

# Foodle : A Culinary word Game

## Technology Description

Foodle, a culinary word game, capitalizes on the intrinsic connection between language and food. Acknowledging that words related to the culinary world shape our cravings, the project introduces a five-letter word game inspired by the popular Wordle. The objective is to subtly encourage players toward nutritious, healthy, and sustainable eating practices.

## Technology Components

- Game Development Technology
- Natural Language Processing (NLP)
- Artificial Intelligence (AI)
- Gamification Techniques
- Data Analytics

## Application

- **Culinary Education:** Expands users' culinary vocabulary and understanding of global cuisine and kitchen essentials.
- **Engaging Learning:** Encourages exploration of diverse culinary concepts through an interactive word game.
- **Educational Tool:** Serves as a platform in schools and culinary institutions for teaching healthy nutrition.
- **Health Integration:** Can be integrated into wellness and diet-tracking apps to promote learning about healthy food options.
- **Interactive Gaming:** Provides a fun way to learn about nutrition and make informed food choices.

# Who can be the potential users?

- **Culinary Students:** Individuals studying in culinary schools who want to enhance their vocabulary and knowledge of food.
- **Home Cooks:** Amateur cooks looking to improve their culinary skills and learn about various ingredients and cooking techniques.
- **Health Enthusiasts:** Individuals interested in healthy eating and nutrition who want to explore food options in an engaging way.
- **Educators:** Teachers and instructors in schools or culinary programs using the game as an educational tool to teach students about nutrition.
- **Wellness App Users:** Individuals using health and wellness apps who want to incorporate fun and educational elements related to nutrition into their routines.
- **Food Bloggers:** Content creators seeking to expand their knowledge and terminology related to food and nutrition for better content creation.
- **Gamers:** Casual gamers interested in culinary themes who enjoy word games and want to learn while playing.

## List of Features:

1. Five-letter culinary word puzzles
2. Nutrition and healthy eating suggestions
3. Culinary word database (ingredients, utensils, techniques)
4. Gamification of food and nutrition concepts
5. Personalized dietary recommendations
6. Progress tracking and performance stats
7. Educational content on global cuisines
8. Integration with wellness apps
9. Multiplayer or competitive modes
10. Data collection for dietary behavior analysis

**THEME :** Artificial Intelligence (AI)  
and Natural Language Processing (NLP)

### DOMAINS :

- Education
- Health & Wellness
- Game Development
- Food Technology
- Data Analytics

- ❑ **Tech ID : I004**
- ❑ **Patent : Filed**
- ❑ **Owner :**
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