 achieved at > 100%

These figures are the results the implementation and development of the activities as well as of a consortium of partners significantly engaged in the project willing to achieve the expected outcomes.
The "failure" of the achievement of the 3 KPIs are due to specific unforeseen events that had significant impact in the development of the activities, despite all the efforts made to achieve the result.

---------- END of DELIVERABLE ----------

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