

# AllThings.Bio PRO

## Data Management Plan

D1.2

WP 1 Management

Anne Warnig (FNR)

Allthings.bioPRO - Game changer for the bio-based economy  
H2020-BBI-JTI-2019



## Technical References

Project Acronym	Allthings.bioPRO
Project Title	Allthings.bioPRO - Game changer for the bio-based economy
Project Coordinator	Anne Warnig Fachagentur Nachwachsende Rohstoffe e.V. A.Warnig@fnr.de
Project Duration	September 2020 – August 2023 (36 months)

Deliverable No.	D1.2
Dissemination level <sup>1</sup>	PU
Work Package	WP 1 - Management
Task	T 1.4 – Cross-cutting issues
Lead beneficiary	Fachagentur Nachwachsende Rohstoffe e.V. (FNR)
Contributing beneficiary(ies)	
Due date of deliverable	28 February 2021
Actual submission date	26 February 2021

<sup>1</sup> PU = Public

PP = Restricted to other programme participants (including the Commission Services)

RE = Restricted to a group specified by the consortium (including the Commission Services)

CO = Confidential, only for members of the consortium (including the Commission Services)

Document history			
V	Date	Beneficiary	Author
1.1	26.01.2021	FNR	Anne Warnig
1.2	10.02.2021	FNR	Anne Warnig
1.3	25.02.2021	FNR	Anne Warnig



# Summary

This Data Management Plan provides a description of the data management that will be applied in the project Allthings.bioPRO – Game changer for the bio-based economy (Grant Agreement 887070). This public document will give an overview about how data will be generated, stored, assessed, used and erased within the project. EU General Data Protection Regulations (GDPR) and Horizon 2020 open research data standards will be applied.

This Data Management Plan will be updated during the course of the project lifetime (an updated version will be made available in project month 26 (October 2022)).

# Table of content

<b>SUMMARY</b>	<b>3</b>
<b>1 INTRODUCTION</b>	<b>5</b>
<b>2 DATA SUMMARY</b>	<b>7</b>
2.1 STAKEHOLDER IDENTIFICATION	7
2.2 STAKEHOLDER INPUT DURING CO-CREATION AND UPTAKE PROCESS	7
2.3 ONLINE PLATFORM USER DATA	8
2.4 DATA COLLECTION VIA THE SERIOUS GAME AND MOBILE APP	8
2.5 EXPLOITABLE RESULTS	9
<b>3 FAIR DATA</b>	<b>10</b>
3.1 OPEN RESEARCH DATA PILOT	11
<b>4 DATA SECURITY</b>	<b>12</b>
4.1 EU GENERAL DATA PROTECTION REGULATION	12
4.2 ROLE OF DATA CONTROLLER	12
<b>5 ETHICAL ASPECTS</b>	<b>13</b>
5.1 INVOLVEMENT OF CHILDREN IN THE CO-CREATION ACTIVITIES	13
<b>ANNEX</b>	<b>14</b>

# 1 Introduction

In this Data Management Plan, the procedure of data management within the Allthings.bioPRO project will be outlined. It contains information about how data will be generated, stored, assessed, used and erased by the project consortium. To better understand the data that will be generated during the project, this section will include a short overview of the project scope followed by the composition of the consortium and work packages.

Europe's economy depends on fossil resources for energy generation and chemical products for everyday use. However, the use of fossil resources is harmful for the environment and climate. The bioeconomy offers a solution by providing industrial and consumer products that are made from biomass. It will make Europe's economy more sustainable, boost growth and create new jobs.

The transition towards a bio-based, circular economy is a crucial moment for involving the society. It requires convincing individuals of the benefits of the bio-based economy and changing their consumer habits towards more environmentally friendly products and services. To achieve this, it is necessary to include citizens in political decision-making processes and agendas as well as raising awareness and educating individuals about the benefits of sustainable bio-based products compared to the environmentally damaging fossil alternatives. Allthings.bioPRO seeks to address these challenges by enhancing communication and awareness raising and introducing a system of innovative engagement formats, combining a serious game, a smartphone app and communication and engagement activities, to allow citizens to contribute to the bio-based agenda. This will be done by completing the following objectives:

- Establish methods to foster awareness, participation, and co-creation to ensure citizens' feedback and inputs' transfer towards the bio-based industry;
- Apply a smart combination of gamification, serious gaming, a mobile app, and communication campaign to gather information and data derived by citizens on their ideas and priorities related to specific bioeconomy topics and of direct use for the bio-based industry and the Knowledge Centre for Bioeconomy<sup>1</sup>;
- Exploit and further develop the AllThings.Bio platform<sup>2</sup> for bio-based economy communication to the broader public by linking it with the serious game, the smart phone app and a European Bioeconomy Citizen Action Network;
- Ensure engagement and uptake of results developed through early and regular involvement of regional partners and citizens as well as of key bio-based economy stakeholders, policy makers and the Knowledge Centre for Bioeconomy.

To successfully implement the Allthings.bioPRO project, an interdisciplinary consortium will collaborate in strongly interconnected work packages. The consortium members and the project's work packages can be found in Table 1 and Table 2, respectively.

---

<sup>1</sup> [https://knowledge4policy.ec.europa.eu/bioeconomy\\_en](https://knowledge4policy.ec.europa.eu/bioeconomy_en)

<sup>2</sup> <http://www.allthings.bio/>

Table 1: List of Allthings.bioPRO beneficiaries

Beneficiary name	Short beneficiary name	Country
Fachagentur Nachwachsende Rohstoffe e.V.	FNR	DE
B.T.G. Biomass Technology Group BV	BTG	NL
Wissenschaftsladen Bonn e.V.	BSS	DE
Fondazione iCons	ICONS	IT
Nurogames GmbH	NG	DE
Prospex Institute	PI	BE
Institute of Baltic Studies	IBS	EE
Stichting Fashion for Good	FFG	NL
Stichting De Natuur – en Milieufederaties	NMF	NL
Tartu Environmental Education Centre	TEEC	EE
Vetenskap & Allmänhet	VA	SE
Laboratorio Interculturale di Ricerca e di Promozione della Condizione (H)umana	INTHUM	IT
Not part of the consortium		
AIMV Aktiv in MV gemeinnützige GmbH	AIMV	DE
Municipality of Sigmaringen	MOS	DE

Table 2: List of Allthings.bioPRO work packages

Work package number	Work package name	Lead beneficiary
WP1	Management	FNR
WP2	Content Development	BTG
WP3	Engagement for Game Missions	BSS
WP4	Game and App Design and Development	NG
WP5	Communication, Dissemination and Engagement	ICONS
WP6	Valorisation and Uptake of Allthings.bioPRO	FNR
WP7	Evaluation and Impact	IBS

## 2 Data Summary

During the implementation of Allthings.bioPRO, several different data types will be processed. Gathered data will be used primarily to contact citizen and industry stakeholders, to develop the game and app and to evaluate the developed services as well as project processes. The following sub-sections will outline the various contexts in which different types of data will be gathered and how they will be displayed. In summary, the following data categories will be collected and processed:

- Personal data (e.g. name, e-mail address, gender, organisation, staff position) in relation to stakeholder identification – see section 2.1
- Notes, minutes and other means to take track of stakeholder feedback (e.g. photos, video, voice recording) in relation to input gathered during stakeholder interactions – see section 2.2
- Statistical data (e.g. page visits, time spent, most viewed/shared) in relation to the Allthings.bioPRO web portal – see section 2.3
- Statistical data (e.g. clicks, download rate, most played mission) in relation to serious game and mobile application – see section 2.4

### 2.1 Stakeholder Identification

In Allthings.bioPRO, the collection of stakeholders' contact data is crucial to involve them in engagement processes and inform them about project outcomes. This refers to stakeholders both, from the operational levels and regions in each of the eight regions, where the local partners are to invite them to a range of project activities including focus groups, co-creation workshops and co-design meetings (WP3), as well as stakeholders engaged around the uptake of project results (WP6). Within the scope of WP3 – Engagement for Game Missions, stakeholder lists will be prepared for each of the four game missions (food packaging, fashion & textiles, kids & schools and jobs & careers) by the regional partners. These lists will be updated throughout the project. The detailed process of stakeholder identification and applied methods are summarised in the public deliverable *D3.4 – Stakeholder consultation guidelines*. Within the scope of WP6 – Valorisation and Uptake, a dedicated stakeholder database will be created by PI and updated continuously throughout the project.

The contact data are collected and stored to invite stakeholders to project activities, such as focus groups, co-creation workshops and policy labs, as well as to gather their feedback on project results. No personal data will be made public. A confidential stakeholder list with detailed contact information will be prepared for internal use exclusively. The public deliverables will only contain institutional (and no personal) data that is publicly accessible.

### 2.2 Stakeholder Input during Co-Creation and Uptake Process

During the co-creation process organised in WP3 and the uptake engagement in WP6, the consortium partners will work with citizens and expert stakeholders in different engagement formats. The purpose of these events is to jointly develop results that will lead to concepts for the four game missions (food packaging; fashion & textiles; kids & schools; jobs & careers) of the serious game. Therefore, it is necessary to collect stakeholder input during these events. The input will be processed and shared among consortium partners as well as participants of other (regional) engagement processes. Individual input will only be taken up anonymised and collection, storage, processing and sharing of data will be done with full informed consent of all participants. Informed consent forms will be used and signed by each participant of the events. Participants will have the chance to leave an event and are allowed to withdraw their consent at any time.

Results developed during the co-creation and uptake process and applied methods will be described in detail in *D3.1 – Report of the first sequence of focus groups and co-creation workshops, D3.2 – Report of the second sequence of focus groups and co-creation workshops including the final concepts for the game design, D6.2 Report on Policy Labs and D6.3 Report on Allthingsbio.PRO Road Show*. Reports from the stakeholder workshops will deliver insights on multi-stakeholder discourse related to the four game mission themes. They will also provide information on needs, desires, motivations and barriers of the involved stakeholder groups to boost market uptake of products related to the game mission themes. Mentioned inputs will also be used to compile *D7.2 – Evaluation of stakeholder involvement process*.

## 2.3 Online Platform User Data

Data automatically and anonymously collected through the AllThings.Bio portal will be used by the Allthings.bioPRO consortium for the following purposes:

1. to produce statistics and reports in anonymous form (e.g. download counts, number of accesses, most visited pages, average visit duration, country of origin of the users etc.);
2. to provide information and answers about our services.

In addition to the data collected within the duration of the Allthings.bioPRO project, the website already has a database of personal data of users that had registered during the BioCannDo project timeframe. This community and the relative data have been passed onto the Allthings.bioPRO project. This operation was carried out by ICONS as Data Controller of this data, relying on Legitimate Interest, as per GDPR Article 6. This data amounts to one personal information that users voluntarily give at the moment of the registration: their e-mail address. Users are required to accept the privacy notice of the AllThings.Bio portal in doing so (<http://www.allthings.bio/privacy-notice/>).

During the lifetime of the Allthings.bioPRO project, users will have the opportunity to continue registering to the website, with the same procedure described above. The data thus collected will be used to communicate about the services offered by the AllThings.Bio portal through online communication.

## 2.4 Data Collection via the Serious Game and Mobile App

Data will be collected for the purpose of evaluating the effectiveness of Allthings.bioPRO components (serious game and mobile application) or the service as a whole in order to make sure that the developments and improvements to the product are perceived as valuable.

Anonymised user data from citizens using the serious game and the smartphone app will be generated and will provide information on:

1. citizen's interests (i.e. when using the app to find bio-based alternatives for everyday-life products);
2. preferences (i.e. when choosing to play one of the four thematic game missions);
3. expectations (i.e. when describing what is important for them regarding a game mission theme).

The collected data will be used to develop insight reports about citizens' ideas and perceptions regarding the following topics:

1. bio-based job markets and how citizens perceive the job and career opportunities provided by the bio-based industries
2. bio-based fashion and textiles (including an exhibition co-created by citizens)
3. Citizens' design choices in bio-based food packaging
4. Kids and schools in the bioeconomy and how to engage the youngest generation.

Anonymous data will further be collected on how the users behave in the game (e.g. Do users get stuck at certain points? Which content is not accessed? Which decisions do users make?). These data will provide useful insights about whether the difficulty and thematic foci of the game are appropriate and will therefore help to facilitate further improvement.

Towards the end of the project, a Citizen Action Network will be built to become a new contact point for industry and policy makers to receive direct input on relevant policy agendas on bioeconomy.

## 2.5 Exploitable Results

Allthings.bioPRO will produce several, mainly non-commercial, results. A list with a short description is provided below. This list will be updated throughout the project. Open access to produced results will be guaranteed to ensure maximum replicability of the generated knowledge and extensive uptake of the serious game and smartphone app.

Exploitable result	Description of result	Exploitation plan
Mapping of information and documentation on bioeconomy and bio-based products	<p><u>Type</u>: advancement in knowledge  <u>Access</u>: open  <u>IPR</u><sup>3</sup>: none  <u>Targets</u>: consumers, civil society, industry, academia, policy makers</p>	<ul style="list-style-type: none"> <li>Instrumental to the execution of the project (WP3-5)</li> <li>Published for further reuse by selected targets (bio-based industry, academia, policy makers)</li> <li>Disseminated through the AllThings.Bio portal to raise awareness (consumers, civil society)</li> </ul>
Content packages for four game mission themes (food packaging; fashion & textiles; kids & schools; jobs & careers)	<p><u>Type</u>: advancement in knowledge  <u>Access</u>: open  <u>IPR</u>: none  <u>Targets</u>: players in the four game mission theme areas, game developers, media, final end users</p>	<ul style="list-style-type: none"> <li>Instrumental to the execution of the project (WP 3-5)</li> <li>Leveraged for communication &amp; dissemination activities to final end users (consumers, civil society)</li> <li>Published for further reuse by selected targets in the four project areas, by potential game developers and for uptake by journalists or the media</li> </ul>
Content for smartphone app on bio-based products	<p><u>Type</u>: advancement in knowledge  <u>Access</u>: open  <u>IPR</u>: none  <u>Targets</u>: food-packaging, textile and fashion, schools, job segment, consumers, civil society, public procurers</p>	<ul style="list-style-type: none"> <li>Provides content to the smartphone app developed in WP4</li> <li>Published in the InnProBio database<sup>4</sup> (with relevant product information) for public procurers</li> </ul>
Serious game software and mobile application	<p><u>Type</u>: software  <u>Access</u>: private  <u>IPR</u>: copyright, (EULA for the smartphone app)  <u>Targets</u>: food-packaging, textile and fashion, schools, job segment</p>	<ul style="list-style-type: none"> <li>Regional partners plan to embed the new software in their operations</li> <li>Sustainability plan to ensure uptake by other organisations that are not involved in the project</li> <li>Potential replication of the approach in other bio segments</li> <li>Commercial leverage by NG to enrich its portfolio</li> </ul>

<sup>3</sup> IPR: Intellectual Property Rights

<sup>4</sup> <https://www.biobasedconsultancy.com/en/database>

Journalistic articles	<u>Type</u> : advancement in knowledge <u>Access</u> : open <u>IPR</u> : none <u>Targets</u> : general public, media	<ul style="list-style-type: none"> <li>Independent articles on project issues will be published via the AllThings.Bio portal and social media</li> <li>Project partners multiply articles through their own communication &amp; dissemination activities</li> </ul>
Videos and multimedia	<u>Type</u> : advancement in knowledge <u>Access</u> : open <u>IPR</u> : none <u>Targets</u> : general public, regional initiatives, bio-based industry, end users	<ul style="list-style-type: none"> <li>Video production is aimed at raising awareness, engagement and participation of specific audience via AllThings.Bio portal and social media</li> <li>Project partners will multiply videos through their own communication &amp; dissemination activities</li> <li>Extra short videos will be implemented in the serious game</li> </ul>
European Bioeconomy Citizens Action Network	<u>Type</u> : citizens' network <u>Access</u> : n.a. <u>IPR</u> : n.a.	<ul style="list-style-type: none"> <li>Created throughout the execution of the project to continue beyond project's lifetime</li> <li>Dedicated plan published in WP6</li> </ul>
Citizen-driven insights from co-creation process and application of the serious game	<u>Type</u> : advancement in knowledge <u>Access</u> : open <u>IPR</u> : none (company know-how in case of partners' commercial exploitation) <u>Targets</u> : companies in the four theme areas, industry association, policy makers, academia, consumers, civil society	<ul style="list-style-type: none"> <li>Training of regional partners ensuring potential replication of the co-creation approach</li> <li>Regional partners' leverage of the serious game's results to improve their own activities</li> <li>Links with communication &amp; dissemination activities</li> <li>Results of gaming activities published in a marketplace for sharing</li> <li>Partners' leverage to strengthen their positioning in their core activities</li> </ul>

### 3 FAIR Data

The FAIR guiding principles describe how project outputs can be organised to make them more easily Findable, Accessible, Interoperable and Reusable. This will maximise the integrity and impact of project outputs.

Data generated within Allthings.bioPRO will be made publicly available through project deliverables that will be published during the course of the project, provided that the GDPR allow it. All public project deliverables will be listed with the CORDIS portal of the European Commission<sup>5</sup>. Furthermore, public deliverables will be made available on the AllThings.Bio<sup>6</sup> portal. This portal will be available for at least five years after project end.

Public deliverables will be available online in the form of PDF files to ensure interoperability.

In the table below, all public deliverables of Allthings.bioPRO are summarised. They will contain information about applied methods as well as produced results.

<sup>5</sup> <https://cordis.europa.eu/>

<sup>6</sup> <http://www.allthings.bio/>

Table 3: Overview of Allthings.bioPRO public deliverables

Deliverable No	Title	WP	Lead beneficiary	Due date (project month, calendar month)
D1.2	Data Management Plan	WP1	FNR	M6 (02-2021)
D2.1	Documentation mapping results	WP2	BTG	M3 (11-2020)
D2.2	Fact sheets for mission engagement	WP2	BTG	M6 (02-2021)
D2.3	First customised content package	WP2	BTG	M13 (09-2021)
D3.1	Report of the first sequence of focus groups and co-creation workshops	WP3	BSS	M11 (07-2021)
D3.2	Report of the second sequence of focus groups and co-creation workshops including the final concepts for the game design	WP3	BSS	M12 (08-2021)
D3.3	Report on the draft concept for each mission	WP3	BSS	M24 (08-2022)
D3.4	Stakeholder consultation guidelines including the participatory workshop design	WP3	BSS	M3 (11-2020)
D4.3	Final version of applied game virtual world functionalities	WP4	NG	M23 (07-2022)
D5.2	Project Communication Starter Kit	WP5	ICONS	M6 (02-2021)
D5.3	Project website and brandbook	WP5	ICONS	M6 (02-2021)
D5.4	Report on public communication activities	WP5	ICONS	M12 (08-2021)
D5.5	Lessons learned from knowledge transfer, networking and engagement	WP5	FNR	M36 (08-2023)
D6.1	Uptake strategy and mapping of key potential users project insights	WP6	PI	M8 (04-2021)
D6.2	Report on Policy Labs	WP6	PI	M24 (08-2022)
D6.3	Report on the Allthings.bioPRO Roadshow	WP6	PI	M36 (08-2023)
D6.4	Report on the initiation of a European Bioeconomy Citizens Action Network	WP6	FNR	M35 (07-2023)

Information that is used internally within the project consortium will be stored on the password protected data-sharing platform Alfresco<sup>7</sup>.

### 3.1 Open Research Data Pilot

Allthings.bioPRO participates in the Open Research Data Pilot (ORDP), which means it will provide open, free-of-charge access to digital research data generated during the project for end-users. The Open Research Data Pilot (ORDP) aims at improving and maximising access to and re-use of research data generated by Horizon 2020 projects and takes into account the need to balance openness and protection of scientific information, commercialisation and Intellectual Property Rights (IPR), privacy concerns, security as well as data management and preservation questions.

To ensure best possible uptake of project outputs, Allthings.bioPRO will actively share their results with the Knowledge Centre for Bioeconomy (KCB)<sup>8</sup>, the Bio-based Industries Consortium (BIC)<sup>9</sup> and the Joint Research Centre (JRC)<sup>10</sup>. To ensure that the project activities lead to results that are transferable and can be used and taken up by the different stakeholder groups, mentioned above, we will start a dialogue at an early stage of the project (Task 6.1). Any personal data that will be collected within WP6 – Valorisation and Uptake

<sup>7</sup> <https://alf.fnr.de/share/page/>

<sup>8</sup> [https://knowledge4policy.ec.europa.eu/bioeconomy\\_en](https://knowledge4policy.ec.europa.eu/bioeconomy_en)

<sup>9</sup> <https://biconsortium.eu/>

<sup>10</sup> [https://ec.europa.eu/info/departments/joint-research-centre\\_en](https://ec.europa.eu/info/departments/joint-research-centre_en)

of Allthings.bioPRO will be processed according to the General Data Protection Regulation. No personal data will be made publicly available in this regard.

## 4 Data Security

Data collected through Allthings.bioPRO are of high value and therefore, all measures will be taken to prevent them from leaking or being intercepted by third parties. Hence, all data structures used by the project will include a secure protection of sensitive data. A holistic security approach will be undertaken to protect three main pillars of information security: confidentiality, integrity, and availability.

The security approach will consist of a methodical assessment of security risks followed by an impact analysis. This analysis will be performed on the personal information and data processed by the proposed system, their flows and any risks associated to their processing. The project's data security uses the following security measures:

- SSL (Secure Sockets Layer) establishing an encrypted link between two or more devices through the internet
- HTTPS communication over Hypertext Transfer Protocol (HTTP) within a connection encrypted by SSL

A dedicated set of standards adopted in Allthings.bioPRO pertains to relevant privacy protection. Specifically, the focus lies on:

- protection of the data in transfer;
- access to IT systems;
- access to personal data in the database.

Protection of data in transfer is managed by the HTTPS method.

### 4.1 EU General Data Protection Regulation

According to the General Data Protection Regulation (GDPR)<sup>11</sup>, the processing of personal data is generally prohibited, unless law expressly allows it, or the data subject has consented to the processing. This consent must be freely given, specific, informed, and unambiguous. The consent must be further bound to one or several specified purposes, which must be sufficiently explained.

### 4.2 Role of Data Controller

The Allthings.bioPRO consortium has appointed a shared role of data controller, which will be carried out by FNR (coordinator) and ICONS (lead of WP5 – Communication, Dissemination and Engagement). The obligation of this role is to determine the purposes and means for the processing of personal data. The data controllers will oversee the implementation of the Data Management Plan and will be the point of reference for the data subjects whose personal data are collected and managed within the context of the project activities. The development of an informed consent form, which can be used by the project consortium, is also within the responsibilities of the data controllers. It is developed in close collaboration with the regional partners

<sup>11</sup> REGULATION (EU) 2016/679 OF THE EUROPEAN PARLIAMENT AND OF THE COUNCIL of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation) <https://eur-lex.europa.eu/legal-content/EN/TXT/PDF/?uri=CELEX:32016R0679>

involved in WP3 activities, as it will be important for all engagement activities. Regional partners will translate the form into their local language to provide the participants with an easy access to the given information. A preliminary version of an informed consent form and an informed consent form for parents of participating children is given in the [Annex](#). These will be further developed according to the needs of the regional partners.

## 5 Ethical Aspects

Co-creation, networking, cooperation and partnering are at the heart of Allthings.bioPRO. For the project to flourish and be successful, it is key to collect data about participants and stakeholders as well as about their ideas, interests and opinions. Allthings.bioPRO will gather such data using a range of techniques.

In all our project work, we will adhere to the relevant data protection rules. Personal data protection will be in line with EU General Data Protection Regulation (GDPR)<sup>12</sup>.

There is a clear need to make a thorough ethical evaluation of methods applied to generate project results. In Allthings.bioPRO, an interdisciplinary Advisory and Valorisation Board (AVB) is set up to support the project implementation. Among other experts, this board will include an expert on ethical issues that are relevant for the project implementation. Project results and future work plans will be discussed with the AVB at least twice in a project year.

### 5.1 Involvement of Children in the Co-Creation Activities

All research involving children and young adults raises significant ethics issues, as they may be less aware of the risks and consequences of their participation. This is also true regarding the processing of their personal data.

In Allthings.bioPRO, children of the age group 10-14 will be involved in the co-creation process of the serious game mission about kids and schools. For the participation of children in project activities, the consent of a parent or legal representative will be obtained and the assent of the child, where appropriate. They will be informed that they have the chance to leave an event at any time in case they feel uncomfortable with the situation. Any information addressed to children will be age-appropriate and in plain language that they can easily understand. To make sure developed contents are child-friendly, they will be cross-checked by project partners with educational background prior to release.



 Bio-based Industries Consortium



Horizon 2020  
European Union Funding  
for Research & Innovation

**AllThings.Bio PRO**

This project has received funding from the Bio Based Industries Joint Undertaking under the European Union's Horizon 2020 research and innovation programme under grant agreement No 887070.

<sup>12</sup> REGULATION (EU) 2016/679 OF THE EUROPEAN PARLIAMENT AND OF THE COUNCIL of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation) <https://eur-lex.europa.eu/legal-content/EN/TXT/PDF/?uri=CELEX:32016R0679>

## Annex

For better display, the consent form and the parental consent form are shown on separate pages.

# AllThings.Bio PRO

## Declaration of Consent

Event: (Focus Group1, Co-Creation Workshop1, Focus Group2, Co-Creation Workshop2)

Data Controller: Allthings.bioPRO project

Personal data collected: name, surname, e-mail address, anonymous questionnaire data

Why do we need your personal data?

Allthings.bioPRO will use the e-mail address that you provide to invite you to project activities regarding the co-creation of a serious game that will be developed within the project. The anonymous questionnaire data will be used for internal evaluation of the engagement and co-creation process and for reporting purposes to the EC.

How is your personal data processed?

For the implementation of the project, Allthings.bioPRO will process personal data, such as name and e-mail address. The provision of your personal data is voluntary. The legal basis for this processing of personal data is the EU General Data Protection Regulation (GDPR).

Personal data will be stored on a password-protected database. No personal data will be transferred to any third party outside the project consortium. Individual input given during these events will only be taken up anonymised. Photos captured of you during an event may be used in the context of public relations of the project.

You are free to leave any project event at any time. You may withdraw your consent to the data processing and storage at any time by contacting [local contact person with e-mail address].

For more information about the Allthings.bioPRO project and its privacy policy, please consult our website: <http://allthings.bio>.

I have read the information about personal data processing above and agree that the Allthings.bioPRO project processes and stores my personal data and individual input given during the above-mentioned event. *(mandatory)*

I agree to the use of photographs or electronic media images of myself in the context of public relations of Allthings.bioPRO.

I agree to receive communications from the Allthings.bioPRO project with regard to non-commercial future initiatives on the same topics.

---

Date, signature



Bio-based Industries Consortium



This project has received funding from the Bio-Based Industries Joint Undertaking under the European Union's Horizon 2020 research and innovation programme under grant agreement N° 887070.

# AllThings.Bio PRO

## Declaration of Parental Consent

Event: (Focus Group1, Co-Creation Workshop1, Focus Group2, Co-Creation Workshop2)

Data Controller: Allthings.bioPRO project

Personal data collected: name, surname, e-mail address, anonymous questionnaire data

Why do we need your child's personal data?

Allthings.bioPRO will use the e-mail address that you provide to invite your child to project activities regarding the co-creation of a serious game that will be developed within the project. The anonymous questionnaire data will be used for internal evaluation of the engagement and co-creation process and for reporting purposes to the EC.

How is your child's personal data processed?

For the implementation of the project, Allthings.bioPRO will process personal data, such as name and e-mail address. The provision of your child's personal data is voluntary. The legal basis for this processing of personal data is the EU General Data Protection Regulation (GDPR).

Personal data will be stored on a password-protected database. No personal data will be transferred to any third party outside the project consortium. Individual input given during these events will only be taken up anonymised. Photos captured of your child during an event may be used in the context of public relations of the project

Your child is free to leave any project event at any time. You may withdraw your consent to the data processing and storage at any time by contacting [local contact person with e-mail address].

For more information about the Allthings.bioPRO project and its privacy policy, please consult our website: <http://allthings.bio>.

We/I have read the information about personal data processing above and agree that the Allthings.bioPRO project processes and stores the personal data and individual input of our/my child  
given during the above-mentioned event. (mandatory)

We/I agree to the use of photographs or electronic media images of our/my child in the context of public relations of Allthings.bioPRO.

We/I agree to receive communications from the Allthings.bioPRO project with regard to non-commercial future initiatives on the same topics.

Date, signature of the parent or legal guardian



Bio-based Industries Consortium

Horizon 2020  
European Union Funding  
for Research & Innovation

This project has received funding from  
the Bio-Based Industries Joint Undertaking  
under the European Union's Horizon 2020  
research and innovation programme under  
grant agreement N° 887070.