

#SOCHANGESTORIES

Discover the 81 solutions developed with the support of
SOCIAL CHALLENGES INNOVATION PLATFORM
to generate social impact in Europe



The Social Challenges Innovation Platform project receives funding from the European Union's Horizon 2020 Research and Innovation programme under the Grant Agreement number 734906 – This publication reflects only the author's view and the Commission is not responsible for any use that may be made of the information it contains.

#SOCCHANGE

WWW.SOCIALCHALLENGES.EU

SOCIAL
CHALLENGE
.EU
INNOVATION
PLATFORM



Social Challenges Innovation Platform is a far-reaching European action, brought to reality by META Group, European BIC Network and Impact Hub, with the support of the European Commission.

The platform aimed to create an online ecosystem and encouraged the interaction between social innovators and SMEs for the co-development and take-up of sustainable and marketable innovations with clear social impact. Since the kick-off in 2017, SocialChallenges.eu became the European 'go to' platform for social innovation demand and supply to meet.

What the platform did?

Encouraged bottom up, networked definition of social and societal challenges and needs.

Supported the formulation of societal challenges and promoted the co-development of solutions with collaboration between social innovators and SMEs.

**Enabled the creation of an online ecosystem for social innovation.
Provided financial support to the most promising solutions**

In less than 2 years, almost 50 cities and regions in 18 countries posted 83 social challenges to SocialChallenges.eu, tackling areas as diverse as sustainable food and smart cities. These Challenges provoked almost 500 Solutions: creative ideas, pitched principally by startups, SMEs and other for-profit organisations from 36 countries.

At the end of our 3rd and last Call for Solutions, closed in September 2018, a total of 81 solutions have been selected among all applicants. Each selected Solution Provider received €30k grant and six months of support from local mentors to develop a Minimum Viable Product and to implement their ideas, solving real-world needs.

This booklet briefly presents all 81 granted solutions organised by thematic areas. Discover their activities and their expected impact!

#sochange!

#SOCHANGE

30 CHALLENGES FROM 11 COUNTRIES

ROUND 1
21ST SEPTEMBER 2017
21ST DECEMBER 2017

APPLICATIONS RECEIVED
FROM 27 COUNTRIES

225
COUNTRIES

6 THE TOP CHALLENGES

- "Make conscious consumption mainstream" in Vienna
- "Social farming in the Apennines" in Bologna
- "Integration and economic independence of immigrants" in Leeuwarden
- "Climate protection now!" in Munich
- "Old city challenge" in Nicosia
- "Fight marginalization" in Vienna

9 MAIN TOPICS

OF TOTAL APPLICATIONS **34%**

- 83% for Profit Entities (firms, startups and VAT professionals)
- 16% Non-Profit entities (associations, NGOs)
- 1% Educational Institutions (Universities)



SELECTED SOLUTIONS **41** FOR **1.230.000 €**

MEMBERS
>1963

ACTIVE USERS
>1627

ENTREPRENEURS
>989

PLATFORM COMMUNITY

BULGARIA | 1 CHALLENGE
CROATIA | 3 CHALLENGES
FRANCE | 2 CHALLENGES
GERMANY | 1 CHALLENGE
GREECE | 2 CHALLENGES
HUNGARY | 2 CHALLENGES
ITALY | 3 CHALLENGES
NETHERLANDS | 1 CHALLENGE
PORTUGAL | 1 CHALLENGE
ROMANIA | 7 CHALLENGES
SPAIN | 3 CHALLENGES
SWEDEN | 1 CHALLENGE
UK | 2 CHALLENGES

Aging (2 challenges)
Education (6 challenges)
Employment-Skills (3 challenges)
Refugees-Migration (3 challenges)
Environment-Food (4 challenges)
Health-Disability (4 challenges)
Smartcities-Mobility (3 challenges)
Social Inclusion-Gender (5 challenges)
Energy (1 challenge)

29 CHALLENGES FROM 13 COUNTRIES

9 MAIN TOPICS

SELECTED SOLUTIONS **27** FOR **810.000 €**

figures

APPLICATIONS RECEIVED

167 FROM **25** COUNTRIES

5 THE TOP CHALLENGES

"From job seekers to job creators!" in Bologna
 "Connecting the elderly with care-givers to improve social inclusion" in Zagreb
 "Building Social Labs for Integration" in Munich
 "Inclusion of visible minorities, newcomers and more diverse segments of our city population in our SDG House community" in Amsterdam
 "Sustainable Food Systems- Access to (qualitative & nutritious) food" in Athens

OF TOTAL APPLICATIONS **35%**

72,5% for Profit Entities
 (SMEs, startups and VAT professionals)
 23,5% No-Profit entities
 (associations, NGOs)
 4% Educational Institutions
 (Universities)



13
CHALLENGES
FROM 11 COUNTRIES

ROUND 3
15TH APRIL 2018
15TH JULY 2018

BELGIUM | 1 CHALLENGE
 CYPRUS | 1 CHALLENGE
 IRELAND | 1 CHALLENGE
 ITALY | 6 CHALLENGES
 POLAND | 1 CHALLENGE
 PORTUGAL | 1 CHALLENGE
 NETHERLANDS | 2 CHALLENGES

6
MAIN TOPICS

Education (4 challenges) | Employment-Skills (1 challenge)
 Refugees-Migration (2 challenges) | Environment-Food (4 challenges)
 Health-Disability (1 challenge) | Smartcities-Mobility (1 challenge)

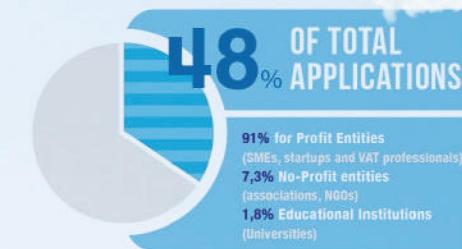
TOP IN SUBMITTING CHALLENGES
 IT 46%
 NL 15%

TOP IN PROPOSING SOLUTIONS
 IT 38%
 NL 22%

SELECTED SOLUTIONS **13** FOR **390.000 €**

SOCIAL COMMUNITY

f + 2,6K FOLLOWERS | t + 1,8K FOLLOWERS



5 THE TOP CHALLENGES

"Localise the Sustainable Development Goals (SDGs) to action!" in Amsterdam
 "Next mission: inclusion" and "Connect Refugees and Work" in Milan and Genova
 "A Solution for public transport, parking accessibility and waste collection" in Ypsomas
 "Promoting Design Thinking in Education" in Bucharest
 "Reducing the plastic material" in Porto

APPLICATIONS RECEIVED
110 FROM **9** COUNTRIES

IT'S SOCIAL
#SOCHANGE
TIME



Reconnect generations

promoted by PAVIC
Angers, France.

**Services to elderly people
located in low density territories**

promoted by Camara Municipal
Castelo Branco, Portugal.

**Sustainable care system for
the elderly in small settlements**

promoted by Patyna, The Netherlands.

Pack Services - Espace senior

promoted by ALDEV.
Angers, France.

**Connecting the elderly with care-givers
to improve social inclusion**

promoted by Foundation
"Zajednički put". Zagreb, Croatia.

AGING



Avis2sante by Avis2sante (France)

5 million people in France alone suffer from a problem of access to healthcare. Territorial and social isolation concerns more the elderly and people with loss of autonomy. How to fight against this situation and improve the care of the elderly in an agile and simple way?

Avis2sante developed a web-based medicine platform to let doctors and specialists support patients from remote. The platform proves to meet the needs of the target beneficiaries and users.



CerQana by CerQana (Spain)

CerQana improves autonomy and social inclusion of seniors and dependent people, with autism, Down syndrome, etc. It adapts any smartphone to the specific capabilities of each person and adds a set of new features that allow relatives or caregivers to check on their wellbeing remotely. CerQana fights the digital divide giving access to anybody to a regular smartphone, not an adapted device that identifies the user. And it allows the user to maintain an independent live for as long as possible.

CerQana increased the autonomy perception by users and relatives, the involvement of relatives not living close to the users, and the peace of mind for relatives.



LES AMIS D'HUBERT

Loisirs entre Générations

Les Amis d'Hubert by Les Amis d'Hubert (France)

Les Amis d'Hubert is a peer-to-peer marketplace that gathers people from different generations around leisure, artistic and cultural activities at home or outdoors and targets people who cannot or hardly go out because of age or being dependent. Old people/leisure providers duos match according to common passions and hobbies so as to build a true long-lasting relationship which leads to fostering old people social inclusion and putting an end to their loneliness. Their main goal is to bring happiness.

Elected 'Favourite of the jury' for Angers Social Innovation Award 2018, Les Amis d'Hubert successfully reconnected generations as the creation of social links has very beneficial effects on beneficiaries, and their families feel reassured and happy to see their parents feeling better. The community is now over 500 people and aged from 18 up to 100, and relies on well-established partnerships.



Assist.me by Hardware City (Portugal)

Assist.me is a web platform developed to manage and respond faster to the day-to-day needs of the elder population. Simple to use allows a distributed network of caregivers to record the needs of the population. Requests for clarification, service providing, or transport schedule can be introduced on the web platform and the volunteers and service providers can manage and record the response given. Administrators can visualize community performance at any time through an intuitive dashboard with platform metrics that can be shared with the population.

In low-density territories, the elder people can have better support from the partners of this platform. Instead of depending on one person to help them, the elderly people will have the support of a network of services and caregivers.

viewcare

Livecare (TANGO) by Viewcare (Denmark)

LiveCare is a user-friendly, safe and cost-effective digital platform which ensures effective and efficient video-conferencing between citizens and caregivers and between citizens and social care volunteers through a specialised volunteer module.

LiveCare offers an analytical framework for identifying the potential for using tele-care-solutions, a methodology for motivating employees to use tele-care-solutions in their daily work, and a management tool for the implementation of tele-care-solutions ensuring compliance with personal data privacy requirements through encryption of both stored and transmitted data.

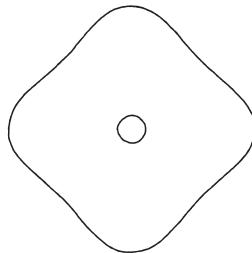


Patyna Future Proof by Senior-Live (The Netherlands)

Patyna Future Proof combines online & offline activities to connect elderly in low density areas.

They introduce digital services as complimentary to physical activities. These digital services are related to familiar offline activities like exercising (Fitness Online) or having a cup of coffee together (Coffeetime Online). Activities that clients, living independently, can join from their own home. Fitness Online offers a very accessible and engaging exercise routine. Coffeetime Online is about contact and social interactions.

When the target group can interact with each other, from their own home, and exercise together, their feelings of well-being increase. Some services are also offered in person to facilitate actual meetings and connections.



Smiley by YooLiv (France)

YooLiv Smiley is a connected device for isolated elders at home. With Smiley, and through a dedicated dashboard, the CCAS (Social Action Center) could analyse the evolution of the mood of the senior and can trigger a first help (a simple visit or a call) when needed. The French postal services "La Poste", who knows every isolated elder, is involved in distributing this product.

The device has been designed with the seniors, respecting the usability: no manual to read, a retribution is given after every action and it's a real plug and play device (no wifi connection needed).

YooLiv is waiting for a first 50 prototypes order from Aldev.



Care We Share by My Care Link CIC (United Kingdom)

With a rapidly ageing population, pressures on the social care system need to be reduced. By effectively mobilising family and friends, providing a platform to both ask for, and offer help Care We Share ensures elderly people have their needs fulfilled. Developing and facilitating the peer to peer support network effectively reduces social exclusion, isolation and suffering the impact of loneliness, both from those requiring support and those wishing to offer help.

Care We Share is a simple, intuitive and customisable web app that allows carers/individuals to manage and share the caring responsibilities obtaining support that is needed. It fills the gap in the lack of service for all non-existential needs of the elderly by linking with helpers who can provide the support when it is needed.



REFUGEES MIGRATION

Integration and economic independence of immigrants

promoted by MentorProgramme Friesland.
Leeuwarden, The Netherlands.

Cooperation and work for migrants

promoted by Bancosol.
Malaga, Spain.

Building Social Labs for integration!

promoted by Hans Sauer Stiftung.
Munich, Germany.

Access to information for integration of migrants

promoted by Centre for Peace Studies.
Zagreb, Croatia.

Connect refugees and work

promoted by Start Refugees.
Genova, Italy.

Next mission: inclusion

promoted by spazio Aperto.
Milano, Italy.

Integration and economic independence of immigrants



Stichting
VerbindMij

Future You! by Stichting VerbindMij (The Netherlands)

Future You! presents a combination of powerful activities, custom tailored mentoring and job shadowing to help young migrants regain their own strength. In practice this means: hands-on experience in their new home country through collaboration with different organizations and role-models.

The program was well received with the participants, local stakeholders and challenge owner. Migrants learned practical skills to expand their network, differences in values and became aware of the skills that they already have. They also got to experience different jobs to broaden their perspective.



UP Challenge by NOW (Switzerland)

The Up Challenge is an employability and entrepreneurship program for immigrants and refugees in Friesland that uses blended learning and real-life challenges to help them develop competences needed to find or to create a job. By creating practical solutions to real-life challenges, participants develop 21st century skills like teamwork, creativity, proactivity and problem solving. They also gain work experience and learn about specific features of Frisian society.

In 2018, 11 participants have successfully completed the challenges submitted by 3 small local businesses from hospitality industry and social sector. Among companies, the UP Challenge had 80% success rate.



To the Tenth Power by Christar International (Spain)

To the Tenth Power identify, assess and equip an entrepreneur in the immigrant community and incubate and accelerate his/her micro enterprise that will hire 10 unemployed immigrants. The process then will repeat and be used to create new local, regional and global enterprises that eliminates unemployment.

The solution kicked off in August and September with the training for 9 personnel of local NGOs as start-up facilitators and the first incubator was launched in October. The first six immigrant entrepreneurs graduated at the end of December with minimal viable products or services and one business has already opened with two employees. In January the graduates will be making their pitches to BIC Euronova for the opportunity to have their businesses accelerated. The next group of immigrant entrepreneurs are being vetted now and will start in the next start up academy in March.

MORE THAN SHELTERS.

One Million Talents Hubs by MORE THAN SHELTERS (Germany)

Integrating new arrivals into host communities is one of the biggest social challenges we face in Europe. 2% of refugees and migrants start their own business, their own social initiative or cultural endeavour after they arrived in Europe even though roughly 25% were self-employed back home.

MORE THAN SHELTERS developed a methodology to build incubation hubs for social, civic and business ideas with refugees and migrants. The hubs receive the talents of newcomers and local residents to generate productive encounters and collaborations between diverse actors. The so called One Million Talents hubs foster a better integration on a social-economic and cultural level, therefore a better social cohesion.

Societyinmotion.nl

The Maleć Bistro / Cultural Integration Centre Zagreb by Deddes BV together with Society in Motion (The Netherlands)

The Malec Bistro works with refugees and migrants to create a safe space for the re-imagination of society and integration for Croatians, new and old – made possible by a financially self-sufficient gastronomic framework, which lends its brushes and its interior to the ones who will empower themselves in it.

The Centre works to plan and organize language trainings; direct refugees to educational establishments and professional qualification programs; assist them to find work; organize and carry out activities for cultural adaptation and integration; organize sports, health, and educational activities; provide social and psychological support; help navigate the bureaucratic system.



2K2D (To know to decide) by QUASTER (italy)

Refugees and asylum seekers have strong problems to find a job in the country where they are hosted. Today is not clear how is it possible to increase work demand. 2K2D carries out a new model of research, played on the methodology known as Laddering Analysis, that allows the definition of effective communication strategies.

The solution wants to define a new communication strategy to enhance the sensitivity of the enterprises on work inclusion and to enforce the partnerships with social cooperatives (main actors which manage the hosting of refugees and asylum seekers).



Social impact of work inclusion pathways by Associazione Isnet (italy)

Work inclusion of disadvantaged people in social cooperatives requires assistance pathways. However, some social cooperatives do not accompany the disadvantaged worker in developing skills and assuming responsibilities. This happens especially when social cooperatives employ disadvantaged people in response to new commercial orders generated by new customers.

To limit this practice and induce social cooperatives to use assistance pathways, Isnet carries out a social impact analysis of the accompaniment pathway used in Spazio Aperto to study the effects and changes obtained with a specific activity (in this case, the accompaniment pathway).

Brain drain in Friesland

promoted by
Jong & Ondernemend Fryslan Foundation.
Leeuwarden, The Netherlands.

YOUTH

Brain drain in Friesland



A social network to connect young people in Friesland with their local professional environment by Backstage.Network (Belgium)

Backstage.Network believes that digital tools can facilitate access to real-life inspiration for young people in search of career guidance. To fight the brain-drain in Friesland they developed a social network enabling young people to discover the diversity and the reality of jobs in their environment, and to interact with inspiring professionals outside their family and socio-economic circles. This solution can be used as a tool to improve outreach during in person events such as career fairs or company visits.

An MVP of the online platform for career guidance has been developed in 2018, adapted to the challenge owner needs and deployed online. Tested in Belgium to reach 150 users, they expect to attract 50 additional local mentors and to reach 150 young people in Friesland by June 2019.

www.backstage.network | info@backstage.network





Boosting rural areas & building thriving rural communities

promoted by City Council of Pampiloha da Serra. Portugal.

Breaking the cycle of homelessness

promoted by Great Manchester Mayor's Office. Manchester, United Kingdom.

Fight marginalisation in Vienna

promoted by EcoBusiness Vienna. Vienna, Austria.

From pubs to hubs.

Local pubs for rural economies

promoted by Stichting DBF Foundation. Leeuwarden, The Netherlands.

Make my city better

promoted by Farm Cultural Park. Agrigento, Italy.

Social Inclusion and well-being for special communities

promoted by Municipality of Dali. Nicosia, Cyprus.

Untap Migrants' potential for business

promoted by Project Ahead Naples. Naples, Italy.

Inclusion of visible minorities, newcomers and more diverse segments of our city population in our SDG House community

promoted by Royal Tropical Institute (KIT). Amsterdam, The Netherlands.

Security in the city!

promoted by Factory Grisù. Ferrara, Italy.

Siracusa Digital Inclusion

promoted by Municipality of Siracusa. Syracuse, Italy.

Strengthening the social fabric in unprivileged Athens downtown districts

promoted by 6th City District Municipality of Athens. Greece.

GENDER SOCIAL INCLUSION



AGÊNCIA
DESENVOLVIMENTO
RURAL

"EMPREENDE" program by Rural Vive (Portugal)

The "EMPREENDE" program fights depopulation in the interior of Portugal by responding to the needs of the entrepreneurial population that lives in low density regions. They support the population in the creation of entrepreneurship and rural innovation projects, in order to create jobs, settle the population and bring people from the outside, helping to boost local, social and environmental economy. This program supports any type of project.

Currently, 6 entrepreneurs have their projects already prepared to be funded and a new one with a business idea related with agriculture. The projects (in agriculture, rural tourism, services and plastics recycling) plan to make a significant impact on the local economy with the establishment of 7 new businesses (micro enterprises) and the creation of 9 job positions.



Change Please Retail Site by Change Please CIC (United Kingdom)

Change Please launched a new café in Manchester selling their award-winning coffee and training and employing people experiencing homelessness as Baristas. They provide Living Wage, caseworker support with accommodation, mental wellbeing and help into onward employment.

Homeless people face significant barriers to employment, with many employers viewing them as risky employees. The Change Please model recognises their value, potential and helps demonstrate to other employers that those experiencing homelessness make excellent, committed employees. The 'Jobs-First' approach and additional support services mean that people have the support and opportunity to succeed at rebuilding their lives.



SHADES TOURS by SHADES TOURS (Austria)

SHADES TOURS offering socio-political education in form of guided walking tours through Vienna. The special thing about this initiative is that all guides belong to a marginalized group: homeless and refugees. Participants gain information on how the social system works. The tour is an instrument leading to re-integration into the labour market for our guides while providing our participants with a higher sense of understanding and empathy which leads to a better co-existence within society.

During the year 2018 SHADES TOURS welcomed over 12.000 participants and provide them with socio-politic information on people from marginalized groups. In addition, two guides managed to be re-integrated into the labour market. On a strategic level, SHADES TOURS are working on expanding the business model as branching and franchise model for other social entrepreneurs in other cities.



WOHNBUDDY

**WGE!-Gemeinsam Wohnen by
WGE!-Gemeinsam Wohnen (Austria)**

WGE! finds the perfect housemate for individuals and institutions. Through the platform wohnbuddy.com, elderly people and institutions such as retirement homes are matched with young trusted people who are looking for affordable and cosy housing. As such, wohnbuddy.com provides a solution to rising rents, loneliness and vacant housing in rural and urban areas. To make its service available to more people and improve the customer experience, WGE! has worked on developing its digital solution further.

The new online platform improves the matching process and vacancy management. This enables WGE! to increase its impact and to scale the business to other cities. WGE! expects to triple its matches in 2019.

www.wohnbuddy.com || office@wohnbuddy.com



Kuorum.org

**Diverse Civic Engagement Program by
Kuorum.org (Spain)**

Kuorum is a SaaS that allows governments to build their own citizen engagement platform with debates, polls, surveys, participatory budgets and petitions. The City of Vienna can benefit from implementing novel means of civic participation and measure the impact of training and technology in the political efficacy of young non-EU nationals.

Thanks to the Diverse Civic Engagement Program (<https://gestaltewien.at>), 40 youngsters will make proposals to improve their neighbourhood. The best proposals will be implemented by the local council.

www.kuorum.org || info@kuorum.org



pool.farm

pool.farm by pool.farm AB (Sweden)

pool.farm is a web platform that simplifies group purchasing; it consists of a new model of data management that circumvents standard distribution models and facilitates direct-to-consumer group purchases, benefiting consumers and suppliers.

By empowering individuals to start and manage group orders, pool.farm organised group purchases for 150+ users, from 15 "alternative" suppliers, generating a turnover of 10 000 EUR for the suppliers and savings of 20% for the customers. pool.farm received an EU "Seal of Excellence Certificate" and in 2019 HSB (largest housing association in Sweden) will do a 6-month test of pool.farm in Göteborg.

www.pool.farm || hello@pool.farm





Fellow Farmers by Startup Messina (Italy)

Fellows Farmers is a toolkit for institutions and individuals interested in creative and entrepreneurial initiatives to regenerate urban places via art, culture and innovation. It consists of a new effective web platform for the Cultural Park, a methodology and a practical toolkit designed for who pursues urban renewal by taking advantage of Farm Cultural Park approach and experience.

The solution aims to replicate the "FARM effect" in other places all around Europe by providing consultancy and practical help – through the toolkit and multiple digital touchpoints.



PayOh! by Selectbiz S.r.l.s. (Italy)

Payoh! is an online platform that allows associations to create fundraising for free. It also allows them to customize the fundraising with photos, useful information, objects, create websites with simple drag & drop and manage communications with the participants. In turn, participants can pay conveniently from smartphone, PC or tablet in less than 4 minutes via credit card or bank transfer.

The integration of the PayOh! platform with Farm Cultural Park will give the opportunity to get funds from all over the world, managing to have a global social impact. Sharing crowdfunding activities through social networks will increase the interest in the activities of the association.



EMBRACETM by CELLOCK LTD (cyprus)

EMBRACE™ is an innovative intelligent system for the elderly that can analyse their behaviour and create predictive models to respond to real time situations like fall, wandering and prevent risks. It uses wearable hardware and software, with embedded machine learning models to assist the elderly on daily activities. The disruptive concept is the analysis and prediction of elderly's emotion using Affective computer science in order to detect emotional information.

Expected outcomes are to remove elderly's social isolation and loneliness which have a negative effect on their health and wellbeing by monitor the cognitive & emotional functioning, physical activity, steps and sleep, providing an alert to caregivers. These measurements can be performed in real time, with the data gathered and analysed, thus an impact assessment to society can be measured.



Connect Café Naples by Society in Motion
(aka Hooman Nassimi Social Enterprises) & **Stichting Het Blikspuit** (The Netherlands)

Connect Café supports refugees and migrants in Naples by providing them with work experience. It allows them to develop social and professional networks, practice language, become more mobile between rural and urban areas and overcome bureaucratic hurdles.

The solution provides structured support, empowering and mentoring a large number of refugees and migrants towards sustainable independence with an enterprising mind-set. The result is a financially self-sustainable gastronomic enterprise run by locals & refugees, used as a place for entrepreneurship and community building.



Makers Unite Diversity Challenge
by **Makers Unite** (The Netherlands)

Diversity at work is more than offering space to cultural diversity; it's a representation of the society where everybody can bring his or her own knowledge, experience, and talents. To create an inclusive workforce, Makers Unite offered SDG House hands-on and creative support by newcomers and thus, a true connection with talented people.

The participants of the program had real life experience of consultancy work within a hub of Dutch companies, while the SDG House was able to learn through the different perspectives of the participants and gather input in order to reflect on their own role in their local community. After this program, two participants found formal employment with one of the companies in the SDG House.



HUBLANTERN by Plastic Jumper Srls (Italy)

Creating aggregation of people means making a civic area alive and liveable, discouraging the formation of crime groups such as drug dealing, alcohol abuse, dirt, delinquency in general. HUBLANTERN aims at activating a totem system acting as a physical as well as virtual square.

The project's scope is to exploit this work generating the citizens' involvement through gaming mechanics and individual's score to be rewarded with products and services afterwards. A crowdfunding project will be set up for the retrieval of funds to realize the chain of promotion and production of totems.



Guidabile Virtuocity by Urban Works (Italy)

Guidabile Virtuocity is a collaborative web and mobile platform for finding and marking accessible places. A first component is Guidabile app, dedicated to mapping places through a game-like method called "Mappa e Vinci tournaments" allowing to collect data in a faster way. Target users are schools and associations. The second one is Virtuocity app which displays only the verified places and is dedicated to tourists, people with special needs, families and citizens.

Launched in late 2018 in the city of Siracusa in partnership with the Municipality, Guidabile already allowed over 300 reviews of new points of interest. As side-project, the "Virtuocity ramp" has been created to improve accessibility: an adaptive-height ramp that can be installed in not accessible places.

www.guidabile.it || nfo@guidabile.it



Epanekkinisis: "One used laptop per student" by Epanekkinisis (Greece)

Epanekkinisis aims to inform both the public in Greece and abroad about computer donation and reusability. Since August 2018 the first Epanekkinisis Shop has been opened in the old Athens Municipality Market where donations can be delivered, training sessions for the technicians can take place and local residents can find affordable IT services.

So far they successfully trained 4 technicians to do computer repairs; collected from companies and individuals 455 computers 190 monitors 35 printers 25 laptops and over 300 keyboards. They donated to local schools 55 fully equipped computers; repaired 180 computers/laptops by using second-hand parts and sold 12 second-hand laptops and 5 second-hand computers at heavily discounted prices to the local community. They processed and delivered to the recycling agency over 10 tonnes of e-waste.

www.epanekkinisis.gr || info@epanekkinisis.gr





SKILLS EMPLOYMENT

Entrepreneurship boost for youngsters

promoted by Toulon Var Technologies.
Toulon, France.

Social Farming in the Appennines

promoted by Fondazione Grameen Italia.
Bologna, Italy.

Diversity in the Public Administration

promoted by Instituto Nacional de
Administración Pública. Madrid, Spain.

Employment for young people

promoted by Municipality of Águeda.
Águeda, Portugal.

From job seekers to job creators

promoted by Fondazione Grameen Italia.
Bologna, Italy.

Welcome to Reggio Emilia

promoted by Municipality of Reggio Emilia.
Reggio Emilia, Italy.

Entrepreneurship boost for youngsters

BridgeforBillions
connecting growth

The Online Incubator by Bridge for Billions (Spain)

Bridge for Billions offered TTV Innovation a 3-step solution which consists of:

a free online self-assessment tool that helped young people and long term job seekers identify their strengths as potential entrepreneurs and offer them mini-challenges to work on developing new soft skills; a 1-day flash hackathon with almost 100 youngsters from the Toulon region co-facilitated by TTV and Bridge for Billions; a 3-month online incubation programme for the winners of the Hackathon.

Since November 2018, 15 teams enrolled in the Bridge for Billions online incubation programme.

www.bridgeforbillions.org || julie@bridgeforbillions.org





SEEDS FOR SOCIAL CHANGE (S4S) by Coltivare Fraternità (Italy)

Seed for Social Change increased the job opportunities for the people in need in the agricultural sector in the Apennines area next to Bologna, applying the "Social Farm" model while supporting the organic farming in those territories.

S4S allowed: the activation of 8 socio-economic inclusion paths for people in need; the implementation of sustainable and eco-friendly agricultural procedures, social and organic farming procedures, innovative short supply chains ("from producer to consumer" model with the Local To You Portal, www.localtouyou.it); the aggregation of institutional stakeholders and local communities through the co-design of a new participatory model and social networks.



A Nursery for Social Farmers by Azienda Agricola Penazzi Francesco (Italy)

The Bologna Apennines has been facing depopulation for over 60 years. New lifeblood could come from migrants and asylum-seekers. A Nursery for Social Farmers promotes beneficiaries' autonomy and integration in a rural community, starting from on-farm internships.

A 'learning by doing' approach providing innovative and sustainable farming knowledge. Interns got in touch with a small-scale business model that is sustainable and replicable in the Apenninic context. They built their personal pathway to autonomy, by taking responsibility. Thanks to the collaboration of Grameen Italia Foundation, the interns may become farmers themselves.



TERZACCOGLIENZA project by Az. Agr. Spunzola di Paolo Ruocco (Italy)

Terzaccoglienza project is a Residential Intern Program for migrant people in Spunzola Farm run in partnership with Il Cerchio association. They counteract the abandonment of the territory and the loss of agricultural skills and traditional practices, essential to the economy and environment protection, while integrating and empowering migrant people in the medium-long period after their arrival.

Terzaccoglienza wants to run an agricultural business while giving training, remuneration and a living space to migrant people, to prepare them to live and work independently, according to a European standard.

coocrea

Funcionamos con talento by coocrea
Contenidos (Spain)

The APP "Funcionamos con Talento" (FcT) links high talented profiles with possible careers in the Public Administration. FcT recommends the better places to work to the young talented people according to their vocation, skills and expectations.

The app will allow users to match professional skills with potential candidates' profiles to get recommendations on possible job opportunities in the Public Administration. Interviews to prominent profiles of the Public Administration have been carried out to know in depth the content of their work and their professional experience so to bring new and more appealing arguments to seduce young talents to apply for this career.

*photo by Penazzi's Company – NurseryForSocialFarmers





Jobiri – the first AI based digital career advisor by JOBIRI (Italy)

JOBIRI is the 1st AI based digital career advisor that helps institutions, jobseekers and employers to accelerate job matching within local communities. Through AI it provides personalised career suggestions and job postings to help jobseekers land a job faster while Institutions can remotely assist and track users based on data.

Companies are provided with the best employer branding tools to select candidates. JOBIRI is available in 15 cities, 2 universities, 7 schools and 1 global staffing firm. JOBIRI has a strong social impact accelerating job placement and improving labour market services.



CRIB – To CReate, To Include, To Build by Kilowatt Soc Coop (Italy)

CRIB is an incubation programme that values the talents and skills of migrants who live in Italy and supports them in defining and putting into practice their business ideas. It does that by creating a dedicated network that connects social enterprises, public institutions involved with social inclusion policies, entrepreneurs and citizens.

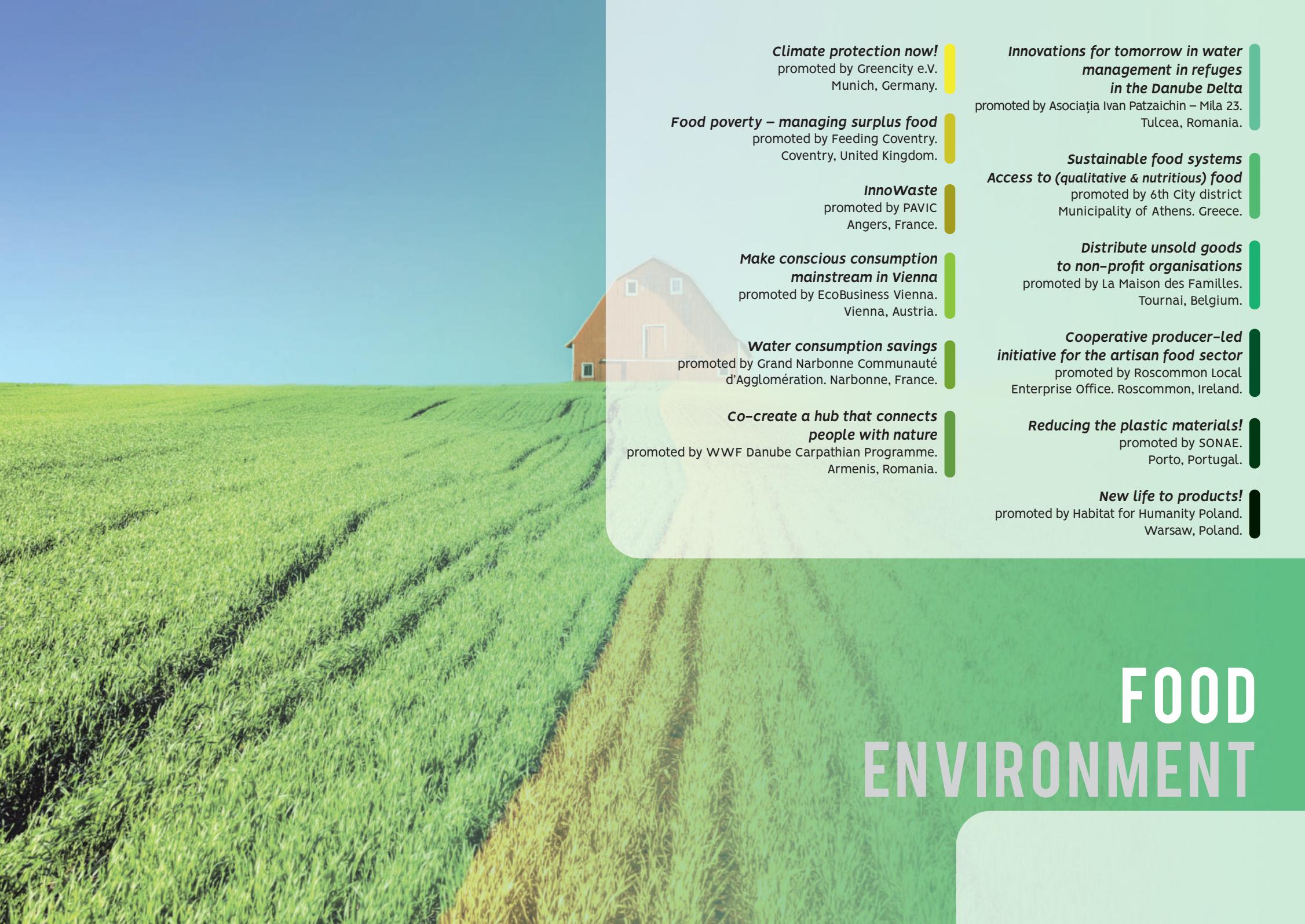
CRIB offers a training programme, a One-on-One Mentoring path and an "on the job" training experience. It established a community of native and migrant entrepreneurs and mentors, empowering foreign prospective entrepreneurs living in Italy and contributing to the creation of an inclusive society that sees migration as an opportunity for growth.



Reggio Hub by PopWave (Italy)

REGGIO HUB is a linking "vector" between Reggio Emilia's companies and the university environment and the foreign talents who may be interested in joining a mid-term period study or work experience in a foreign country. REGGIO HUB counts on a team of city's students and a web portal which showcases the opportunities on the territory, the main driver of the project will be linked to the online and offline REGGIO HUB promotion.

The impact of the REGGIO HUB's project wants to be transversal to the reference context and, specifically, wants to enhance the value of the interconnections between different institutional and economics subjects on the territory, as a common project and furthermore as a sum of different stakeholders' needs.



FOOD ENVIRONMENT

Climate protection now!

promoted by Greencity e.V.
Munich, Germany.

Innovations for tomorrow in water management in refuges in the Danube Delta

promoted by Asociația Ivan Patzaichin – Mila 23.
Tulcea, Romania.

Food poverty – managing surplus food

promoted by Feeding Coventry.
Coventry, United Kingdom.

Sustainable food systems

Access to (qualitative & nutritious) food

promoted by 6th City district
Municipality of Athens. Greece.

InnoWaste

promoted by PAVIC
Angers, France.

Make conscious consumption

mainstream in Vienna

promoted by EcoBusiness Vienna.
Vienna, Austria.

Distribute unsold goods to non-profit organisations

promoted by La Maison des Familles.
Tournai, Belgium.

Water consumption savings

promoted by Grand Narbonne Communauté
d'Agglomération. Narbonne, France.

Cooperative producer-led initiative for the artisan food sector

promoted by Roscommon Local
Enterprise Office. Roscommon, Ireland.

Co-create a hub that connects people with nature

promoted by WWF Danube Carpathian Programme.
Armenis, Romania.

Reducing the plastic materials!

promoted by SONAE.
Porto, Portugal.

New life to products!

promoted by Habitat for Humanity Poland.
Warsaw, Poland.



Solar power for people living in city apartments by base.energy (Germany)

Access to solar power consumes a lot of time, planning, paperwork and investment. In addition, people living in apartments need to get permission from all owners before using common spaces like rooftops. Because of this shared ownership people renting city apartments are hardly able to generate their own solar power.

Plug and play solar systems are easy to use, reliable and affordable. When designing their solar panels, base.energy considered logistics, pricing and usability empowering people living in city apartments to participate in the transition to renewable energy. In general, the market for plug and play solar systems is in an early stage with lack of awareness that generating power on balconies is possible. Still they are exploring opportunities in other European cities like Athens, Lisbon or Rome.



GREENAPES IN MUNICH NOW! by greenApes Srl SB (Italy)

greenApes is a digital platform promoting sustainable living by combining social networking, gamification and real-life rewards. Users create a profile and earn points for inspiring the community with stories around sustainability, and for certifying their green actions. These points give access to rewards offered by sustainable businesses. The solution can be customised for engaging citizens, employees and customers of organisations working on sustainability programs.

The customisation for the city of Munich will be deployed, in cooperation with the GreenCity ev and made public in March 2019. The solution will allow the measurement of real time quantifiable impacts, with complementary qualitative assessments being collected via the platform.



FECET: FEeding Communities Empowering Technology by Aslogic (Spain)

FECET aims to impact the managing of food surplus allowing to connect centres and nearby regions to meet the needs of the entire population.

Aslogic has developed together with Feeding Coventry a tool to coordinate all the actors involved in the collection and distribution of food surplus, characterise customer profiles and their evolution, and perform an optimal product management. FECET tool allows social supermarkets, food banks and NGOs to perform an efficient stock control, foresee future demand and together with its solution FastRoute generate the most efficient routes to pick and delivery the products.



Cocycler by Cocycler (France)

Cocycler is a collaborative waste management service using reverse logistics to lower the logistics costs, shared storage spaces to make the service more affordable, and strong communication to build a community and an identity. They worked with the municipality of Angers, city shops and restaurants, farmers and other partners, to turn biowaste into compost, collect cardboard that used to be left in the streets, and organize events to raise awareness about recycling and circular economy. 44 companies were met, and half of them experimented the service. 15 are still paying to support the service.

The municipality highlighted the great impact of Cocycler's service and communication and decided to support the service for 2 years or more.

www.cocycler.com || info@cocycler.com



The culinary solution to prevent food waste – Unwasted by Unverschwendet (Austria)

Unverschwendet (Unwasted) offers a culinary and creative solution to utilise surplus crops. As a first step, they preserve regional surplus fruits through traditional crafts such as pickling and cooking and thus prevent them from being thrown away. In the long-term they want to offer various solutions such as outsourced activities and mediation of resources and licences – to utilise all kinds of surpluses.

They are now in the scaling phase: they applied for start-up programs of two biggest food retailers in Austria for nationwide listings of their products and are now listed in a major national supermarket.

www.unverschwendet.at || hi@unverschwendet.at



READY FOR RED – Consuming menstrual products sustainably by erdbeerwoche GmbH (Austria)

READY FOR RED is an innovative e-learning platform on the subject of menstruation, the female cycle and the sustainable consumption of menstrual products. Its goal is to allow girls AND boys a self-determined and natural way to deal with menstruation, empower girls to not feel ashamed about their period anymore, and it teach them about sustainable alternatives to conventional tampons and pads that help them to reduce waste during their menstruation.

They approached more than 200 schools in Vienna, trained 140 teachers in 9 video conferences about how to integrate READY FOR RED in their classes and thousands of teenagers used the platform. 80% of the students said they had learned something new and developed a positive attitude towards menstruation.

www.ready-for-red.at || team@readyforred.at





Global pipe inspection with an innovative probe (SAM-M) by Extalia (France)

Extalia has been developing an innovative device in order to inspect water pipelines. This product (usable for raw, drinking water and heat water pipelines), is autonomous, non-motorized and it moves forward by the water velocity. Relatively simple to insert and extract from water pipelines, this device allows us to do a water pipeline inspection over a long distance, quickly and without disruption. The SAM-M device was developed during the year 2018. Prototypes and pre-series were manufactured and tested. Extalia is able to propose a complete inspection of water pipeline with a diameter between 80 to 1500 mm to all water operators.



Internet of Things in the Carpathian Mountains – WildAI by Miromico (Switzerland)

Miromico is providing its knowledge and hardware to the WWF Romania and supports them in setting up a minimal LoRaWAN network in the national parks of the Carpathian Mountains area to track bison in their habitat.

Bisons in the WWF re-wildering program will be equipped with rugged and battery operated LoRaWAN based GPS trackers to collect real time information about their movement and behaviour and their interaction with the local population. The programme involves local people to reduce conflicts between locals and wild animals or create new possible sources of income.



Inovaya's solution for the Danube Delta by Inovaya (France)

Inovaya's solution produces clean drinkable water thanks to a succession of 5 different filters: it combines high tech filtration with an outdated technology called the hydraulic ram pump. For the sanitation part, a composting toilet is a type of toilet that treats human excreta by a biological process called composting. This process leads to the decomposition of organic matter and turns human excreta into compost.

Inovaya works without electricity, only uses sustainable and recycled components and the system works for at least 10 years without any consumable.



Fun-Food-Social Good! by Wise Greece (Greece)

Wise Greece is a multi-awarded social enterprise with a double mission: help the Greek young farmers to grow, sell their products and run a sustainable business, while using the profit from the sales to buy food in bulk and donate it to Orphanages, Soup Kitchens and families in need! A first Wise Greece corner opened in the Municipal Market of Kypseli, that already became a point for exchange, empowerment and capacity building for the locals through tasting and inspirational events.

4 big events are planned for the following months on subjects like food waste, healthy food, "how to become a food producer" and more than 2.5 tons of good quality food will be donated by the end of the grant cycle to the people in the 6th district of Athens, the most affected by the economic crisis.



Fresh juices to all by Hymopio (Greece)

Hymopio set up a new space in the Municipal Market of Kypseli where they serve fresh juices at low prices and organize nutrition workshops, making healthy nutritious food more accessible to the local community. Hymopio already served hundreds of juices at affordable prices to the local community and held the first nutrition workshop.

Moreover, Hymopio will start producing non-pasteurized bottled juices, and sell them in higher-income locations, using the revenues to provide juices for free to the less privileged of this community.



Bee Home by European Village (Greece)

Bee Home offers high quality, local, fair and affordable food directly from producers to consumers.

Bee Home acts as a market that is technologically empowered with the use of a digital platform for orders and a physical space in the Municipal Market of Kypseli for pick-ups and further sales. Retail is changing, learning from the "click n collect" model, they want to implement it on one of the most critical and traditional industries in Greece: agriculture. It will enable a new way of relating to food, its producers and the community, and thanks to the user-friendly digital platform it will minimize food waste and maximize energy and time efficiency for consumers and producers alike.



ReSeed by Marzee Labs SL (Portugal)

Re-seed is an online platform and app aiming to solve the food waste problem that affects the urban and modern world by addressing the lack of connection between companies with surplus food and social associations that will redistribute them to people in need.

Seeking to create awareness and foster action around food waste, Re-seed will create an online hub to facilitate distribution, inventory of goods, as well as provide authenticity and reachability to the whole process. The main outcome is to deliver a trustable digital platform and app for all involved actors to operate as a network. They aim at a flexible and evolving solution that can be replicated in different contexts with low costs.



FOOD-360, YOU PRODUCE, WE DELIVER (Ireland)

Food 360 believes in a food system where local sustainable and nutritious food is produced for local people and when trading with other regions their product value is respected. They will create a platform in which new food SMEs and small farmers can connect with market opportunities and logistic providers. By grouping networks of food producers and developing or connecting them to the correct infrastructures, this collaborative network coupled with bespoke technology ensures the marketplace for local producers is maximised and can extend beyond their current capabilities.

Food 360 expects to increase the economic benefit of the region through short food supply chains with lower carbon footprint and possibly increased employment rate.



Water-resistant, thermo-insulated eco paper-bags by International Iberian Nanotechnology Laboratory (Portugal)

Plastic bags are a threat to the environment. Paper could be an alternative, but it has poor mechanical and barrier properties. INL will use microfabrication processes to create a water-resistant, thermo-insulating micro-coating ($<10 \mu\text{m}$) on the surface of paper, using hydrophobic biopolymers and alginate micro-aerogels approved for food contact. The result will be a paper bag suitable for packaging dry, wet or fatty foodstuff, either at room temperature or from refrigerated or frozen storage. As the new paper bags can be sourced from sustainable materials and will be fully recyclable or compostable, they will not pose any harm to the environment.

The implementation of the proposed solution in the retail sector would allow a total replacement of petrol-based plastic bags for improved paper bags, without losing any functionality as packaging material.



Circular Economy Sustaining Tools
by Fondazione Ecosistemi (Italy)

The solution developed in partnership with Associazione Isnet aims to promote circular economy and to support the re-use of goods and products.

It builds on the organisation of an event that promotes awareness, debate and networking between policy makers and public administrators on circular economy and social inclusion, and a web application that allows citizens and companies to donate goods and products that can be still used by others by managing donations sales.





Educating pupils on climate change to become active and engaged citizens
promoted by DOOR – Society for Sustainable Development Design. Zagreb, Croatia.

Educating pupils on climate change to become active and engaged citizens



Ecogotchi Escape Book by Polycular (Austria)

Ecogotchi Escape Book is an innovative game-based learning format to engage teenagers in sustainability. It answers the interactivity learning needs of digital natives while offering an easy-to-use format for teachers and educators. The printed content comes to life through app-based quizzes, games, mystery and augmented reality. The teacher guidebook includes facilitation methods and trigger questions for debriefing.

Polycular is using a co-design approach to engage teachers, students, parents, NGOs and other stakeholders in developing Ecogotchi, in a printed format and free online app. They will improve knowledge about climate change for 1000 teenagers and 50 teachers in Croatia in 2019.

www.polycular.com || info@polycular.com





Level the playing field for vision impaired students

promoted by The Royal Society for Blind Children. London, United Kingdom.

Mindbook

promoted by TICE Social Cooporative. Piacenza, Italy.

Emotional Support for parents of children with autism

promoted by Carers Trust Heart of England. Coventry, United Kingdom.

Tourism for all

promoted by University of Angers. Angers, France.

Makers with 3D printing for disabled people

promoted by Makerspace.hu. Budapest, Hungary.

Give blood now!

promoted by AVIS Isernia. Isernia, Italy.

HEALTH DISABILITY



Feelif – Feeling Life by Feelif d.o.o. (Slovenia)

Feelif is a disruptive innovation with diverse multisensory digital content that will profoundly change the life quality of the blind and visually impaired people, being an effective and affordable learning and entertainment tool. They invented a tactile technology that enables users to feel pictures and shapes on a touch screen: a special relief grid and a combination of vibration sound and speech ensure that users know exactly what is shown on the screen and can easily orientate on it.

Feelif is an affordable adapted smart tablet with customized relief grid and an Open Platform hosting a wide community of stakeholders: blind and visually impaired people, teachers, parents and caregivers, software developers and content creators.



MINDBOOK a Social Paas for TICE by GeDInfo Soc. Coop. (Italy)

GeDInfo has created an innovative educational system for kids with special educational needs in the form of a digital platform (PaaS).

The platform gives access to 'Mindbook' digital trainings on cyber education issues (risks and opportunities), facilitates functional and frequent interactions between parents and their kids, and enables a network of specialized practitioners who offer monitoring services and psycho-educational support to the families. The prototype MINDBOOK 1.0 received the interest of institutional stakeholders and from February 2019 it will be tested by a closed group of users to evaluate evolutions and changes before proposing it to the market.



Stent.care – Mindbook prototype by Kedroz sprl (Belgium)

Stent.care solution consists of: e-learning tools on how to use social networks; communication tools enabling exchanges with national and international communities that are affected by intellectual and cognitive impairment; user network management tools to manage TICE exchanges with all the members of its community.

With this solution, TICE can guide and advise families of young people with intellectual and cognitive disabilities, while breaking their isolation.



Emotional Support for parents of children with autism

Tourism for all



iHope Autism Solution by Hope for the Community CIC (United Kingdom)

iHope Autism is an interactive, digital self-management course that provides parents with the knowledge, skills and confidence to cope with many of the challenges, frustrations, fears and sense of isolation that caring for a child with autism can bring. Rooted in positive psychology and based on robust research evidence, it provides emotional and peer support improving parents' coping skills, resilience and mental health.

The course is hosted on iHope platform, which can be customised for different client groups, without technology infrastructure to buy, set up or manage. 70+ parents across the UK enrolled in iHope in January 2019.

www.h4c.org.uk | contact@h4c.org.uk



Collaborative travel guide for disabled persons by Handiplanet (France)

Handiplanet is a collaborative travel guide that allows disabled persons to organize, plan and prepare their travel thanks to accessibility feedback and insider tips from people in the same situation.

The tool, in addition to offering reliable and complete information, gives "Globerollers" the opportunity to get in touch with those who have already traveled, thus enabling them to better plan their journey. The community counts today 2000 disabled travellers and more than 700 contributors from 20 countries, who did 500+ reviews in France and in Pays de La Loire region. Handiplanet won the TOURMAG sustainable tourism award in 2018.

www.handiplanet.com | contact@handiplanet.com





The Stage Of Impossibilities
by Kilenc Pont (Hungary)

Stage of Impossibilities is a communication device, which enables disabled people to control a 3D printed custom puppet with their head movement. It is based on open source arduino platform and provides a new approach towards the perception of disability and our notion of the life of disabled people. They can create a puppet show, a stage on which they can express their feelings with the help of (puppet) movement for the first time.

The project completes the prototype of the open source puppet moving device itself and develops mobile app and desktop application for handling various movement sensors from smartphones to eye tracker devices.



Sewing machine adaptations into open 3D tech
by Movingmood (Spain)

People with disabilities have the highest unemployment rate in the EU and the main cause is the lack of adaptation to jobs. For instance, the fashion industry employs 1 in 6 people in the world. Movingmood adapts industrial sewing machines for wheelchair users with open 3D tech (PLA open source and medical materials): the foot pedals are replaced by arm levers.

Thanks to established internship agreements, the solution is introduced in tailoring schools therefore generating new job opportunities and improving higher education of disabled people with an accessible and affordable tool. So far, Movingmood has established 6 school agreements in Spain and a new one with Imago Foundation in Poland.



smartDONOR®
by MOODika (Italy)

smartDONOR® is the app of blood donors. It is a multi-sided platform supporting the blood transfusion system in achieving self-sufficiency based on voluntary, non-remunerated blood donation. Through web platform and mobile application, it offers a complete set of functionalities improving performance of blood collection logistics and proper user experience and service quality for the donors. Blood Donors can manage their activity independently and efficiently, informed and aware, constantly feeling a member of a community.

Organizations can reduce the costs and raise the blood donations, enhance and manage their memberships, increasing their enrollment and participation thanks to an effective and efficient communication.



Accessibility for everyone everywhere

promoted by PAVIC
Angers, France.

Find and trigger hidden entrepreneurship

promoted by SpareSpace.
Leeuwarden, Netherlands.

Nicosia Old City Challenge

promoted by Nicosia Municipality.
Nicosia, Cyprus.

Innovative planning instruments for a new approach to residential development

promoted by Heritas. Sibiu, Romania.

Sustainable roofs in Madrid

promoted by Ayuntamiento de Madrid.
Madrid, Spain.

Mobility and efficiency in the waste collection!

promoted by Ypsona Municipality.
Ypsona, Cyprus.

SMART CITIES MOBILITY



**Route4U – Walk and roll, get there free! by
Route4U Magyarország Kft. (Hungary)**

Route4U is a community sidewalk navigation app (Android and iOS) for people with limited mobility. Due to its technological innovation, survey is extremely fast and inexpensive, operation and maintenance are very low cost and the apps are completely free for end-users. Route4U also creates smart city analysis of the surveyed area and gives advice on efficient improvement.

Route4U has been implemented in Dublin, Portsmouth and Budapest, and has created the accessibility survey of the pedestrian infrastructure in Angers centre. The French language localisation of the app has been implemented and a local campaign to crowdsource further accessibility data is under preparation.



**Streetco
by Streetco (France)**

Streetco is a pedestrian GPS dedicated to people with reduced mobility. The Streetco app alerts on obstacles on the itinerary and indicate accessible places nearby. Collaborative, free and fun, Streetco allows everyone to report obstacles or places in few seconds. Streetco is now working on the definition of alternative itineraries: the fastest route (possible encounter with obstacles) and the most suitable route (without any obstacle and totally personalised).

Thanks to this new feature, the reliability of the route provided by Streetco will be increased by 80%.



**Libraries help visualizing hidden
entrepreneurship
by Bibliothekservice Fryslân (The Netherlands)**

By exploring the combination of makers culture, digital literacies, lifelong learning and public libraries FryskLab and the Frisian libraries help hidden entrepreneurship to emerge.

Through the system of Open Badges (<https://www.openbadges.org>) they use new technology and new ways of networking to issue credentials to participating would be entrepreneurs and inspire and motivate them to make their next move.



**Alumni giving back by Friesland College
solution provider** (*The Netherlands*)

Friesland College proposes a solution to close the gap between education and the labour market and to empower people to reach their entrepreneurial potential. The solution creates a bundle of activities such as workshops, inspirational and networking sessions in close collaboration with regional entrepreneurs.

This action leads to producing tools and a network of ambassadors that reach out to people and introduce them to trends and innovations through social entrepreneurs. This combination of recognition and inspiration appeals to people to tap into their hidden ambitions. The solution offers a powerful approach to empower people.



**QuietCity proposal of Nicosia, Cyprus by
NOVATEX SOLUTIONS LTD** (*Cyprus*)

Novatex provided Nicosia's Municipality with a monitoring solution for noise pollution using the latest IoT technologies. QuietCity is using the latest technologies for acquiring noise using digital microphones, analysing them using DSP (digital signal processing methods) and sending them to the CLOUD using low power wireless communications.

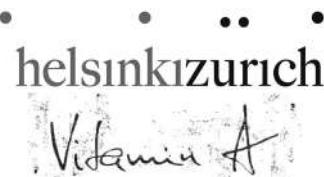
By acquiring real time data QuietCity project identified the key sources of noises in Nicosia city providing governments with the necessary guidelines and tools to assist the decision-making process and creating action plans to reduce the noise pollution in the city.



**SYNDRAMO SOLUTION
by ADITESS LTD** (*Cyprus*)

Each year, thousands of complaints are filed to Nicosia municipality officials. SYNDRAMO solution is composed of a central web incident management system for use by the Municipality of Nicosia and two different mobile applications, one for citizens and one for municipal officers/workers.

The solution addresses the influx of complaints regarding waste management and noise pollution with: efficient incident reporting, automated annotation of problematic areas, generation of business intelligence for knowledge extraction and valuing citizen suggestions.



Urban Design Management for Sibiu by Helsinki Zürich Office (Switzerland/Finland) & Vitamin Architects (Romania)

(Urban) Projects are there to deliver value to the stakeholders – whatever this value to different stakeholders means. The Urban Design Management (UDM) process integrates stakeholders and their values delivering more sustainable and synergistic solutions, added value to the stakeholders and better acceptance for urban projects.

The pilot-case now going on in Sibiu will become a benchmark for urban development in Romania having a wider learning effect and changing planning culture.

SANNAS[®]

Co-Roofing. "Tocando el cielo de Madrid" by SANNAS, Asociación de Empresas Triple Balance (Spain)

SANNAS aims to spread the benefits of sustainable roofs and facilitate the creation of Communities of Neighbours (CC.VV.) through their implementation in Madrid. Co-Roofing will inform CCVV of the benefits, costs and financing possibilities of modular, simple and economic solutions that allow converting any flat surface into a green space.

They offer green modules, various pavements and furniture for leisure and cultivation. The system is completed with solar electric systems for its own consumption and for low consumption lighting.



**LiveYpsonas
by ieeng Solution (Italy)**

LiveYpsonas aims at creating an interconnected system prototype that allows citizens to improve their quality of life in the use of public services and improvement of public health.

An open data platform will be set up through the employment of low-cost microcontroller boards equipped with sensors. Thanks to such infrastructure, the Municipality of Ypsonas will collect data and information for designing advanced services for citizens. The technological system aims to improve some basic public services such as transport, parking and waste collection.



Collaborative research

promoted by ESSRG Ltd.
Budapest, Hungary

IZIBAC: learning made fun

promoted by IZIBAC.
Bucharest, Romania.

Gamification in Education

promoted by Go Free – Asociatia pentru
Sprijinirea Societatii Civile.
Cluj, Romania.

School communication tool

promoted by FUTURASKOLAN AB.
Stockholm, Sweden.

Get back to school!

promoted by JA ITALIA.
Catania, Italy.

Localise the Sustainable

Development Goals (SDGs) to action!
promoted by Amsterdam Impact.
Amsterdam, The Netherlands.

Let us study in a better place

promoted by Liceo Scientifico Statale
Enrico Fermi. Ragusa, Italy.

EDUCATION

**DIY Science Lab by xHealth (Hungary)**

DIY Science Lab in close collaboration with Space Engagers and ESSRG generated a participatory process which supports the launch of the Budapest Citizen Observatory platform in Hungary.

They empowered and enhanced the capacities of the people and civil organizations and makers' community through co-design and communication events to monitor collectively their environment and to start collaborations with researchers to fill the information gaps about pollutants and to build, use sensors. They put IoT and sensing technology in the hands of citizens and gave them learning opportunities on how to research, design and make digital products.

**Informed – Problems, Research, Solutions (I-PRS) by Space Engagers (Hungary/Ireland)**

I-PRS is an online citizens' observatory that creates layered participatory mapping projects for different civil society organisations (CSOs). The projects engage citizens gathering hyperlocal data that reveals questions for responsible research and innovation. An observatory owner manages projects and data, and grants admin rights to CSOs who promote the project to users.

A mobile app allows users to post individual observations to a shared map to reveal the bigger picture, linking the local with the global. Space Engagers collaborated with ESSRG and DIY Science Lab to address real challenges identified by citizens.

**Izibac digital learning hub by Ascendia S.A. (Romania)**

Ascendia developed an educational hub for both teachers and kids, a platform that disseminates baccalaureate educational content.

An educational platform that users can use to prepare for the national examination or to improve on already learnt concepts. The devices supported by the platform are computers, tablets, interactive school blackboards and smartphones equipped with a modern web browser.



HI-QUEST – In search of the high school we don't have by Innovative Project Arena (Romania)

HI-QUEST is a modular board game played in an organised environment (in classrooms with a facilitator), built in a unique and attractive way for students to gain competences (soft skills) which will be observable in practical behaviours: identifying fake news, decision making, problem solving, reacting better to challenges.

The game, played for several months, one hour per week at school and solving challenges outside of school, involved over 250 students in this stage of the project.

www.project-arena.ro || office@project-arena.ro



Social education digital platform by Kidnovation (Sweden)

Kidnovation is a media innovation lab that combines science and tech with art and storytelling to create tools to empower children, deliver social education and create a sustainable change in society.

The solution is a digital communication tool for social and emotional Intelligence to raise empathy level between students, reduce segregation, and help children understand their emotions and deal with them in a better way using stories, gamification and data measurement.

www.kidnovation.se || imad@kidnovation.se



Become an entrepreneur... a possible alternative by Associazione Startup City

The project pushes students to identify entrepreneurial solutions of interest for their territory and accompanies them in their strategic planning and development, until reaching a potential launch into market.

Through engaging teaching methodologies and materials, group work and meetings with representatives of the local entrepreneurial and institutional context, students will understand the dynamics of identification and validation of an entrepreneurial idea, as well as elements of marketing, finance, planning, sustainability.

www.startupct.it || info@startupct.it

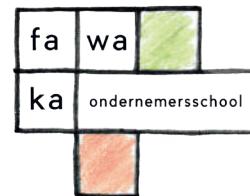


heroes & friends

For change makers and their friends
by **Heroes & Friends** (*The Netherlands*)

Heroes & Friends is a platform to engage new people in social movements by using social media and friendship. They select 17-Amsterdam based projects, one on each SDG, and make short VR films about them that are showed in public parks and places city-wide.

For every project they design a support campaign with Heroes & Friends to rallying the first 100 online ambassadors enabling every campaign to reach 40k friends with their inspiration, 600k+ people in total (most people in Amsterdam).



Tha Block Bizkids: children as teachers on SDGs
by **Fawaka Ondernemersschool** (*The Netherlands*)

Fawaka Entrepreneurship school specialises in inclusive sustainability, focusing on socio-economic deprived areas.

Tha Block Bizkids is a program in Amsterdam that empowers children to improve their neighbourhood. Seeking out challenges that exist around them by talking to neighbours and creating solutions, kids discuss, create, and innovate, supervised by professionals.

Tha Block Bizkids puts SDGs 'Creating equal opportunity' and 'Making livable, sustainable cities' into local action aiming to reach 300 children in neighbourhoods with insufficient quality of life and through them 900 adults.



PANDORA

Agorà 2.0
by **Associazione Culturale Pandora** (*Italy*)

Located in a suburban area of Ragusa which presents physical and social degradation, Liceo Enrico Fermi fights against the deterioration of the neighbourhood to let students study in a better place. To meet this goal, Associazione Pandora promotes a series of talks about art and workshops and laboratories with the artists to better involve students, residents and teachers in the activities aimed at improving the school and neighbourhood habitat.

This big injection of art at school will benefit the local area, as well as the whole city.

IT'S SOCIAL
#SOCCHANGE
TIME

SOCIAL CHALLENGE.EU INNOVATION PLATFORM

Legal Notice

This publication is a report of Social Challenges Innovation Platform project, funded by the European Commission under the H2020.

This document reflects the views only of the authors, and the European Commission cannot be held responsible for any use which may be made of the information contained therein.

Acknowledgments.

Partners would like to thank all the social innovators who contributed to the publication by providing their inputs and updating us on their progresses and achievements.

Our thanks also to the local partners (EBN members and Impact Hubs) for the mentoring support offered to the actors involved in the challenges activated in the many territories impacted by this programme.

Therefore, thank you to:

Impact Hub Vienna, Impact Hub Munich, Impact Hub Kings Cross, Impact Hub Stockholm, Impact Hub Madrid, Impact Hub Syracuse, Impact Hub Amsterdam, Impact Hub Zagreb, Impact Hub Athens, Impact Hub Budapest, Impact Hub Bucharest, Ances, ASTER, Business Development Friesland, Coventry University Social Enterprises, CyRIC, Entreprendre WAPI, Retis, Ruse CCI, Sociedade Portuguesa de Inovação, WestBIC.



THANKS!

WWW.SOCIALCHALLENGES.EU
INFO@SOCIALCHALLENGES.EU



SO C H A N G E
W W W . S O C I A L C H A L L E N G E . E U



The Social Challenges Innovation Platform project receives funding from the European Union's Horizon 2020 Research and Innovation programme under the Grant Agreement number 734906 – This publication reflects only the author's view and the Commission is not responsible for any use that may be made of the information it contains.

