



Digital Creativity improving Society

EUROPEAN YOUTH AWARD 2018

Festival: Nov 28-Dec 1, 2018 | Graz

IMPACT REPORT

EYA Competition, Festival, Programs & Events

Join Forces for Social Change!

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Mr Thorbjørn Jagland

TABLE OF CONTENT

| | | |
|-------|--|----|
| I. | EYA | 5 |
| II. | EYA Contest 2018 | 5 |
| a.) | A European-wide Contest for Youth using Digital Technologies socially valuable | 5 |
| b.) | Who could participate in EYA 2018 – 59 Countries..... | 5 |
| c.) | 9+1 Categories – Digital Creativity improving Society | 5 |
| d.) | Evaluation Criteria – Best Practice Evaluation..... | 6 |
| e.) | EYA Timeline – Year of Action – Many EYA Events – over 1000 Participants | 6 |
| III. | EYA JURY 2018 – GLOBAL EXPERTISE FOR EUROPEAN YOUTH..... | 7 |
| a.) | Online Jury – Two Rounds..... | 7 |
| b.) | Onsite Jury – Final Round..... | 9 |
| c.) | Special Category: mYouth Jury..... | 10 |
| d.) | Festival Jury – Onsite Evaluation of the Best | 11 |
| IV. | EYA WINNING PROJECTS 2018 – THE BEST IN DIGITAL CREATIVITY IMPROVING SOCIETY..... | 12 |
| a.) | 15 Winning Teams in 8 + 1 Categories from 14 Countries | 12 |
| b.) | Overall Winner: European Young Digital Champion | 26 |
| c.) | Overall Winner mYouth: Mtabe..... | 26 |
| d.) | Special Awards: EYA Partner highlighting certain aspects of the Winning Projects | 26 |
| V. | EYA FESTIVAL 2018 – JOIN FORCES FOR SOCIAL CHANGE!..... | 28 |
| a.) | The Festival in a Nutshell..... | 28 |
| b.) | Festival Participants..... | 28 |
| c.) | Festival Program – Dynamic Collaboration to improve Society | 29 |
| d.) | Festival speakers & Moderators: Unique Workshops and Knowledge-Transfer | 33 |
| VI. | EYA MENTORSHIP PROGRAM – BUSINESS 2 TALENT | 34 |
| VII. | YOUTH FOR INNOVATION – EYA STUDENT PROGRAMS 2018 | 35 |
| a.) | The international Online Student Program – European Youth for EYA Winners..... | 35 |
| b.) | The local Student Program – FHs and Universities in Graz work on the EYA Winning Projects..... | 35 |
| c.) | Open Space: The Exhibition – Interaction, Feedback, Creativity..... | 36 |
| d.) | The Best Work of the Students – Recognized for their Engagement and Efforts | 37 |
| VIII. | FURTHER EYA EVENTS: I. EYA ONSITE JURY & DESIGN THINKING FORUM 2018 | 38 |
| a.) | General Information..... | 38 |
| b.) | Event program | 38 |
| c.) | Media Report..... | 40 |
| d.) | Partners and Supporters | 40 |
| VII. | FURTHER EYA EVENTS: II. SOCIAL HACKATHON BUDAPEST | 41 |
| a.) | General Information..... | 41 |
| b.) | Theme | 41 |
| c.) | Participants..... | 42 |
| d.) | Local Coaches..... | 42 |
| e.) | International Guest Coaches..... | 42 |

| | | |
|------|---|-----------|
| f.) | Jury..... | 43 |
| g.) | Winners..... | 43 |
| h.) | Developed prototypes | 44 |
| i.) | Event Program | 46 |
| j.) | Media Report..... | 47 |
| k.) | EYA Media Clippings (extract):..... | 47 |
| l.) | Photos of the Event | 47 |
| m.) | Best of Videos | 47 |
| n.) | Partners and Supporters | 47 |
| VII. | FURTHER EYA EVENTS: III. SOCIAL HACKATHON SALZBURG..... | 48 |
| a.) | General Information..... | 48 |
| b.) | Themes: Digital and Tangible Projects with Social Impact | 48 |
| c.) | Participants..... | 49 |
| d.) | Onsite Coaches | 49 |
| e.) | International Online Coaches | 50 |
| f.) | Social (VR) Hackathon Expert Jury..... | 50 |
| g.) | Social (VR) Hackathon Winners: Digital and Tangible Projects with Social Impact | 51 |
| h.) | Developed Prototypes | 51 |
| i.) | Event Program Social (VR) Hackathon Salzburg..... | 55 |
| j.) | Media Report..... | 56 |
| k.) | Social Media Report:..... | 57 |
| l.) | Photos of the Social Hackathon | 57 |
| m.) | Best of Videos | 57 |
| n.) | Partners and Supporters | 57 |
| VII. | FURTHER EYA EVENTS: IV. MYOUTH CONTINENTAL APP CAMP EUROPE..... | 58 |
| a.) | General Information..... | 58 |
| b.) | Participants..... | 58 |
| c.) | Jury..... | 59 |
| d.) | mYouth App Camp Winners..... | 60 |
| e.) | Other Apps participating in the Camp | 60 |
| f.) | Continental App Camp Europe Program | 61 |
| g.) | Social Media Report..... | 63 |
| h.) | Spotlight Salzburg Challenge..... | 63 |
| i.) | #Visitsalzburg Challenge..... | 63 |
| j.) | Media output..... | 63 |
| k.) | Photos of the Event | 63 |
| l.) | Videos and Livestreams | 64 |
| m.) | Organisation, Partners and Supporters..... | 64 |
| VII. | FURTHER EYA EVENTS: V. MEDIA MOVING FORWARD CAMP | 65 |
| a.) | General Information..... | 65 |
| b.) | Media Moving Forward Camp Program..... | 65 |
| c.) | Media Output | 67 |

| | | |
|-------|--|----|
| d.) | Organisation, Partners and Supporters..... | 67 |
| VII. | FURTHER EYA EVENTS: VI. MEDIA MOVING FORWARD CAMP II | 68 |
| a.) | General Information..... | 68 |
| b.) | Media Moving Forward Camp II Program..... | 68 |
| c.) | Media Output | 70 |
| d.) | Organisation, Partners and Supporters..... | 70 |
| VIII. | EYA NETWORK – Europe for Digital Creativity improving Society..... | 71 |
| a.) | Ambassadors – Sharing the EYA spirit, changing the World | 71 |
| b.) | Key Partners & Supporters – Impact thanks to Partnership | 72 |
| c.) | Network Partners – Global Outreach Thanks to Partnership | 72 |
| d.) | Academic Partners – Know-How-Transfer thanks to Partnership | 72 |
| e.) | Media Partners – Publicity thanks to Partnership | 72 |
| IX. | EYA IN MEDIA (Extract) | 73 |
| X. | MORE LINKS..... | 74 |
| a.) | EYA Festival Picture Gallery on Flickr..... | 74 |
| b.) | EYA Festival Picture Gallery On Facebook | 74 |
| c.) | EYA Videos on YouTube | 74 |
| d.) | Best of Video 2018..... | 74 |

I. EYA

*Digital technologies are most powerful instruments
to tackle social challenges people face every day.*

We can make the world a better place.

Together.

EYA is not just an event or a community, it is a movement of young innovators who never stop learning, questioning and improving the world we live in. EYA organizes several activities and events throughout the year: its flagship initiatives, the EYA contest and the Festival (Winners Event), coding events (e.g. SHacks (Social Hackathons), Game Jams), the Youth for Innovation programs (student programs), mentorship programs and more.

II. EYA Contest 2018

a.) A EUROPEAN-WIDE CONTEST FOR YOUTH USING DIGITAL TECHNOLOGIES SOCIALLY VALUABLE

EYA's flagship initiative is a European-wide contest to motivate young people, social entrepreneurs and start-up founders to produce digital projects improving society. It demonstrates their potential to create innovative solutions with Internet and Mobile technology addressing the goals defined by the Council of Europe and Europe 2020 as well as the UN Sustainable Development Goals (UN SDGs).

The Winners Event (EYA Festival) is a unique event combining knowledge, innovation, networking, inspiration and motivation taking place annually in Graz in November (2018: Nov 28-Dec 1).

b.) WHO COULD PARTICIPATE IN EYA 2018 – 59 COUNTRIES

- Creative minds under 33 (born after January 1, 1985), e.g. socially engaged digital talents or social entrepreneurs, students,
- living in one of the member states of the Council of Europe or the Union for the Mediterranean, Belarus or Kosovo (59 eligible countries)
- who have produced an outstanding, innovative digital project to improve society (e.g. website, app, wearable device, digital installation).

c.) 9+1 CATEGORIES – DIGITAL CREATIVITY IMPROVING SOCIETY

FOSTERING HEALTH: healthcare | sports | food | well-being

SMART LEARNING: education | infotainment | e-skills | science and R & D

CONNECTING CULTURES: diversity | heritage | integration | gender equality

PLANET FRIENDLY: sustainable energy | biodiversity | climate change | intelligent infrastructures

ACTIVE CITIZENSHIP: digital journalism | democratic participation | social cohesion | human rights

SUSTAINABLE ECONOMICS: financial literacy | employment | decent work | end hunger

MANAGING LIFE: personal development | relationships | activity planning | decent work

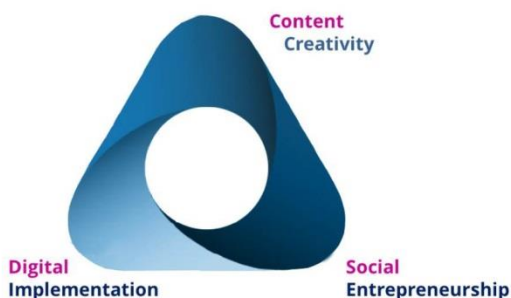
OPEN INNOVATION: disruptive apps | crazy stuff | digital magic | improving the world

FUTURE EUROPE: Europositivism | European Union | European Remembrance | EU policy making

SPECIAL CATEGORY mYOUTH



d.) EVALUATION CRITERIA – BEST PRACTICE EVALUATION



I. Content Creativity

S 1 **Creativity of idea & goals:** newness and originality of the idea behind the project and the pursued goals.

S 2 **Quality and depth of content.**

S 3 **Innovation** of the approach to reach the project's goals; innovation of implementation.

II. Digital Implementation

S 4 **Design:** aesthetic value of layout and graphics, visual appeal.

S 5 **Functionality:** usability and structure.

S 6 **Interactivity:** appropriate interactivity to engage with the target group.

III. Social entrepreneurial aspects

S7 **Sustainability:** ability to maintain the project over the long term.

S8 **Economic potential:** potential for economic development and growth and creation of surplus value.

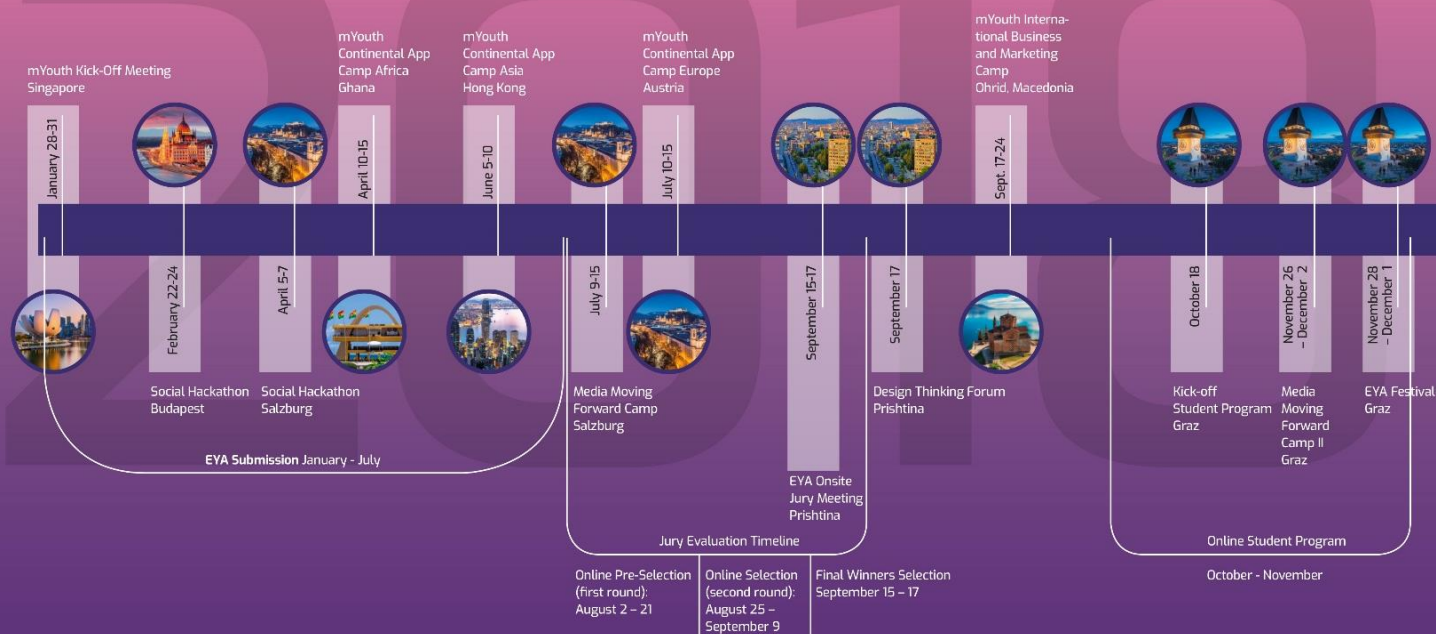
Additional Strategic Score:

SS 1 **Social Impact & solidarity:** potential of impact in the target group / society.

SS 2 **Social value:** value for political agenda; efficiency and strategic relevance for goals of the Council of Europe and Europe 2020 and the UN SDGs.

e.) EYA TIMELINE – YEAR OF ACTION – MANY EYA EVENTS – OVER 1000 PARTICIPANTS

Timeline for Action



III. EYA JURY 2018 – GLOBAL EXPERTISE FOR EUROPEAN YOUTH

a.) ONLINE JURY – TWO ROUNDS

Experts from various fields from all around the globe made up the EYA Jury. 58 ICT-experts, academics, young scientists, entrepreneurs, journalists and business men and women evaluated 144 submitted digital projects online.



- **Monika Kosman**, Head of Marketing | TEDxOdense, DEN/POL
- **Paolo Bovio**, Head of Content | SuperSocial, ITA
- **Julianna Faludi**, Assistant Professor | Corvinus University of Budapest, HUN
- **Bernhard Weber**, CEO, Center of entrepreneurship & applied business studies | KFU Graz, AUT
- **Eva Rosenberg**, Management Assistant | European Parliament, BEL/AUT
- **Clément Reix**, Public Policy Dailymotion, FRA
- **Mathias Haas**, CEO | SuperSocial, AUT
- **Connor Sattely**, Chief Operating Officer | GovFaces, EYA Winner 2014, USA
- **Birgit Maier**, Marketing Director | Goldbach Austria, AUT
- **Arnau Gifreu Castells**, Senior Lecturer | University of Girona, ESP
- **Abdul Rahman AlAshraf**, Founder | FreeCom; Consultant | MHP - A Porsche Company, GER/SYR
- **Irene Polycarpou**, Associate Professor | University of Central Lancashire, CYP
- **Zikry Kholil**, Co-Founder and Chief Brand Officer | Incitement Global, MYS
- **Friederike Soezen**, Policy Advisor | Austrian Federal Economic Chamber, AUT
- **Lisa Mahajan**, Project Manager & Junior Lecturer | FH JOANNEUM Graz, AUT
- **Chris Bauer**, Owner | Bauer & Associates; Manager, Bureau André Heller GmbH, AUT
- **Afërdita Pustina**, National Programme Officer | OSCE Mission in Kosovo, XK
- **Ayesha Carmouche**, Advocacy and Communications Manager | CORE, UK
- **Denitsa Simeonova**, CEO | Association of the Bulgarian Leaders and Entrepreneurs, BUL

- **Eva A. Schmitz**, PhD candidate & Junior Lecturer | Machot Graduate School, GER
- **Antoaneta Ivanova**, Co-Founder | Mladiinfo, FYR
- **George Malekkos**, Software Innovation Architect & CEO | Powersoft, CYP
- **Yahya Marzouk**, National coordinator | Social Impact Award, TUN
- **Geert de Haan**, Senior Lecturer | Researcher, NLD
- **Steffie Limère**, Founder | Factory of Imagination and Unfolding Events, BEL/DEN
- **Kinga S. Smith**, Founder | Reverse Engineering Studios, US/HUN
- **Hartwin Kostron**, Marketing & Creative Director | Young Mountain Marketing GmbH, AUT
- **Carla Fabbro**, Innovation Consultant | Copenhagen FinTech, DEN/FRA
- **Ahmed El-Sobky**, Vice CEO | Information Technology Industry Development Agency, EGY
- **Wais Bashir**, Media Consultant, UK
- **Cristina Birsan**, Campaign Coordinator | UN Volunteers, GER/ROM
- **Teresa Dieguez**, Innovation, Strategy, Entrepreneurship & Management Professor | IPCA, POR
- **Pavel Varbanov**, EU projects coordinator | ESI Center, BUL
- **Sarah Klein**, Editor in Chief | Tea after Twelve, GER
- **Marina Wittner**, Assistant and political advisor | European Parliament, BEL/AUT
- **Matteo Consonni**, Director | Rose, Coordinator | Venture Academy Elva, NDL/ITA
- **Dimitar Jovevski**, Associate Professor | Faculty of Economics – Skopje, FYR
- **Willy Kempel**, Ambassador of the Republic of Austria to the State of Qatar, QAT/AUT
- **Michael Terler**, Professor | FH CAMPUS 02, AUT
- **Dušica Birovljević**, Founder | Nomcentar, SER
- **Attila Horányi**, Director (BA program Design Culture) | Moholy-Nagy University of Art and Design, HUN
- **Rutger de Rijk**, Young Impactmakers Catalyst | Impact Hub Amsterdam, NDL
- **Ela Szczepaniak**, Co-owner | Revas – Business Stimulation Games, POL
- **Timo Väliharju**, Executive Director | COSS, FIN
- **Samar El Sheikh**, Unit Manager | ITIDA, EGY
- **Tanja Madžarević**, Data Analyst | Financial Markets International, Inc., BIH
- **Anne Sofie Hoffman Schröder**, Independent Journalist, DEN
- **Katrin Roseneder**, Communication & Project Manager | KAT, AUT
- **Sohvi Sirkesalo**, Senior lecturer, coordinator of international affairs | TAMK, FIN
- **Panayiotis Andreou**, Course Leader of MSc Data Analytics | UCLan Cyprus, CYP
- **Albert van der Kooij**, Program Director | Frisian Design Factory, NDL
- **Arman Atoyan**, Founder & CEO | X-Tech; Co-Founder & CEO | ARLOOPA, ARM
- **Tudor Mihailescu**, Co-Founder | GovFaces (EYA Winner 2014), ROM
- **Elisabeth Pergler**, Professor | FH CAMPUS 02, AUT
- **Magdalena Kubów**, Coordinator of Management & Leadership studies | SWPS University of Social Sciences and Humanities, POL
- **Guxim Shoshaj**, SEA Consultant | Webrepublic; Co-Founder | Strangers & Friends, CH

b.) ONSITE JURY – FINAL ROUND

With the kind help of the Austria-Kosovo Friendship Society the Onsite Jury Meeting and Digital Expert Forum were brought to Prishtina, Kosovo, from September 15-18, for the second time. The Innovation Centre Kosovo hosted and co-organized the Onsite Jury Meeting with the European Youth Award.

21 EYA Onsite Jurors – international experts and thought-leaders from ICT, youth, multimedia and academic sectors – came together and reviewed 54 finalist projects from 28 countries together thoroughly.

They spent numerous hours digging deep into, exploring and evaluating the submitted projects. They selected 12 EYA Winners in 8 categories which producers were invited to the EYA Festival in Graz.



- **Arto Puikkonen**, Business Manager, Build | Gofore Ltd., FIN
- **Afërdita Pustina**, National Programme Officer | OSCE Mission in Kosovo, XK
- **Vjosa Mullatahiri**, Advisor for Youth Employment Promotion and ALMP | German Development Cooperation (GIZ), XK
- **Dimitar Jovevski**, Associate Professor | Faculty of Economics – Skopje, FYR
- **Monika Kosman**, Head Of Marketing | TEDxOdense, POL/DEN
- **Rutger de Rijk**, Young Impactmakers Catalyst | Impact Hub Amsterdam, NDL
- **Tibor Kecskés**, Senior Architect and Spatial Designer | TK Studio, HUN
- **Frank Lorenz**, SVP Research & Development | SKIDATA AG, AUT
- **Valon Nushi**, YEP Coordinator | UNICEF Innovations Lab Kosovo, XK
- **Carla Fabbro**, Innovation Consultant | Copenhagen FinTech, DEN/FRA
- **Chris Bauer**, Owner | Bauer & Associates; Manager | Bureau André Heller GmbH, AUT
- **Uranik Begu**, CEO | Innovation Centre Kosovo, XK
- **Getraud Eibl**, Media & Communication Manager | Federation of Austrian Industries Salzburg, AUT
- **Timo Rostedt**, Senior UX Designer | Gofore Oy, FIN
- **Albert van der Kooij**, Program Director, Frisian Design Factory, NDL
- **Rodica Mocan**, Ph.D., Associate Professor | Babes Bolyai University, ROM
- **Jon Mark Walls**, CEO | GovFaces, CH/US
- **Julianna Faludi**, Assistant Professor | Corvinus University of Budapest, HUN
- **Anne Sofie Hoffman Schröder**, Independent Journalist, DEN
- **Stephen Vickers**, International Assessment Consultant, UK
- **Graham Cooper**, Senior Lecturer | University of Lincoln, UK

c.) SPECIAL CATEGORY: mYOUTH JURY

Due to the global partner project mYouth, EYA had a special category in 2018 for all young developers participating in the mYouth project (see capitel VII).

A special jury selected one winner from Africa, Asia & Europe during an intense Jury week in Ohrid, Macedonia (Sept. 20-24).

- **Abdul Rahman AlAshraf**, Founder | FreeCom; Consultant | MHP - A Porsche Company, GER/SYR
- **Jennifer Austin**, Founding Partner | Risky Business Ventures, ROM/US
- **Wolf Becvar**, COO | HotGloo, UX consultant, author and occasional speaker, AUT
- **Cristina Birsan**, Communications Specialist UNDP & Liaison Officer UNFCCC, GER/ROM
- **Ana Maria Bojur**, Operations Manager | Risky Business Ventures, ROM
- **Attila Horányi**, Director (BA program Design Culture) | Moholy-Nagy University of Art and Design, HUN
- **Radu Iuhas**, Founding Partner | Risky Business Ventures, ROM
- **Jaroslav Kawecki**, Software Developer | Ericsson, POL
- **Sarah Klein**, Editor in Chief | Tea after Twelve, GER
- **Yahya Marzouk**, National Coordinator, SIA Tunisia, TUN
- **Afërdita Pustina**, National Programme Officer | OSCE Mission in Kosovo
- **Georg Steinfelder**, Graphic and Communications Designer and Social Entrepreneur at ICT4D, AUT
- **Agnieszka Urbaniak**, ERASMUS+ Coordinator | Institute for New Technologies Lodz, POL

d.) FESTIVAL JURY – ONSITE EVALUATION OF THE BEST

The 16-headed Festival Jury had the tough task to select the EYA Young Digital Champion 2018 out of all EYA Winners and the mYouth Overall Winner 2018 out of the Winners of the special category mYouth.



- **Afërdita Pustina**, National Programme Officer | OSCE Mission in Kosovo
- **Lynn Lim**, Professor | FHNW, CH
- **Chris Bauer**, Owner, Bauer & Associates; Manager, Bureau André Heller GmbH, AUT
- **Manuel Neubauer**, Advisor for Science and Research | Office of the Regional Government Styria, AUT
- **Brigitta Litschauer**, Directorate EU U Coordination Environment, Federal Ministry of Agriculture, Environment and Water Management, AUT
- **Sarah Klein**, Editor in Chief | Tea after Twelve, GER
- **Panayiotis Andreou**, Course Leader of MSc Data Analytics | UCLan Cyprus, CYP
- **Jonna Iljin**, Business Design Lead | Gofore, GER/FIN
- **Markus Leitner**, Senior Product Manager | SKIDATA AG, AUT
- **Sohvi Sirkesalo**, Senior lecturer, coordinator of international affairs | TAMK, FIN
- **Josef Gründler**, Head of master degree program | FH JOANNEUM, AUT
- **Katharina Ladewig**, Managing Director | EIT Health, GER
- **Kambis Kohansal-Vajargah**, Entrepreneur, Startup Mentor, Co-Founder whatchado, EYA Winner 2013, AUT/IR
- **Marjan Icoski**, Project Coordinator | Mladiinfo, MAC
- **Wolf Becvar**, UX professional | COO HotGloo, writer, speaker, AUT
- **Julianna Faludi**, Assistant Professor | Corvinus University of Budapest, HUN



IV. EYA WINNING PROJECTS 2018 – THE BEST IN DIGITAL CREATIVITY IMPROVING SOCIETY

a.) 15 WINNING TEAMS IN 8 + 1 CATEGORIES FROM 14 COUNTRIES

Fostering Health – healthcare | sports | food | well-being

Project title: Blood Donor

Project-URL: <https://play.google.com/store/apps/details?id=com.dhurogjak.fidan.blooddonor>

Producers: Fidan Uka, Arber Ukaj, Mensur Osmani

Country: Kosovo



Blood Donor is a combined system of mobile and web applications developed for the National Centre for Blood Transfusion in Kosovo to spread the word when blood is urgently needed. Authorized users send a push notification from the web app to the mobile apps of chosen groups, requesting specific blood donations. The app targets only those who have rested enough since their last donation. People notified can then confirm if they will donate blood. The mobile app offers statistics such as the number of donations for a given user or the quantity of blood donated. The NCBT can send notifications about future campaigns, with details and exact locations appearing in the mobile app.

Blood Donor stands out with a simple and easy to use design, ensures collaboration with local officials and delivers an effective process. With the use of new technologies and its great social value, the project is a clear winner, showing potential for creating solutions outside of its native Kosovo.

“Blood Donor stands out by clearly solving a problem in an efficient manner. With a simple and easy to use design, collaboration with the local officials and an effective process, the project is a clear winner. We appreciate the use of new technologies and the great social value it has. We also see great potential in the solution outside of its native Kosovo.” – EYA Jury Report



“The project Blood Donor combines the advantages of mobile technology and social networks to address a basic medical need for which other people’s willingness to help is required. Using the capabilities of modern technology and communication, it does so in a cost-efficient and user-friendly way. With its simple approach, Blood Donor significantly enhances the available public infrastructure, improving the efficiency and quality of the blood-donation process. I am convinced that it will prove effective. I congratulate the project team for the initiative and creativity in addressing a widely spread medical need, wishing that this solution finds many applications, in Kosovo and beyond.” – Mentor Statement

Sava Dalbokov

Member of the Managing Board | Steiermärkische Bank



Fostering Health – healthcare | sports | food | well-being



Project title: ViLim

Project-URL: <http://www.vilim.lt/en/>

Producers: Mantas Venslauskas, Andrius R. Juknevičius, Edvinas Litvinas

Country: Lithuania

ViLim is a hand-held medical device using vibrational excitation for the treatment of hand tremor in patients with Parkinson's and stiffness caused by rheumatoid arthritis. A second feature, the ViLimap mobile app, is a diagnostic tool to increase the effectiveness of the ViLim ball.

ViLimap helps to distinguish the stage and type of neurological disease while monitoring the patient's condition during the therapeutic period. The ViLim ball's mechanical vibration activates neuromuscular spindle receptors. This therapy helps to reduce hand tremor by 50% to 80% of patients for a certain period of time, and morning stiffness for 86% of patients with rheumatoid arthritis after just 10 minutes.

ViLim takes a novel, yet methodical and well-structured approach, coupled with a cool design, to address health needs that impact greatly on the affected individual's ability to carry on daily life. The system has great potential both as a treatment option, as well as in tracking patients' progress.

"ViLim is an impressive project targeting a segment of the population searching for innovative ways to improve conditions that are ultimately debilitating. The jury appreciated the novel yet methodical and well-structured approach to addressing a health issue that has such a large impact on individual's ability to carry on with daily life. We saw great future potential both as a treatment option as well as a large opportunity to track patients' progress. The scalability and affordable price point splashed with cool design puts a little bit of control back in the hands of people who have struggle so hard to regain it." – **EYA Jury Report**

"I'm really surprised about the idea, quality and effectiveness of ViLim. The team developed an impressive solution which will help people with hand tremor (shaky hands) symptom which is caused by Parkinson's disease. Together with the diagnostic tool ViLimap, the ViLim team is on the right way of the field of digital health. I'm proud to be their mentor! Digital health will be one of the most important areas of research and growing market in the next decades. Tools for prevention and helping people will be one of the most attractive market options in the future. Therefore such solutions are necessary to influence the market and to show what is possible. Treatment and support tools at home are gaining more and more relevance since it gives the opportunity to reduce clinical costs. From now on, this segment will be driven by robotic, artificial Intelligence, virtual reality and so on! This new forms of tools will help the majority of the population. The cooperation from classical health sector (doctors) with the innovative ICT technology sector is on the stocks. Digital health is of course the key solution for the superannuation of the population." – **Mentor Statement**



Wolfgang Schaffer

Authorized Signatory & Senior Project Manager | bit media e-solutions GmbH

bit media
member of eee group



Project title: Pixis

Project-URL: <https://pixis.co/>

Producers: Borna Scognamiglio, Aloïs Gaborit, Wissam Sammouri

Country: France

Pixis is a web platform helping thousands of youngsters find meaningful degrees and targeted jobs. The platform gathers innovative services providing college and career guidance enhanced by data visualization and artificial intelligence. In an increasingly complex and fast changing global work environment due to digital transformation processes, services guiding young generations towards jobs guaranteeing personal and professional fulfilment are of essence.

Early and effective college guidance plays a crucial role in future employability, thus boosting life trajectories. Thanks to sophisticated data mining, data visualization techniques and machine learning algorithms, Pixis is better able to structure and deliver information, matching degrees with job opportunities. The process of finding colleges or jobs is more than about money or status, but also about values.

Pixis has a mission to relate jobs to the sustainable development goals using new techniques, while staying user-centered.

"Pixis is innovative for several reasons: it has a mission, jobs are related to one of the sustainable development goals; the process of finding colleges or jobs is more than money or status, but also about values; it is personal development in a social and economic context; the platform products and business model allow a technical and financial scalability; the tools they use to build, explore and show results are based on datamining and data-visualization. The interaction design combined with newest technology and a social mission makes them super designers for the future. PIXIS: value driven, new techniques, user-centered, sustainable." – EYA Jury Report



"There are so many career opportunities and even much more degrees to go for. When talking to youngsters in school, I realize that there is so little knowledge about that and so many questions which way to go. Providing guidance for young people from various backgrounds by taking advantage of new technologies is cool and great idea. I am happy to support Pixis' mission as I am convinced it is something good!" – Mentor Statement

Belkis Etz
VP Human Resources | SKIDATA AG

SKIDATA
KUDELSKI GROUP

Project title: StudySmarter
Project-URL: <https://www.studysmarter.de/>
Producers: Christian Felgenhauer Maurice Khudhir,
 Simon Hohentanner, Till Söhlemann
Country: Germany



StudySmarter is a learning platform to empower students to achieve their educational goals. The proprietary technology automatically creates summaries, mind-maps and flashcards from uploaded material, and also recommends suitable additional content within seconds, such as for example a video tutorial or an article. Gamification features make learning more fun, with statistics and predictive analytics boosting learning transparency. The platform brings together more than 10.000 active users, matching students from across the globe into learning communities.

StudySmarter is a free and scalable solution to solving the dropout crisis in colleges and universities and can become a platform for lifelong learning. With its excellent design, StudySmarter enjoys awesome feedback both from universities and student users who have spent a combined 110.000 hours on the platform, with 78% of them reporting better grades. An intelligent platform advancing the process of studying holistically.

“Although one can argue for the level of innovation, if put into the context, this is a very important initiative. This project provides a smart solution to an existing problem in Germany, which in part reduces the rate of early school leaving. The project is quite successful as per the data provided, which states that from 10,000 active student users, 78% have reported improvement in their grades. The free platform is highly advanced and automatically creates individual Mind-Maps, Summaries and Flashcards from uploaded study materials with the intelligent Natural Language Processing Algorithm, and enables sharing with other students. Moreover, the platform also allows for verification of the content creator and rating, therefore a student can also improve of how to extract information and present the information better. The jury has also tested the website and it is perfectly functional and the design is excellent. We believe that this project should win because it can simplify the study process and reduce the stress and anxiety of students, giving them a chance to perform better and advance ahead with their studies. Moreover the project has a great expansion plan to cover all EU by 2020.” – EYA Jury Report



“StudySmarter helps students organizing their studies and learning materials. For many students learning is difficult not because of the lack of IQ, but of the lack of sufficient learning strategies. How fast people can take on a new subject does not only depend on the difficulty of the subject by itself but also in a great portion of how new material is being consumed. StudySmarter provides an automated structure for effective and efficient learning. It will revolutionize the art of learning and thus will help to make the world a better place.” – Mentor Statement

Thomas W. Albrecht

Expert for Authenticity and Mental Innovation | TWA Mentale Innovation GmbH



TWA®
 MENTALE
 INNOVATION GmbH



Project title: The Ifs – the robotic family that teaches programming to children

Project-URL: <http://theifs.cc/>

Producers: Esther Borao Moros, Fergus Reig García, Diana Blas Bretín, Luis Antonio Martín Nuez, Borja Latorre Garcés, Sara Escota Faure

Country: Spain

The Ifs is an educational game for children from 3 years of age, to learn programming using a new method of interaction without screens, called “tangible programming.”

The game contains a 4-member robotic family interacting with each other thanks to electronic playing cards. Each of the members has a different behaviour and a star movement. One of the cards indicates the condition (IF), and the other one indicates the consequence (THEN). In this way, the child decides how she wants the robots to interact. Discovering how they can act is part of the fun. Thanks to the sensors and actuators, the robots are able to vibrate, emit sounds, project images... and much more! Children can use all their creativity while developing logical thinking.

By playing The Ifs, children are no longer mere users of technology, becoming the inventors of the next world instead. A fun, engaging and playful project that encourages the very young to explore logical programming in a screen free entertaining manner.

“A fun, engaging and playful project that encourages the very young to learn and explore accessible and logical programming in a screen free entertaining manor. The jury appreciated the drive and goals of the team in developing and designing for this target audience and believe that it’s through innovative solutions such as this that the future generations will be encouraged to adopt these skills, understanding and creative thought that will be a necessity in the evolving world.” – EYA Jury Report



“As a Product Manager at COPA-DATA I have been supporting our HR Team and local universities in their efforts to generate “new blood” for the IT Industry for several years. When I saw the approach and the results of “The Ifs” I was impressed by the idea and the concept. Especially to approach children at such an early age is a great step into the right direction. Also the modularity and the possibility to enhance the little robots in an easy way is exactly the way we also offer our solutions today to our customers. There is a lot we can learn from each other.” – Mentor Statement

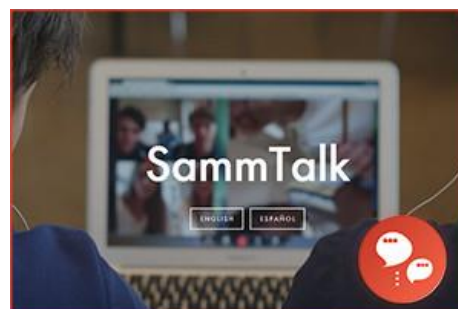
Reinhard Mayr

Head of Information Security and Research Operation | COPA-DATA



Connecting Cultures – diversity | heritage | integration | gender equality

Project title: SammTalk
Project-URL: <http://www.sammtalk.com/>
Producers: Ander Delgado Sáiz, Taylor Sawyer
Country: Norway



SammTalk is an online platform connecting secondary school language classes internationally via video chat and online social media, so that students can practice their language skills, make foreign friends, and learn about life in other places.

The platform provides teachers with information about their assigned partner class, as well as a schedule and activities, such as shared videos and photos to get started and video chat rooms to talk in real time. Essentially, with SammTalk, groups of students are given digital pen pals and various tasks aimed at encouraging language and cultural exchange, increasing motivation to learn, while developing respect and tolerance for other peoples and places.

The SammTalk team works very closely with teachers to ensure that participation is beneficial and also easy, conscious of time use, and fun. Low student motivation and inactive learning is counter-acted in a highly efficient manner. SammTalk convinces with its playful and user-friendly approach.

"SammTalk convinces with its playful and user-friendly approach. It enables students to make foreign friends and learn about life in other cultures by connecting teachers and providing engaging and easy-to-use tools for them. After almost two years of extensive user research, the project has now taken on a concrete outline and is getting ready to solve problems like low student motivation and inactive learning in an highly efficient manner." – **EYA Jury Report**



"This is an excellent platform to exchange and share in the digital era with fun and a personal touch."

Günther Wellenzohn
 Innovation Manager | Infineon



Planet Friendly – sustainable energy | biodiversity | climate change |
intelligent infrastructures



Project title: Food+x

Project-URL: <http://foodplusx.com>

Producers: Dalibor Matijevic, Matthew Pygott, Rachael Bassey Uduak, Jure Ribič, Grga Tancek, Gregor Pecnik

Country: Slovenia

Food+x is a blockchain powered platform built onto existing businesses to reduce food waste. Over one third or 1.3 billion tons of globally produced food ends up as waste. Food+x enables quick, safe and transparent distribution of surplus food through the first decentralized ecosystem for waste reduction.

The project is comprised of the Food+x platform, Robin Food Stores and the Robin Food Bank. The well-established B2B online platform strategically matches sellers and buyers of surplus food. It currently involves 120 leading European retailers, distributors, manufacturers and Horeca organisations. The Robin Food Stores provide public access to quality food that would otherwise end up as waste at discounted prices. The Robin Food Bank collaborates with charities to donate food to needy people. The platform provides two-way product traceability and transparency across the supply chain, increasing trust, saving time, reducing costs and business risks.

Food+x is making food waste history.

"We consider Food+x to be a highly innovative project that is using blockchain technology to solve an important social problem: food waste. By building on existing ecosystems that already tackle the problem, Food+x is providing relevant solutions to the need for product traceability and trust across the supply chain, saving time and resources of retailers, distributors and beneficiaries." – **EYA Jury report**



"Food+x has the potential to not only disrupt a multi-billion dollar industry but also significantly contribute to fundamental sustainability goals. Dalibor and the teams' drive and creativity are impressive and it is a privilege to see how bold and visionary this team thinks – seemingly without any boundaries. The combination of a project on top of established and proven businesses is a logical step and they well deserve the attention and potential to advance their reach and network." – **Mentor Statement**

Markus Leitner

Senior Product Manager – Strategic Partners | SKIDATA AG

SKIDATA
KUDELSKI GROUP

Active Citizenship – digital journalism | democratic participation | social cohesion
| human rights

Project title: Soliguide
Project-URL: <https://soliguide.fr/>
Producer: Victoria Mandefield, Domitille Raveau, Audrey Désiré
Country: France



Soliguide is a multimodal platform providing homeless people and refugees with helpful information. Where can I eat? Shower? Wash my clothes? Get social welfare? These are just some of the questions that worry homeless people and refugees on the streets of Paris and elsewhere.

Soliguide is comprised of a huge database linked to a website, mapping over 4600 structures in three large French cities, a future mobile app, and interactive kiosks that are available directly on the street in order to help orientate hundreds of people, saving time and social services for acute problems. As an App, it also permits non-homeless people to advise on what is available.

Soliguide is sustainable and capable of infinite expansion across Europe and beyond. It provides choice, and hence self-respect, to diverse yet disadvantaged groups of people. It is easy to use and its graphics are appealing. Local content can easily be added to its robust, flexible and effective structure. Soliguide has immense social value.

"Soliguide is an application designed to improve the quality of information available to homeless people in cities. In each large city there is often a range of facilities open to homeless people, but there are limited ways in which a person who is not connected to traditional information networks can see on a map where (s)he can, for instance, shower, sleep safely, eat or drink. Soliguide fills this gap admirably. As an App, it permits non-homeless people to advise on what is available. Since homeless people themselves rarely have mobile phones, it is also available in booths in public places in Paris and Bordeaux, and shortly in Nantes. It is easy to use and its graphics are appealing; local content has to be added to its robust, flexible and effective structure. It is sustainable and capable of infinite expansion across Europe and beyond. Its social value is immense, since it provides choice, and hence self-respect, to a diverse yet very disadvantaged group of people." – **EYA Jury report**

"To learn from the team about how they build and grow the Soliguide platform, was an amazing experience for me. The team is doing an excellent job by giving homeless people a platform that they can easily access and where they can find a kind of digital shelter."



For me personally it is exciting how engaged the team has designed and build the platform to bring society closer together with homeless people and support the very important integration process. The intuitive framework supports already thousands of homeless people, by mapping 3600 structures and useful information on the platform. This is a great contribution to society and will definitely heavily support the people that need our help the most. Clear structured information takes away hurdles of onboarding people on digital platforms and burden of gathering the needed information. I wish Victoria and the team all the best for the future and want to thank them once again for the excellent work." – **Mentor Statement**

André Perchthaler

Senior Manager Global Digital Solutions | NXP



Sustainable Economics – financial literacy | employment | decent work



Project title: Ethicjobs

Project-URL: <https://www.ethicjobs.com/>

Producers: Luca Carrai, Riccardo Sonnino, Chiara Pizzi, Joseph John D'Alessandro

Country: Italy

Ethicjobs is an online platform to certify enterprises that present the highest standards of workplace well-being, by focussing on the satisfaction of people who work there.

Starting from the bottom up, employees are in charge of their work environment and evaluate their working conditions in a detailed questionnaire. Data collected from the surveys are elaborated by a proprietary algorithm to produce a weighted evaluation of different variables and to generate a customized result devoid of outliers. A detailed report is presented to the employer. Management has access to a wide range of information necessary to improve the productivity of the enterprise. As it sustainably develops, the company qualifies to display the Ethicjobs' ethical workplace certificate for one year and to be inscribed in a growing network of ethical businesses.

Ethicjobs can propose external consultants – therapists, motivators, team builders, consultants etc. – in accordance with company needs to tackle single issues. Better jobs, better lives!

"We as the jury are happy to have Ethicjobs as a winner. They are doing business already and the possibilities of impact are huge. We really like the bottom-up approach and giving the employees ownership of their work environment. On the other side it will help companies to distinguish themselves as ethically well-organized companies. This will help them to get the right talent on board. We hope that they can scale up in the future and reach many more companies & countries." – **EYA Jury report**



"Ethicjobs is an outstanding project. The aim of Ethicjobs is to provide a certification, in order to assess employers concerning good work conditions. To be certified can be a milestone for companies on their way to become a responsible and sustainable employer. Employer Branding will become more and more important, because attractive brands will win the race in hiring the best talents." – **Mentor Statement**

Olaf P. Poenisch

Chief Executive Officer | Santander Consumer Bank



Sustainable Economics – financial literacy | employment | decent work

Project title: Sharqi Shop

Project-URL: <https://sharqi.shop/>

Producers: Saleem Najjar, Emad Jaghasi, Ahmad Aqraa, Bayan Allou, Ahmad Kayali, Mohammad Irshaid

Country: Jordan



Sharqi Shop is an online platform enabling artisans in Jordan to sell their creations online and access international markets. Besides the online platform, Sharqi Shop provides artisans with services that guarantee to make sales.

As the result of war, many skilled, trained craftspeople have fled from Syria to Jordan, where they face many obstacles in finding sales channels, as the Jordanian market is small and saturated, resulting in small revenues. Sharqi Shop connects artisans to customers in the Arab Gulf and Europe, by promoting their creations directly to online shoppers. The services vary from packaging, professional photos and writing of product descriptions, to digital marketing campaigns and development of better product designs.

The online platform supports the reintegration of Syrian artisans, most of whom are women, in the job market, helping them to generate income and build their lives in Jordan. The impact reaches far beyond just the artisans, sustaining entire families. Sharqi Shop opens doors to new opportunities.

“This project is designed to make a difference in the life of Syrian refugees, especially of Syrian woman which are the most effected victims in refugee camps. The online platform enables artisans sell their creations online, and access international markets. It opens doors to new opportunities, gives them the chance to earn an own income and to sell their artwork outside the refugee camps in more wealthy regions in the Arab Gulf and Europe. It supports them with marketing the own work, managing the delivery chain, the customs and handles as well payments for the artisans. The online platform supports the reintegration Syrian artisans who fled Syria most of which are women, helping them generate income and build their lives in Jordan.” –EYA Jury report



“From the very first impression you can see, that this is more than just an online shop. You feel the passion of the artisans, as they are not only selling their products, but showing who they are and how it was created, all supported by communication- and design consultancy from the team around Mr. Saleem Najjar. This makes it a unique shopping experience, making me curious who is behind the piece of art, inspiring me to buy a creation, where I can tell a story about.” –Mentor Statement

Katharina Rothbucher
Head of Marketing | SKIDATA AG

SKIDATA
KUDELSKI GROUP



Project title: Boxwise

Project-URL: <https://www.boxwise.co/>

Producers: Hans Peter Gürtner, Bart Driessen, Ben Firshman, Niki Manoledaki

Country: Greece

Boxwise is an open-source web application making it easy for organisations to distribute donated goods to people in need in a fair and dignified manner.

Warehouses full of donated goods can quickly turn to chaos. Boxwise makes sure organisations know what they have, where it is, and what they need to restock. No complicated hardware is involved — only a smartphone. Boxwise eases the work of volunteers dramatically and helps them to treat people in need as equals. It creates a respectful atmosphere by facilitating distribution according to need, where people are treated like clients, not beggars.

Boxwise can be used in Internet constrained environments. As the project is open-source, long-term support and further development are secured by a large group of volunteer developers.

Boxwise offers organisations a toolbox for receiving, storing and distributing donations through free-shops. The system passed the first implementation test in refugee camps in Greece with flying colours. Boxwise is engaging and inspiring.

The project is designed to solve a fundamental problem in refugee camps. It eases dramatically the work of volunteers and aid organizations to categorize and manage their huge and fast changing inventory. In addition it enables them to know what they have in their warehouse and allow them to setup an efficient, need-based distribution of goods to the refugees. With the first successful implementation in Greece refugee camps Boxwise passed successfully the prove of concept phase. The jury felt this work very engaging and inspiring. –EYA Jury report



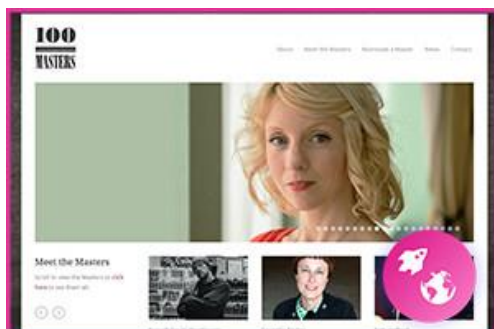
“Boxwise is addressing a serious problem in refugee camps: the distribution of donated goods to people in need. The unique selling preposition of the project is the real world experience of the team in a refugee camp in northern Greece. They implemented an open-source web application that solves the challenges volunteers are facing doing their daily business. It's great to see and feel the expertise and passion of the project team members and their goal to have a social impact with the technology they develop.” –Mentor Statement

Mike Pichler

Branch Manager | Siemens AG Austria

SIEMENS
Ingenuity for life

Open Innovation - disruptive apps | crazy stuff | digital magic | improving the world



Project title: 100 Masters

Project-URL: <http://www.100masters.co.uk/>

Producers: Liam Smyth, Parminder Dosanjh, Sajida Carr, Rosalind Argo, Laura Dicken, Liam Smyth, Amelia Beavis-Harrison, Emma Harrison, Urban Hax, Juneau Projects, Kerry OCo

Country: United Kingdom

100 Masters is an online campaign profiling experts of today to inspire the pioneers of tomorrow.

100 Masters uses digital innovation to amplify under-served voices, promote civic participation, raise aspirations and encourage people to connect, learn and create in marginalized communities where modernity has failed to replace disappearing traditional employment.

Asking people to nominate someone brilliant they know, 100 Masters uncovered a breadth of local talent, from Indian drum virtuosos and aerospace engineers to visually-impaired marathon runners and mosaic artists in the four metropolitan boroughs in the UK known as the "Black Country". The final 100 Masters shortlist was representative of the diversity in the region featuring stories from 100 makers, leaders, hobbyists and thinkers from every faith, race, gender and background.

100 Masters can be scaled to fulfil the needs of communities across the globe. 100 Masters is an outstanding project for connecting artists and creatives in regions of transition, addressing social needs while informing and educating to inspire future talents.

"100 Masters is mostly an arts campaign to identify contemporary skilled people from the Black Country which won for the following reasons: The jurors were convinced that it is promoting and connecting artists and creatives in a region of transition, it is finding hidden talent there, it is informative and educating, it is addressing a social need and helps inspire future talents. For those reasons it was outstanding in its category and was chosen by the jury as the category winner." –EYA Jury report



"I am proud to be mentor of such a great project. It is not only inspiring to see young people contribute to the future of our world but also to experience the passion that comes with it. "100 Masters" helps us to make sure that hard work and passion for every individual in the world will pay off. As I am travelling the whole world during my work, I am glad that the rest of the world is also able to take notice of the hard work, that is being done by the people of the Black Country. We at Arthur D. Little are always looking for the best and noteworthy persons, who can contribute something special to our company. For this reason the concept of "100 masters" is what we are living in our organizational environment but enlarged to the world. I am delighted to be part of the "100 masters" mission." –Mentor Statement

Karim Taga

Managing Partner | Arthur D. Little Austria GmbH

Arthur D Little

Special Category: Winning Project mYouth Africa

Project title: Mtabe

Project-URL: <https://mtabeapp.com/>

Producers: Given Edward, Rukudzo Nyoka, Samson Yindi, Paul Emmanuel, Witness Sindato, Said Maganza, Flora Kipacha, Abubakar Kitalula, Robert Yindi Samson,

Country: Tanzania



Mtabe is a start-up using artificial intelligence and SMS technology to deliver learning content to students in Tanzania who cannot afford textbooks and have no Internet access. It is so simple that an average African student needs no new device to get started.

Mtabe's goal is to help young people transform their lives through education, using technology to make learning easier, quicker and more efficient. Secondary school students aged 13-22 simply send their questions via the messaging area of their phone to Mtabe and receive the answer in a few seconds. The Mtabe team of educators, developers, entrepreneurs and experts covers all aspects of learning, providing instant, curriculum-aligned learning content to students via SMS, so that a young person in a place without light or internet can still learn.

Partnering with the Institute of Education, the project ensures that content is of top quality and designed for inclusion. Mtabe is driven by high social impact, as well as a sustainable business concept.

"Mtabe is a project that will definitely have an impact on the way how African pupils can easily access certified information on and offline in order to educate themselves. It is driven by a high social impact as well as a sustainable business concept." – **EYA Jury Report**

Special Category: Winning Project mYouth Asia



Project title: UMix Music App

Project-URL: <http://umix.hk>

Producers: Kenneth Au, Benjamin Lai

Country: Hong Kong

UMix Music App is a portable music production app to create digital music by simply using one's voice.

To overcome the barriers to creativity of professional music softwares – high budget, steep learning curve and sophisticated UI – the UMix Music App team has developed voice-to-MIDI conversion, key signature detection, chord detection and rhythm detection algorithms, using digital audio processing techniques which enable the user to transpose a melody from voice to any instrument. By humming the melody, users produce

a complete digital music work anytime and anywhere, reducing the complexity of music composition and mastering skills. Ultimately, the current digital music production industry will be revolutionized in that anyone can produce music easily, irrespective of age, background and music preferences.

The UMix Music App provides a new window of opportunity for users in Hong Kong, where youngsters are only taught classical music at school, to learn music in a different way, while sharing their compositions with the community.

"This project has the potential to revolutionize the way music could be created as the way it enables the user to transpose a melody from voice to any instrument is technically very advanced. The jury considered that the project is providing a new window of opportunity for users in Asia, specifically in Hong Kong and potentially worldwide. there are similar apps developed in the past, however, it is important that a country specifics in this case apply, due to the youngsters being taught only classical music at school. Therefore, Umix should be honored because it provides people the opportunity to develop their talent and learn music in a different way and with lower barriers, and also enabling them to share their compositions." –EYA Jury Report

Special Category: Winning Project mYouth Europe



Project title: Studentist

Project-URL: <https://www.studentist.io/>

Producers: Mario Vasile Cătălin, Ana-Maria Moldovan, Silviu Macovei, Stefan Blaga

Country: Romania

Studentist is an app helping dental students to practise on real patients. In Romania, dental students are required to gain experience and work with patients to complete their studies. Professional dental care is very expensive and many poor people cannot afford it, thus they are ready to risk the services of a student for a smaller fee. The main goal of Studentist is to connect these target groups, matching patients needing dental care with students needing practice. Students work under the supervision of a university professor ensuring professionalism and safety. Patients only have to pay materials.

An excellent project that creates a win-win situation for dental students and patients alike. The proposal is socially engaged, sustainable (even profitable) and can be upscaled by introducing it to other countries with similar structural needs.

STUDENTIST is an app that connects dental students who are in need of patients to practice on, and patients who are willing to ask their help if it costs less. The jury found this an excellent project that creates a win-win situation for students and patients alike. The proposal is socially engaged, sustainable (even profitable) and can be upscaled by introducing it to other countries with similar structural needs. – EYA Jury Report

b.) OVERALL WINNER: EUROPEAN YOUNG DIGITAL CHAMPION

Food+x (Category: Planet Friendly)

The EYA Young Digital Champion 2018 is "Food+x": marvelously presented by its founder Dalibor Matijevic, the jurors recognized its potential to significantly contribute to a fundamental SDG. It tackles the problem of food waste with a blockchain powered platform built onto existing businesses.

"As young entrepreneurs, we try to leave a mark on earth. To inspire others, lead them, we need to apply to such competitions, and winning EYA 2018 is something we were dreaming about. We're so delighted to have been selected for 2018. It means a lot to us, it gave us motivation to look forward to the coming future.", says Dalibor Matijevic.



c.) OVERALL WINNER mYOUTH: MTABE



Convincing the jury to be selected as best project in the special category was Mtabe from Tanzania. Mtabe was presented by its young and passionate CEO Given Edward. The Mtabe app may change the lives of African pupils, enabling them to access certified learning content when neither textbooks nor internet connection are not available. The Jurors are well aware of the massive role played by education in the reaching of the SDGs, therefore grating Given and his team with this award.

"I believe that the challenges faced by young people and their solutions cut across borders. For this reason, I went on to enter the EYA: to meet other young innovators on an international platform where we can share our challenges and celebrate our successes. I'm glad it turned out to be exactly what I had hoped for.", says Given Edward.

d.) SPECIAL AWARDS: EYA PARTNER HIGHLIGHTING CERTAIN ASPECTS OF THE WINNING PROJECTS

BEST BUSINESS POTENTIAL AWARD BY THE CITY OF GRAZ (ECONOMIC DEPARTMENT)

The experts of the Economic Department of Graz traditionally award the winning project reflecting best the ambition of its economic strategy with the Best Business Potential Award.

The Award went to Food+x as a project wisely implemented on top of a multi-billion-dollar industry, with a strong strategy and a bold vision.



SPECIAL AWARD BY THE AUSTRIAN FOREIGN MINISTRY



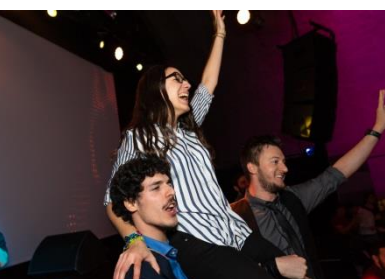
Sammtalk caught the attention of the Austrian Foreign Ministry with their innovative initiative to connect pupils from all over Europe to learn languages, make international friendships and fight prejudice.

Sammtalk is a remarkable example of how digitalisation of education can build a future of unity and peace.

V. EYA FESTIVAL 2018 – JOIN FORCES FOR SOCIAL CHANGE!

a.) THE FESTIVAL IN A NUTSHELL

- A European event conducted under the patronage of the Council of Europe in Graz, Austria, for the seventh time.
- Digital social entrepreneurs and start-ups fighting for the goals of the Council of Europe and strategy Europe 2020 as well as the UN SDGs and therefore rise to the social challenges of today's world.
- Highly qualified experts from the fields of ICT, start-ups, youth, economy and science.
- 3 days full of digital innovation, social entrepreneurship and creativity.
- In Graz, a city with focus on design, innovation, human rights and youth.



b.) FESTIVAL PARTICIPANTS

- 25 Winners from 15 teams
- 36 international speakers and moderators
- Students from Romania (5), Germany (11), Switzerland (17), Denmark (4), Finland (10), Macedonia (12), Hungary (4) and Bosnia & Herzegovina (4)
- 56 students from FH CAMPUS 02, 29 students from FH JOANNEUM
- 112 students from FH JOANNEUM and FH CAMPUS 02 listening to the Winners Presentations
- EYA Festival Jury (16)
- Mentors
- Young entrepreneurs from all over Europe
- ICT experts and digital natives
- Academics
- Austrian Festival and network partners
- Representatives of NGOs
- Media representatives and young journalists (36) participating in the *Media Moving Forward II Camp*
- Representatives of sponsoring institutions and supporters

In total over **360** conference attendees from **40** different countries in **3** days - **280** guests at the Gala Ceremony.



c.) FESTIVAL PROGRAM – DYNAMIC COLLABORATION TO IMPROVE SOCIETY

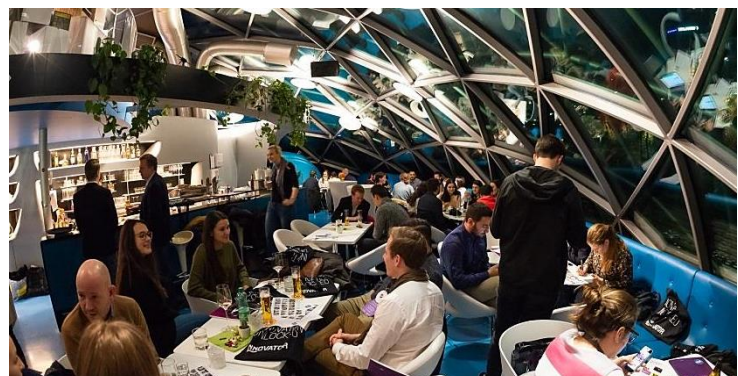
Wednesday, November 28, 2018

14.30 – 15.00 | Winners Welcome in Graz | First Get2Gether for EYA Winners! (for Winners only)

16.00-17.45 | Registration Café

Murinsel, Lendkai 19

Event registration at a very special venue. All the festival participants picked up their welcome bags and had the chance to meet each other while playing games and having a nice cup of coffee.



OPENING CEREMONY OF THE EYA FESTIVAL 2018

City Hall Graz, Senate Chamber, 2nd Floor, Hauptplatz 1

18.15-19.00 | Europe's Digital Heroes – Lightening Talks and Official Opening

With awesome guests of honor:

- ☆ Anna Hopper, City Councilor Graz, Austria
- ☆ Barbara Nussmüller and Eberhard Schrempf, Creative Industries Styria, Austria
- ☆ Elke Lujansky-Lammer, Ombud for Equal Treatment, Regional Office Styria, Austria
- ☆ Lukas Mandl, Member of the European Parliament, Austria (video message)

Moderator: Peter A. Bruck, Honorary Chairman ICNM, Austria

19.00-19.40 | Ten Meters of Thinking

With and by Paul Hughes, Director of Ten Meters of Thinking, Ireland

19.40-21.00 | Networking with new friends and fans

Socialising at the City Hall Graz



Thursday, November 29, 2018

Audimax, FH JOANNEUM, Eggenberger Allee 11

in cooperation with
FH JOANNEUM
University of Applied Sciences

Morning Session: Meet, learn, build!

9.30-9.45 | Welcome to the EYA Festival

Peter A. Bruck, Honorary Chairman ICNM, Austria

9.45-11.30 | EYA Campfire: Flames of Inspiration

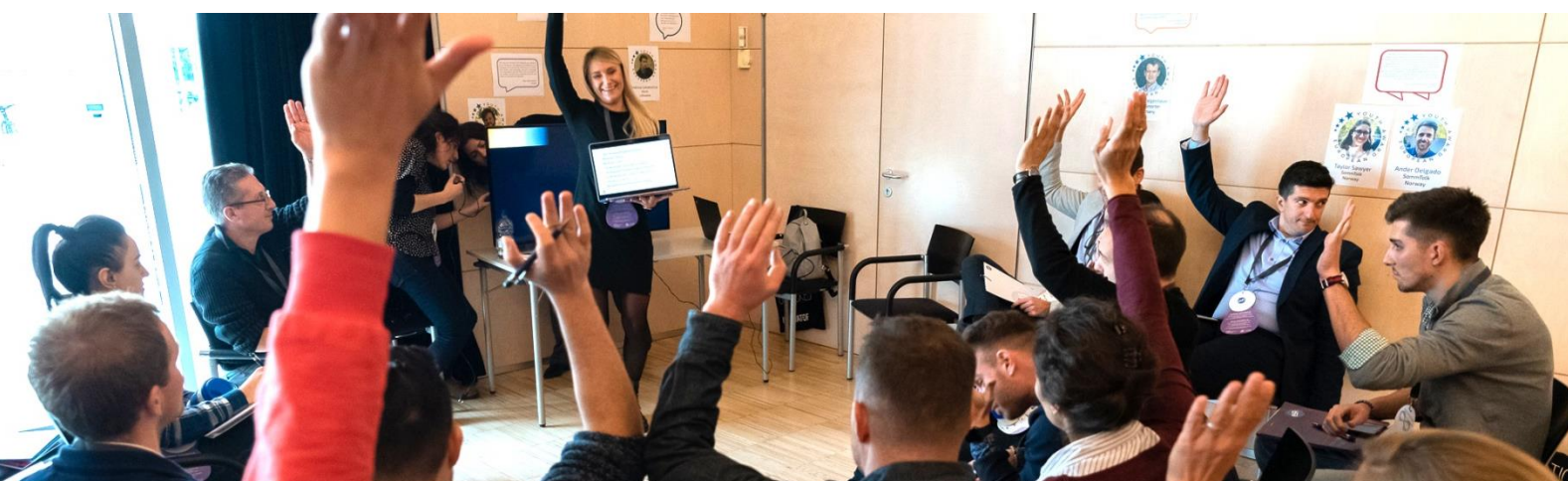
"Learning the hard way" – in small groups, participants listened to stories & first-hand experiences of EYA mentors, former winners and other international experts from fields of innovation, start-ups, digitization and social impact.

- ☆ Thomas W. Albrecht, Expert for Authenticity and Mental Innovation | TWA Mentale Innovation GmbH, AUT
- ☆ Wolf Becvar, UX professional, COO HotGloo, writer, speaker, AUT
- ☆ Matteo Consonni, Business Creation Manager | EIT Health Germany, GER/ITA
- ☆ Jonas Dinger, Coordinator | Social Impact Award, AUT
- ☆ Ahmed El Sobky, Vice CEO | Information Technology Industry Development Agency (ITIDA), EGY
- ☆ Alexander Haider, Managing Director | LCT Light & Concrete Technology, AUT
- ☆ Paul Hughes, Director | Ten Meters of Thinking, NDL/IRL
- ☆ Reinhard Mayr, Head of Information Security and Research Operation | COPA-DATA, AUT
- ☆ Pihla Rostedt, Designer | Rostedt & Co, FIN
- ☆ Timo Rostedt, Senior UX Designer | Gofore, FIN
- ☆ Wolfgang Schaffer, Authorized Signatory & Senior Project Manager | bit media e-solutions GmbH, AUT
- ☆ Stefan Schennach, Member of the Federal Council Austria, AUT
- ☆ Jörg Simon, Senior Developer & Researcher | Know-Center, AUT
- ☆ Eva Verfürth, Editor in Chief | Tea after Twelve, GER
- ☆ Bernhard Weber, Center of entrepreneurship and applied business studies | University of Graz, AUT
- ☆ Rüdiger Wetzl-Piewald, Director | Social Business Club Styria, AUT
- ☆ Nora Wolloch, Project Manager | World Summit Awards, AUT
- ☆ Christoph Zwahlen, Global Marketing Manager Access Management | NXP, AUT



11.45-13.15 | Interactive Capacity Building Workshops

- ☆ "Blockchain for social impact: does it make sense to move your project on blockchain?", *Odetta Isevičute, Brain on chillies, LIT*
- ☆ "Countering fake news & drama", *Sarah Klein & Eva Verfürth, Tea after Twelve, GER*
- ☆ "Step into the light: Analytics-driven organizations", *Panayiotis Andreou, UCLan Cyprus, CYP*
- ☆ "Strategies for Social Impact – how to achieve social change", *Jonas Dinger, Social Impact Award Austria, AUT*
- ☆ "Successful Concept Development and Beyond!", *Chris Bauer, Bauer & Associates, AUT*
- ☆ "UX Design Tactics Bootcamp", *Attila Horányi, MOME; HUN & Wolf Becvar, HotGloo, AUT*



Afternoon Session: Digital Solutions with Social Impact: Winners 2018 Presentations

Presentation of the Winning Projects by the winning teams and Jury Q & A

WINNERS BLOCK I: Healthy Life & Smart Learning

Moderators: Dimitar Jovevski & Pihla Rostedt

WINNERS BLOCK II: Connecting Cultures, Planet Friendly, Active Citizenship

Moderators: Odeta Isevičute & Attila Horányi

WINNERS BLOCK III: Sustainable Economics, mYouth

Moderators: Dimitar Jovevski & Irene Polycarpou



Evening Session: Workshops & Final Decision

19.00-20.00 | Local Students Program Workshops

Development of business models as well as technical analyses for the winning projects by students of FH CAMPUS 02 and FH JOANNEUM

20.00-22.00 | The Final Choice: Jury Dinner and Decision Meeting

Vote for the overall winners (EYA and mYouth)

Festival participants and Winners after the Workshops enjoyed a free evening in Graz!

Friday, December 30, 2018

Audimax, FH JOANNEUM, Eggenberger Allee 11

in cooperation with
FH JOANNEUM
University of Applied Sciences

Morning Session: EYA Solution Jam

10.00-13.00 | EYA Solution Jam

Companies from different fields presented a real-life challenge. Participants worked together in changing working-groups on these challenges and presented their smart ideas in the end. Challengers:



Afternoon Session: EYA Open Space

14.15 – 16.15 | Open Space: Student Exhibition

International students from all over Europe and local students from Graz showcased the results of the EYA Student programs interactively (presentations, open discussion and vote for the best international and the best local student team).



Gala Evening: Celebrating Excellence

19.00 Doors open & cocktail & reception | 20.00 Begin of the Gala Ceremony | 22.00 Afterparty

Celebrating the learnings from the Festival with new friends, the Gala Ceremony was the final peak of the three days long event. It was organized in partnership with the European Commission Representation Austria).

Hosts: Peter A. Bruck, Honorary Chairman ICNM, Marc Fähndrich, European Commission Representation Austria

Masters of Ceremony: Ivory Parker, DJ & Superhero & Afërdita Pustina, OSCE Mission in Kosovo

Laudators:

- **Ana Alibegova**, Co-founder of Mladiinfo
- **Marc Fähndrich**, Advisor for Economic Governance at the European Commission's Representation in Vienna
- **Nigel Hickson**, Vice President ICANN
- **Sandra Holasek**, Member of the Regional Parliament representing Regional Minister Barbara Eibinger-Miedl (in charge for economics, tourism, Europe and science) and Regional Governor Hermann Schützenhöfer
- **Anna Hopper**, City Councilor representing the mayor of Graz Siegfried Nagl and City Councilor Günter Riegler
- **Katharina Ladewig**, Managing Director of EIT Health Germany
- **Valdrin Luka**, Federal Minister of Economics, Kosovo
- **Verena Nussbaum**, Member of the Austrian Parliament, representing Regional Minister for Youth Ursula Lackner and Deputy State Governor Styria Michael Schickhofer
- **Susanna Slivensky**, representing the Secretary General of the Council of Europe, Mr. Thorbjørn Jagland
- **Josef Smolle**, Member of the Austrian Parliament



d.) FESTIVAL SPEAKERS & MODERATORS: UNIQUE WORKSHOPS AND KNOWLEDGE-TRANSFER

36 international and national speakers and moderators made the EYA Festival unique by sharing their expertise and experiences.



- **Odetta Isevicicute**, Owner | Adcanon; Co-Founder & CMO | Dealoyal, LIT
- **Jonas Dinger**, Coordinator | Social Impact Award, AUT
- **Chris Bauer**, Owner | Bauer & Associates; Manager, Bureau André Heller GmbH, AUT
- **Stefan Schennach**, Member of the Federal Council Austria, AUT
- **Pihla Rostedt**, Designer | Rostedt & Co, FIN
- **Hartwin Kostron**, Marketing & Creative Director | Young Mountain Marketing GmbH, AUT
- **Wolfgang Skerget**, Head of Coordination, Office City of Design Graz, AUT
- **Jonna Iljin**, Business Design Lead, Service Design | Gofore, GER/FIN
- **Markus Leitner**, Senior Product Manager - Strategic Partners | SKIDATA AG, AUT
- **Manuel Reimann**, Sales Manager | Heijar Software GmbH, AUT
- **Dimitar Jovevski**, Associate Professor at Faculty of Economics, University of Skopje, MAC
- **Nora Wolloch**, Project Manager | World Summit Awards, AUT
- **Wolfgang Schaffer**, Authorized Signatory & Senior Project Manager | bit media e-solutions GmbH, AUT
- **Christoph Zwahlen**, Global Marketing Manager | NXP, AUT
- **Elke Lujansky-Lammer**, Ombud for Equal Treatment | Head of the Regional Office Styria, AUT
- **Peter A. Bruck**, Honorary Chairman ICNM, CEO | Research Studios Austria, AUT
- **Reinhard Mayr**, Head of Information Security and Research Operation | COPA-DATA, AUT
- **Nadja Suvi Tuulia Debenjak**, CEO | Heijar Software GmbH, AUT
- **Panayiotis Andreou**, Course Leader of MSc Data Analytics | UCLan Cyprus, CYP
- **Paul Hughes**, Director of Ten Meters of Thinking, NDL/IRL
- **Matteo Consonni**, Business Creation Manager | EIT Health Germany, GER/ITA
- **Marjan Icoski**, Project Coordinator | Mladiinfo, MAC
- **Bernhard Weber**, Center of entrepreneurship and applied business studies | University of Graz, AUT
- **Attila Horányi**, Director (BA program Design Culture) | Moholy-Nagy University of Art and Design, HUN
- **Sarah Klein**, Editor-in-Chief | Tea after Twelve, GER

- **Wolf Becvar**, UX professional, COO | HotGloo, writer & speaker, AUT
- **Rüdiger Wetzl-Piewald**, Director | Social Business Club Styria, AUT
- **Thomas W. Albrecht**, Expert for Authenticity & Mental Innovation | TWA Mentale Innovation GmbH, AUT
- **Afërdita Pustina**, National Programme Officer | OSCE Mission in Kosovo
- **Eva Verfürth**, Editor-in-Chief | Tea after Twelve, GER
- **Irene Polycarpou**, Professor of Technology and Innovation in Education | UCLan Cyprus, CYP
- **Timo Rostedt**, Senior UX Designer | Gofore, FIN
- **Sigrid Merth**, Head of staff development department | Styrian Business Promotion Agency (SFG), AUT
- **Alexander Haider**, Managing Director | LCT Light & Concrete Technology, AUT
- **Ahmed El-Sobky**, vice CEO | Information Technology Industry Development Agency (ITIDA), EGY
- **Susanne Urschler**, Head of the Micronetworks unit | Styrian Business Promotion Agency (SFG), AUT

VI. EYA MENTORSHIP PROGRAM

– BUSINESS 2 TALENT

Called into existence in 2014, the EYA Mentorship Program has proven to be one of the most valuable aspects of assistance the EYA provides to its winners. Having a vivid concept as an EYA winner is just the beginning of a long, rocky journey to build a sustainable and profitable business. Self-motivation and ambition, or even fierce passion, does not immediately equate to success. Winners need business know-how, entrepreneurial expertise and experience to take their innovations to the next level.

Many committed, outstanding, and impressive personalities have agreed this year to share their knowledge with the EYA Winners of 2018. Each mentor has selected one winning project and has guided and instructed the project team for two months.

The mentoring team 2019 was made up by:



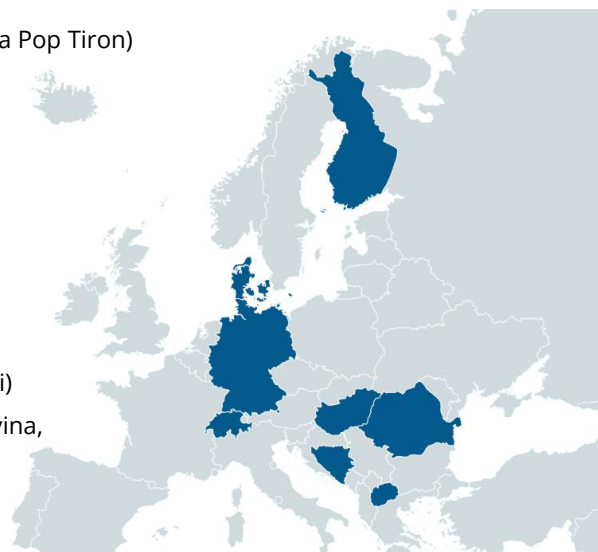
VII. YOUTH FOR INNOVATION – EYA STUDENT PROGRAMS 2018

Through EYAs Youth for Innovation program, smart people from all over Europe are actively connected and provided with a platform for international knowledge exchange. In cooperation with its academic partners, EYA conducts two special student programs which have been growing to a large extend over the past years. The task: analyzing the winning projects, developing further ideas and making suggestions for improvement.

a.) THE INTERNATIONAL ONLINE STUDENT PROGRAM – EUROPEAN YOUTH FOR EYA WINNERS

Students of the following universities collaborated online and analyzed the winning projects in terms of originality, content, design, functionality, target group, user experience, marketing, law and copyright:

- ☆ **Babes-Bolyai University**, Romania, **5** students (Coordinator: Cristina Pop Tiron)
- ☆ **FH Kiel**, Germany, **11** students (Coordinator: Franziska Uhing)
- ☆ **FHNW**, Switzerland, **17** students (Coordinator: Lynn Lim)
- ☆ **EAL**, Denmark, **4** students (Coordinator: Jakob Thomsen)
- ☆ **TAMK University**, Finland, **10** students
(Coordinator: Sohvi Sirkesalo)
- ☆ **University of Skopje**, Macedonia, **12** students
(Coordinator: Dimitar Jovevski)
- ☆ **MOME University**, Hungary, **4** students (Coordinator: Attila Horányi)
- ☆ **CROPbotics**, Youth STEM Community, & **IT Girls**, Bosnia & Herzegovina,
4 students (Coordinator: Tanja Madžarević)



Students from these universities were connected online in small groups and assigned to the winning projects. The communication was conducted via open source software like Google+, Skype, Facebook and/or e-mail. Each group was guided by one of the university coordinators and the EYA team.

Youth for Innovation / Student Program Supporter:



b.) THE LOCAL STUDENT PROGRAM – FHs AND UNIVERSITIES IN GRAZ WORK ON THE EYA WINNING PROJECTS

The task set in the local student program was also to analyze and further develop the winning projects. In contrast to the international program, students did not work together online but onsite. They participated in the winning presentations followed by a Q & A workshop with the winning teams. Within the next 12 hours, they had to work on and finish their analyses. Therefore, the conditions were difficult: only on the basis of the just given information and under time pressure, they had to prove their competence and knowledge.

Students from FH CAMPUS 02 (58, coordinators: Michael Terler, Elisabeth Pergler, Walter J. Rath and Wolfgang Knöbl) and FH JOANNEUM (29, coordinator: Lisa Mahajan) participated in this project.

Local Student Kick-Off & Festival Preview

Prolonging past year's tradition, an official Kick-Off Event for the Local Student Program and Festival Preview took place in Graz. It was organized in cooperation with Code Week, mYouth 2.0 and Mladiinfo on the Murinsel.

All EYA Winning projects were presented in a nutshell at this event on October 18. This made it easier for the students to select the project they were most interested in to work on.



c.) OPEN SPACE: THE EXHIBITION – INTERACTION, FEEDBACK, CREATIVITY

The students had to showcase the results of their analyses on posters and hand-outs and present them during the Student Exhibition at the EYA Festival. Therefore, every EYA winning team gained two project analyses from the international and national students.

The EYA Winners were amazed by the creativity and efforts of the student teams.



d.) THE BEST WORK OF THE STUDENTS – RECOGNIZED FOR THEIR ENGAGEMENT AND EFFORTS

The decision who was the best local and who the best international team was based on an Expert Jury **and** an audience voting (similar to the Eurovision Song Contest Voting System).

Two Expert Juries and the audience had to select the best teams on the basis of the posters and presentations of the local and international student groups.



The **Expert Jury** to select the best **international student team** was made up by:

- **Nigel Hickson**, Vice President ICANN, BEL
- **Ahmed El-Sobky**, Vice CEO, Information Technology Industry Development Agency (ITIDA), EGY
- **Elisabeth Pergler**, Faculty Member, FH CAMPUS 02, AUT
- **Michael Terler**, Innovation Management Professor, FH CAMPUS 02, AUT
- **Lisa Mahajan**, Project Manager and Junior Lecturer, FH JOANNEUM, AUT
- **Irene Polycarpou**, Professor, University of Central Lancashire, CYP

The team working on **“Blood Donnor”** made the race: Lisa Seibert (FH Kiel), Stephanie Pfister (FHNW), Maria Mikhaylova (TAMK), Teo Zdravkovski (University of Skopje).

The **Expert Jury** to select the best **local student team** was made up by

- **Attila Horányi**, Director (BA program Design Culture), MOME, HUN
- **Raoul Bhatia**, Manager of DevOps and Engineering, Cisco, AUT
- **Lynn Lim**, Professor, FHNW, CH
- **Franziska Uhing**, Professor for Interactive Media, University of Applied Sciences Kiel, GER
- **Lukas Stockinger**, Programs Director, Salzburg College, AUT
- **Cristina Pop-Tiron**, PhD Researcher, Babeş-Bolyai University, ROM

They chose the team working on **“Pixis”** (Marlene Alkier, Moritz Jellenz, Carina Köppel, Katrin Wrulich, Renison Crawford studying Business in Emerging Markets, FH JOANNEUM).

The winning student groups were awarded at the Gala Ceremony at the Dom im Berg. They received prizes from Kleine Zeitung and vouchers.

VIII. FURTHER EYA EVENTS:

I. EYA ONSITE JURY & DESIGN THINKING FORUM 2018

a.) GENERAL INFORMATION

In 2018 for the fourth time, the final winners' selection took place onsite. With the kind help of the Austria-Kosovo Friends Association the EYA Onsite Jury Meeting was brought to Prishtina, Kosovo, last year for the first time. Thanks to all supporters and partners, it was possible to conduct the event there again in 2018, from September 15-18.

To take advantage of the chance to have 20 international experts from different disciplines in Prishtina and have a strong impact in the region, the Jury meeting was surrounded by a special workshop for local start-up teams and a *Design Thinking Forum*. Both aimed to connect local youth, start-ups and students with the international experts and jury members. This was a **unique chance** for the local community **to benefit from their outstanding expertise**.

b.) EVENT PROGRAM

Saturday, Sept 15, 2018

16.30-18.00 | Jury Plenary, Presentation of Modus & Rules

Innovation Centre Kosovo, Rexhep Mala street 28A, Prishtina

18.30 | Welcome Dinner for partners and experts

Hotel Sirius, Str. Agim Ramadani, Prishtina



Sunday, Sept 16, 2018

Morning Session in cooperation with UPSHIFT

Hotel Swiss Diamond, Conference Room Artana, Sheshi Nëna Terezë, 10 000 Prishtina

10.00-12.30 | Be sustainable and scale up! (in cooperation with UNICEF Innovations Lab Kosovo)

Workshop for 10 start-up teams on how to be sustainable and grow with limited HR resources. How can a team work together best?



Afternoon Session, EYA Onsite Jury meeting I

Innovation Centre Kosovo, Rexhep Mala street 28A, Prishtina

14.00-16.30 | Online Jury Round I

Preparing 2-4 Nominations per category and presentations

16.30-18.00 | Plenary Round I

Selecting the winners in the EYA categories

19.00 | Networking Dinner for partners and Onsite Jury members

Etno Kuca Restaurant, b.b Devet Jugovića, Gračanica

Monday, Sept 17, 2018

Morning Session. EYA Onsite Jury Meeting II

Hotel Swiss Diamond, Conference Room Artana, Sheshi Nëna Terezë, 10 000 Prishtina

9.00-13.00 | Plenary Round II and Writing of Jury Reports

13.00-14.00 | Networking Lunch for partners and experts

Afternoon Session, Design Thinking Forum

Innovation Centre Kosovo, Rexhep Mala street 28A, 10 000 Prishtina

14.00-15.30 | Flames of Inspiration

"Learning the hard way" – stories & first-hand experiences from 20 international experts in the fields of innovation, start-ups, digitalization and social impact.

15.30-15.45 | Coffee Break

15.45-17.30 | Solution Jam

Participants work with the international experts on present business problems they submitted beforehand.



Evening. Farewell Reception

Hotel Swiss Diamond, Conference Room Ulpiana, Sheshi Nëna Terezë, 10 000 Prishtina

18.30 | Farewell Reception & Networking

with jury experts, MEPs, OSCE, ICK, UNICEF, GIZ and partners

Guests of Honour:

- Valdrin Lluka, Minister for Economic Development
- Uranik Begu, Executive Director Innovation Centre Kosovo
- Julia Becker, Head of Component GIZ YES programme
- Ambassador Gernot Pfandler, Austrian Ambassador in Kosovo
- Ambassador Sami Ukelli, Kosovar Ambassador of Austria
- Lukas Mandl, Austria-Kosovo Friendship Society
- Peter A. Bruck, Honorary Chairman ICNM and many more.



c.) MEDIA REPORT

Press releases related to the EYA Onsite Jury Event, sent to more than 40 media partners and about 1000 international media contacts

Kosovo's start-ups connect with all-European experts (in English)

https://eu-youthaward.org/wp-content/uploads/sites/2/2018/09/PR_Kosovo_startups_international_experts.pdf

#EYA18 Winners change the world: Unicorns of social impact (in English)

https://eu-youthaward.org/wp-content/uploads/sites/2/2018/09/20180924_EYA_Press_Release_Winners_2018.pdf

Live-Appearance on Kosovan Television Kohavision "Biseda":

<https://www.youtube.com/watch?v=pfq0N47TDmc>

Media Clippings (extract):

[From smart learning to active citizenship, here are the winning projects for the 2018 European Youth Award](#) (tech.eu)

[EYA18 Gewinner sind digitale Superhelden](#) (Wirtschaftszeit)

Social Media Tracking:

- Facebook: The EYA FB Posts covering the Onsite Jury & Design Thinking Forum during the event reached 39.334 impressions, while 2.768 Users interacted with these posts. Promotional videos, such as a video message from minister Valdrin Lluka reached an audience of 1.236 interacting users and a total of 41.280 impressions. 514 unique Users interacted with the Facebook Event, the majority of the target group being 18 – 24 year old females.



- Twitter: Tweets from the Design Thinking Forum reached 10.300 impressions, 85 likes and 20 re-tweets.

PHOTOS OF THE EVENT

Event Gallery: https://www.facebook.com/pg/EuropeanYouthAward/photos/?tab=album&album_id=1033771523467378

d.) PARTNERS AND SUPPORTERS

The EYA Onsite Jury was conducted with kind support of:



VII. FURTHER EYA EVENTS:

II. SOCIAL HACKATHON BUDAPEST

a.) GENERAL INFORMATION

In 2018 EYA organized a Social Hackathon in Budapest for the first time, to gather young creative minds for the purpose of planning, designing, and creating apps or games with a social focus and within a short span of time.

The **EYA Social Hackathon in Budapest** was two and a half days long and took place at the Moholy-Nagy University of Art and Design from February 22 to February 24, 2018.

Students of three different universities – Moholy-Nagy University of Art and Design, Corvinus University and Eötvös Lóránd University – with different kinds of backgrounds participated in the Hackathon and experienced productive collaboration and creativity together. There was no age limit; working language was English.

International Guest-Coaches from various countries were available for the participants on Friday. They gave feedback remotely and enriched the ideas with their expertise and experience. Also **local coaches** were available onsite to support the participants.

Each team had 3 minutes to pitch their project. An interdisciplinary jury evaluated the projects and pitches and selected the best three. The teams were awaited by non-cash prizes, a possible invitation to participate in the final round of the Global VR Hackathon in Shanghai and attend the mYouth Continental App Camp in Salzburg in July.



b.) THEME

The EYA Social Hackathon in Budapest focused on the topic:

Craftsman's Paradise

How mobile technology and digital tools might help the craftsman's work and promote skilled craftsmanship in a time of shortage nowadays? How might digital technologies be used in the framework of EuroSkills 2020?

Tech focus: Virtual Reality and 360° technologies, mobile technologies.

c.) PARTICIPANTS

In total 27 young engaged participants – students from

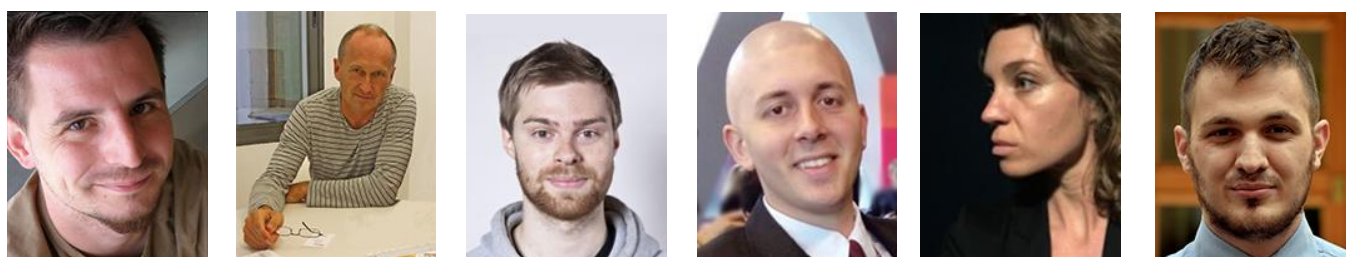
- Design Institute and Institute of Theoretical Studies, Moholy-Nagy University of Art and Design;
- Faculty of Business Administration / Institute of Marketing and Media, Corvinus University;
- Faculty of Social Sciences / Department of Sociology, Eötvös Lóránd University

worked together in interdisciplinary teams of 3-6 and developed 6 creative projects.



d.) LOCAL COACHES

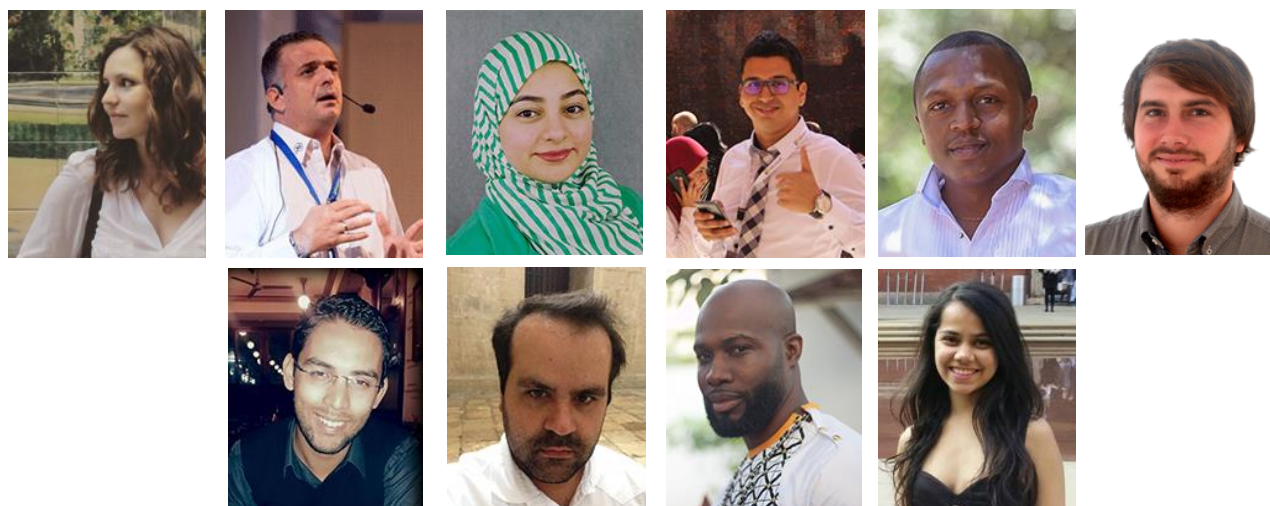
The following coaches provided the participants with guidance during the Social Hackathon onsite:



- **Zoltán Lublóy**, Designer, LUBLOY, HUN
- **Tibor Kecskés**, Senior Architect and Spatial Designer | TK Studio, HUN
- **Florian Jindra**, Junior Lecturer at Salzburg University of Applied Science, AUT
- **Branko Vasiljevic**, Business developer | DVC Solutions, BIH
- **Julianna Faludi**, Assistant Professor | Corvinus University of Budapest, HUN
- **Gergely Galovics**, PhD student | Doctoral School of Sociology at Eötvös Loránd University, HUN

e.) INTERNATIONAL GUEST COACHES

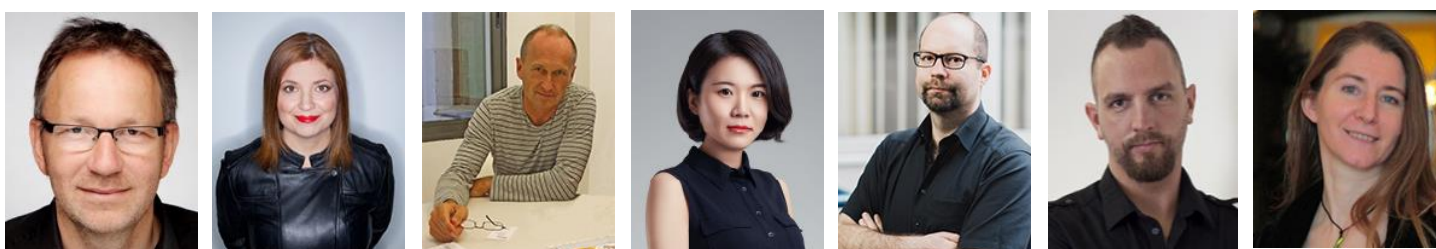
The following international coaches provided the participants with guidance during the Social Hackathon remotely. They coached the teams for 30 minutes in skype sessions.



- **Luna Carmona**, Marketing expert and Social Media Manager | Achieve More Scotland, UK
- **George Malekkos**, Software Innovation Architect & CEO | Powersoft, CYP
- **Taghrid Elashkr**, Software Developer | AIM SoftwareKhaled Jemni, Modern Apps Consultant, AUT/EGY
- **Khaled Jemni**, Modern Apps Consultant | Microsoft Tunisia, TUN
- **Martin Irungu**, Co-Founder and Executive Director | EmpServe Kenya, KEN
- **Paul Spiesberger**, App and Web Developer, Media Informatic Student | Vienna University of technology, AUT
- **Yahya Marzouk**, National coordinator | Social Impact Award, TUN
- **Rui Torre**, Senior Programmer and Web Developer, POR
- **Josiah Eyison**, CEO & Co-Founder | iSpace Foundation, GHA
- **Shwetal Shah**, Head of Partnership and Outreach | Drumroll HQ, UK/IND

f.) JURY

The developed applications and prototypes were evaluated by the seven person expert jury selecting the EYA Social Hackathon Winners.



- **György Simó**, Managing partner | Day One Capital, HUN
- **Rebecca Liu**, Founder and CEO | VRCORE, CHN
- **Tamás Fogarasy**, Designer | Exalt, HUN
- **Tibor Kecskés**, Senior Architect and Spatial Designer | TK Studio, HUN
- **Ákos Maróy**, Software Developer | EU Edge Ltd, HUN
- **Judit Grósz**, Marketing and Operational Director | Microsoft Hungary, HUN
- **Dóra Horváth**, Researcher | Institute of Marketing and Media, HUN



g.) WINNERS

- ☆ **First place: Crafty** by *Rufina Rózsa, Bori Bíró, Livia Székely, Alex Horkai*
- ☆ **Second place: Beevy** by *Kata Széll, Orsolya Schiller, Bálint Szalai, Markus Herrmann, Dániel Tóbiás*
- ☆ **Third place: The Car Cloud** by *Adam Pelley, Bernadett Blanka Nagy, Eszter Diána Kocsis, Ferenc Tolnai*



h.) DEVELOPED PROTOTYPES



Project Name: Crafty

Producers: Rufina Rózsa, Bori Bíró, Livia Székely, Alex Horkai

Platform: Mobile application for Android & iOS systems

An application that helps to learn construction and building technologies. Our target group: young people (age between 16-30). Our main goal is to make these jobs more popular for the youth and increase the number of young skilled workers in the building industry.

Project Name: WorkAble

Producers: Patrícia Harsány, Barbara Szőke, Benedek Sarnyai, Lilla Kalmár

Platform: mobile application

Our application helps to connect employees who live with disabilities and willing to work as craftsmen with employers. As soon as an employee registers for the app she has to fill a questionnaire regarding her skills which leads her to find a job that fits her the best. Both employers and employees can write reviews of each other. We also provide connections with NGOs so after registration the employee will automatically belong to the most fitting NGO that serves as a supervisor from that time on.



Project Name: Beevy

Producers: Kata Széll, Orsolya Schiller, Bálint Szalai, Markus Herrmann, Dániel Tóbiás

Platform: AR mobile app

We identified that the problem is that there are not enough craftsmen, one reason is because people are not motivated to choose this path. We would like to show children that there are different types of craftsmanship

and would like to inform them about the possibilities in a playful way. With this the idea will be planted in their mind for later, when they have to decide further education.

The AR mobile app is for children aged 4-6, because we thought that in this early age they tend to be more receptive and open to the world. In the app they can look around their home, scan the surrounding objects and then watch an animation about the craftsman's work which is related to the object. Afterwards they get to play a little game and receive a reward. Following the reward, they can continue to look around the house with the 360° AR technology.

We believe that with this app, children will be more motivated later in their life to become a craftsman or at least spark their interest in crafts. With this game we would like to make craftsmen respected and valued members of society, thus helping to preserve craftsmanship.

Project Name: Jobtion

Producers: Dora Laposa, Judit Meixner, Rita Bonifert, Margaret Yates, Hedvig Bartok

Platform: Mobile Application

Application that functions as a platform to help young individuals find a suitable career by providing information on crafts based on skills, interest and personality.

This app collects the existing craft jobs from the market, sorts them into categories and based on the TEST provides personalized advice for you about possibly interesting crafts with videos, professionals sharing their experiences and motivational contents.



Project Name: FindMe

Producers: Mariann Takács, Sarolta Henter, Bernadett Furó, Anna Becskeházi

Platform: Mobile Application & VR tools

This Application responds to the problem of losing time while looking for the location as firefighters and ambulance workers. By typing the address/using voice recognition the app looks for the building and not only shows the best possible way to get there along with the dangers, traffic and other circumstances, but the floor plan of the building. The app then would be connected to a virtual reality system, and while driving there, a simulation allows them to get familiar with the structure and the inside routes of the building, so that when they arrive, there won't be surprises which prevent them from getting to the patient or site in time, saving important minutes, and probably lives. Fast, simple and less stressful but more successful work for all health

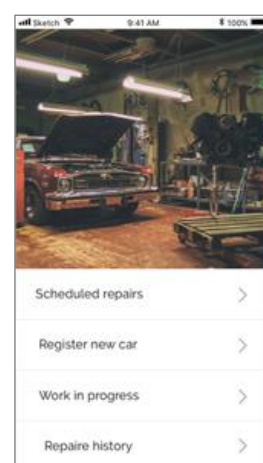
and social care workers.

Project Name: The Car Cloud

Producers: Adam Pelley, Bernadett Blanka Nagy, Eszter Diána Kocsis, Ferenc Tolnai

Platform: Mobile, Desktop

A personalized software service that allows car mechanics to have an app that is specific to their business. They pay for the service so they can provide this app to their customers. The mechanics record all service information on this program. The app provides valuable information to the customers, as well as the car industry as a whole.



i.) EVENT PROGRAM

Thursday, February 22, 2018

16.30-16.45 | Welcome and official opening (*open for public*)

16.45-17.15 | "What's the purpose of the EYA Social Hackathon? – Idea, Procedure & more"

Speaker: Birgit Kolb, EYA Project Manager

17.15-17.45 | Inspirational and Knowledge Keynotes

"SOS121 – How I started up!" – Branko Vasiljevic, SOS121

17.45-18.15 | Networking Games | Get to know your colleagues

Florian Jindra, University of Applied Sciences Salzburg; Birgit Kolb, EYA Project Manager

18.30-19.00 | Brainstorming Idea

19.00-19.30 | Ideas Pitching

19.30-20.00 | Group Forming and start!



Friday, February 23, 2018

9.00-20.00 | Working on Digital Projects

Coaches: Gergely Galovics, Julianna Faludi, Florian Jindra, Tibor Kecskés, Zoltán Lubláy, Branko Vasiljevic

14.15-18.00 | International coaching sessions

With Luna Carmona, Taghrid Elashkr, Josiah Eyison, Martin Irungu, Khaled Jemni, George Malekkos, Yahya Marzouk, Shwetal Shah, Paul Spiesberger, Rui Torre



Saturday, February 24, 2018

9.00-15.00 | Working on Digital Projects

14.30-15.00 | Handing in prototypes

15.00-16.15 | Presentations & Jury (*open for public*)

17.00 | Awards Ceremony, Wrap Up & Send Off

j.) MEDIA REPORT

Press releases related to the EYA Social Hackathon

- [Learning craftsmen skills with Gamification – "Crafty" wins the EYA "Social Hackathon" in Budapest](#) (in English)
- [Spielerisch handwerkliche Fähigkeiten lernen – „Crafty“ gewinnt den EYA „Social Hackathon“ in Budapest](#) (in German)
- [A „CRAFTY“ LETT A BEFUTÓ | Budapest Hackathon – üzleti és kreatív ötletverseny a Moholy-Nagy Művészeti Egyetemen](#) (in Hungarian)
- [Digital Innovation and traditional Craftsmanship – EYA Hackathon combines Virtual Reality with Social Entrepreneurship](#) (in English)
- [Digitale Innovation und klassisches Handwerk – EYA Social VR Hackathon im Geiste der sich verändernden Arbeitswelt](#) (in German)

k.) EYA MEDIA CLIPPINGS (EXTRACT):

- Interview with Falvai György on 'Millions for breakfast' – Radio Jazzy (February 28, 2018)
- [Budapest Hackathon – a Crafty lett a befutó](#) (Üzletrész, February 26, 2018)
- [Social VR Hackathon: Digitale Innovation und klassisches Handwerk](#) (medianet.at, February 20, 2018)
- [EYA Hackathons are back – First stop Budapest](#) (<http://ljubicadrača.com>, February 17, 2018)
- [Mobilos Hackathon](#) (BME, February 14, 2018)
- [Álomunka-Szakkunka. Hackathon a társadalmi felelősségvállalás jegyében](#) (MOME, February 2018)

l.) PHOTOS OF THE EVENT

https://www.facebook.com/pg/EuropeanYouthAward/photos/?tab=album&album_id=880955888748943

m.) BEST OF VIDEOS

<https://www.facebook.com/EuropeanYouthAward/videos/883503608494171/>

<https://www.facebook.com/EuropeanYouthAward/videos/881283358716196/>

n.) PARTNERS AND SUPPORTERS

The EYA Social Hackathon was conducted in co-organization with



VII. FURTHER EYA EVENTS:

III. SOCIAL HACKATHON SALZBURG

a.) GENERAL INFORMATION

For the second time in **Salzburg**, EYA organized a **Social (VR) Hackathon**. It was two and a half days long and took place at the University of Applied Sciences in Salzburg from April 5 to April 7, 2018. Students with different kinds of backgrounds participated in the Social (VR) Hackathon and experienced productive collaboration and creativity together. There was no age limit; working language was English.

International Online Coaches from various countries were available for the participants on Friday. They gave feedback remotely and enriched the ideas with their expertise and experience. Also **local coaches** were available onsite to support the participants.

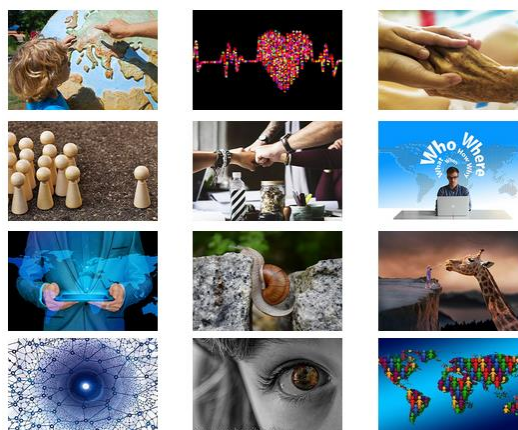
On the last day, each team pitched its project in three minutes. An interdisciplinary expert jury evaluated the projects and pitches and selected the best three. The teams were awaited by a possible invitation to participate in the final round of the Global VR Hackathon in China and attend the mYouth Continental App Camp in Salzburg in July and other awesome non-cash prizes.



b.) THEMES: DIGITAL AND TANGIBLE PROJECTS WITH SOCIAL IMPACT

The participating students studying Social Work at the University of Applied Sciences Salzburg thought about different challenges in today's society before the Social (VR) Hackathon and elaborated them. These specific topics were the initial starting points and the basis for the developed prototypes:

- **Healthcare in Austria**
- **People in need of care**
- **Affection of poverty on youth in Austria**
- **Recognition and appreciation at the workplace**
- **Net accessibility for users with disabilities**
- **Teenagers and career choices**
- **Limited mobility**
- **Tolerance for mental illness**
- **Toolbox: Organizational tools for NGOs**
- **Improved communication in volunteer work**
- **Peaceful coexistence in cultural diversity**
- **Future Europe**



c.) PARTICIPANTS

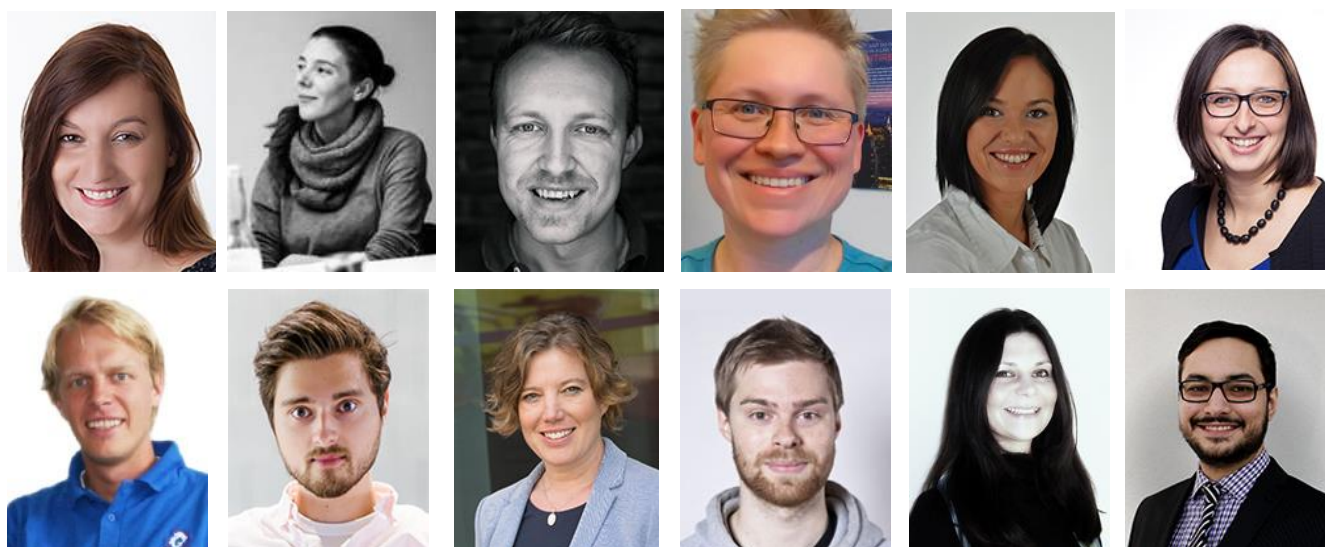
A total of 90 engaged participants with all kinds of educational backgrounds worked together on 11 different projects. Involved study courses of the University of Applied Sciences Salzburg:

- MultiMedia Technology
- Design and Product Management
- Social Work
- Business Management



d.) ONSITE COACHES

The following coaches provided the participants with guidance during the Social Hackathon onsite:



- **Laura Ackermann**, Researcher and Lecturer | Salzburg University of Applied Sciences
- **Susanne Vogel**, Researcher and Lecturer | Salzburg University of Applied Sciences
- **Alexander Kunert**, Project coordinator, iOS Developer | Agentur LOOP New Media GmbH
- **Brigitte Jellinek**, Senior lecturer and Department Head at Salzburg University of Applied Sciences
- **Katrin Rossmann**, Lecturer and Department Head at Salzburg University of Applied Sciences
- **Natasa Deutinger**, | Head of FHStartup Center Salzburg
- **Wolfgang Irlinger**, Senior Lecturer | Salzburg University of Applied Sciences
- **Hannes Jung**, Head of Mobile Development | LOOP
- **Petra Meyer**, Senior Lecturer on Emotional Intelligence | Salzburg University of Applied Sciences
- **Florian Jindra**, Junior Lecturer at Salzburg University of Applied Science
- **Daniela Molzbichler**, Senior Lecturer and Department Head of Politics, Law & Society | Salzburg University of Applied Sciences
- **Radomir Dinic**, Junior Lecturer MultiMediaTechnology | Salzburg University of Applied Sciences



e.) INTERNATIONAL ONLINE COACHES

The following international coaches provided the participants with guidance during the Social Hackathon remotely. They coached the teams for 30 minutes in skype sessions.



- **Luna Carmona**, Marketing expert and Social Media Manager | Achieve More Scotland, UK
- **George Malekkos**, Software Innovation Architect & CEO | Powersoft, CYP
- **Khaled Jemni**, Modern Apps Consultant | Microsoft Tunisia, TUN
- **Martin Irungu**, Co-Founder and Executive Director | EmpServe Kenya, KEN
- **Yahya Marzouk**, National coordinator | Social Impact Award, TUN
- **Josiah Eyison**, CEO & Co-Founder | iSpace Foundation, GHA/UK
- **Komal Dadlani**, CEO/Co-Founder | Lab4U, CHL
- **Shwetal Shah**, Head of Partnership and Outreach | Drumroll HQ, UK
- **Abdul Rahman AlAshraf**, Founder | FreeCom. GER/SYR
- **Ella Leung**, Business Development Manager | Crossover International Co. Ltd., HKG
- **Achraf Jemni**, President & co-founder | Innovation Hub Tunisia, TUN
- **Tom Roberts**, Founder and CEO | Truckit Truck Solutions Limited, NGA
- **Ljubica Drača** | Court interpreter and translator, HRV

f.) SOCIAL (VR) HACKATHON EXPERT JURY

The developed applications and prototypes were evaluated by a jury of nine experts who then selected the EYA Social Hackathon Winners.



- **Thomas Blaschke**, Professor | University of Salzburg
- **Börge Kummert**, Professor | Fachhochschule der Wirtschaft GmbH
- **Walter J. Knoglinger**, Teamlead | Youthplatform of Salzburg's Federal State
- **Gabriele Rechberger**, CEO | VIELE gGmbH
- **Franz Fuchs-Weikl**, Referent | Salzburg Chamber of Labour
- **Simon Kranzer**, Researcher and Lecturer | University of Applied Sciences Salzburg
- **Clemens Usner**, Managing Director | Usner Gesellschaft m.b.H.
- **Andreas Forgacs**, CEO | ContentLeads OG
- **Carla Berlepp**, Trainer | Startup Salzburg

g.) SOCIAL (VR) HACKATHON WINNERS: DIGITAL AND TANGIBLE PROJECTS WITH SOCIAL IMPACT

First place: Moral Journey

by Arnold Holler, Nico Pfeifenberger, Manuel Augustin, Selina Brunner, Slavko Ivanovic, Katrin Mair, Pere Marin

Second place: helpUhelp

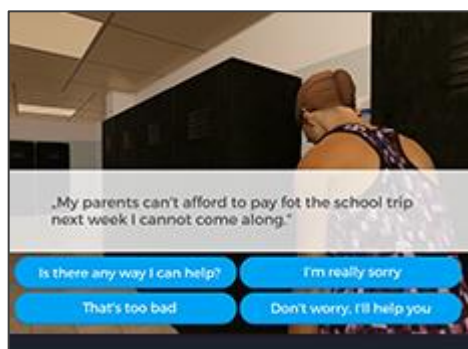
by Anna Fellner, Birgit Ramsauer, Christoph Mayr, Roland Mayer, Florian Neumayr, Fernando Zarco

Third place: LAMA

by Rosanna Haider, Azra Hamzic, Moritz Lang, David Lechner, Eliska Otevrelova, Andreas Sperr, Jana Renée Thomas, Franziska Weber, Daniel Witek



h.) DEVELOPED PROTOTYPES



Project Name: Moral Journey

Producers: Arnold Holler, Nico Pfeifenberger, Manuel Augustin, Selina Brunner, Slavko Ivanovic, Katrin Mair, Pere Marin

Platform: Desktop / Virtual Reality

A 3D Unity / VR game about making moral decisions in everyday life with the goal of giving the players a better perspective of their own reality and improve moral competence in teenagers.

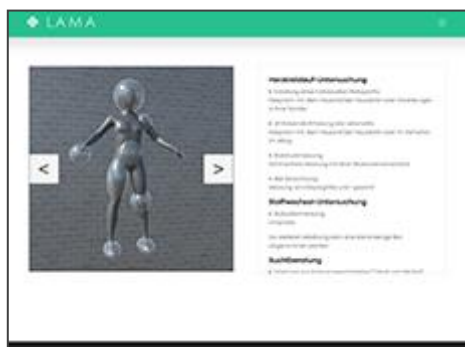
Project Name: helpUhelp

Producers: Anna Fellner, Birgit Ramsauer, Christoph Mayr, Roland Mayer, Florian Neumayr, Fernando Zarco

Platform: Web + Mobile Application

helpUhelp addresses two volunteering issues. On the one hand, the recruiting of volunteers is difficult because of the lack of information about volunteering opportunities. On the other hand, the coordination and communication at the interface between volunteering and professional activity is not efficient. helpUhelp is a tool that provides an easy and quick solution to both problems. Interested people receive the needed information quick and easy. The coordination between professionals and volunteers will be more efficient.





Project Name: LAMA

Producers: Rosanna Haider, Azra Hamzic, Moritz Lang, David Lechner, Eliska Otevrelova, Andreas Sperr, Jana Renée Thomas, Franziska Weber, Daniel Witek

Platform: Website, Mobile Application

LAMA is a website which should provide an easily accessible platform for preventive health examinations. Due to the stress and the fast pace of life the topic of health is often overlooked, particularly the topic of preventive health measures. By sharing age and sex information with LAMA, the service informs you about which doctors you should see in what frequency, which examinations are necessary and whether the costs are covered by your insurance.

Project Name: Smart Guard

Producers: Ahd Zlikha, Julia Färbert, Sander Steinbusch, Emily Karisch, Yaiza Panizo, Larissa Fuchs

Platform: Mobile Application + Smart Wearable

Smart Guard helps people at risk in emergency cases. With the help of the Smart Buddy wearable it studies your health situation and your average heartbeat, analyzes the noises surrounding you (silence, screaming, bombs, and others), your movements and your location. Combined with other factors like the current daytime, data about dangerous and unsafe areas an intelligent machine learning based algorithm can analyze these inputs and decide if you are in danger or in unsafe situations and categorize them. If something happens, it sends an auto-alarm for the current situation to contacts of your choice or to emergency services (police/ER).



Project Name: MoveMe

Producers: Barbara Holoubek, Nina Riedlsperger, Eva Bajkova, Marcel Kießlich, Daniel Wiendl, Paula Godoy, Maria Tarn, Andrés Llorca, Mária Carnogurská

Platform: Mobile App

One of today's major problems is the lack of mobility for people with disabilities, caused by the misconnection on barrier-free transport. Meeting up with friends or even visiting a doctor can imply big problems. But not only people with disabilities are affected with this, also people with prams, schoolchildren dependent on public transport or the elder generation which probably isn't that good on foot anymore. Our application should help people with disabilities to get along their ways. We developed a map which shows the easiest way to reach their desired destination. The foundation stone is based on open street view and google maps. The App has the opportunities to choose very easily with international icons. Included is a "go home" button. Further it will be possible to sign in to exchange with other persons who are online for "journey-sharing".

Project Name: Echo

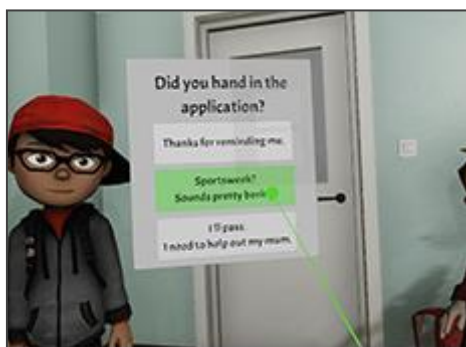
Producers: Denise Buder, Marion Menzl, Martina Neureiter, Alexander Hämmerle, Stefanie Hillebrand, Christine Hamerik-Wagner, Susanne Hummel-Lisch

Platform: Mobile Application + Web Interface for Admins

This app should support children and teenagers aged 10 to 16 years to socialize in school, help each other and work together. Echo contains an anonymous chat function where the children can talk about their interests, problems and feelings. Others can comment on those topics and a supervisor/mod is watching the discussions and is able to delete any inappropriate messages (mobbing, cursing ...). The access to the app is limited and only students can use it. Another feature is the blog that contains posts of people who suffered from mental disorders and tell the children how they managed to live with them or recovered. This is supposed to help the affected children and give them hope. The last feature is a game where the children have to work together to achieve a collective goal.



In a separate area, the admins and social workers can manage the content. There is also a separate area for the admin and social workers where they can manage the content.



Project Name: Walk in your shoes

Producers: David Cukrowicz, Gabriel Koidl, Birgit Schönauer, Tamara Toker, Felicia Pfurtscheller, Sandra Rettenegger, Desiree Gärtner

Platform: Virtual Reality

A game creating awareness of the affection of poverty on youth in Austria. The users find themselves in the shoes of a teenager.

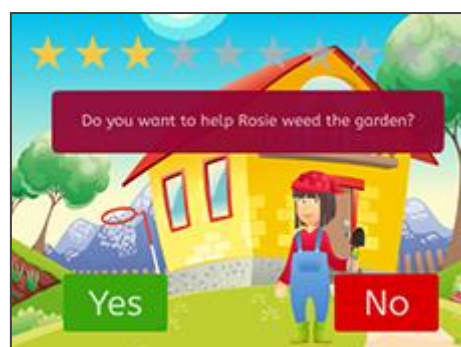
This teenager is confronted with several choices in which he/she realizes how poverty influences everyday-life. Since every fifth Austrian is affected by poverty, this is an important topic to be communicated.

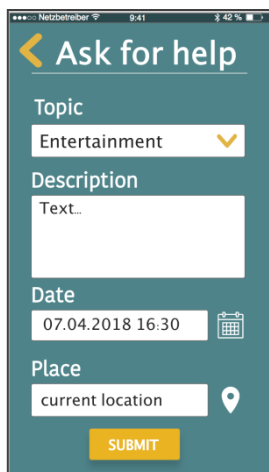
Project Name: Passion Pursuit

Producers: Alexander Tischhart, Gouhar Ali, Isabella Sperr, Melanie Reisenbichler

Platform: Mobile App, website

PassionPursuit is a VR game that helps teenager reflect on their skills and interests in order to choose the right occupation. Moreover, there is a corresponding Website where users can see their results from the game. They can choose from suggested occupations and fields of study, but also learn about companies where they could work.





Project Name: Give n Give

Producer: Diana Siegertsleithner, Nina Pal, Christina Reiter, Michael Schwaiger, Philipp Sigl, Anna Kutschka, Nicola Ritter, Ellina Volkova, Lukas Seiwald

Platform: Mobile App

A Social Network where users can help each other on all kinds of tasks: chores, grocery shopping, studying etc. Users earn Karma Points on completing tasks, which are converted to real life money, which is used for charitable causes.

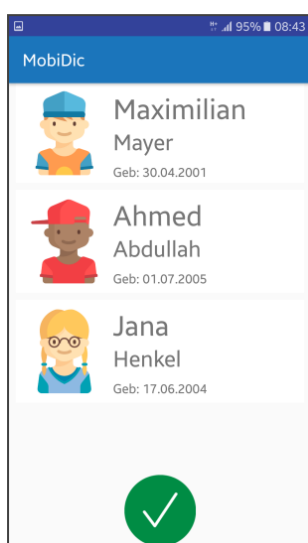
Project Name: JOBme

Producers: Wolfgang Hausch, Maria Sewald, Emad Abaskhairoun Fawzi, Anna Braunegger, Lukas Gruber, Lukas Kern, Richard Mahlmann, Anneli Eddy, Stefan Elsenhuber

Platform: Website

JOBme is a website that will help teenagers to choose future careers. Furthermore, based on a selection of interests, hobbies, and others day-to-day activities, the program will provide a list of suitable occupations tailored to the personality of the teenagers.

In addition, the website offers the opportunity to receive more comprehensive information on the proposed professions. As a result, potential employers can present their company via video or 360 ° videos.



Project Name: Mobi Dic

Producer: Marco Ebner, Peter Wimmer, Alina Fröhlich, Paul Laireiter, Philipp Hamerle, Lena Zach, Michael Etschbacher

Platform: Mobile App

MobiDic is a voice-driven app making documentation much easier in social organizations. Documentation is one of the most important things in social organizations and their clients (how they improve, where their problems lie). With Mobi Dic social workers could provide quality documentation and save a lot of time: generally a working day implies at least 2 hours of writing. This APP could improve the daily work of social workers and social organization, granting more mobility, more quality and saving time.

i.) EVENT PROGRAM SOCIAL (VR) HACKATHON SALZBURG

Thursday, April 5, 2018

15.00 – 15.15 | Welcome and official opening (*open for public*)

with Peter A. Bruck, ICNM; Gerhard Blechinger, FH Salzburg; Natasa Deutinger, FHStartup Center; Hansjörg Weitgasser, WK FG UBIT

15.15 – 15.35 | Inspiration Talk (*open for public*)

"We make it accessible" – Horst Eckstein, BiLLiTii

15.35 – 16.00 | All you need to know! Hackathon Procedure and more

Birgit Kolb, EYA Project Manager

16.00 – 16.30 | Networking Games | Get to know your colleagues

Brigitte Jellinek, Florian Jindra, MultiMediaTechnology/FH Salzburg

16.45 – 17.30 | Brainstorming Idea

17.30 – 18.15 | Ideas Pitching

18.15 – 20.00 | Group Forming and start!



Friday, April 6, 2018

9.00 – 20.00 | Working on Digital Projects

Onsite Coaches: Radomir Dinic, Brigitte Jellinek, Florian Jindra, MultiMediaTechnology/FH Salzburg; Katrin Rossmann, Daniela Molzbichler, Social Innovation/FH Salzburg; Laura Ackermann, Wolfgang Irlinger, Susanne Vogel, Design & Product Management/FH Salzburg; Natasa Deutinger, FHStartup Center Salzburg; Hannes Jung, Alexander Kunert, Agentur LOOP Salzburg

14.15 – 18.00 | International Online Coaching Sessions

With Abdul Rahman, Luna Carmona, Komal Dadlani, Ljubica Drača, Josiah Eyison, Martin Irungu, Achraf Jemni, Khaled Jemni, Ella Leung, George Malekkos, Tom Roberts, Shwetal Shah, Isaya Yunge.

16.00 – 19.00 | Coding club



Saturday, April 7, 2018

9.00 - 16.30 | Working on Digital Projects

10.30 - 15.30 | Pitch Coaching

16.30 - 17.00 | Hand-in of prototypes

17.30 - 19.30 | Presentations & Jury *(open for public)*

19.30 | Awards Ceremony, Wrap Up & Send Off

moderated by Peter A. Bruck, ICNM



j.) MEDIA REPORT

Press releases related to the EYA Social Hackathon

- [#Morallourney wins international EYA Social Hackathon in Salzburg](#) (in English)
- [#Morallourney gewinnt internationalen EYA Hackathon in Salzburg](#) (in German)
- [Digital Solutions for Social Problems instead of Facebook Scandals: EYA Social VR Hackathon](#) (in English)
- [EYA Hackathon in Salzburg statt Facebook-Ärger: Digitale Lösungen für Alltagsprobleme](#) (in German)

Media Clippings (Extract):

- [Social Hackathon: Gesellschaftlicher Nutzen durch digitale Technologien](#) (Junge Industrie, April 18, 2018)
- [MORALJOURNEY GEWINNT INTERNATIONALEN EYA HACKATHON IN SALZBURG](#) (Wirtschaftszeit, April 17, 2018)
- [Zukunftsprojekt: Spiel mit Moral](#) (Zukunft Österreich, April 13, 2018)
- [Beeindruckende Leistungen beim EYA Social Hackathon in Salzburg](#) (Ubit Salzburg April 12, 2018)
- [SOCIAL HACKATHON TRIFFT VIRTUAL REALITY](#) (Startup Helden, April 1, 2018)
- [Virtual Reality gegen moralische Irrungen: #Morallourney bei EYA Hackathon](#) (Salzburger Nachrichten, April 12, 2018)
- [Ein Spiel vermittelt den Weg zu moralistischen Entscheidungen](#) (Salzburger Nachrichten, April 10, 2018)
- [Hackaton: Salzburgs kreative Köpfe suchen digitale Lösungen für Alltagsprobleme](#) (Salzburg24, March 30, 2018)
- [EYA Social VR Hackathon: digitale Lösungen für Alltagsprobleme schaffen](#) (Salzburger Nachrichten, March 14, 2018)

k.) SOCIAL MEDIA REPORT:

- Facebook: The EYA FB Posts covering the Social Hackathon during the event reached 35.114 impressions, while 1.601 Users interacted with these posts. Single posts highlighting up to 307 interacting users. 94 unique Users interacted with the Facebook Event and the event, the far majority of the target group being 18 – 34 years of age.
- Twitter: Tweets from the Social Hackathon reached a total of 10.260 Impressions.

l.) PHOTOS OF THE SOCIAL HACKATHON

https://www.facebook.com/pg/EuropeanYouthAward/photos/?tab=album&album_id=905387322972466

m.) BEST OF VIDEOS

<https://www.facebook.com/EuropeanYouthAward/videos/904808209697044/>

<https://www.facebook.com/EuropeanYouthAward/videos/906083199569545/>

n.) PARTNERS AND SUPPORTERS

The EYA Social Hackathon was conducted in co-organization with:



Media Partner:

Salzburger Nachrichten

With kind support of:



dt



In the framework of:



VII. FURTHER EYA EVENTS:

IV. MYOUTH CONTINENTAL APP CAMP EUROPE

a.) GENERAL INFORMATION

In 2016, small teams of mobile app developers from Africa, Asia and Europe developed and launched their apps, started their businesses and grew their own companies through the **ERASMUS+ mYouth** project.

The mYouth 2.0 edition was the follow up activity providing young people to gain skills for programming and for business, mentoring assistance from experts and a large network of contacts with potential investors!

12 Hackathons were organized in Africa, Asia and Europe by partner organizations in the respective countries.



The Winners of these events were invited to Continental App Camps.

The **Continental App Camp Europe** was hosted by the European Youth Award in Salzburg and gathered 12 app developers from four different countries (Austria, Macedonia, Poland and Romania) for five days who helped each other to further develop their mobile apps. Working language was English.

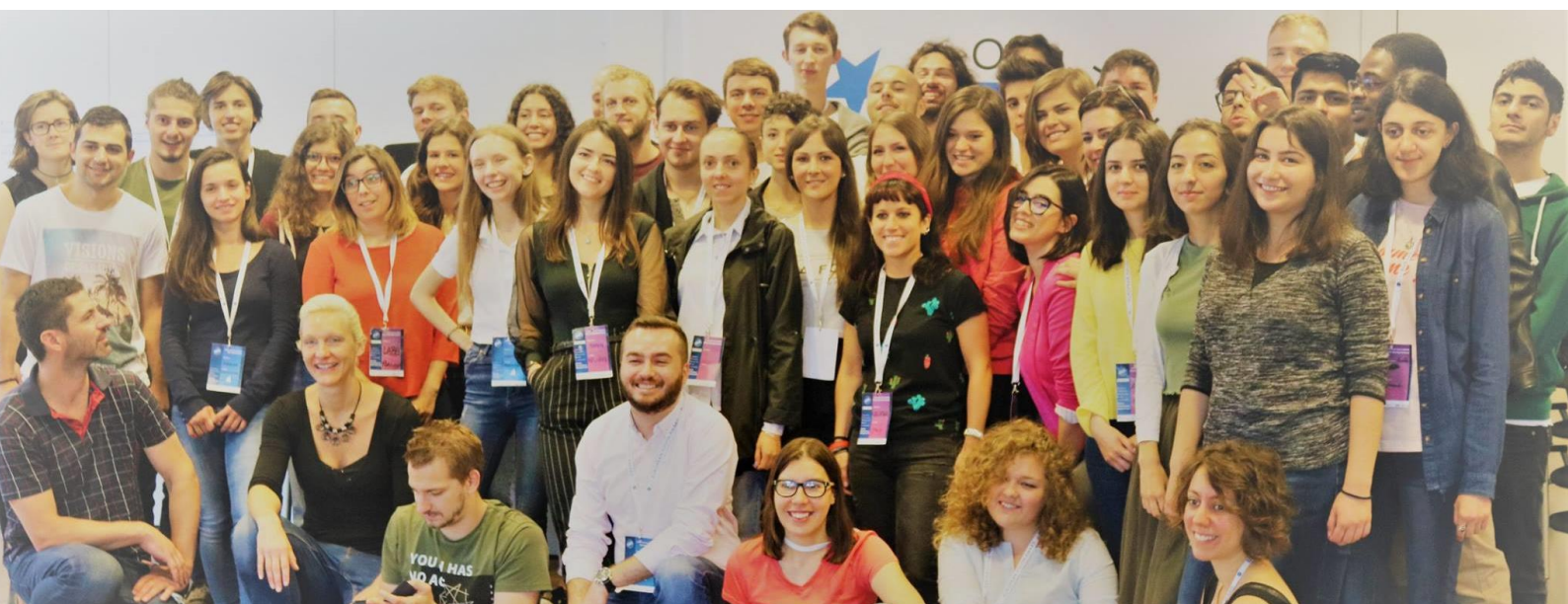
On the last day, the App Campers had 3 minutes each to pitch their project in front of an interdisciplinary Jury that evaluated the projects and selected the best four. The winners were given the chance to participate in the upcoming International Business and Marketing Camp in Ohrid, Macedonia, September 17-24.

The Winners of the International Business and Marketing Camp in Ohrid are the Winners of the European Youth Award 2018 in the Special Category mYouth.



b.) PARTICIPANTS

A total of 57 young engaged participants took part in the Camps, 12 app developers and 45 media makers. They worked together benefitting from the intercultural environment and peer-to-peer learning.



c.) JURY

The winners of the Continental App Camp Europe were selected by an interdisciplinary Jury of experts:



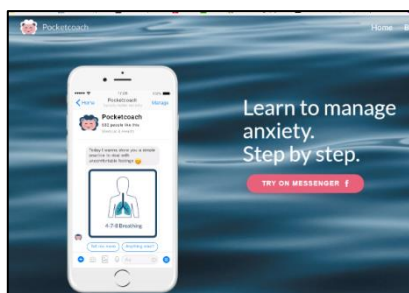
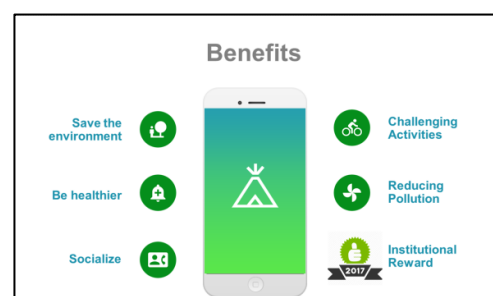
- **Gabriele Seignani**, Communications Manager | AQA Pearls – For You and Planet Blue, AUT
- **Marjan Icoski**, Project Coordinator | Mladiinfo, MAC
- **Philipp Goetz**, Co-founder & CEO | REDOX Labs, AUT
- **Jan Schwieger**, Head of Web & Mobile Projects | Styria Content Creation, AUT
- **Erin Snell**, Senior Media Advisor | Silicon Castles GmbH, AUT/US
- **Walter J. Knoglinger**, Teamlead | Youthplatform of Salzburg's Federal State, AUT
- **Werner Richtsfeld**, Co-founder | BikerSOS, AUT
- **Agnes Boehm**, Product Development Coordinator | Salzburg Schokolade, AUT
- **Veronika Hornung-Prähauser**, Head of the Innovation Lab of the Salzburg Research Landesforschungsgesellschaft, AUT



d.) MYOUTH APP CAMP WINNERS

Applinka by Endrit Rusthi, Macedonia

Applinka encourages and rewards environmental-friendly behaviors through gamification. Users can actively create challenges for other players, such as recycling or choosing public transport.

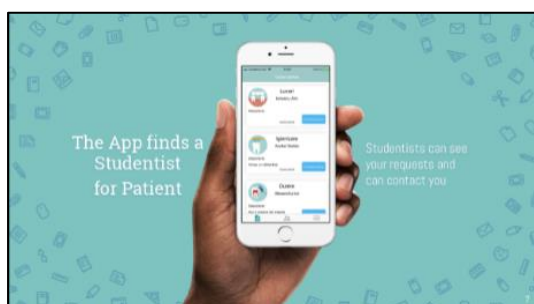


Pocket Coach by Manuel Kraus, Austria

Pocketcoach guides users through the most effective anxiety treatments that have been developed to this date, offering hundreds of sessions teaching a variety of coping skills, from cognitive behavioral therapy to mindfulness-based approaches. It's build around small activities that can be completed anywhere and anytime.

Smart Guard by Ahd Zlika, Germany

Smart Guard helps people at risk in emergency cases. With the help of the Smart Buddy wearable it studies your health situation and your average heartbeat, analyzes the noises surrounding you (silence, screaming, bombs, and others), your movements and your location. Combined with other factors like the current daytime, data about dangerous and unsafe areas an intelligent machine learning based algorithm can analyze these inputs and decide if you are in danger or in unsafe situations and categorize them. If something happens, it sends an auto-alarm for the current situation to contacts of your choice or to emergency services (police/ER).



Studentist by Mario Vasile, Romania

Studentist is the solution for dental students who need to practice on real patients and for people who have trouble affording medical care. The app brings the two in contact, making it easier and quicker to create appointments.

e.) OTHER APPS PARTICIPATING IN THE CAMP

- **Kubo** by Markus Petritz, Austria
- **Zero Waste** Challenge by Stefan Kotevski, Macedonia
- **Eco Hero** by Jovana Krstikj, Macedonia
- **Language Corner** by Jakub Stephan, Poland
- **Ready to Go** by Jakub Łobodecki, Poland
- **My Favs** by Patryk Karwat, Poland
- **Shall Pass** by Daniela Andreea Moraru, Romania
- **IziBAC** by Eduard Lache, Romania



f.) CONTINENTAL APP CAMP EUROPE PROGRAM

Tuesday, July 10, 2018

16.00 | Registration & First Meet-Up

16.30 | Hill-Walk: Enjoying Salzburg from the top

Walk over "Mönchsberg" together

19.00 | Welcome Dinner



Wednesday, July 11, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

9.30 | "Hello App Campers!" – Official Welcome by Mladiinfo

Marjan Icoski, mYouth Project Coordinator

10.00 | "What is the European Youth Award?"

Birgit Kolb, EYA Project Manager

10.20 | Getting to know each other: Networking Games and Teambuilding Activities

11.30 | App Camp Pitching

App Campers introduce their projects in 5 minutes

14.15 | "What's my strength, what do I need?"

"Strength and Weakness" matching session, group forming and start of coding

18.00 | Cooking together on the rooftop!

[Akzente Salzburg](#), Glockengasse 4c, top floor



Thursday, July 12, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

9.00 | Work on projects!

14.45 | Getting publicity: Interviews with Media Moving Forward Campers

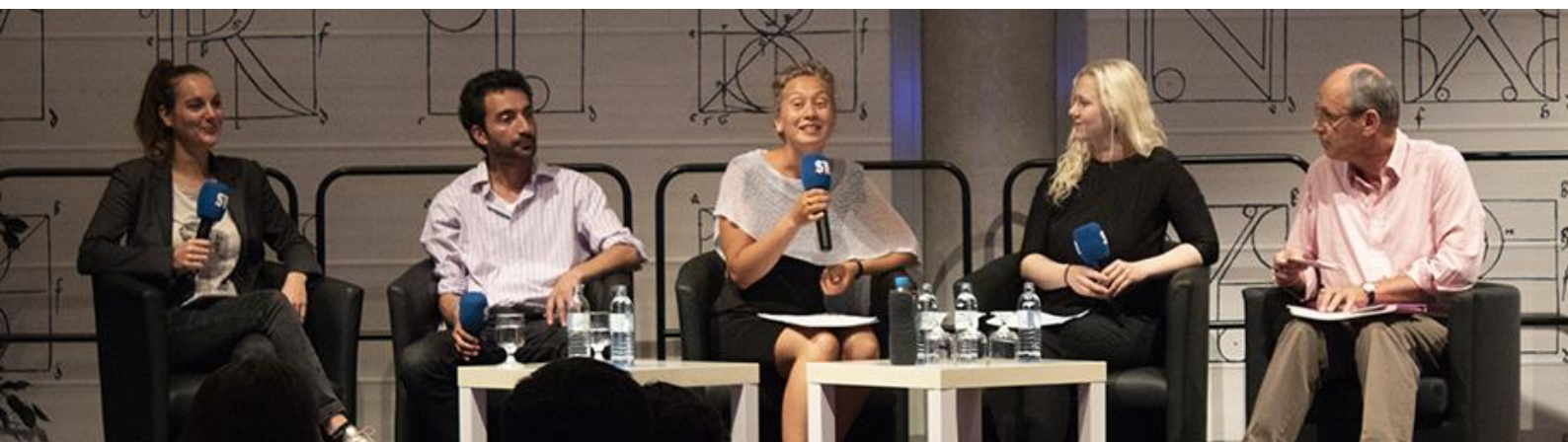
45 minutes interviews with young journalists writing articles about App Campers and their projects

16.45 | Youth Camps meet SALZBURGER NACHRICHTEN: Official Welcome

17.00 | "Socially responsible journalism and critical thinking: How to report nowadays"

Interactive discussion with Peter A. Bruck (ICNM), Angelika Wienerroither (SN), Wais Bashir, Dana Bologova (EYP), Mariell Raisma (EYP)

19.00 | Behind the scenes: tour through the SN printing house



Friday, July 13, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

9.00 | Work on projects and preparation of presentations!

15.00-18.30 | Pitch training

20 minutes slots per participant

20.00 | Trip to the Water Games in Hellbrunn by night



Saturday, July 14, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

10.00 | App Camp Final Pitching!

App Campers will pitch their projects to the Expert Jury selecting the best four.

12.30 | Jury Meeting (jurors only)

12.30 | Interview Feedback

App Campers will give feedback to the Media Campers on their interviews and articles

13.00 | Press Conference: Winners Announcement





13.30 | Explore Salzburg – City Rallye
Enjoying and discovering the city of Salzburg

19.00 | Farewell Dinner (with Media Moving Forward Camp Participants)

Sunday, July 15, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

9.00-12.00 | Optional: Participation in the Media Moving Forward Camp Program

Throughout the day | Departures

g.) SOCIAL MEDIA REPORT

Facebook: The EYA FB Posts covering the Youth Camps during the event reached 28.163 impressions, while 2.010 Users interacted with these posts. Single posts highlighting up to 460 interacting users. The far majority of the target group being 18 – 35 years of age.

h.) SPOTLIGHT SALZBURG CHALLENGE

Challenge held by Tourism Salzburg showed great outcome and was successful in terms of social media outcome. Social Media tagged with the hashtag #spotlightsalzburg showed Salzburg “off the beaten track”.

i.) #VISITSALZBURG CHALLENGE

The #Visitsalzburg Challenge encouraged to post about travel experiences in the region. This hashtag is openly used, but a significant increase in mentions is notable in the days of the camps – reaching one third of the activity that one week later, the Salzburger Festspiele created. One of the Media Moving Forward Participants later also published an article on travel and sightseeing in Salzburg.

j.) MEDIA OUTPUT

12 interviews with the App Campers were produced by the participating Media Moving Forward Campers. They will be published on eu-youthaward.org, the website of the European Youth Press and Youth Press Austria as well as local partner organizations of the ERASMUS+ project in the upcoming weeks.

[Junge Programmierer erobern Salzburg](#) Kronen Zeitung, July 23, 2018 (German)

[Demokratie braucht Journalismus](#), Salzburger Nachrichten, July 16, 2018 (German)

[Interview with Manuel Kraus from „PocketCoach“](#) EYA Website, July 19, 2018

[Sightseeing Article by Chiara Lodi](#) on Tourism in Salzburg

<http://myouth.eu/european-continental-camp>

<http://myouth.eu/myouth-2-0-connecting-continents-ghana-to-austria-via-hong-kong>

k.) PHOTOS OF THE EVENT

Foto Album: <https://www.facebook.com/media/set/?set=a.968646109979920.1073741871.173261352851737&type=1&l=22b028b491>

I.) VIDEOS AND LIVESTREAMS

Video Collage:

<https://www.facebook.com/EuropeanYouthAward/videos/983245505186647/>

FB – Live of the Winners Announcement: <https://www.facebook.com/EuropeanYouthAward/videos/970703819774149/>

Livestream of the Panel Discussion at Salzburger Nachrichten Newspaper: <https://www.facebook.com/EuropeanYouthAward/videos/968809393296925/>

m.) ORGANISATION, PARTNERS AND SUPPORTERS

The EYA Youth Camps were conducted with kind support of:



mYouth coordinator and project lead



VII. FURTHER EYA EVENTS:

V. MEDIA MOVING FORWARD CAMP

a.) GENERAL INFORMATION

In parallel to the mYouth Continental App Camp, the (first) **ERASMUS+ Media Moving Forward Camp** was organized in collaboration with Youth Press Austria (Jugendpresse Österreich) and the European Youth Press. **45 young media makers** (18-30 years old) from Armenia, Austria, Belarus, Bosnia and Herzegovina, Germany, Italy, Montenegro and Portugal joined the six days training course, focusing on how to report on digital technologies and events related to them and how to use modern tech tools in media.

The young reporters got the opportunity to work in an innovative environment, interview the app campers working in the field of digital technologies.

b.) MEDIA MOVING FORWARD CAMP PROGRAM

Monday, July 9, 2018

17.00 | Registration | Welcome Dinner & Europe Café

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

Tuesday, July 10, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

10.00 | Welcome Speech | Introduction: Agenda & House Rules

Martin Maska, European Youth Press; Roman Möseneder, Youth Press Austria

11.00 | Ice-Breaking Games: What are your Expectations?

Martin Maska, European Youth Press; Roman Möseneder, Youth Press Austria

11.45 | Workshop I: Challenges and Opportunities in Media World today

Mariell Raisma, European Youth Press

14.00 | Workshop II: Challenges and Opportunities in Media World today

Mariell Raisma, European Youth Press

16.00 | Workshop III: New technologies in Media I

Trainer from Mladiinfo Montenegro

17.15 | 1st Editorial Meeting

19.00 | Joint Welcome Dinner (with App Camp Participants)

Wednesday, July 11, 2018

10.00 | "What is the European Youth Award?" by Birgit Kolb, EYA Project Manager

10.20 | Getting to know each other: Networking Games and Teambuilding Activities



11.30 | App Camp Pitching – App Campers introduce their projects in 5 minutes

14.15 | Digital Solutions improving Society in your country – get in contact!

Research and reach out to national digital projects with impact on society. Nomination for #EYA18!

Birgit Kolb, EYA Project Manager

16.30 | Workshop IV: Transition from traditional media and reporting in the age of digital media

Amir Zonić, ONAuBiH

18.00 | Cooking together on the rooftop!

[Akzente Salzburg](#), Glockengasse 4c

Thursday, July 12, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

9.00 | Workshop V: Media Literacy, Critical Thinking & Socially responsible journalism

Philipp Lackinger, European Youth Press

11.00 | Workshop VI: How to conduct interviews (with focus on new technologies and science)

Mariell Raisma, European Youth Press

15.00 | Interview the App Campers!



16.30 | Youth Camps meet SALZBURGER NACHRICHTEN – Official Welcome

17.00 | “Socially responsible journalism and critical thinking: How to report nowadays”

Interactive discussion with Peter A. Bruck (ICNM), Angelika Wienerroither (SN), Wais Bashir, Dana Bologova (EYP), Mariell Raisma (EYP)

19.00 | Behind the scenes: tour in the SN printing house!

Friday, July 13, 2018



10.00 | Energizer

10.30 | Storytelling with GIS – Using StoryMaps

Martin Maska, European Youth Press

14.00 | Pitch Trainer Training – what you need to know!

Birgit Kolb, European Youth Award; Marjan Icoski, Mladiinfo

14.30 | 2nd Editorial Meeting

15.30 – 18.30 | Pitch training for App Campers

Media Moving forward participants give feedback to the App Campers pitches.

16.00 | 3rd Editorial meeting

20.00 | Trip to the Water Games in Hellbrunn by night

Saturday, July 14, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

10.00 | App Camp Final Pitching!

App Campers pitch their projects to the Expert Jury selecting the best four.

12.30 | Jury Meeting (jurors only)

12.30 | Interview Feedback

App Campers give feedback to the Media Campers on their interviews and articles.

13.00 | Press Conference: Winners Announcement

13.30 | Explore Salzburg – City Rallye

Enjoying and discovering the city of Salzburg

19.00 | Farewell Dinner (with Media Moving Forward Camp Participants)

Sunday, July 15, 2018

Techno-Z, TECHNO 3, EG, Jakob-Haringer-Straße 5

9.00 | Energizer

9.30 | Presentations

11.30 | Goodbye activity and Closing Speech



c.) MEDIA OUTPUT

12 interviews with the App Campers were produced by the participating Media Moving Forward Campers. They are published on eu-youthaward.org, the website of the European Youth Press and Youth Press Austria as well as local partner organizations of the ERASMUS+.

Junge Programmierer erobern Salzburg Kronen Zeitung, July 23, 2018 (German)

Demokratie braucht Journalismus, Salzburger Nachrichten, July 16, 2018 (German)

Interview with Manuel Kraus from „PocketCoach“ EYA Website, July 19, 2018

Sightseeing Article by Chiara Lodi on Tourism in Salzburg

<http://myouth.eu/european-continental-camp>

<http://myouth.eu/myouth-2-0-connecting-continents-ghana-to-austria-via-hong-kong>

d.) ORGANISATION, PARTNERS AND SUPPORTERS

The EYA Youth Camps were conducted with kind support of:

TECHNO_Z

SALZBURG
Stage of the World

wissen:stadt
salzburg

Salzburger Nachrichten

UNIMARKT
mehr für mich

Media Moving Forward coordinators and project lead

JUGENDPRESSE
Netzwerk junger Medienschaffender

EUROPEAN
YOUTH PRESS
NETWORK OF YOUNG MEDIA MAKERS

Co-funded by the
Erasmus+ Programme
of the European Union

VII. FURTHER EYA EVENTS:

VI. MEDIA MOVING FORWARD CAMP II

a.) GENERAL INFORMATION

The second **Media Moving Forward Camp** was organized in Graz for six days, partly in parallel with the EYA Festival 2018. It lasts from Nov 26 to Dec 2. There young media makers had another chance to gain hands-on experience and connect with young people working in the digital field as well as meet participants from all over Europe. They were asked to carry out several tasks (some in groups, some individual) that covered the festival in its entirety: from one pager articles pointing out the best of each day to the overall video of the event. Their work has been published on the EYA Website.



In total, there were 35 media campers participating in this program, coming from Armenia, Austria, Italy, Lithuania, Portugal, Bosnia and Herzegovina, Latvia, Spain and Montenegro.

b.) MEDIA MOVING FORWARD CAMP II PROGRAM

Monday, November 26, 2018

Throughout the day: **Arrivals**

19.30 | Welcome Dinner (*Icebreakers and Networking*)

Registration and team building dinner and activities for participants, group leaders and project coordinators. *Hotel A & O, Eggenberger Str. 7*

Tuesday, November 27, 2018

9.00 - 9.30 | Welcome speech and presentation of organisers. Agenda overview and rules. What is the Media Moving Forward Camp and what are its aims and objectives? Who are the organizers and how did they come up with the idea? You will get insights in everything you need to know.

Martin Maska, European Youth Press

9.30 - 10.30 | What is the European Youth Award, agenda & registration for interviews. 5 thrilling days are awaiting you – but what can you expect exactly? Go through the agenda with the EYA project manager and ask all your burning questions. You may also register for different tasks for the upcoming days.

Birgit Kolb, European Youth Award

10.30 - 11.00 | YOUR Fears & Expectations. What do you expect from the camp? What are your doubts?

11.00 - 11.45 | Introduction into data-visualisation. *Martin Maska, European Youth Press*

11.45 - 13.00 | Workshop: Visualisation of scientific data in media. Put what you learnt into practice. Roll up your sleeves and get hands on! *Martin Maska, European Youth Press*

13.00 - 14.00 | Lunch time: Recharge with food & friends

14.00-16.30 | Popularisation of technologies and science by media. *Martin Maska, European Youth Press*

16.30 - 19.00 | Visit to the Kleine Zeitung press room



19.00 - 20.00 | Dinner time: Recharge with food & friends. *Hotel A & O, Eggenberger Str. 7*

Wednesday, November 28, 2018

10.00 - 11.00 | Interviews with EYA Winners 2018. *Hotel A & O, Eggenberger Str. 7*

11.30 - 15.30 | Writing articles and hand in. The article about the interviews with the Winners 2018 had to be written in cooperation with campers from other countries. It had to be 2-4 pages long, with a professionally looking layout and photos. They are all published on EYA's and EYP's website.

16.00 - 17.45 | Registration Café for the EYA Festival. Event registration is boring and means a long queue? Not at the EYA Festival! Pick-up your ticket & welcome bag and get to know other Festival participants while enjoying a nice cup of coffee at a very special venue. *Murinsel, Lendkai 19*

18.15-21.00 | OPENING CEREMONY OF THE EYA FESTIVAL 2018. *City Hall Graz, Senate Chamber, 2nd Floor, Hauptplatz 1*

Thursday, November 29, 2018 & Friday, November 30, 2018

Attendance of the EYA Festival. See program above.

Saturday, December 1, 2018

9.30-11.00 | European Huddle: Reflection & Future Plans

12.30-13.30 | Enjoy Graz, Explore the Town!

City Tour | Meeting point: tram stop "Südtiroler Platz/Kunsthauus"

15.00-16.00 | Media making at the international level

You want to make media at an international level? There are many opportunities at the EU level – networks, funding opportunities, online platforms (e.g. HackPack.press). Learn about them! In addition, you will get insight how to find partners, create and manage international teams with specific focus on (digital) technologies and science.

Martin Maska, European Youth Press

16.00 | Joint walk to the City Centre

16.30 | Official Opening of the Graz Christmas market by the Mayor Siegfried Nagl



Sunday, December 2, 2018



9.30 - 11.00 | Final presentations and Discussion

Present your stories! Which articles did you write? What interviews did you make? The project coordinators will present the project's website including a blog with daily posts.

11.30 - 12.00 | Good-bye activities and closing speech

Martin Maska, European Youth Press

c.) MEDIA OUTPUT

- Festival coverage:

<https://eu-youthaward.org/2018/11/30/eya18-festival-first-day-and-opening-ceremony/>

<https://eu-youthaward.org/2018/11/30/festival-second-day/>

<https://eu-youthaward.org/2018/12/03/eya2018-third-day-and-students-program/>

<https://eu-youthaward.org/2018/12/05/students-work-along-with-eya18-winners/>

- Interview with the EYA winners:

<https://eu-youthaward.org/2018/12/11/interview-with-kenneth-au-from-umix-music-app/>

<https://eu-youthaward.org/2018/12/11/interview-with-eya18-winners-fro-studentist/>

<https://eu-youthaward.org/2018/12/10/interview-with-eya18-winner-fidan-uka-from-blood-donor/>

<https://eu-youthaward.org/2018/12/06/interview-with-eya18-winner-riccardo-sonnino-from-ethicjobs/>

<https://eu-youthaward.org/2018/12/06/interview-with-eya18-winner-hans-gurtner-from-boxwise/>

<https://eu-youthaward.org/2018/12/06/interview-with-eya18-winners-ander-delgado-and-taylor-sawyer-from-sammtalk/>

<https://eu-youthaward.org/2018/12/06/interview-with-winners-andrius-juknevičius-and-edvinas-litvinas-from-vilim/>

<https://eu-youthaward.org/2018/11/29/interview-with-eya18-winner-omad-jaghasi-from-sharqishop/>

<https://eu-youthaward.org/2018/11/29/interview-with-eya18-winner-liam-smyth-from-100-masters/>

d.) ORGANISATION, PARTNERS AND SUPPORTERS

Media Moving Forward coordinator and project lead



Co-funded by the
Erasmus+ Programme
of the European Union

VIII. EYA NETWORK – Europe for Digital Creativity improving Society

a.) AMBASSADORS – SHARING THE EYA SPIRIT, CHANGING THE WORLD

For over five years, EYA has been supported by **Ambassadors** – fantastic individuals committed to spreading the word about EYA and its spirit.

Ambassadors are tirelessly on the lookout for the most innovative digital projects within their region, country and/or network. As EYA experts, they nominate projects for the contest and may even send them directly to the second round of the jury. Furthermore, ambassadors conduct EYA information days or participate in events to spread the word about EYA.

The **EYA Board** shapes EYA's future together with the EYA team.

BOARD:

- Abdul Rahman, GER/SYR
- Dušica Birovljević, SER
- Matteo Consonni, ITA
- Khaled Jemni, TUN
- Steffie Limère, DEN/BEL
- Shwetal Shah, UK/IND
- Kambis Kohansal-Vajarga, AUT
- Monika Kosman, POL/DEN
- Emilia Kwiatkowska-van Dijk, FIN/POL
- George Malekkos, CYP
- Yahya Marzouk, TUN
- Saverio Massaro, ITA
- Tudor Mihailescu, ROM
- Max Mohammadhassan Mohammadi, SWE
- Allen Ali Mohammadi, SWE
- Valon Nushi, XK
- Emina Okanovic, BIH
- Slobodan Petrović, SRB
- Cristina Pop Tiron, ROM
- Arto Puikkonen, FIN
- Francesca Ronchi, ITA
- Pihla Rostedt, FIN
- Timo Rostedt, FIN
- Connor Sattely, NLD
- Carina Schmid, GER
- Lucie Schubert, CZE
- Sharmishta Sivaramakrishnan, CH/SGP
- Kinga S. Smith, US/HUN
- Ante Susic, AUT/CRO
- Alois Paul Spiesberger-Höckner, AUT
- Stefanie Stebegg, AUT
- Georg Steinfelder, AUT
- Deyaa Abu Taleb, CH/JOR
- Rui Torre, POR
- Agnieszka Urbaniak, POL
- Branko Vasiljevic, BIH
- Jon Mark Walls, US/CH
- Bernhard Weber, AUT
- Timothy Williams, GER/UK

AMBASSADORS:

- Hovhannes Aghajanyan, ARM
- AlHasan Muhammad Ali, SYR
- Avgi-Maria Atmatzidou, GRC
- Rebecca Atoline, UGA/SWI
- Arman Atoyan, ARM
- Marsida Bandilli, BEL
- Alda Banushi, ALB
- Wais Bashir, UK
- Mehdi Bizolm, AUT/IRN
- Sébastien Bourdu, FRA
- Darko Bozhinoski, MKD
- Clara Bracklo, GER
- Sanja Cancar, AUT
- Luna Carmona, UK
- Elizabeta Cebova, MKD
- Elena Chekorova, MKD
- Johannes Dancker, GER
- Ljubica Drača, GER/BIH
- Taghrid Elashkr, AUT/EGY
- Álvaro de Francisco Gonzalez, ESP
- Mathias Haas, AUT
- Sana Hawasly, SYR
- Anton Holovachenko, UKR
- Odeta Isevičute, LIT
- Achraf Jemni, TUN
- Alexander Hauerslev Jensen, US/DEN

b.) KEY PARTNERS & SUPPORTERS – IMPACT THANKS TO PARTNERSHIP



c.) NETWORK PARTNERS – GLOBAL OUTREACH THANKS TO PARTNERSHIP



d.) ACADEMIC PARTNERS – KNOW-HOW-TRANSFER THANKS TO PARTNERSHIP



e.) MEDIA PARTNERS – PUBLICITY THANKS TO PARTNERSHIP



IX. EYA IN MEDIA (Extract)

[European Youth Award Festival 2017: FHNW among the winners](#) (Univers. Appl. Sciences Switzerland, Jan 30, 2018)
[Ban Hate EYA Winner](#) (PhenomenArts, Feb 1, 2018)
[Caso Miwuki La innovación avanza a cuatro patas](#) (Info Region de Murcia, Feb 1, 2018)
[Teaching the language of the future](#) (Tea after Twelve, Feb 1, 2018)
[Social VR Hackathon: Digitale Innovation und klassisches Handwerk](#) (Mnews, Feb 20, 2018)
[Álommunka-Szakmunka. Hackathon a társadalmi felelősségvállalás jegyében](#) (MOME, Feb 2)
[Budapest Hackathon - a Crafty lett a befutó](#) (Üzletresz, Feb 26, 2018)
[ELTE TáTK hallgatók a EYA Hackathon versenyen](#) (ELTE Faculty of Social Sciences, Feb 15, 2018)
[Mobilos hackathon](#) (Budapest University of Technology and Economics, Feb 14, 2018)
[EYA HACKATONS ARE BACK!!! FIRST STOP BUDAPEST](#) (Evensi, Feb 17, 2018)
[EYA Social Hackathon](#)(FH Salzburg, Mar 01, 2018)
[EYA 2018 | Social VR Hackathon Salzburg](#) (Eventrakete, Mar 1, 2018)
[Hackaton: Salzburgs kreative Köpfe suchen digitale Lösungen für Alltagsprobleme](#) (Salzburg24, Mar 30, 2018)
[SOCIAL HACKATHON TRIFFT VIRTUAL REALITY](#) (Startup Helden, Apr 1, 2018)
[Ein Spiel vermittelt den Weg zu moralistischen Entscheidungen](#) (Salzburger Nachrichten, Apr 10, 2018)
[Virtual Reality gegen moralische Irrungen: #MoralJourney bei EYA Hackathon](#) (Salzburger Nachrichten, Apr 12, 2018)
[Zukunftsprojekt: Spiel mit Moral](#) (Zukunft Österreich, Apr 13, 2018)
[Beeindruckende Leistungen beim EYA Social Hackathon in Salzburg](#) (Ubit Salzburg, Apr 12, 2018)
[MORALJOURNEY GEWINNT INTERNATIONALEN EYA HACKATHON IN SALZBURG](#) (Wirtschaftszeit, Apr 17, 2018)
[Social Hackathon: Gesellschaftlicher Nutzen durch digitale Technologien](#) (Junge Industrie, Apr 18, 2018)
[Call for applicants to European Youth Award](#) (Resource Centre, May 4, 2018)
[European Youth Award \(2018\)](#) (BizAwards, May 1, 2018)
[local-mobile-camps-austria](#) (mYouth, May 1, 2018)
[Apply for European Youth Award 2018](#) (Opportunity Desk, May 18, 2018)
[European Youth Award 2018](#) (Indev Jobs, May 18, 2018)
[European Youth Award 2018 – Submit your digital project](#) (Funds for Entrepreneurs, May 18, 2018)
[Digital Solutions with Social Impact](#) (Scholarship Corner, May 19, 2018)
[#European #Youth #Award 2018](#) (Univerwork, May 28, 2018)
[European Youth Award on SDG Goals](#) (Funds for Entrepreneurs, May 18, 2018)
[European Youth Award](#) (Eurodesk, May 11, 2018)
[PŘIHLAŠ SVŮJ DIGITÁLNÍ PROJEKT DO SOUTĚŽE EUROPEAN YOUTH AWARD!](#) (Eurodesk Czech, May 23, 2018)
[European Youth Award about Digital Solutions with Social Impact 2018](#) (for9a, Jun 1, 2018)
[EUROPEAN YOUTH AWARD 2018 PER GIOVANI INNOVATIVI](#) (Brsecia Giovani, Jun 8, 2018)
[European Youth Award 2018](#) (Creative Industries Styria, Jun 28, 2018)
[Apply to the European Youth Awards 2018 #EYA18!](#) (Europe Neighbours, July 4, 2018)
[European Youth Award](#) (Porta Futuro Lazio, July 2, 2018)
[European Youth Award](#) (Inform, July 16, 2018)
[Demokratie braucht Journalismus](#) (Salzburger Nachrichten, July 17, 2018)
[European Youth Award](#) (EU Neighbors, July 16, 2018)
[#EYA18: Die Shortlist ist da!](#) (Medianet, Aug 27, 2018)
[Bicommunal digital platform reaches European Youth Award finals](#) (Cyprusmail, Sep 17, 2018)
[From smart learning to active citizenship, here are the winning projects for the 2018 European Youth Award](#) (tech.eu, Sep 26, 2018)
[EYA Festival // 28. November bis 1. Dezember 2018 in Graz](#) (Audimax, Oct 1, 2018)
[European Youth Award 2018](#) (Werbe.at, Oct 1, 2018)
[#EYA18 GEWINNER SIND DIGITALE SUPERHELDEN](#) (Wirtschaftszeit, Oct 16, 2018)
[100 Masters European Youth Award](#) (100 Masters, Nov 20, 2018)
[Junge, schlaue Projekte präsentieren sich in Graz](#) (Kleine Zeitung, Dec 3, 2018)
[Ergoldsbacher erhält European Youth Award in Graz](#) (Idowa, Dec 10, 2018)
[Boxwise: Mehr Würde für Bedürftige](#) (Forum nachhaltig Wirtschaften, Dec 6, 2018)

X. MORE LINKS

a.) EYA FESTIVAL PICTURE GALLERY ON FLICKR

<https://flic.kr/s/aHsmuLT9Lt>

b.) EYA FESTIVAL PICTURE GALLERY ON FACEBOOK

#EYA18 Festival Preview: https://www.facebook.com/pg/EuropeanYouthAward/photos/?tab=album&album_id=1049549488556248

#EYA18 Festival | Day 1: https://www.facebook.com/pg/EuropeanYouthAward/photos/?tab=album&album_id=1075094999335030

#EYA18 Festival | Day 2: https://www.facebook.com/pg/EuropeanYouthAward/photos/?tab=album&album_id=1075096866001510

#EYA18 Festival | Day 3: https://www.facebook.com/pg/EuropeanYouthAward/photos/?tab=album&album_id=1075102082667655

EYA Festival | Gala Ceremony:

https://www.facebook.com/pg/EuropeanYouthAward/photos/?tab=album&album_id=1075107629333767

c.) EYA VIDEOS ON YOUTUBE

Short videos of the EYA Winners 2018 introducing their winning projects as well as a short video description of each one of them:

<https://www.youtube.com/watch?v=OG6VWmq3HTU&list=PLZnXB9pYYhONowh9u2ELjebzUBeneiOSz>

d.) BEST OF VIDEO 2018

<https://youtu.be/9Kqb3QiPe74>