Web based learning methods have developed fast the last 10 years in a wide range. Lately the social media (some) tools and hardware development has challenged the pedagogical side to find the best learning ways to enhance good competences in food sciences for the new generation. Project and team learning is an easy application for the use of some tools, mobile centers and new digital hardware. In producing a web based course in food process design, there was an interview for the food industry to get the needs in knowledge at the moment and the near future (soft system methodology). The pedagogical strategy framework was used to see the critical points of the structure in the learning process and to find the best digital methods to use in the chosen team learning system. The students from two different universities were given options of using some tools and digital equipment of their own choice, only the learning platform was fixed by the teacher and institute. The motivation of students was higher and those not willing to learn new tools were also activated by other team members. The competence learning was faster and more economical.