

The CHAMELEON game is a fun way to familiarise people with the concept of the EU-funded research project CHAMELEON.

CHAMELEON - Sustainable and digital EU agriculture, forestry, livestock farming and rural development with the help of drones and artificial intelligence

The CHAMELEON project aims to increase safety in agriculture, livestock farming, forestry and rural areas by using drones and artificial intelligence* to recognise hazards and enable rapid intervention. These hazards include natural hazards and fires, e.g. damage caused by storms, snow loads and landslides, but also plants that are infested by pests or suffering from drought stress and sick or injured animals



Use of drones and artificial intelligence

Fields, pastures and forests are usually very large and not easy to keep track of. However, it is important to recognise diseases and damage quickly. This way, the spread can be stopped quickly. In the forest, it is also important to protect hikers from falling branches or other hazards.

The CHAMELEON project aims to help quickly recognise problems in large areas such as forests, fields and pastures. A drone is used to take pictures of the areas from the air. An artificial intelligence* recognises damage and dangers in the images, e.g. trees infested by bark beetles. This enables rapid intervention and the bark beetle is stopped! Artificial intelligence can also recognise sick or lame animals in the pasture. So the animal can be helped quickly!

*Artificial intelligence (AI) is a computer programme that can learn to solve problems and make decisions in a similar way to humans.

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<https://chameleon-heu.eu/>

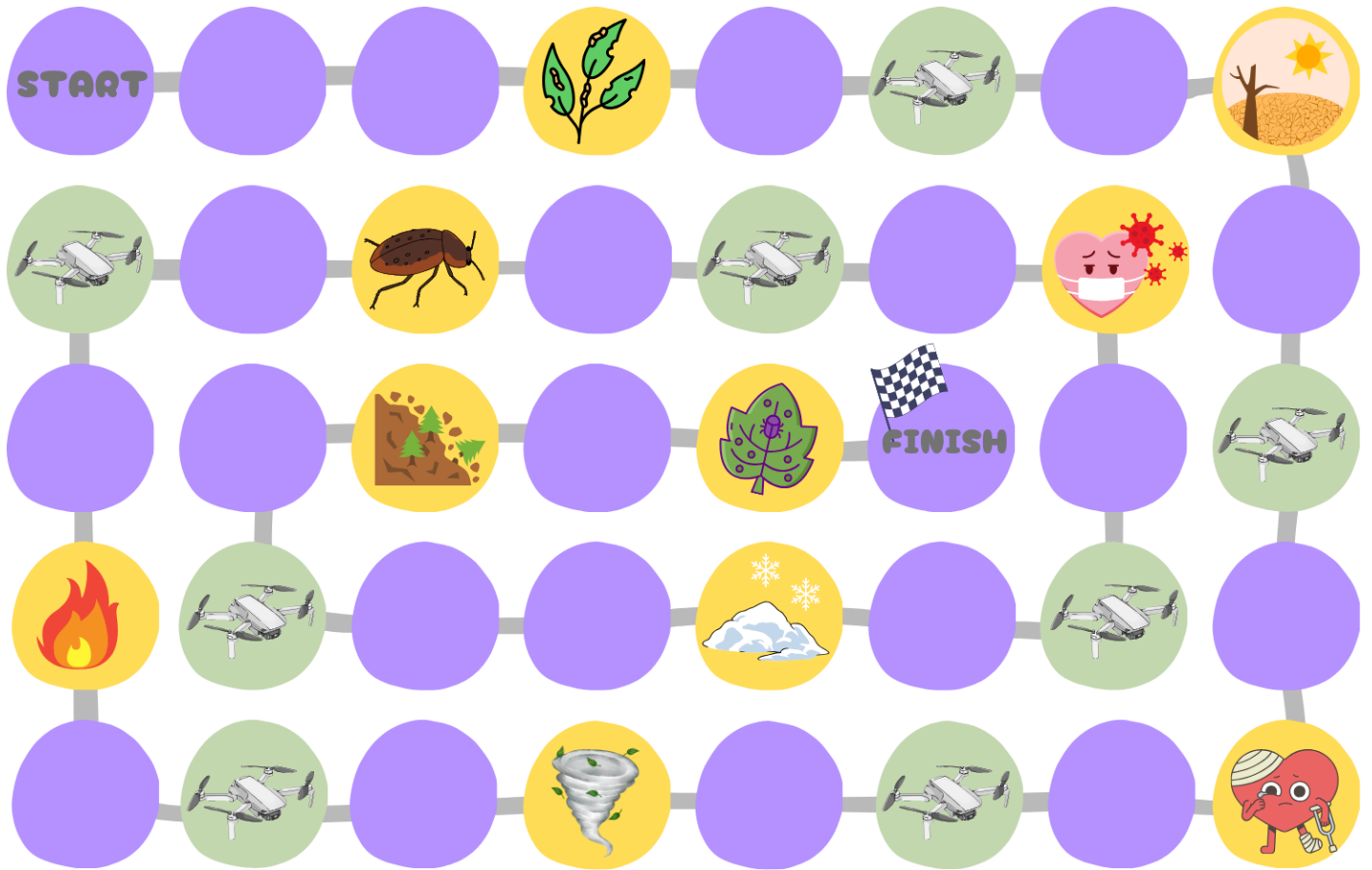
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Game Instructions:

Take a dice and playing pieces. The die is rolled in turn and depending on the number of the die, you can move forward. If you land on a hazard space, you must jump back 3 spaces. If you land on a drone space, you can skip the next hazard and stand on the space after it. Occupied fields are skipped. The first player to reach the end wins.

Have fun!



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