

Report of the discussion B2

Planification of Culture / Production (Rémy L'Heureux Terroirist)

Subject's holder :

Rémy (Terroirist)

Participants ?

Rémy, Houssine (coopiteasy), Sergi (coopdev)

Key Points of the discussion

Hello

As my experience grew in the food sector, the necessity of developing tools that would make life easier for the producers seemed more and more primordial

Cause they really need it (even if most (50%) dont formulate that wish) and I really think that well thought roots tools would facilitate the whole process. That's why I wanted to propose this subject.

Houssine and Sergj joined me for this topic.

The structure will need to be really complex in order to integrate a lot of variables wich have in impact.

On the opposite, it must be really intuitive and easy to handle for the producers.

To do so, we think it will be good to set variables for (minimum) a dozen of different production's profil (geoloc, soil's type, permaculture, mechanisation,...) so that a new user can choose one that corespond the most to its reality and only change a few settings (the minimum the better).

And also to built the most intuitive platform possible (ex :drag and drop for the cultures, repercussion of the changes on the way)

The project will need to allow the user (based on the quantity of vegetables he wants to have at a certain point) to get all the informations or tools to :

- How many seeds he needs to order,
- How much space will it need,
- How many organic matter will he need for this specific plantation,
- When does he need to prepare his soil,
- When should he plant the seeds,
- When should he weed this field ("this kind of data would need to work with real time data of the parcell's weather),
- How many water will he need, ("this kind of data would need to work with real time data of the parcell's weather)
- When can he start the harvest,

- How much everything will cost him for a kilogram/piece
- Manage his parcell's organization
- Manage his HR
- Manage his "suivi phytosanitaire"
- Manage his sells
- Manage his consumer's engagement
- And for sure some other things we dont think of right now.

To do so, we foresee the next steps:

- 1 - Check the existing solutions
- 2 - Found projects that are looking for this kind of solution
- 3 - Regroupe the needs and find a commun ground
- 4 - See if there is an existing solution that meet the requirements or parts of it
- 5 - If so, can we work with it or upgrade it to meet our needs
- 6 - If not, let's start construct