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## Workshop D5

# I think my pig is playing! – A Citizen Science project to improve enrichment in pig husbandry

Mittwoch, 05. 10. 2022 / 13.30 – 15.00 Uhr

Raum R. 1.307

German/English (depending on participants)

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- There is a need for new and innovative forms of enrichment to improve animal welfare in pig husbandry and decrease destructive behaviors that stem from this lack of enrichment and environmental stimulation. The public often feels like their opinions, relating to how their food is reared, go ignored. The goal of this project is to bridge the gap between the public and producers and bring the public into the discussion on how we can improve welfare by introducing or increasing the number of enrichment devices in pig stalls. The project is to be carried out at two festivals. The first to be the Stuttgart Wissenschaftsfestival on June 28, 2022, in Stuttgart, Germany. The second will be on July 2, 2022, at the University of Hohenheim Tag der offenen Tür, also in Stuttgart, Germany. At both events, posters and handouts containing information about pigs will be displayed and distributed. The public will have access to crafting materials to design and build the toy or enrichment device they see best fit for implementation in the swine industry. After designing and building a toy, individuals will fill out a small questionnaire describing the purpose of their toy and how farmers should best use it in their barns. We will also take a picture of the toys to later present to industry individuals for feedback on whether or not they think the toy would be suitable for pigs. At StuFo 2022, we would like to offer a workshop, structured similarly to the previously held booths at festivals. A brief presentation will be held at the beginning of the workshop to give attendees background information on pigs and their needs. Participants will also be provided crafting materials to build an enrichment device for pigs and fill out a short questionnaire about their design. Results from the StuFo workshop will be compared with the devices created at the previous two festivals. When allowed, the results will then be made available and presented on the second day of StuFo. This interactive environment will draw in more participants and keep them engaged in the project. The future goals of this project are to increase the number of industry experts and producers sharing their opinions about the devices. This will also help to increase our knowledge about enrichment device standards. After having this increase in feedback, we would like to take aspects from different toys to create an enrichment device prototype to test with pigs.