To be assigned by the project administrator	
Project No	

(Recommended form)

APPLICATION FOR A DEVELOPMENT COOPERATION PROJECT (UPDATED)

25 June 2025

I. GENERAL INFORMATION ON THE PROJECT	
1.1. Project title *If the project in respect of which the Application is being submitted is a part of a project financed from other sources, the title of the co-financed project shall also be indicated. More detailed information on such a project shall be provided in Part 7.*	Project title *(in Lithuanian)*: Istorinis edukacinis žaidimas „NOVA TRADITION" Project title *(in English)*: Historical educational game "NOVA TRADITION" Co-financed project *(if any)* title: –
1.2. Partner country (-ies) * *Indicate the partner country (-ies) for which the development cooperation project is intended.*	☐ Armenia ☐ Azerbaijan ☐ Belarus ☐ Georgia ☐ Moldova ☒ Ukraine ☒ Others: (*specify*) Lithuania
1.3. Areas of cooperation *Enter the areas of cooperation indicated in the call or the concept provided by the institution, according to which the Project Application is being submitted.*	Democracy, rule of law, media and public information
1.4. Project implementer *Name of the legal entity, other organisation or division thereof (hereinafter referred to as "the legal entity") or the name, e-mail address and telephone number of the natural person.*	Civic Organization (Non-Governmental Organization) "NOVA TRADITION", 45604692
1.5. Total project value, EUR	**12 000 EUR**
1.6. Amount of funding requested for the project, EUR	**12 000 EUR**

*** *Not applicable to public awareness projects*

1.7. Situation analysis *Describe and evaluate the relevance of the project and its need in the partner country with indication of the problem to the solution of which the project will contribute in the partner country. Not more than 150 words.*	Only 25% of Ukrainian students demonstrate interest in the newly combined subject of history and civic education, undermining their engagement in democratic processes and resilience to propaganda. Due to war-related educational disruptions, overloaded teachers, and a lack of modern tools, students struggle to connect historical experience with contemporary civic needs. This leads to passive attitudes and vulnerability to anti-democratic narratives, which russia actively exploits through hybrid warfare. Civic society organisations and teachers lack capacity-building tools to counteract these trends in classrooms. 100% of the teachers surveyed indicated that they lack digital instruments that foster critical thinking, historical awareness, and democratic values. Drawing from Lithuania's experience in civic resilience and media literacy, integrating such topics in schools and countering disinformation, we expect to build a systemic, youth-focused response. We still have a notable omission in history education, which is shared Ukrainian-Lithuanian past, that could be a great example to promote solidarity and democratic values.
1.8. Project essence *Describe the project aim, beneficiaries of the project and expected results; characterise how your project will change the situation described in Part 1.7.*	***In Lithuanian*** *(not more than 150 words):* Projekto metu bus sukurta ir įgyvendinta NOVA TRADITION – interaktyvi edukacinė platforma, kuri remiasi žaidybiniais metodais siekiant skleisti žinias apie Ukrainos istoriją ir kovoti su dezinformacija. Mokiniai tyrinės praeitį, sąveikaus su istorinėmis asmenybėmis ir paneigs žalingus mitus, taip stiprindami demokratinį tapatumą ir medijų raštingumą. Bus sukurti šeši žaidimo scenarijai, apimantys bendrą Lietuvos ir Ukrainos istoriją bei Ostrogių giminę. Vieną iš jų kurs Lietuvoje gyvenantys Ukrainos mokiniai, taip skatindami tarpusavio mainus. Mokytojai turės prieigą prie teminių užduočių, esė, vertinimo priemonių ir analitikos, padedančios spręsti žinių spragas. Platforma atitinka Naujosios Ukrainos mokyklos prioritetus ir bus integruota į mokymo programas per mokymus bei QR kodus vadovėliuose. Naudos gavėjai: mokytojai, mokiniai ir Ukrainos diaspora Lietuvoje. Tikėtini rezultatai: didesnis jaunimo įsitraukimas, sustiprintas kritinis mąstymas, prieiga prie kokybiškų mokymosi priemonių ir tarpvalstybinis bendradarbiavimas. Remiantis Lietuvos pilietinio ugdymo patirtimi, projektas stiprina visuomenės atsparumą hibridinėms grėsmėms ir pilietinės visuomenės pagrindus. ***In English*** *(not more than 150 words)*: The project will develop and implement NOVA TRADITION—an interactive educational game that promotes Ukrainian history and counters disinformation through a modern approach. Students will investigate the past, interact with key figures, and debunk harmful myths, strengthening democratic identity and media literacy. Five game scenarios will include topics such as the shared Lithuanian-Ukrainian past and Ostrozkyi family. One will be written by Ukrainian students in Lithuania to support peer exchange. Teachers will access methodological recommendations that enable them to apply the educational game modules in the most effective way in practice. The platform aligns with New Ukrainian School priorities and will be integrated into curricula via training programs and QR codes in textbooks. Beneficiaries include teachers, students, and the Ukrainian diaspora in Lithuania.

	Expected results: increased youth engagement, strengthened critical thinking, access to quality learning materials, and cross-border cooperation. Drawing on Lithuania's civic education practices, the project supports societal resilience to hybrid threats and strengthens civil society.
1.9. Estimated duration of project implementation *If the proposed project is a part of a project financed from other sources, the duration of the implementation of the co-financed project shall also be indicated.*	Estimated duration of project implementation: 5 months. From 1 July 2025 to 1 December 2025.
1.10. Project continuity *Indicate whether this project continues previous initiatives, whether it could be continued in following years, and whether the project is supported by the key target groups in the partner country (-ies) (provide arguments). Not more than 100 words.*	The project builds on tested prototypes and collaboration with schools, textbook authors, and teacher training centers. It fully reflects the priorities of the New Ukrainian School reform—a key transformation in the national education system. Agreements with two NUS textbook authors ensure that QR codes linking to the game will be embedded in relevant chapters, securing long-term access. Methodological materials will support teachers in integrating the tool, while a network of ambassador teachers will promote it nationwide. These strategies, alongside diaspora involvement and institutional support, guarantee the project's sustainability and potential for scaling in future years.

1.11. Information on project implementers and partners

1.11.1. Project implementer

1.11.1.1. Exact name of the legal entity, other organisation or division thereof (hereinafter referred to as "the legal entity")	Civic Organization (Non-Governmental Organization) "NOVA TRADITION" Громадська організація «НОВА ТРАДИЦІЯ»
1.11.1.2. Legal entity code	45604692
1.11.1.3. Registration address	35800, Ukraine, Rivne oblast, Rivne district, Ostroh city. Zatyshna st. 4, apt. 16
1.11.1.4. Headquarters address	35800, Ukraine, Rivne oblast, Rivne district, Ostroh city. Zatyshna st. 4, apt. 16
1.11.1.5. Internet website *(if any)*	https://linktr.ee/novatradition.eng
1.11.1.6. Project manager's details	Vasyl Viktorovych Chukhilevych +380731392642 vasea.tshuh@gmail.com
1.11.1.7. Contact person's details *(if the*	

contact person is other than the project manager)	
1.11.1.8. Additional information on the project implementer *(also, where available, please indicate founders, partners, members, etc.)*	Will the project implementer become a contracting authority in accordance with the Law of the Republic of Lithuania on Public Procurement if the project is approved? ☐ Yes ☒ No Is the project implementer entitled to project expenditure VAT refund? ☐ Yes ☒ No Is the project implementer a non-governmental organisation in accordance with the Law of the Republic of Lithuania on Development of Non-governmental Organisations? ☒ Yes ☐ No Other information (if any) Our NGO is registered in Ukraine and is not considered a contracting authority. As a non-VAT payer, we are not eligible for VAT refunds. We qualify as a non-governmental organisation according to Lithuanian law, which is analogous to Ukrainian legislation, as a non-profit entity serving the public interest.

1.11.2. Partner of the project implementer in the partner country (-ies)

Note: Insert additional lines if there are more than one partner in the partner country (-ies). A partner of the project implementer in the partner country (-ies) is not required in carrying out activities related to public awareness or support for democracy, or in case when the project implementer is an entity of the partner country or an international organisation.

1.11.2.1. Exact name of the legal entity	Tarptautinė Ukrainos mokykla, VšĮ Klaipėdos filialas
1.11.2.2. Legal entity code	306121848
1.11.2.3. Registration address	Alyvų g. 10A, 91208 Klaipėda
1.11.2.4. Headquarters address	Studentų g. 39, 08106 Vilnius
1.11.2.5. Internet website address	https://www.schoolua.eu/
1.11.2.6. Details of the potential project coordinator in the partner country	Yuliia Ivanivna Solianyk +37063237956, +380664391595 solyanikula@ukr.net
1.11.2.7. Contact person's details *(if the contact person is other than the project coordinator):*	

1.11.3. Other entities to participate in the project *(if any)*

1.11.3.1. Exact name of the legal entity / Full name of the natural person	NGO "IDEALISTS" – Громадська організація "ІДЕАЛІСТИ"	NGO "OstArt" – Громадська організація "ОстАрт"	Khlibovska Hanna Mykolayivna – Хлібовська Ганна Миколаївна
1.11.3.2. Legal entity code	41887978	43954270	
1.11.3.3. Registration address	03056, Ukraine, Kyiv city, Vuditsia Dashavska, 27, apt. 28	35821, Ukraine, Ostroh district, Rivne region, Ozhenyn, Kadenyuka L. str., 2	
1.11.3.4. Headquarters address	03056, Ukraine, Kyiv city, Vuditsia Dashavska, 27, apt. 28	35800, Ukraine, Ostroh district, Rivne region, Ostroh, Nezalezhnosti str., 3	
1.11.3.5. Internet website address		https://museum.oa.edu.ua/	
1.11.3.6. Contact person's details	Shatilov Yevgeniy Volodymyrovych +380731935060 idealistykiev@gmail.com	Bendyuk Mykola Mykolayovych +380673859550 museum@oa.edu.ua	Khlibovska Hanna Mykolayivna +380955715974 h.khlibovska@ukr.net

II. GENERAL ISSUES

2.1. How does the project comply with Lithuania's Development Cooperation Policy Guidelines?
Indicate and justify how the project will contribute to the implementation of the objectives of the UN 2030 Agenda for Sustainable Development in the aid-recipient country (-ies) and will help to implement the strategic agreements of the EU and the Republic of Lithuania with the partner country (-ies) and Lithuania's foreign policy priorities. Not more than 150 words.

The project aligns with Lithuania's development policy, particularly in supporting democratic values, strengthening civil society, and combating disinformation. It also supports the UN's Sustainable Development Goals, especially Goal 4 (Quality Education), Goal 16 (Peace, Justice, and Strong Institutions), and Goal 17 (Partnerships for the Goals). The project enhances critical thinking among youth, increases awareness of the historical and cultural ties between Ukraine and Lithuania, and fosters collaboration between state institutions, civil society, and media. This supports Lithuania's strategic priorities in development and its foreign policy, aimed at supporting Ukraine amid russian aggression.

2.2. How does the project comply with the horizontal priorities of development cooperation activities?
Indicate and justify how the project will contribute to environmental protection and climate change mitigation, good governance, implementation and consolidation of the principles of democracy and human rights, ensuring equal opportunities for women and men, aid for trade, as well as increasing the resilience of communities to crises (arising from natural disasters or human activities).

	Principal value	Significant, important goal	No relevance	Explanation (if "Principal value" or "Significant, important goal" is indicated)
Environment and climate change mitigation	☐	☒	☐	The digital format reduces the need for printed materials and transportation, thus minimizing emissions and resource use. Game scenarios promote traditional regenerative land-use practices.
Democracy and human rights	☒	☐	☐	The game fosters critical thinking, dialogue, and awareness of historical injustices and cultural loss. It empowers youth to understand and defend democratic values and human rights.
Good governance	☒	☐	☐	The project encourages civic engagement and responsible decision-making through role-play and historically inspired game scenarios, supporting democratic culture and transparency.

Equality between men and women	☐	☐	☒	The content is gender-neutral and inclusive, and the project highlights the role of women in history through specific scenarios and materials. However, it does not directly address gender-specific inequalities as a primary goal.
Aid for trade	☐	☐	☒	The project introduces historical examples of traditional trade practices and cross-border economic relations, such as those involving Ukrainian *chumaks*, helping participants understand the roots of trade and cooperation. However, promoting trade itself is not a primary objective.
Resilience to crises	☒	☐	☐	The game supports psychological resilience in youth by promoting emotional intelligence, historical continuity, and constructive coping strategies in the face of trauma and/or displacement.

2.3. Will the project, considering its character, scope and/or place, affect the environment?

Note: If the reply to the question indicated in Point 2.3 is positive, the environmental impact assessment of the project to be performed according to the environmental impact assessment criteria of the project (Appendix No 1) shall also be submitted.

Yes, it will. Due to its digital format and focus on online activities, the project has minimal environmental impact. It contributes positively by reducing paper use, lowering emissions from transportation, and promoting awareness of sustainable land use and regenerative farming by demonstrating historical ancestors' practices. Waste from occasional events is minimized and sorted. No sensitive environmental areas are affected.

III. PROJECT DESCRIPTION

3.1. Project aim, objectives, activities, and expected results *(specific, measurable, achievable, relevant and defined in terms of time)*

3.1.1. Project aim *Indicate what is aimed to be achieved upon the implementation of the project. Not more than 50 words.*	3.1.2. Project objectives	3.1.3. Project activities *Indicate the activities necessary for the achievement of each particular result. Not more than 200 words.*	3.1.4. Expected project results *Indicate the expected results in seeking the aim and each particular objective. Not more than 150 words.*
To strengthen Ukraine's democratic resilience by developing a gamified educational tool that counters disinformation through historical literacy and critical thinking among students	1. Develop a gamified educational tool and 5 historical scenarios to enhance students' critical thinking and resilience to disinformation	1.1. Finalize the core functionality of the game, including student feedback tests	A gamified digital tool is produced and made freely available, featuring 5 tested scenarios that promote critical thinking, historical awareness, and democratic values, aligned with Ukraine's basic school curriculum. Website collects game statistics for transparency and visibility credits.
		1.2. Develop and test 4 interactive historical scenarios targeting key disinformation and democracy themes	
		1.3. Co-create 1 scenario with students from the Ukrainian international school in Lithuania to promote cross-border dialogue	
		1.4. Launch a dedicated website for hosting game content, educational materials, and methodological guidance	
	2. Engage 70 history teachers in applying the tool	2.1. Conduct 5 outreach and onboarding events to recruit and train regional teachers-ambassadors	70 history teachers are trained and actively applying the tool in their teaching practices, thereby incorporating counter-

in their teaching practice	2.2. Prepare 4 press releases — 2 at the beginning and 2 at the conclusion of the project	disinformation approaches into standard history lessons
3. Foster civic engagement, critical thinking, and media literacy among 1,100 students aged 12–17	3.1. Teachers deliver 100 school sessions using the tool across Ukraine	1,100 students reached, with measurable improvements: +25% civic engagement, +15% critical thinking, +40% awareness of harmful narratives, as measured through in-game assessments and feedback forms. Transparent results are delivered to broad stakeholders
	3.2. Publish interactive analytics on the website to demonstrate the method's effectiveness to stakeholders, based on collected efficiency data	

3.2. Target group(s)
Indicate the main target group of the project and the reason for its selection. Not more than 50 words.

Ukrainian students in grades 6 to 11, particularly those studying online or in a mixed format due to the war (41%). This group is essential for building long-term societal resilience.
History teachers who lack modern tools to teach media literacy, critical thinking, and democratic values.

3.3. Plan for the implementation of project activities in 2025

3.3.1. No	3.3.2. Activities *Indicate the main planned activities according to the estimated implementation time, as it is listed in Sub-paragraph 3.1.3.*	3.3.3. Responsible implementer(s) (partner(s)) *Indicate a legal entity or a natural person.*	3.3.4. Month				
			July	August	September	October	November
1.1.	Game core mechanics refinement	*Andrii Rykov*	x				
1.2.	Development and testing of 4 game scenarios	*Vasyl Chukhilevych*	x	x	x		
1.3.	Co-creation of 1 scenario with a school in Lithuania	*Vasyl Chukhilevych*			x		
1.4.	Creating a website to host materials and the game	*Yurii Tkachuk*		x	x		
2.1.	Conduct 5 events to attract teachers-ambassadors	*Sofia Balahura*				x	x
2.2.	Prepare 4 press releases to increase the visibility	*Sofia Balahura*		x			x
3.1.	Conduct 100 lessons using the game, led by teacher-ambassadors	*Vasyl Chukhilevych*			x	x	x
3.2.	Publish interactive analytics on the website	*Andrii Rykov*					x

3.4. Project impact and sustainability
Indicate the expected impact after the implementation of the activities. Describe how the sustainability of the achieved results will be ensured. Not more than 100 words.

The project strengthens democratic values and resilience to propaganda among Ukrainian youth by integrating a free, curriculum-based educational game into classroom practice. The tool includes 5 tested game scenarios that promote critical thinking, civic engagement, and awareness of harmful narratives. A total of 70 trained teachers will apply the tool with their students. Sustainability is ensured through confirmed integration of the game via QR code into some New Ukrainian School (NUS) textbooks and planned agreements to include the game in teacher training programs. With 1,100 students engaged and measurable improvements expected, the project supports education reform, democratic development, and long-term institutional change.

3.5. Risk factors and ways of solving them
Indicate the risk factors that may have a negative impact on the project implementation and achievement of project results as well as measures to avoid them.

Risk name	Risk description	Manifestation probability	Expected impact on the project	Risk mitigation factors (measures)
Low interest from teachers	Teachers may not prioritize implementing the game due to workload or scepticism about its usefulness	☐ High ☐ Medium ☒ Low	☒ High ☐ Medium ☐ Low	Provide easy-to-use game scenarios aligned with the curriculum; promote through teacher training programs and ambassador outreach
Limited influence of gaming sessions on youth	Game sessions may have not enough influence on civic engagement, critical thinking, and awareness of harmful narratives among youth	☐ High ☐ Medium ☒ Low	☒ High ☐ Medium ☐ Low	Collect feedback from students and educators to enhance engagement and content relevance; provide training and additional support for teachers
Cultural sensitivity and misinterpretation	Some game content may be perceived as culturally inappropriate or politically sensitive for some audiences	☐ High ☒ Medium ☐ Low	☐ High ☐ Medium ☒ Low	Involve historians and educators in content development; conduct pilot testing with feedback loops
Delays in development of scenarios	Development and testing of scenarios may take longer than expected	☐ High ☒ Medium ☐ Low	☐ High ☐ Medium ☒ Low	Limited number of scenarios may reduce the desired impact on students, but it won't hurt to hold events
Disruption due to air raids or security concerns	Educational events may be interrupted by air raid alerts or war-related emergencies	☒ High ☐ Medium ☐ Low	☐ High ☒ Medium ☐ Low	Offer hybrid and asynchronous participation options where possible, be aware of air alerts in the participants' regions.

IV. PROJECT ORGANISATION AND MANAGEMENT

4.1. Information about the project implementer and most important (not more than 5) implemented/ongoing development cooperation and other projects during the past 5 years *(if any)*:

Fill in the table.

4.1.1 Item No	4.1.2. Project implementation period	4.1.3. Project title	4.1.4. Other project implementers	4.1.5. Project funder(s) (legal entity (-ies) or natural person(s))
1.	2022 - 2024	School anti-violence game "KROK" («КРОК» in Ukrainian)	NGO "Et Cetera"	UNDP
3.	2021 - 2022	Sichere Steiermark (Safe Styria) – community-driven	Freedom Party of Austria	Freedom Party of Austria

		platform of unsafe places to maintain		
2.	2020 - 2021	School media literacy game "Check It"	NGO "Et Cetera"	UMAEF, House of Europe, UNICEF
4.	2020 - 2021	Impulse setzen, Wege Finden – collaborative platform of problematic road or highway areas	Freedom Party of Austria	Freedom Party of Austria

4.2. Organisational structure of project management

Indicate the preliminary composition of the project team (project manager, assistant(s), financial officer, etc.), their main functions, experience, responsibilities, and other relevant information. Indicate the number of experts from Lithuania and partner country (-ies) participating in the project and justify the necessity of their participation in the project. Not more than 200 words.

The project team consists of experienced professionals in educational technologies, game development, and civic engagement.
Project Manager Vasyl Chukhilevych led the development of the educational game *KROK*, the disinformation-awareness game *CheckIt*, and civic tech platforms for the Freedom Party of Austria. He coordinates the project, oversees content and functionality planning, reporting, and stakeholder representation.
Product Manager Andrii Rykov previously led the *History ZNO* app and produced educational video content for Pi-stacja UA. He ensures alignment with beneficiaries' needs, develops testing protocols, and refines educational design.
Communications Manager Sofiia Balahura has led outreach campaigns for civic initiatives, heads the National Scout Organization in Rivne Oblast, and has experience as an SMM specialist and fundraiser. She manages visibility, outreach, and event engagement.
Financial officer Taras Radchenko, chief accountant of the Central Educational Institution of Shpaniv, has managed finances for multiple civic initiatives.
Developer Yurii Tkachuk brings four years of freelance experience in game development, having worked on *KROK* and other digital platforms.
Yevhen Shatilov, a historian and museum expert at the National Military Historical Museum of Ukraine, ensures historical accuracy and relevance. He has coordinated festivals, lectures, and youth education projects. He is the lead expert among others collaborating on the project.

4.3. Experience and business competence of project experts
If it is planned to engage experts, indicate whether they have already been selected or envisaged. Not more than 150 words.

The project engages numerous leading Ukrainian experts that have signed letters of support with us.
Hanna Khlibovska and **Maria Kryzhanovska** are authors of widely used Ukrainian school history textbooks for grades 5–11. Their works align with the NUS curriculum and include structured content and supportive materials. They actively use the interactive approach in their textbooks.
Mykola Bendiuk is an expert on Grand Dutchy of Lithuania, restorer and initiator of numerous digital historical projects. He has contributed to digital reconstructions of Volyn Barbicans, icons, etc. He developed virtual museum platforms, and curated interactive historical tours and archives.
Ivan Stychynskyi, PhD in history and researcher at the Manuscript Institute of the Vernadsky National Library of Ukraine, contributes expertise in historical source studies.
These experts enhance the academic, cultural, and technological quality of the product and support its integration into educational ecosystems.
All experts are confirmed and based in Ukraine.

4.4. Information about the project implementer's partner and project coordinator in the partner country *(if any)*

Indicate the experience and competence of the project implementer in the partner country and project coordinator in the partner country in managing similar projects. Not more than 100 words.

The project partner is the International Ukrainian School of Lithuania, the largest Ukrainian school abroad, serving over 2,700 students. It was established with the support of the Embassy of the Republic of Lithuania in Ukraine and plays a key role in the adaptation of Ukrainian displaced families. Yuliia Solianyk, the project coordinator in Lithuania and a history teacher based in Klaipėda, expressed the strongest interest in collaboration. She has significant experience in teaching history and regularly integrates digital educational tools into her practice, making her well-suited to co-facilitate the workshop on making an interactive educational game scenario with her students.

4.5. Visibility of the project

Indicate how the project will be publicised in Lithuania and in the partner country (-ies) and what information events or measures intended to enhance the visibility of the project and its results are planned during the project. Not more than 100 words.

Project visibility will be ensured through press releases in Ukrainian and Lithuanian media, QR codes in future textbook publications linking to the project, and inclusion in official Ukrainian teacher training programs. The project will also be actively promoted by teachers-ambassadors, with each teacher potentially engaging up to 3 classes of 15 students each in the game. A dedicated game scenario developed by Ukrainian students in Lithuania will spotlight the Embassy of Lithuania's involvement and promote cultural exchange. The project website and all public materials will clearly acknowledge the Embassy's support, which will also be highlighted through in-game credits and dedicated historical content.

V. PROJECT FUNDING

5.1. Total project value, EUR	**12 000 EUR**
5.1.1. Amount of funding requested for the project from the Ministry / diplomatic mission, EUR	**12 000 EUR**
5.1.2. Other sources of funding for the project *(if any)*:	
5.1.2.1. Financial contribution of the applicant, EUR, and activities to be funded	–
5.1.2.2. Financial contribution of the partner of the project implementer in the partner country, EUR, and activities to be funded *Insert additional lines if there are more than one partners in the partner country (-ies).*	–
5.1.2.3. Financial contributions of entities funding the project (legal entities or natural persons), EUR, and activities to be funded *Insert additional lines if there are more than one donors.*	–

VI. PROJECT ESTIMATE

A filled-in detailed project application estimate (Appendix No 2) shall be submitted together with the project application.
Note: The project application estimate is filled for one budget year. If the project aims at a longer term, project estimates must be provided for each year separately.

VII. DESCRIPTION OF THE CO-FINANCED PROJECT

To be completed only when the project is a part of a co-financed project, i.e. Sub-paragraphs 1.1 and 1.9 are completed accordingly.

7.1. Essence of the co-financed project	
7.2. Value of co-financed project, EUR	

☐ I confirm hereby that there is no double funding risk in the implementation of the project and that the co-financing of the project does not contradict any terms of the contracts under the projects being jointly implemented.

_____
The full name and signature of the head of the legal entity filling the application

VIII. APPENDICES TO THE PROJECT APPLICATION

Item No	Document	Pages in the application	Number of pages
1.	Criteria of the environmental impact assessment	13	1
2.	Estimated budget for the project application	14-15	2
3.	Document certifying the legal status of the project implementer	16–19	4
4.	Copy of the company's or organisation's articles of association / regulations / statute	20–42	23
5.	Project manager's CV	43	1
6.	Consent for cooperation in implementing the project issued by the partner of the project implementer in the partner country	44	1
7.	CVs or Letters of Support of the project experts, with indication of the competences and experience necessary for the implementation of the project	45–51	7
8.	CVs of the project implementation team	52–56	5
9.	Annual financial report of a legal entity for the last year	57–68	12
10.	Programmes of planned activities (programs of conferences, seminars, courses, trainings, and other events; detailed descriptions of other particular activities) _(if any)_	69-70	2
11.	Preliminary list of the participants in future events _(if any)_	71-72	2
12.	Game Screenshots, Screencast and Tested Demo Version	73	1

Total number of pages of documents presented in the appendices to the Project Application: <u>61</u> pages.

IX. APPLICANT'S CONFIRMATION

☒ **I hereby represent that the information provided in the Project Application and appendices thereto is true and correct and there is no conflict of interests. I hereby agree that the information about this project concept (_name of the concept presenter, project name, and amount of funds requested for the project_) could be announced on the Internet website of the Ministry of Foreign Affairs except for the case provided for in Paragraph 111 of the Description of the Procedure for the Implementation of Development Cooperation and Humanitarian Aid Activities by State and Municipal Institutions and Agencies approved by** Resolution No 278 of the Government of the Republic of Lithuania dated 26 March 2014 "On the Approval of the Description of the Procedure for the Implementation of Development Cooperation by State and Municipal Institutions and Agencies".

_____
Full name and signature of the head of the legal entity filing the application

L.S. or the _"no seal"_ mark