ERASMUS+ PARTNER IDENTIFICATION

A. PARTNER ORGANISATION	
PIC number	881183406 ID Erasmus: E10341611
Full legal name (National Language)	DIGITAL MOSAIK SRL
Full legal name (Latin characters)	DIGITAL MOSAIK SRL

B. PROFILE	
Type of Organisation	Private Company - Ltda
Is the partner organisation a public body?	NONE
Is the partner organisation a non-profit?	NONE

C. ACCREDITATION	
Has the organisation received any type of accreditation before submitting this application?	NONE

D. BACKGROUND AND EXPERIENCE	
Please briefly present your organisation.	DIGITAL MOSAIK Ltda www.digitalmosaik.com Digital Mosaik Ltda, headquartered in Trento (TN) – Italy, since 2016, is a company specialized in the development of virtual worlds and immersive experiences tailored to the needs of businesses, public administrations, universities and schools. The company aims to bring value across various sectors, including R&D, marketing, training and education, industrial design, tourism and cultural promotion, gaming, and entertainment.
What are the activities and experience of the organisation in youth engagement? Have you conducted any projects regarding youth work? For what kind of activities do you engage young people? Do you do more on-ground or online activities, what methods prove most efficient? What expertise do you bring in the consortium?	Each Digital Mosaik project follows a 4-phase process to deeply understand user needs and transform them into an effective virtual experience capable of delivering tangible results: **Discover:** The exploration phase involves a detailed analysis of elements and details to highlight within the virtual experience. **Design:** Based on objectives and analyses, the design and aesthetics of the experience are defined, identifying the most suitable technologies for development. **Develop:** The actual development of the virtual experience begins in this phase, combining technical expertise, creativity, and problem-solving to bring the designed experience to life. **Distribute:** The experience is made accessible and available on various platforms, with ongoing support to the client in its use and dissemination. This structured approach ensures a comprehensive understanding of user requirements and the creation of virtual experiences that align with client goals

	across diverse sectors.
	Digital Mosaik's Expertise:
	- **Gaming and Immersive Tech:** Proficient in creating gaming and immersive technologies for education.
	- **Software Design:** Expertise in designing the digital distribution platform and software.
	- **Marketplace Development:** Experience in creating and managing digital marketplaces.
	- **Soft Skills Training:** Knowledge in designing training programs for soft skills development.
	- **Inclusive Education:** Understanding of inclusive education practices, integrating technology.
	- **AI Integration:** Competence in incorporating AI technologies into educational platforms.
	- **User-Centric Design:** Commitment to designing for user needs, especially for marginalized youth.
	- **Collaboration and Partnerships:** Proven ability to collaborate with educational institutions, NGOs, and industry partners.
	- **Online Engagement Strategies:** Experience in effective online engagement and community building.
	- **Data-Driven Improvement:** Utilization of data for continuous project improvement.
	- **Capacity Building:** initiatives enhancing skills of youth workers and educators, and the whole consortium.
What are the skills and expertise of key staff/persons involved in this application?	**Key Staff Skills Expertise**
	- **Educational Background:** Expertise in education or related fields.
	- **Technology Integration:** Proficiency in incorporating technology, including AI and videogames.
	- **Soft Skills Development:** Knowledge in designing programs for soft skills development.
	- **Project Management:** Strong project management skills.
	- **Community Engagement:** Experience in fostering community engagement.
	- **Digital Content Creation:** Skills in creating engaging digital content.
	- **Data Analysis:** Competence in data analysis for decision-making.
	- **Collaboration Skills:** Ability to build and maintain partnerships.
	- **Youth-Centric Approach:** Understanding of the unique needs of young

people.

- **Communication Skills:** Strong communication skills for project promotion.
- **Adaptability and Innovation:** Ability to adapt and innovate in changing circumstances.
- **Cultural Sensitivity:** Awareness of cultural nuances in project implementation.

E. LEGAL REPRESENTATIVE

Title	MR.
Gender	MALE
First Name	MANUEL
Family Name	BAZZANELLA
Department	SALES
Position	CEO
Email	manuel@digitalmosaik.com
Telephone 1	+393351317139
Address	Via Roberto da Sanseverino 95
Country	Italy
Region	Trentino-South Tyrol
P.O. Box	none
Post Code	38122
CEDEX	none
City	Trento
Telephone 2	+393351317139

F. PERSON RESPONSIBLE FOR THIS PROJECT

Title	MRS.
Gender	FEMALE
First Name	MICHELLE CRISTINE
Family Name	DE FREITAS SOUZA
Department	PROJECT MANAGEMENT AND FINANCE
Position	PROJECT MANAGER / ADMINISTRATION
Email	michelle@digitalmosaik.com
Telephone 1	+393921875093
Address	Via Roberto da Sanseverino 95
Country	Italy
Region	Trentino-South Tyrol
P.O. Box	none
Post Code	38122
CEDEX	none
City	Trento
Telephone 2	+393921875093
Experience	- Project manager Certified European Commission, with lot of years in project management/ monitoring / evaluation and budgeting of European Direct / Indirect Funds for Municipality of Matera and Milan, private companies and schools.

| | - Graduated in Political Science, International Relations, and European Studies at University of Bari – Aldo Moro. |
| | - Five languages spoken: Italian, English, French, Portuguese and Spanish. |

PROJECT DEVELOPMENT	
What community/sustainability issue/challenge/gap can the project address? Can you identify the causes of such issues?	The community/sustainability issue/challenge that the project aims to address is the need for inclusive, effective, and engaging training programs for marginalized youth and individuals with disabilities. The project recognizes the potential of AI and soft skills in fostering inclusive non- and formal education, enhancing civic participation, and preparing individuals for the evolving job market. **Identified Causes of the Issue** **Fear of AI:** Many people, including marginalized youth, may have fears or reservations about AI. The project aims to leverage AI's potential to include and engage youngsters in more sophisticated ways, dispelling fears and showcasing the benefits. **Lack of Soft Skills Development:** The current education system may not adequately address the development of soft skills essential for navigating the modern world, including empathy, communication, adaptability, and ethical reasoning. **Limited Access to Inclusive Education:** Marginalized youth, including those with disabilities, may face barriers in accessing inclusive education. The project seeks to use AI to bridge these gaps and provide personalized learning experiences. **Ethical Dilemmas in AI:** The project acknowledges ethical concerns around privacy, bias, and fairness in AI applications. It emphasizes the importance of soft skills, such as ethical judgment and decision-making, for responsible AI development and usage.
In what way is the project complementary to other projects already carried out by your organisation or to other actions developed in your frame (geographical, organizational, activity sector).	The project complements our organization's existing initiatives by: • Building on expertise in education, soft skills, and technology. • Expanding geographic reach to address marginalized youth in new locations. • Enhancing collaboration with partners in education and technology sectors. • Filling gaps in current programs to provide a more holistic solution. • Leveraging technological synergies from ongoing AI and tech projects. • Aligning closely with our mission of inclusivity, youth empowerment, and social good. Offering a unique focus on soft skills development in conjunction with AI. Providing valuable data and insights to support policy advocacy in the education

	sector.
What added value do you think your organisation could bring to the project? How would it contribute to delivering a high-quality proposal?	**Proposed Solution by Digital Mosaik Srl:** Digital Mosaik Srl proposes a collaborative approach for gaming-oriented training that incorporates AI technologies. The envisioned final product includes a marketplace/digital distribution platform and the creation of content tailored to address identified "Soft Skills," encompassing personal, social, and methodological skills. **Matching with the Hungarian Concept and Project** The Hungarian concept and project focus on harnessing the strengths of human capabilities and AI's efficiency to enhance inclusive non- and formal education. The project aims to explore how soft skills combined with AI can significantly improve engagement among marginalized youth in civic society and local communities. **General and Specific Objectives of the Project** **General Objective:** Explore the Practices, Potentials, and Perspectives (3Ps) of Artificial Intelligence in Inclusive Non- and Formal Education to make youth organizations more inclusive. **Specific Objectives:** Provide guidance for youth workers to support inclusive non-formal education using AI. Enhance the capacity of youth organizations to implement EU Youth Strategy and European Youth Work Agenda. Identify the needs of marginalized youth groups and support their individual personal development through tailored AI solutions. Foster the adoption of new technologies by youth organizations to meet new expectations and challenges. Support collaborative community learning by involving marginalized youth groups. Enrich the methodological toolkit of youth organizations involved in the project and beyond. In summary, the project aims to create an inclusive and innovative learning environment by leveraging AI and soft skills to address the identified challenges and gaps in education for marginalized youth.
In what way is the project innovative in your frame (geographical, organizational, activity sector, needs analysis of the target groups identified in your country).	The project partnership is innovative in several aspects, taking into consideration different frames: **Geographical Innovation** -**Cross-Border Collaboration:** If the project involves collaboration between organizations from different countries, it introduces geographical innovation by bringing together diverse perspectives and experiences. This cross-border

cooperation can enrich the project with a variety of insights and approaches.

-Customization for Regional Needs: If the project adapts its strategies to address specific challenges or needs prevalent in a particular geographic region, it demonstrates an innovative approach tailored to local contexts.

Organizational Innovation

-Consortium Approach: If the project establishes a consortium involving organizations with diverse specializations, it fosters organizational innovation. Each partner brings unique skills and perspectives, contributing to a more comprehensive and effective solution.

-User-Centric Design: If the project incorporates feedback and insights from the target audience (marginalized youth), it demonstrates an organizational innovation that prioritizes user needs in the development process.

Activity Sector Innovation

-**Integration of AI in Education:** The project's focus on integrating AI into the education sector represents a significant activity sector innovation. This approach leverages technology to enhance learning experiences and inclusivity.

-Gaming-Oriented Training: The emphasis on gaming-oriented training introduces innovation in the activity sector. Gamification can make learning more engaging and interactive, particularly for the younger demographic.

Needs Analysis Innovation

-**Tailored AI Solutions:** The project's commitment to identifying the specific needs of marginalized youth groups and offering tailored AI solutions demonstrates innovation in needs analysis. This approach ensures that the project addresses real-world challenges faced by the target audience.

-Soft Skills Development: The integration of soft skills development within the AI framework reflects an innovative understanding of the evolving needs of the job market. Focusing on skills such as empathy, communication, and adaptability ensures that participants are well-prepared for future opportunities.

In summary, the project proposal is innovative in its geographical approach, organizational structure, activity sector focus, and the thorough analysis of the needs of the target groups. The combination of cross-border collaboration, user-centric design, integration of AI, and a tailored approach to soft skills development collectively contribute to the project's innovative nature.

What responsibilities/tasks would your organisation assume? Are you flexible on them?	The specific responsibilities and tasks would depend on the role and expertise of the organization within the consortium. Here are some potential responsibilities/tasks that our organization might assume: **-Content Creation:** Develop educational content focused on soft skills training using gaming and immersive technologies.

	Create materials that align with the identified needs of marginalized youth and individuals with disabilities.
	-**Platform Development:** Contribute to the design and development of the marketplace/digital distribution platform.
	Ensure the platform is user-friendly, accessible, and capable of delivering the intended training content.
	-**AI Integration:** Work on integrating AI technologies into the training platform. Develop algorithms or features that enhance the personalization of learning experiences.
	-**User Engagement and Feedback:**
	Engage with the target audience to gather feedback on the platform and content. Iterate on the platform and content based on user input to improve effectiveness and inclusivity.
	-**Collaboration and Communication:** Collaborate with other consortium members to ensure a cohesive and integrated approach.
	Communicate effectively with partners, stakeholders, and target audience to foster a collaborative environment.
	-**Training and Capacity Building:** Provide training sessions for educators or youth workers on how to effectively use the platform and leverage AI in educational settings.
	Build the capacity of the consortium members in areas of expertise.
	-**Research and Evaluation:** Conduct research on the impact of AI in inclusive education and soft skills development.
	-**Evaluate the effectiveness of the project:** in meeting its objectives and make data-driven improvements.
	Flexibility in tasks is crucial for successful collaboration. Organizations should be open to adjusting their roles based on the evolving needs of the project, feedback from partners, and insights gained during the implementation phase. Flexibility fosters adaptability and ensures that the consortium can respond effectively to challenges and opportunities that may arise during the project lifecycle.

DISSEMINATION SUPPORT	
Briefly describe your organisation's **strategy** for supporting project dissemination	Our organization disseminates the project through: - Online channels and social media. - Partnerships with educational institutions and NGOs. - Publications, reports, and articles. - Conference presentations and workshops.

	- Media engagement for wider coverage. - Community events and webinars. - Capacity-building sessions for stakeholders. - Multi-language communication. - Continuous evaluation and feedback mechanisms. - Advocacy efforts with policymakers.
List **5 relevant** organisations, public bodies or stakeholders who can support the dissemination	Just as example: • Ministry of Education: Government education bodies can support dissemination through their networks and educational channels. • National Youth Organizations: Organizations focused on youth development can help disseminate the project to their target demographic. • Tech Industry Associations: Industry groups related to technology and gaming can support the project's dissemination within their networks. • Non-Governmental Organizations (NGOs) in Inclusive Education: NGOs specializing in inclusive education can contribute to spreading awareness and engagement. • International Educational Networks: Collaborating with global educational networks and associations can enhance the project's reach beyond local boundaries.
List local organisations, public bodies and relevant stakeholders as dissemination **target groups**	Just as example: • Local School Districts: Engage with local educational authorities and school districts to disseminate project outcomes directly to schools and educators. • Youth Community Centers: Collaborate with local community centers that cater to youth to share project resources and opportunities. • Municipal Education Departments: Work with municipal bodies responsible for education to integrate project findings into local education policies. • Employment and Skill Development Agencies: Connect with organizations that focus on employment and skill development to disseminate information on the project's impact on job readiness. • Parent-Teacher Associations (PTAs): Involve PTAs to disseminate project information to parents and gather feedback on the project's relevance to students. These local organizations and bodies play a crucial role in ensuring that the project's benefits reach the target audience within the community.
Are there **other initiatives** in your region that could be complementary to the	Currently, we actively engage in partnerships with universities and research institutions that share aligned goals. Additionally, we actively participate in and attend

topics addressed in the project?	regional conferences and events focusing on education, technology, and youth development. These endeavors provide valuable opportunities to identify and connect with potential collaborators who share our mission and can contribute to the project's success.
	Take a look in our website youtube, linkedin, facebook, instagram: Case Stories (https://www.digitalmosaik.com/case-stories).
	Social
	Youtube: https://www.youtube.com/channel/UCGg3FY67edEIj9dWKZrb3jg
	Linkedn: https://www.linkedin.com/company/digitalmosaik/
	Instagram: https://www.instagram.com/digitalmosaik/
	Facebook: https://www.facebook.com/digitalmosaik
Has the organisation received/applied for any EU grants?	NONE

Project team, staff and experts

Applicants must have the professional competencies as well as appropriate qualifications necessary to complete the proposed action.
Describe the project teams and how they will work together to implement the project.
List the staff by function/profile (project manager, senior expert/advisor/researcher, junior expert/advisor/researcher, trainers/teachers, technical personnel, administrative personnel etc.) and **describe briefly their tasks** and **expertises.**

Provide CVs of all key actors, preferably in European CV format (http://europass.cedefop.europa.eu)

Name and function	Organisation	Role/tasks/	professional profile and expertise	Staff category[1] *Please choose the appropriate code (A1, A2, A3, A4, A5)*	daily rate[2] (EUR)
Michelle Souza	Digital Mosaik	Project management and finance	Project Manager EU Funds	A1	
Marius Chiriac	Digital Mosaik	Project Manager & Tech Leader	Game Development · Software Design	A1	
Eleonora Carello	Digital Mosaik	Communication Specialist	Illustrator, character designer and game developer	A1	

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[1] Personnel costs are eligible if they are related to:
- **A.1) Employees (or equivalent):** personnel working for the beneficiary under an employment contract or equivalent and assigned to the action
- **A.2) Self-employed natural persons working under a <u>direct contract</u>** on the action for the beneficiary under conditions similar to those of an employee (e.g. some types of in-house consultants)
- **A.3) Natural persons <u>seconded</u> by a third party against payment** (e.g. staff provided by a temporary work agency). 'Seconded' means the temporary transfer of an employee from a third party (the employer) to the beneficiary. Seconded persons are still paid and employed by the third party, but work for the beneficiary. They are at the disposal of the beneficiary and work under its control and instructions. A secondment normally requires the seconded person to work at the beneficiary's premises, although in specific cases it may be agreed otherwise in the secondment agreement.
- **A.4) SME owners without salary**. It applies also to SME owners whose work in the action for the beneficiary is remunerated via any type of non-employment contract (e.g. a service contracts), via profit distribution or by any remuneration method other than a salary resulting from an employment contract.
- **A.5) Volunteers without salary.**

[2] For calculation of the daily rate, you must use actual costs. For clarifications, you can refer to the Annotaded Grant Agreement in Reference-documents section of Erasmus (pag.32).

NONE

Please list the projects for which the organization, or the department responsible for the management of this application has received financial support from the EU Programme during the last 4 years.

List of previous projects					
Please provide a list of your previous projects for the last 4 years.					
Participant	Project Reference No and Title, Funding programme	Period (start and end date)	Role (COO, BEN, AE, OTHER)	Amount (EUR)	Website (if any)
[name of your organization]					