Erasmus+ Project Sheet: RuralIA - For a Local Intelligence Serving Life

Project Name: RuralIA - A Local, Ethical, and Reproducible Intelligence for Small European Communities

Erasmus+ Action Type: Cooperation Partnerships (KA220 - Adult Education / Societal Innovation)

**Project Objectives** 

RuralIA is a pilot project aimed at designing, experimenting with, and sharing a local artificial intelligence, ethical and cloud-independent, co-created by and for the residents of a village. It is based on values of sobriety, cooperation, and cultural ecology.

Our belief is that lasting societal change emerges from micro-societal successes. Only by transforming local practices, education, games, social relations, and concrete habits can a livable future be shaped. This project is therefore an action-research initiative focused on the ability of a village to rethink its future with the support of an ethical digital tool.

Philosophical and Educational Foundations

- The education of children is the foundation of societal transformation, through play, cooperation, emotional intelligence, and collective reflection on social structures (e.g., family models, sex education, non-dominant role distribution).

- Competitive games often reproduce inherited cultural patterns (typically male-dominated and aggressive); we propose to experiment with alternative, cooperative games.

- We believe that AI can serve as a reflective mirror and a local catalyst for creativity, knowledge transmission, and community organization.

## **Intended Practical Applications**

1. Territorial Organization:

- Support for reorganizing land use to encourage local food production, in collaboration with willing farmers.

- Assistance in water management and transition towards resilient, low-mechanization farming, inspired by food forests.

2. Local Circular Economy:

- Creation of a self-managed local grocery, where producers and consumers are the same people.

- Implementation of a barter or local currency system, digitally coordinated by the AI.

- Example: Rachel, a retired civil servant passionate about baking, trades her pastries for local goods; Gérard, the baker, sells them at his market in Albi.

3. Waste Management and Intergenerational Involvement:

- Support in organizing sorting, recycling, and repairing of goods.

- Valuing seniors' time by having them sew reusable bags from old clothes, help with deliveries, etc.

4. Health and Prevention:

- The local AI acts as a health prevention advisor, providing accessible knowledge on nutrition and recurring harmful habits.

5. Climate Change and Territorial Resilience:

- Help in planning land use and community adaptation to climate risks.

- Support for small, replicable local initiatives that can inspire others across Europe.

To ensure the exploratory and scientific scope of the RuralIA project, several action-research activities will be conducted with local residents, partners, and experts:

1. Participatory Surveys in Partner Villages

- Objective: gather perceptions, needs, dreams, and concerns about the future of their territory.
- Methods: interviews, talking circles, questionnaires, emotional/sensory mapping.

2. Comparative Studies Between European Villages

- Analyzing barriers and enablers for implementing local AI in different cultural and geographic contexts.

- 3. Intergenerational Co-Design Workshops
- Facilitate workshops to collaboratively design the AI's features, tone, ethical rules, and boundaries.
- 4. Experimentation with Cooperative Play and Relational Pedagogy
- Co-creation of cooperative games with children and educators.
- Written and video documentation of innovative educational processes.

## 5. Monitoring Local Agricultural and Food Transition

- Studying the project's impact on food relocalization, resource management, and human exchange quality.

6. Ethical Monitoring and Critical Analysis

- Involvement of researchers in ethics, education, social sciences, and AI to accompany the project with a reflective framework.

## **Expected Results**

- A reproducible, open-source, offline-capable local AI prototype.
- A European network of small municipalities collaborating on digital and food sovereignty.
- Guidebook: "How to Create a Local AI for Your Village"
- Documentary film: "RuralIA Soft Intelligence for Hard Times"
- New educational practices focusing on play, relationships, and autonomy.

## Looking for Partners

- Small rural municipalities (<500 inhabitants)
- Educational or ecological NGOs
- Rural schools, adult education centers
- Academics in AI ethics, alternative education, permaculture

Preferred Project Duration

18 to 24 months (proposed start: late 2025)

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\*This document can be adapted for OTLAS, EU Partner Search, or for PDF dissemination.\*