



Winning Projects

DIGITAL CREATIVITY FOR SOCIAL GOOD!



2014

Creative Industries Styria[®]

The European Youth Award is a CIS supported project.

Content

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European Youth Award – The Idea of the Contest

Young people are creative, innovative and – as digital natives – know best how to use new technologies and media most efficiently.

But which kind of projects do they develop? Which targets do they pursue? Digital technologies are a powerful force to reach almost any goal.

The European Youth Award (EYA) aims to motivate young people to create outstanding digital projects with clear social value. It demonstrates their potential to find innovative solutions using Internet and Mobiles to impact on their community and region in a tangible way.

The European Youth Award gives these smart young people a platform, a big stage, and honors their efforts to fight today's challenges with tomorrow's possibilities. Why?

EYA validates the work of these young people, because they deserve high recognition for what they do.

But promotion is not all that counts. In fact, the European Youth Award offers them much more: an active, engaged and highly committed network which is eager to support them.

2014 – A Year of Many Changes

While focusing on the UN Millennium Development goals in its first two years, EYA concentrated on Europe's most pressing challenges as defined by the Council of Europe and EU strategy Europe 2020 in 2014.

Seven brand-new categories allowed youngsters in all member countries of the CoE plus

Belarus and Kosovo to submit their creative projects in the following areas:

Healthy Life | Smart Learning | Connecting Cultures | Go Green | Active Citizenship | Money Matters and Future Living.

Supported by the newly established alumni and ambassador network and international network partners, over 130 teams applied for EYA 2014.

EYA was and is about winning knowledge and getting access to a strong network, because we are convinced that these two things are much more valuable and sustainable than anything else. To emphasize these aspects, EYA called a mentorship program into life and extended the student group projects to give winners better feedback and help to further develop their projects.

The EYA Festival was designed in such a

way as to take account of this vibrant community of change-makers, while being as interactive as possible. It unites not only people from all over Europe, but also from different disciplines, ages and cultures. For the first time, the EYA Festival is conducted under the patronage of the Council of Europe, the European Parliament, UNESCO and UNIDO.

EYA Festival Catalogue – A Reflection of Europe's High-Potentials

EYA is proud to introduce to you the 14 most outstanding and brilliant young digital initiatives of 2014, and the creative minds behind them, in this booklet. Europe can be confident. These artful start-up Entrepreneurs are a huge source of hope that our continent has a bright future ahead.

"Do it"

Welcome Words by the Mayor of the City of Graz

Siegfried Nagl

Mayor of the City of Graz

"If we wait for some international conference to proclaim world peace or put a stop to climate change once and for all, nothing will ever change. My motto, therefore, is "do it", because every single person can change things. I would thus like to extend many congratulations to the winners of the European Youth Award 2014. They show how people can take control of their lives and inspire others with their creative ideas!"



Putting Society on Fire!

Young people act with Mobile and Internet for social change

Step out of your comfort zone and take action!

Make a difference with the tools you know best!

Take Internet and Mobile and change the world!

Here where you live, now in our present societies!

The European Youth Award (EYA) brings together young people under 30 years of age who are top in technology, creative in design, and socially committed in their goals. They use their e-power to address social challenges in their communities, countries or the world.

They work and invent in Southern, Northern or Eastern Europe. They use the convenience of digital communication and IT and are driven by curiosity. Theirs is a stunningly creative power to design, shape and form digital tools to the needs of their communities, according to their imagination.

As can be seen in this booklet, their Internet is not of things, but of thoughts, not of sensors, but of action.

You want to be inspired? Look through the following pages and find among others:

- A mobile app to economically resolve the crazy dumping of good food due to expiring best of dates while millions go hungry
- A virtual reality solution which alleviates the phantom pains of an amputee
- Adventurous mini-games helping hospitalized kinds to become comfortable with their environs
- Interactive tutoring to popularize and teach the programming language of web to all
- Social media which transform unemployment for youth into jobs

The winning projects in this booklet do more than reflect the Digital Agenda of Council of Europe or the objectives of the European Union. They implement change, now and here. In this booklet you will find an overview of the 14 most engaging and innovative projects from the 2014 contest – selected out of the submissions from 49 European states. The projects demonstrate what can be achieved when young people stand up and act together for a livable future.

The EYA is grateful to the City of Graz and Mayor Siegfried Nagl, who is personally supporting the EYA and the Winners' Festival 2014. Graz is not only City of Human Rights & Design but will also be the hotspot for young



digital innovation and inspiration from November 19–22.

At this event and in this booklet, you will enjoy learning about what is being done, what the impact the projects have and how you can act in solidarity to engage with young social entrepreneurs from all over Europe.

Thank you for your interest and your support, Best wishes,

Peter A. Bruck

*Chairman of EYA and WSA
Hon. President of ICNM*

Patrons and Special Voices



Thorbjørn Jagland

Secretary General of the Council of Europe

As Secretary General of the Council of Europe, I am proud to be a patron of the European Youth Award 2014. These awards give us a privileged insight into the future. When the competition for employment is so fierce for our young people, competencies and skills acquired through civil society activity provide vital recognition and help launch some of the most promising young minds on the world stage. We consider innovation to be crucial for the future of Europe's democracies, so much that we have made it one of our priorities at the Council of Europe.

Young people's ideas and contributions to the work of the Council of Europe have been key tools in promoting democracy across the continent and beyond ever since our youth sector was established over 40 years ago.

Youth leaders share decision-making with government representatives at the Council of

Europe to raise awareness about youth policies, programmes and priorities. This is a unique exercise. We have trained hundreds of thousands of young people through courses and activities designed to equip them with the skills they need to participate fully in society.

As a timely response to the issues faced by the youth of today, the 2014 World Forum for Democracy in Strasbourg focused on young people's participation in today's democracies. Activities like these and prestigious prizes like the European Youth Award demonstrate that, with the necessary support and opportunities, young people can attain very high achievements and make essential contributions to a Europe based on human rights, the rule of law and democracy.



Irina Bokova, Director-General of UNESCO,
UN Educational, Scientific & Cultural Organization

Young women and men stand at the heart of social innovation in a world that is rapidly and deeply changing. They are today's thinkers, problem-solvers, agents of positive change. They are a wellspring of ideas and innovation.

For the third consecutive year, the European Youth Award shows that young women and men are continually inventing new ways to harness the internet and mobile technology as tools for global citizenship and for lasting peace and sustainable development.

UNESCO is committed to enabling and encouraging every young woman and man to act as change-makers to craft solutions to the pressing challenges all societies face.

I thank every participant in the European Youth Award 2014 for their commitment and hard work, and my congratulations go to you all!



Werner Faymann, Chancellor of Austria

Creativity and commitment of the youth are the keys to the future development of Europe. We face various challenges that can only be resolved through united forces and the great potential of young Europeans. However, to utilize the full potential of extraordinary ideas and achievements these talents must be identified proactively and with extensive support.

It is very important to me that every young individual has a fair chance to develop their talents and implement them in their career. Together we must ensure the general framework for education and research, as well as the growth and employment of Europe. The EYA contributes to this in a very important way; it motivates young talents by using digital technology to find innovative solutions to social and environmental challenges.

The 2014 European Youth Award Festival in Graz offers all participants the opportunity to exchange ideas and to network while learning from one another. I wish that you can use this platform in the sense of actively shaping the future. I would very much like to express my gratitude to all participants in the competition, the organizers and all the contributors for their valuable involvement to the European Youth Award 2014.



Neelie Kroes, *Former Vice-President of the European Commission*

Congratulations to all the winners of the European Youth Award contest 2014. All these projects which involve digital technologies are very impressive. I am pleased that this "Digital Creativity for Social Good award" has introduced new categories this year which are tied to Europe 2020 and tackle digital inclusion, digital literacy and smart living. The winning projects are using digital technologies in a targeted and innovative way which will help shape our future. I would like to thank the International Center for New Media for organizing contests such as the European Youth Award and wish the winners all the best for their future activities.



Sophie Karmasin
Federal Minister of Families and Youth, Austria

Courage, ingenuity and creativity were key capabilities regarding the successful development of the human species to our current state. In an era of enormous technological change and innovations, society still largely depends on these human traits. Especially young people are deeply intrigued by ground breaking inventions and new technical tools. The European Youth award is key in providing brilliant young minds with a platform to act upon their creativity and innovative skills and thus incentivise others. My sincere congratulations go out to the winners of this year's award!



Franz Fischler
President of the European Forum Alpbach

In today's world, ICTs penetrate almost all aspects of our lives. Most of us are already constantly connected to the Internet via mobile devices; everyday's business life is simply no longer imaginable without the extensive use of ICTs. The importance of innovative approaches and ideas to make the most out of today's possibilities is therefore undisputed.

That is why we need creative people who think "out of the box", who conceive new ideas and create innovative, valuable products. The digital projects awarded by the EYA do not only have an economic value, but also help making positive social changes happen.

As president of the European Forum Alpbach I am very aware of the fact that networking is the key to success for startup projects. The EYA Festival is a platform that gives young creative citizens from all over Europe the chance to find future business partners, get to know other innovative people and receive useful feedback on their own projects to take them to the next level. I wish all attendants of the EYA Festival 2014 a successful and worthwhile event in Graz and all the best for their great initiatives!



Michael Spindelegger, *Former Vice-Chancellor of Austria and Federal Minister of Finance*

Europe is our future and it is full of challenges. This year's European Youth Award (EYA) winners show that young people in Europe truly care about the future and understand the goals defined by the Council of Europe and Europe 2020 as suitable visions of where we ought to go. It is a pleasure to see their innovative and creative work contributing to societal progress and addressing the real issues affecting citizens all over Europe.

These young leaders of tomorrow know how to use modern communication technologies to take action and achieve impact. They demonstrate their potential to create innovative solutions with the Internet and Mobile technology.

The EYA Festival is an established platform for international knowledge-exchange and a widely recognized networking-event for future cooperation. As the vice-chancellor of Austria, I am proud that so many young people will gather in Graz for the third time to exchange their bright visions and exceptional ideas for a promising future.

Winning the European Youth Award means ...

Knowledge is power & the key to success. A vibrant network is essential to making your business sustainable. And that's exactly what you can gain by winning the European Youth Award.

Mentoring Digital Innovations: Knowledge through Experience

For the first time since its inception, EYA has launched a mentoring program for winners, offering knowledge and experience transfer to the EYA winning teams from first rate digital entrepreneurs.

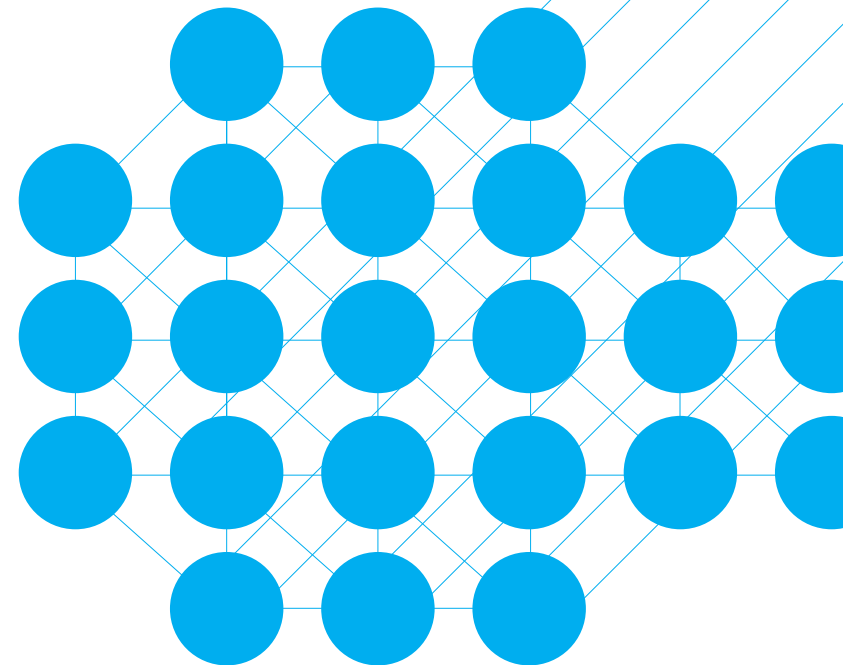
Advice from pros and insights into the adventures and ventures of the digital world, bring new perspectives and inflections. As knowledge and experience are the main drivers for success, this first-hand encounter with top role models gives the EYA Winners 2014 the escalator to the next level.

The EYA mentors also support their chosen team in making connections and forming strategic partnerships. The personal engagement of EYA mentors provides the highest value and inspiration for outstanding young European e-Content producers. We thank all mentors for their commitment! Please find personal statements about their chosen teams on the following pages.

Ambassador network: A powerful community of Europe's most creative and engaged people

Former winners, jurors, speakers and participants from all over Europe work together as EYA ambassadors to support young social acti-preneurs and to expand the powerful EYA network day by day.

EYA ambassadors are tirelessly on the lookout for the most innovative e-Content from young change-makers; nominate and motivate producers to submit their outstanding initiatives; and promote winners in their vibrant network. We cordially thank the EYA ambassadors for their outstanding work and efforts.



... winning knowledge & personal contacts!

Dušica Birovljević, *Serbia*
Sébastien Bourdu, *France*
Darko Bozhinoski, *Macedonia*
John Buckley, *Ireland*
Nicolas Buttin, *France*
Ángel Chacón, *Spain*
Mathias Haas, *Austria*
Florian Jungwirth, *Austria*
Trim Kadriu, *Kosovo*
Kambis Kohansal-Vajargah, *Austria*
Céline Kniebihler, *France*
Kerstin Kollmann, *Austria*
Chiara Marzocchi, *Italy*
Shane Thomas McMillan, *Germany*
Valon Nushi, *Kosovo*
Gianluca Nastasi, *Italy*
Giacomo Filippo Porzio, *Italy*
Francesca Ronchi, *Italy*
Pihla Rostedt, *Finland*
Timo Rostedt, *Finland*
Maja Ružić, *Serbia*
Carina Schmid, *Germany*
Alois Paul Spiesberger-Höckner, *Austria*
Georg Steinfelder, *Austria*
Jeroen van Loon, *The Netherlands*
Timothy Williams, *United Kingdom*
Christoph Wöss, *Austria*

EYA Festival

The EYA Festival combines a platform for knowledge exchange, networking and sharing ideas, together with a highly interactive event. It's Europe's creative hotspot to work together, to inspire and get inspired, and find motivation to enlighten Europe's future – from November 19-22.



Try your phone here



7 Categories – 1 Goal

The categories of the European Youth Award are tied directly to the priorities of the Council of Europe. They also reflect the goals of the strategy 2020 defined by the European Union (EU).

The EYA thus contributes to progress towards these goals and motivates young digital natives to take action on Europe's most pressing issues such as employment, resource management, health, education, urban development, cultural diversity and social inclusion.

HEALTHY LIFE

fitness
nutrition
healthcare



CONNECTING CULTURES

arts
games
diversity



SMART LEARNING

education
e-skills
open science



GO GREEN

energy
resource management
sustainability



ACTIVE CITIZENSHIP

free journalism
open government
social cohesion



MONEY MATTERS

financial literacy
employment
smart consumerism



FUTURE LIVING

e-mobility
urban development
sustainable tourism





HEALTHY LIFE

fitness
nutrition
healthcare

This category is about physical wellbeing and helping people with health conditions to lead happy, fulfilled lives. Fifty percent of Europeans are overweight, one in five is obese.¹ Diseases such as diabetes, hepatitis and metabolic disorders are on the rise. Economic and social barriers frequently hinder access to medical treatment. Healthy Life initiatives promote and support a healthy lifestyle and balanced diet. They may, for example, employ smart health devices to treat medical conditions efficiently, raise awareness for neglected diseases and encourage sports and physical exercise among communities.



SMART LEARNING

education
e-skills
open science

This category is about finding new, creative approaches to education and learning. Many high schools and universities report tremendous drop-out rates and a social education-gap remains reality in most countries. Smart Learning innovations may, for example, provide free-access training courses, foster ICT competence, create scientific understanding, support international knowledge exchange, or open up new capacities for scientific research. This also includes tools that boosting learners' motivation to study, platforms for open-access education and other solutions for making scientific progress beneficial to all.



CONNECTING CULTURES

arts
games
diversity

This category is for all the unusual, crazy, digital projects that manifest a creative approach to contemporary culture. United in diversity has to be more than just a motto! Projects submitted to Connecting Cultures may combine programming, artistic and musical skills, find ways to preserve customs and traditions, or create awareness for mutual understanding and intercultural communication. The category also comprises infotainment apps, valuable games, interactive exhibitions, performances, animations, e-music and digital art – everything is possible!



GO GREEN

energy
resource management
sustainability

This category comprises environmentally friendly solutions for the benefit of our planet. Vanishing natural resources, skyrocketing energy consumption, unresolved waste issues and accelerated climate change are among today's most pressing challenges. Go Green innovations are ecologically beneficial, have a positive impact on our environment or foster a responsible and sustainable attitude towards nature. This can, for example, be achieved by showing new ways to conserve biodiversity, increase energy efficiency, harness renewable resources, prolong product-cycles or reduce CO2 emission.



ACTIVE CITIZENSHIP

free journalism
open government
social cohesion

This category is about exposing injustice and fighting social exclusion. While individual privacy seems on the decline, multinational deals tend to become more obscure. Many European countries still score high on the Corruption Perceptions Index. Also discrimination due to age, race, gender, ethnicity and sexuality is still an issue in most places. Active Citizenship projects may be honest examples of participatory journalism or fight for transparent policy making and the right to free speech. They may also encourage political participation, create awareness for human rights and support community building.



MONEY MATTERS

financial literacy
employment
smart consumerism

This category looks for solutions that enhance economic understanding, fight poverty and help people to make a decent living. Almost one in four European youths is unemployed.²With growing income gaps also many working people struggle to make ends meet. Money Matters wants innovations that create opportunities for social commerce, reduce unemployment or illustrate how money works. This, for example, includes innovative career counseling, responsible spending, fair trade, taxation and banking, crowd funding and microcredits, as well as initiatives that create and support a startup friendly economic environment.



FUTURE LIVING

e-mobility
urban development
sustainable tourism

This category is for all those envisioning pathways to future mobility, intelligent logistic solutions and innovative development. Some regions of Europe find it hard to catch up with economic growth and consequently face an exodus of future workforce and decision makers. Future Living is about creating new perspectives and making existent infrastructure more efficient. This, for example, includes solutions for smart cities, agriculture and social travel, as well as approaches to individual mobility that use resources efficiently and guarantee affordable and sustainable transport for everyone.

KNOW
AWARD

KNOW-AWARD

The Know-Award is a newly introduced special prize highlighting projects using open data and/or promoting open science most efficiently. It is chosen from all projects submitted in the category Smart Learning. In a world where data volume doubles every two years and information overload is a constant fact, the winning project of the Know-Award brings order into the "information chaos," while making raw scientific data more accessible and understandable. The Know-Award winner is selected by experts of the Graz-based Know Center, one of Europe's leading research centers for data-driven business.

Johannes Allesch, CEO, 29 years old, Austria



“ I don't understand why people are afraid of new ideas. I'm afraid of the old ones.” (John Cage)
It seems to me that EYA is exactly the kind of community that does this quote justice. It's a bunch of young, unafraid explorers, designers, creators discussing pressing issues and their possible solutions. Therefore I am extremely happy to participate and being able to present our winning project AniMedes in front of such a diverse, inspiring audience.

”

Bernhard Weber
Startup Coaching and
Business Development
Science Park Graz
Austria
www.sciencepark.at

MENTOR



"Transparent and understandable communication is a big relief for patients in a per se uncomfortable situation before an upcoming treatment. Animedes brings the patient/doctor communication to a new level both from the technical point of view and from the perspective of the delivered value for patient and doctor. I would say that solution is a kind of translator between two worlds and makes life easier for health professionals and hospitals."



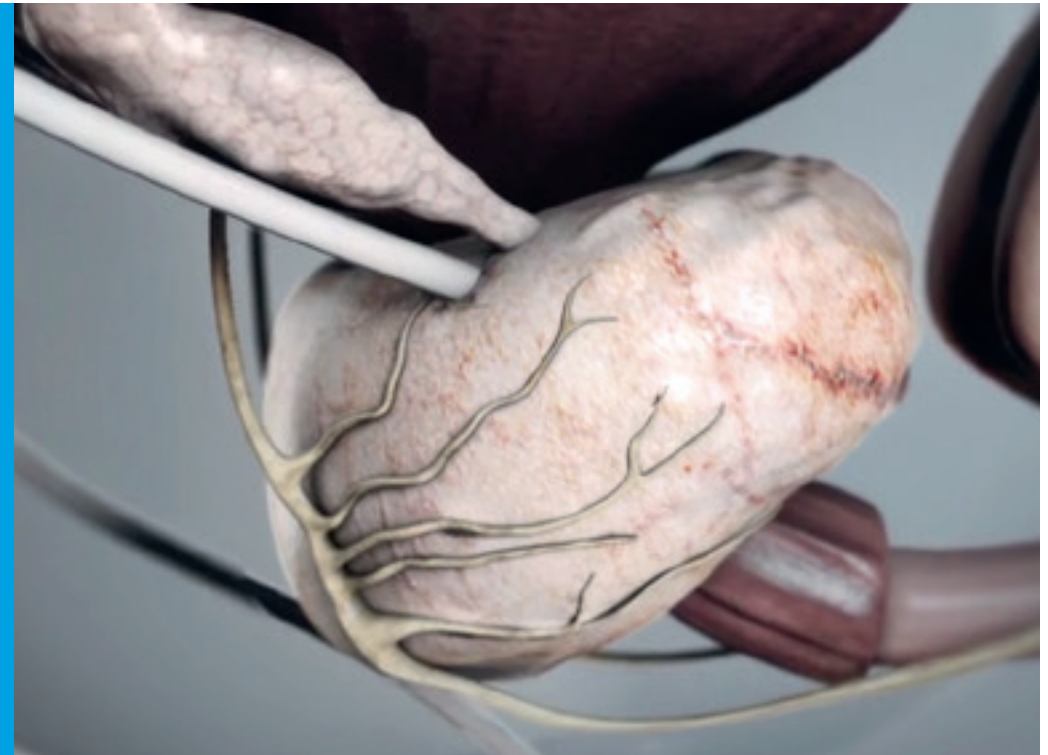
WINNER: HEALTHY LIFE – fitness | nutrition | healthcare

AniMedes – digital patient education

■ AniMedes is an innovative, multi-lingual app that provides complex medical information to patients prior to surgery by digital and mobile means. Patients can inform themselves about upcoming treatments by watching short, easily understandable, 3D-animated patient education movies at a bedside terminal, iPad, Windows-PC or on other devices. Every movie contains information about the indication, treatment, risks and side effects or possible options. 3D-animations in clear audiovisual language constitute a valuable information source, especially for illiterate patients, people with reading or learning disabilities, or simply people who speak a different language than their doctor. Patients watch the movies be-

fore their conversation with the attending physician.

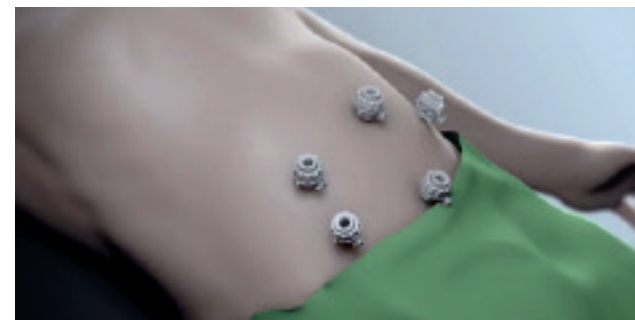
AniMedes provides patients with an anamnesis questionnaire and the possibility to pose their own questions. These features allow doctors to individually prepare for their patients and their specific risks, as well as their worries and questions before the informed consent explanations begin. AniMedes securely stores everything from the patient's first click to the doctor's last comment. The finished consent form can be signed on the pad or on specialized hardware to conclude the procedure. AniMedes is a solution that respects people's right to know about hospital procedures, helps them understand their conditions and find the best treatment available.



Austria



www.animedes.at





Max Ortiz Catalan, Research Engineer, 32 years old, Mexico
Morten Bak Kristoffersen, Research Engineer, 26 years old, Denmark
Rannveig Asa Gudmundsdottir, Clinical Trial Administrator, 26 years old, Iceland
Alejandra Zepeda Echavarria, R&D Engineer, 24 years old, Mexico

T • Systems

“

It is extremely rewarding to be involved in a project with the aim of increasing quality of life for people suffering from chronic pain. Furthermore, the honor of winning an award gives our team an even greater motivation to do better and succeed in order to help more people.

Rannveig Asa Gudmundsdottir

”

Alexander Decker

Innovation & Special Projects Manager
T-Systems
Austria
www.t-systems.at

MENTOR



"A couple of years ago, a friend of mine lost two fingers of his right hand in a work accident. Ever since he keeps complaining about the phantom limb pain he feels in his gone fingers. That way was the first time I was confronted with PLP. The members of the winning project of the European Youth Award found an impressive and innovative way to help people with amputations in their fight with PLP. Their virtual reality based therapy is not only interesting for me, but for T-Systems as a company with a health competence center implementing and operating hospital information systems worldwide including therapy plans for rehabilitation patients."



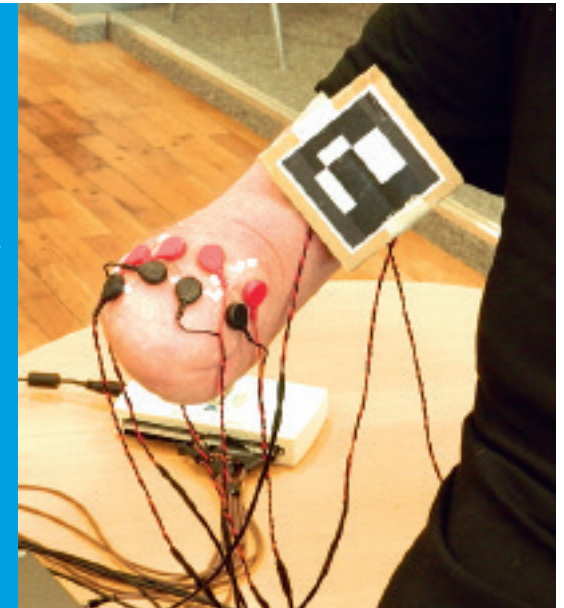
WINNER: HEALTHY LIFE – fitness | nutrition | healthcare

Neuromotus – A novel treatment for Phantom Limb Pain

The goal of Neuromotus is to reduce phantom limb pain (PLP), a painful condition affecting 70% of amputees, so as to improve these patients' quality of life. Traditionally, mirror box therapy and other tools based on the same concept have been used to alleviate pain, but their efficacy varies greatly. This project targets amputees for whom other PLP treatments have failed. Various virtual environments, including virtual/augmented reality, are controlled by the patient's phantom limb using muscle (myoelec-

tric) signals from the stump. The patient learns to reactivate areas in the brain related to motor control of the missing limb. Neuromotus is possibly the best treatment available for dealing with phantom limb pain, a condition from which many thousands of Europeans suffer. The intervention is inexpensive, can be administered by the patient and greatly improves the quality of life by removing pain. The innovation value lies in using a range of different well-known techniques and combining them in a user-friendly pack-

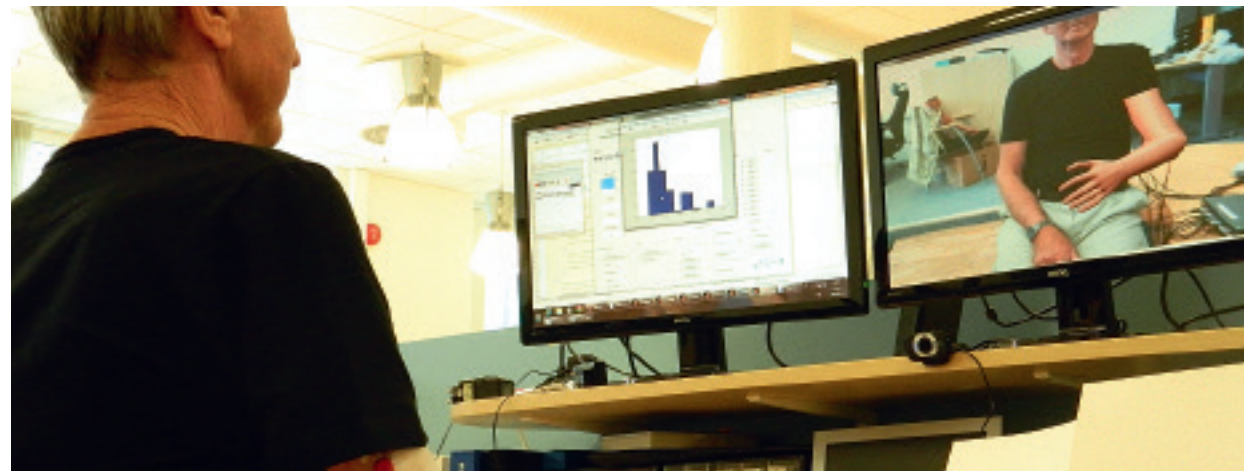
age. The possibility of applying this technique for patients suffering from stroke or spinal cord injury is another aspect that makes it stand out. First results indicate that the Neuromotus treatment works and clinical trials are following up. A version for home use is being tested. Ultimately, Neuromotus aims to enable the participation in society of those patients otherwise hindered by chronic phantom limb pain.



Sweden



<http://bit.ly/1qp38At>





Christoph Gäng, *Communication Designer*,
28 years old, Germany

Fabian Schröbel, *Communication Designer*,
26 years old, Germany

Andreas Schwarze, *Communication Designer*, 27 years old, Germany



“

Our project is just one example of how we can help each other grow.

Andreas Schwarze

”

Peter Prenninger

Corporate Research Coordination
AVL
Austria
www.avl.com

"To be multi-lingual and multi-cultural is seen as an asset today. To communicate via all kinds of IT channels is self evident. But how to promote this communication, how to create new channels? This needs more. This needs active contributions – active creation of web based platforms. How to do that? "mosaik" is an innovative solution to spread this ability among people interested in offering creative web based services. Have a look at it!"

MENTOR





WINNER: SMART LEARNING – education | e-skills | open science

“Not knowing a programming language will be the new analphabetism” is a drastic adage, but it indicates the need for products like “mosaik”, not only among professionals, but for the ordinary citizen. As information- and communication technologies become an integral part of everyday life, skills in this field and especially programming languages constitute a competitive advantage. The website mosaik teaches the programming languages HTML and CSS interactively in a very simple way. Users can explore design possibilities through trial and error, expanding their skills in the field of interaction and web design. With this knowledge, they can communicate their designs in a professional way when seeking jobs. Contrary to other similar learning websites, mo-

saik focuses on displaying code visually, showing examples users can experiment with in real-time at their own pace, combined with the possibility to exchange knowledge. The website has four areas: basic principles, library, tips and forum. Basic principles impart the rules of HTML and CSS through short interactive lectures. The library offers vocabulary through visual examples the user can experiment with. In the tips area, one can find useful information about web design, while the forum creates a platform for exchanging ideas between users. Mosaik provides a free and easy opportunity for everyone to learn, ensuring Europe’s place at the forefront of information technologies.



Germany



www.mosaik.io



mosaik – learning HTML and CSS interactively





Vojta Ciml, Founder and CEO, 23 years old, Czech Republic

Vojta Drbohlav, CTO, 23 years old, Czech Republic

Tereza Horáková, Creative Director, 29 years old, Czech Republic

Margarita Kuvaldina, Global Community Manager, 21 years old, Russian Federation



“

It's great that we can present SlidesLive as European citizens, thus be competitive on Global level.

Vojta Ciml

”

Günther Wellenzohn

Innovation Manager

Infineon

Austria

www.infineon.com

"I'm really excited about the results of the the online video-presentations created with SlidesLive. For content creators it's very easy to generate it, for viewers it's fun to flip through the video and slides, to zoom in or out .. congratulation to the team."

MENTOR





WINNER: SMART LEARNING – education | e-skills | open science

SlidesLive – Greatest archive of presentations in the known world.

SlidesLive is a learning product with an interactive platform for creating and sharing digital presentations without expensive television crews. Addressed to content creators such as speakers, presenter or teachers, SlidesLive not only presents the video of the lecturer, but also synchronizes slides and digital material from any device such as a smartphone, camera or DSLR. For viewers, watching an online recording of a lecture will never be the same. Audio, video and slides files are synchronized into one beautiful online presentation, providing an all-round experience. Users flip through the slides or the video, or use the zoom button to enlarge slides. Over two thousand lectures on a range of topics are available. SlidesLive is all about providing tools for people hungry for knowledge. While the internet is full of trivial content, many people are eager to find relevant information, whether pertaining to advanced science, human rights or environmental education. SlidesLive provides tools for people to capture and present their thoughts in recorded synchronized form, spreading knowledge and stimulating interest in learning.



Czech Republic



<http://slideslive.com>





Thomas Buchsteiner, CEO, 28 years old, Austria

Michael Mayrhofer-Reinhartshuber, Programmer, 29 years old, Austria

Barbara Schön, Marketing, 28 years old, Austria

Andreas Viehhauser, CFO, Co-Founder, 28 years old, Austria

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Let's get to know the people around you, meet them and have fun together.

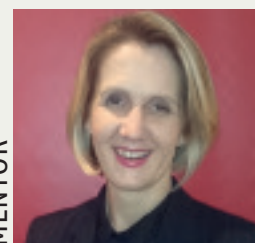
Thomas Buchsteiner

”

Belinda Douglas
Recruitment Director
Oracle EMEA
South Africa
www.oracle.com

"Firstly, my heartfelt congratulations to all of the winners of the European Youth Award 2014. I am very excited to offer my mentoring support to the BuddyMe project. In today's age of ambiguity and anonymity, it is refreshing to see how this project is embracing and encouraging a return to 'live' communication using modern technology. This type of innovation is exactly what is needed in a world that is fast becoming isolated behind technology. I also see tremendous value in the project targeting various age groups, healthy interests and like-minded individuals across the world, pursuing a life offline."

MENTOR



ORACLE



WINNER: CONNECTING CULTURES – arts | games | diversity

BuddyMe is a web application which connects people living in the same city who don't know each other, but who share the same interests. Counteracting urban loneliness and cyberbullying, the app enables real contacts and relationships. BuddyMe is geo-located: when an interest or activity is posted, others see how far it is away from them. To join, the user needs to buddy, that is, to connect through a short message with a phone number. All further communication is done via text messages or phone calls. BuddyMe is safe, asks for log-in data only and deletes all posts within seven days. Instead of lingering in front of screens chatting, flipping through pictures or trying to

find out about others, BuddyMe gets people to connect in real life and spend fun time together. Targeting three age groups, teens, students and young professionals, Buddyme stimulates people to invent new leisure activities by enabling real-time social contacts. First trials show that there are lots of people around who are ready to share interests, time and knowledge, and just need someone with whom to hang out. BuddyMe puts real people back into digital space, rather than treating users like objects for commercial marketing and data mining. Responsible communication and a caring society where people meet and talk rather than just messaging and mailing, is the output.



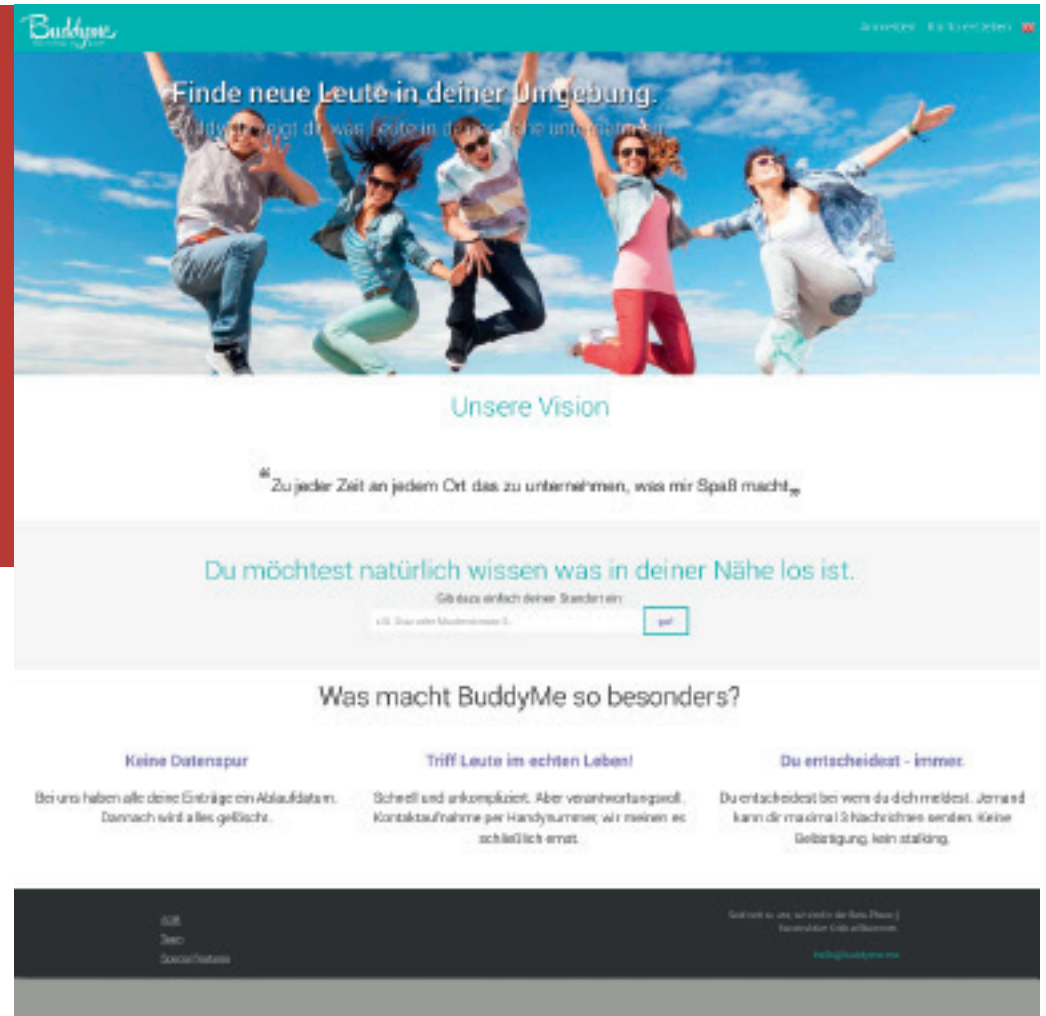
Austria



<https://buddyme.me>



BuddyMe – Do what you love



Clément Chenebault, Developer, 22 years old, France



Thomas de Cicco, Designer, 26 years old, France



Julien Suard, Graphic Designer, 25 years old, France



Alexandre Toudic, UX Designer & Developer, 23 years old, France



“

All of us are really pleased that our project won this EYA 2014 in its category. In spite of the great pleasure we took about designing and creating Dreamy, this award represents the fulfillment of our work, and give us the opportunity to thank again everybody who take part in this adventure. Today, thanks to EYA, we hope to have gained enough credibility to find the funding to continue the development to make Dreamy available to hospitalized children as quickly as possible. Finally, we are delighted about the idea of meeting passionate people from other countries, but also to present our project outside our country.

”

Heinz Mayer

Director of DIGITAL -
Institute for Information and
Communication Technologies
Joanneum Research
Austria
www.joanneum.at

"Dreamy is a great idea. It addresses the boring and scared situation of children staying in hospital. This interactive game will help the patient to interact with others of the same age and will help to make their stay as pleasant as possible. The usage of modern equipment and the story of the game seem to be the right support for children. I would have liked this game when I was a child staying at the hospital."

MENTOR





WINNER: CONNECTING CULTURES – arts | games | diversity

Dreamy is the first-of-its-kind tablet game with a super-hero universe developed for children ages seven to eleven to re-enchante an otherwise monotone and lonely hospital stay. The adventure consists of an exploration of hospital corridors, using an interactive 3D map allowing the child to “leave” their room and to meet other children. Thanks to a toy called “totem” recognized by the tablet, the young super-hero resolves mini-games alone or in co-operation with other children, bringing the light back into darkened corners of the hospital in a fun way. Four super-powers, strength, agility, transformation and intelligence, are essential to complete this quest. Dreamy is a unique application using up-to-date technologies, design and development, built on results from laboratory tests with children regarding ergonomics and storyline. Key points include geolocation, augmented reality and tangible object recognition. Updates will provide a more detailed story, more mini-games and new personalities for the superheroes. Communication with others via Dreamy is welcomed by parents and caregivers alike, while reassuring children and brightening their hospital stay beyond the hours when organized activities are offered.



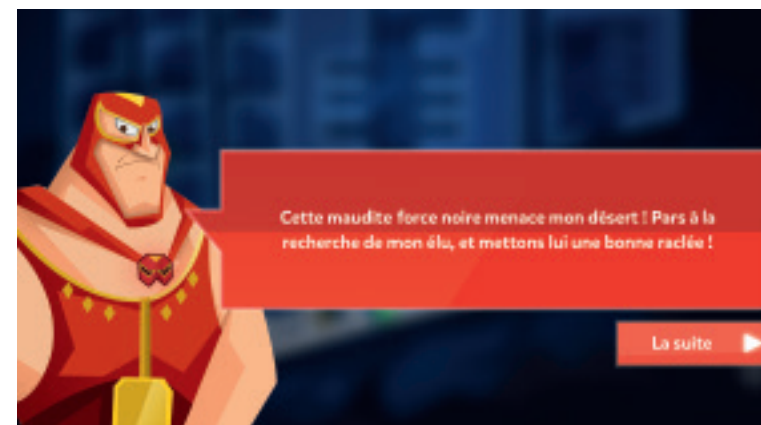
France



<http://dreamy.gobelins.fr>



Dreamy



Brian Abeykoon, Business Developer, 30 years old, New Zealand
Florian Ertel, Business Developer, 27 years old, Germany
Philippa Main, Head of PR, 21 years old, United Kingdom
Christoph Müller-Dechent, CFO, Co-Founder, 29 years old, Germany
Tobias Müller-Dechent, Chief Marketing Officer, 27 years old, Germany
Mehrad Rafigh, Chief Technical Officer, 26 years old, Iran
Marcel Schaeben, iOS Developer, 26 years old, Germany
Fabian Zavodnik, Backend Developer, 28 years old, Germany



“

We signed up for networking, networking and expertise constructive feedback. I think that networking with highly intrinsical motivated peers like all the EYA-participants, will boost great ideas faster and take them to the next level of execution. Crowdsourcing great things with great people under an umbrella that has only good intentions. In business lingo this is a true triple win situation!

Christoph Müller-Dechent

”

Andreas Tegge
 Vice President
 Global Government Relations
 SAP
 Belgium
www.sap.com



MENTOR

"I am truly impressed by the FoodLoop project which combines innovation with a social mission as an integral part of the business. Numbers of food waste are striking. Around 1.3 billion tons every year is wasted globally which is a third of the food for human consumption. This issue needs to be addressed urgently on a global level, for which undeniably technology can play an enabling role. FoodLoop is a consumer app designed to empower individuals to make sustainable choices and make fresh

food more affordable to them. Build on SAP HANA In Memory-database for Big Data, the solution shows how already available technology can drive new innovations to make the world a better place for all. Seeing the social and environmental benefits of the project, I am convinced that it has a huge potential to be recognised by the major supermarkets around the world and to become a 'must have' if we are to advance a sustainable living and a resource-efficient shopping."





WINNER: GO GREEN – energy | resource management | sustainability

FoodLoop – Save it All!

FoodLoop offers the first consumer app designed to reduce waste of perishable food items close to their “best before date” (BBD). About 1.3 billion tons of food are wasted worldwide every year: following the “Freshness-Policy”, retailers dispose of fresh products and even beverages and dairy, long before their BBD. The amount of food wasted every single day is enough to feed all starving people in the world.

FoodLoop is a unique mobile food discount system which allows retailers to reduce prices for products close to their BBD automatically or at the touch of a button. The FoodLoop app informs consumers on their mobiles in real time about those products put on sale.

FoodLoop offers ecological value by promoting cost-reduction for retailers, smart shopping and less food waste. Reduced food waste leads to material and energy efficiency, and the reduction of greenhouse gases and other polluting emissions, while promoting a more sustainable retail industry. FoodLoop makes for a positive eco-friendly change in consumer awareness and behavior, also adding social value by donating part of its revenue to charities.



Germany



www.foodloop.org





Jozef Knazko, Software Engineer - Android, 26 years old, Slovakia

Tomas Lodnan, Country Manager for Slovakia, 27 years old, Slovakia

Marek Spalek, Software Engineer - iOS, 26 years old, Slovakia

Jozef Vodicka, President, 26 years old, Slovakia

Robert Barcik, Marketing & Media Guru, 22 years old, Slovakia

Peter Celko, Social Media, 26 years old, Slovakia

Dusan Dragula, Software Engineer - Windows Phone, 25 years old, Slovakia

Michal Klacko, Software Engineer - Backend, 25 years old, Slovakia

“ Since the beginning we thought that participating in the EYA would bring us closer towards our goal. We hope, thanks to Serendipity and EYA networking we meet people who help us bringing our TrashOut vision to reality. And you never know if the person sitting next to you is the next Mark Zuckerberg or Marissa Mayer :) ”

Jozef Vodicka



MENTOR



Bernd Taselaar
CEO
EXIN Holding B.V.
The Netherlands
www.exin.com

“The interesting aspect of TrashOut.me is the way it connects new technology with an social issue as waste. The purpose of this app is very appealing. It activates people in a simple manner to improve their immediate environment. It appeals to societal responsibility and individual acting, with which real change can be realized. Therefore, TrashOut.me is closed connected with the EXIN Green IT program. Both focus on creating awareness of environmental issues amongst citizen and employees. These themes will be of significant influence on organization's environmental footprint through technology in the next decade.”



WINNER: GO GREEN – energy | resource management | sustainability

TrashOut is an app for monitoring illegal dumps worldwide, including landfilling, illegal waste or fly tips, while pointing to the underlying problems of financial self-interest, corruption and illegality. TrashOut treats illegal dumping as a metaphor for the lack of social responsibility that disables solutions to problems. Aimed at eco-friendly people, geocachers, outdoor sports people, seniors with smartphones and individuals aware of pollution, TrashOut also cooperates with electronic recycling companies, waste collectors and ministries of environment whose services it promotes. TrashOut aims to get the app into the hands of one million

European users, turning citizens into ambassadors sharing knowledge and pushing local municipalities to recycle. As citizens, all of us have a responsibility to each other and to the planet we jointly occupy to keep our environment healthy. TrashOut offers the means to act on this conviction: with over 70,000 registered downloads and 16,000 reported illegal dumps in over seventy countries, the app gets the ball rolling to make Europe an example to the world as the most sustainable region on earth with advanced recycling technology, a revamped school/learning system, and vanishing illegal waste dumps by 2020.

TrashOut.me – monitoring social problems through occurrence of illegal dumps



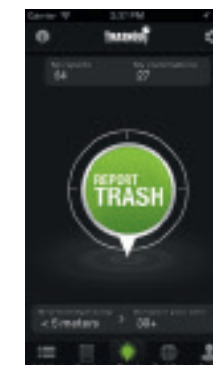
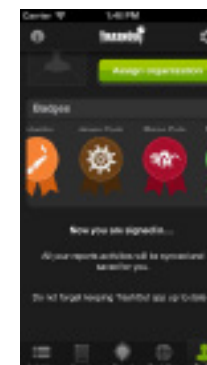
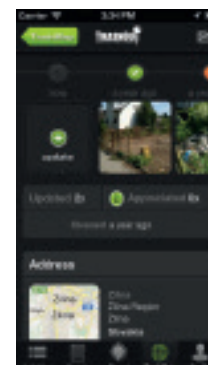
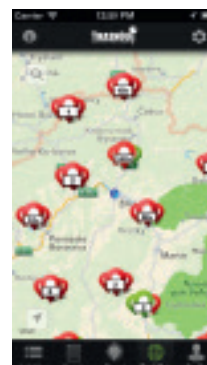
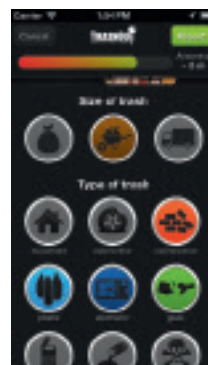
TRASHOUT!
LOCATE ILLEGAL DUMPS



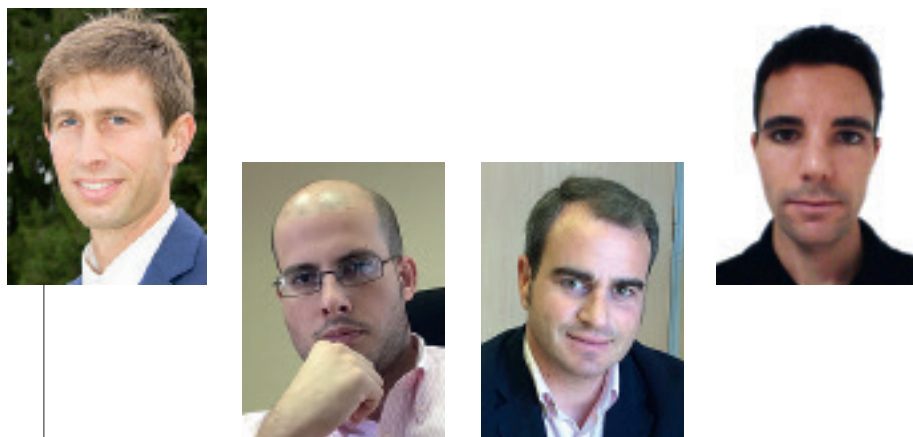
Slovakia



www.trashout.me



Connor Sattely, Chief Operating Officer, 25 years old, United States of America
Jon Mark Walls, Chief Executive Officer, 29 years old, United States of America
Mihai Tudor Mihailescu, Community Development Director, 25 years old, Romania



Alexis Bourgeois, Business Manager, 25 years old, Switzerland
Juan Manuel Olea, Senior Developer, 31 years old, Spain
Francisco Javier Hernández García, Chief Technical Officer, 30 years old, Spain
Juan Leandro del Viejo Domínguez, Product Manager, 25 years old, Spain

DIGITALEUROPE

“Winning the European Youth Award gives me and my colleagues at GovFaces an amazing sense of achievement. We've set out in this project with the dream of contributing to a better society by facilitating meaningful interaction between citizens and political decision-makers. To us, EYA is a recognition of the social value of our online platform, but also an opportunity to showcase it and improve through experience-sharing in Europe's most vibrant community of young digital entrepreneurs.

Mihai Tudor Mihailescu

”

Peter Olson
 President, DIGITALEUROPE
 Vice President, Ericsson
 Belgium
www.digitaleurope.org



MENTOR

"GovFaces is a fascinating proposition for citizens and politicians to interact in new creative ways, using the latest digital technologies. But it is actually more than that. It addresses one of the more serious democratic issues of our times; the lack of political engagement by citizens at large. Participation numbers in parliamentary elections both on European and national level in the last years, clearly show this. Creating an active dialogue between citizens and politicians is one important way of addressing the problem. Get to know GovFaces, start using it and you will notice the difference it can make."



WINNER: ACTIVE CITIZENSHIP – free journalism | open government | social cohesion

GovFaces – the social network connecting people with their politicians

GovFaces is a social network connecting people with politicians on burning issues. The project illustrates the historical shift in political communication from offline to online contact and interaction between people and their representatives. While social networking sites are widely used by politicians, only 7% actually interact with followers. Old-style politicians use social media to broadcast. On GovFaces, interaction is the key: citizens, organizations, journalists, and other users post questions or ideas directly to the profiles of politicians. A politician answers using text or video response, showing the face behind the screen. GovFaces was launched at the European Parliament and Commission in March, 2014. Over fifty EU parliamentarians already use GovFaces to interact with citizens across 15 countries. In

late 2014, a remodeled platform aims to provide access to politicians from any country and at any level. Using partnerships with universities and a network of volunteers, GovFaces is approaching organizations, activists in civil society and individual citizens in countries across Europe to form teams dedicated to making their political systems more accessible and responsive. Free for users, GovFaces moves democratic action from mere vote-casting to engagement of citizens through interaction with politicians, targeting internet literacy in politics and the deployment of digital services in key areas of public interest. As a private-sector initiative with an innovative business plan to ensure political neutrality, GovFace2 seeks to draw upon the energy of the private sector to innovate effective changes to the public sector.



Switzerland



www.govfaces.com





Mikkel Cantzler Christensen, *Producer and Journalist, 28 years old, Denmark*
Jonas Unmack Larsen, *Producer and Teacher, 29 years old, Denmark*



“

I once read this quote from a communications theorist. "Today we are beginning to notice that the new media are not just mechanical gimmicks for creating worlds of illusion, but new languages with new and unique powers of expression."

I totally agree. Therefore I am very pleased about getting the chance going to Graz and to get the opportunity to be around like minded producers within the field of new media. I'm certain it will be a big experience and give a lot of inspiration.

Mikkel Cantzler Christensen

”

Gerald Gross

gross:media e.U. |
 training.consulting.support
 Austria
www.grossmedia.at

"This project shows that innovation and sustainability are not mutually exclusive.

Having an interactive storyline and using the principles of gamification the developers of TSC get you involved instead of being a distant viewer. This is what social responsibility starts with."

MENTOR





WINNER: ACTIVE CITIZENSHIP – free journalism | open government | social cohesion

The Slum Challenge

The Slum Challenge (TSC) is a documentary project about life in slum areas, home to more than one billion people worldwide. The story tests the smarts of viewers to navigate through the storyline and face the dilemmas of living in one of the biggest slums in the world. At the same time, it is a wakeup call to the world about the side-effects of rampant urbanization and the continuing growth of slums in cities worldwide. In the megacity of Manila, a third of all people live in densely populated slums. The core of TSC is an interactive plot filmed in point of view through the eyes of a Filipino boy. The storyline unfolds in fifty-four unique interconnected sequences. Using gamification, the viewer decides what will happen next by selecting from the options placed at the end of each sequence. Along the way, pop-up

icons appear, giving the viewer more insight into the dilemmas and choices of life in slums. TSC literally brings the slum at eye level to the target viewer group – teens aged 13 to 18 – making them think about the consequences for young people of growing up in slums. The Slum Challenge is educational and informational, but most of all, challenges young people to take a stand on social cohesion in the world, ultimately to minimize the number of poor and socially excluded. While these problems are acute in underdeveloped countries, they continue to be an unacceptable and growing reality in Europe. TSC works for change by getting young people's attention online and drawing them into the story as active participants. Digital tools are used to get teens to start caring about global issues.



Denmark



www.slumchallenge.dk





Marten Wetterberg, Co-Founder, 23 years old, Sweden
Iman Fadaei, Co-Founder, 27 years old, United Kingdom



“ We are delighted to participate in the EYA competition and join other socially-motivated European citizens working together towards a better future. At Aha Design, we are passionate about using entrepreneurship to achieve social benefit and we're grateful that this vision is being recognised by the European Youth Award.

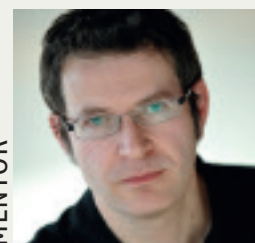
Iman Fadaei

”

Stephen Collins
 Vice President Corporate Affairs
 Microsoft EMEA
 Belgium
www.microsoft.be

"What's most exciting about Aha Design's project is that they are tackling the well-known, persistent issue of youth unemployment from an unusual and innovative angle; by supporting already skilled young people from particularly vulnerable backgrounds to get up-and-running in real jobs in the real economy. Following proof of concept in one Member State, expansion across the EU will follow and I am confident the impact will be significant. It is a very simple idea and very smart."

MENTOR





WINNER: MONEY MATTERS – financial literacy | employment | smart consumerism

Aha Design – Empowering Youth Jobseekers

Aha Design fights youth unemployment by connecting talented unemployed youngsters with businesses through a freelance platform. While youth unemployment remains at 20% in the UK and current solutions prove ineffective, Aha Design offers income to youth, rather than training or work experience. Unlike other organisations that fight youth unemployment, the primary social goal of Aha Design is to provide a professional solution with a proven record of engaging youth within high value projects. Partnering with charities, the project targets unemployed youth from all backgrounds: its unique business model focuses on the real needs of business clients and leverages existing skills of unemployed youth within that framework to obtain paid work. A pilot pro-

ject engaged orphans, homeless and recent immigrants, all of whom were successfully supported. In the process, Aha Design acted as a digital agency working with clients in a way they understand and managed all freelancers internally, to provide training, web design and development services. The Aha Design model includes a system of co-assessment among freelancers before an internal team approves the work and sends it to the client. The project meets social cohesion goals by recognizing youth work and non-formal education, supporting young people's autonomy and well-being and enabling young people to transition from education to work. Aha Design works to meet European employment targets, while fighting poverty and social exclusion.



United Kingdom



www.ahadesign.co.uk



Marco Barbosa, *CEO, Co-Founder, 26 years old, Portugal*

Filipa Barros, *Head of Social Responsibility Department, 30 years old, Portugal*

Joel Calheiros, *Webdesigner, 34 years old, Portugal*

Miguel Vieira, *Chief Technology Officer, 31 years old, Portugal*

Rui Ramos, *Financial Department, 31 years old, Portugal*



“ You are the next generation of entrepreneurs who do not only care about money and profit, but also provide value to the society and improve lives. I expect to receive feedback, show my startup and create new contacts that could allow us to achieve our next milestone. Of course I'm happy to be selected. It means that there is value recognised, not only in Portugal, but in Europe.

Marco Barbosa

”

Manar Al-Hashash
eContent Alchemist & Activist
Kuwait

“Non-profit work is many times exhausting. One has a great project and is committed to help out others, but no money. A solution which helps with the essential task of fundraising is fantastic and most welcome!”

MENTOR





WINNER: MONEY MATTERS – financial literacy | employment | smart consumerism

eSolidar – e-commerce powered Fundraising for Nonprofits

The eSolidar mission is to connect the larger community to nonprofits' through technological and social impact tools. Three-quarters of nonprofit organizations' time is spent on fundraising - not on serving their mission. Many nonprofit organisations are stuck in a vicious cycle that threatens their ability to raise the resources they need to succeed. The eSolidar platform offers e-commerce powered fundraising for nonprofits by building Angel Lists to connect nonprofits with sellers, volunteers, brands, donors, foundations and philanthropists. eSolidar boosts awareness of nonprofits and sustainability through social impact tools. Using a profit share revenue model, a commission is applied on every transaction. Everyone gains

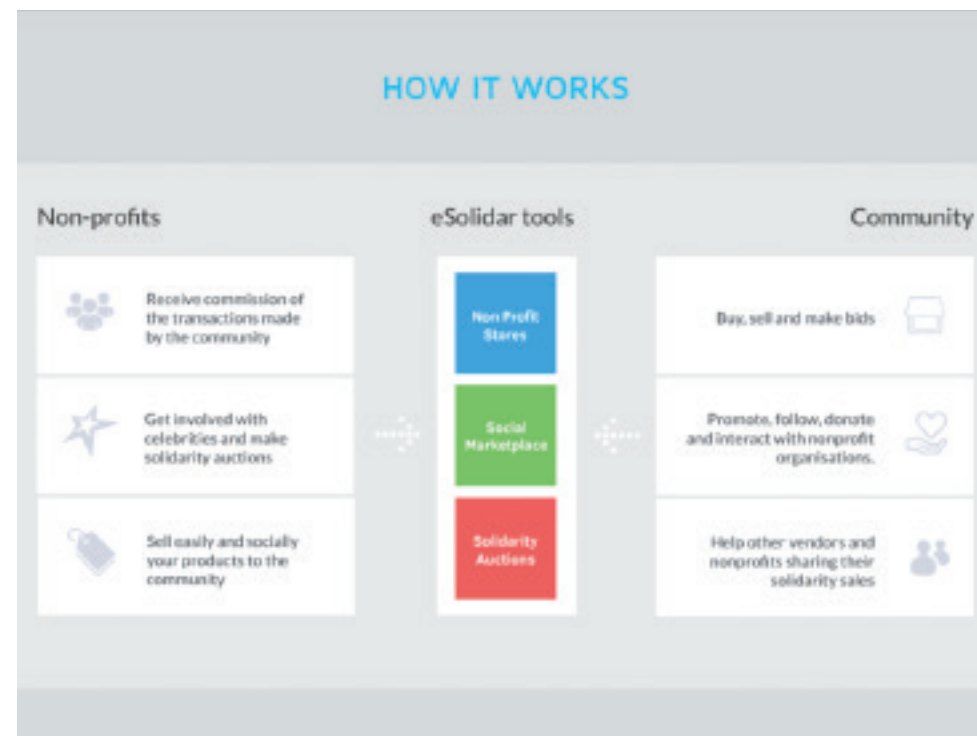
when a purchase is made: the one who brings the user to the platform or leads the purchase, as well as the seller and the nonprofit. eSolidar demonstrates how companies adopting a social and solidarity mindset can do business model innovation – by thinking we-commerce not me-commerce. Non-profit companies are the main players addressing and fixing world problems. eSolidar meets the biggest challenge to their sustainability by linking fundraising to business model innovation. A new future for social commerce is on the way.



Portugal



www.esolidar.com





Hovhannes Aghajanyan, Co-Founder & Project Manager, 25 years old, Armenia

Arman Atoyan, Co-Founder & Project Manager, 29 years old, Armenia

Tatevik Markosyan, Development Manager, 25 years old, Armenia



NOKIA

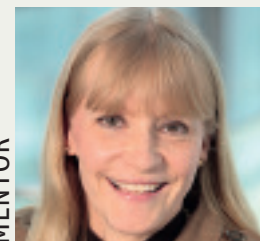
“

We knew it won't be easy to win but we never gave up because whatever is meant for social good and citizen empowerment could not be lost. EYA recognized our efforts and awarded us a brilliant chance to be heard and move on further.

Arman Atoyan

”

MENTOR



Kaisa Olkkonen

Vice-President, Government Relations
Nokia Corporation
Finland

<http://company.nokia.com>

“CityBugs is an exciting project utilizing digital technologies, including location intelligence and mobile applications, to offer a possibility for citizens to send feedback to the public sector actors. It motivates citizens to become active and to interact with the management of their neighborhood, whether it is regarding issues affecting the environment, health, education or public services surrounding them. It is an excellent example of opportunities digital technologies offer for all of us to participate and improve the societies around us.”



WINNER: FUTURE LIVING – e-mobility | urban development | sustainable tourism

CityBugs

CityBugs is a social platform to enable solutions for critical issues affecting the environment, public services and more. Responding to the need for a tool to unite active and ordinary citizens, CityBugs builds on their motivation to solve daily challenges. Using a participatory approach – “Let’s make our city a better place to live in,” citizens report the “bug” in their community to municipal authorities, while tracking and validating the solution.

Reported bugs are categorized and filtered according to thematic affiliation, including health, education, transport, ecology and culture. They are then reported to the Mayor’s office for solutions. A two-way communication design allows users to investigate and

validate the results. Committed citizens can access CityBugs using the web platform or a mobile application, reporting any relevant issue whether garbage removal, health care problems, missing zebras and street lighting, or infrastructure for the disabled. Using Community Action Groups, CityBugs activates youth to overcome apathy, learn volunteerism, open up career paths and discover the value of action for the common good, while improving municipal services. Community activism, mobilization of all age groups and the means to hold politicians to accountability are among the benefits provided by CityBugs. Every citizen gets the chance to get involved and to take ownership of monitoring local issues and the process of resolution.



Armenia



www.citybugs.am





“ Our goal with INCEND has always been to bring together academia, business and society. It is an honour to receive the support of the European Youth Award with whom we share this common vision.

Lukas Klement

”

Stefanie Lindstaedt
 Scientific Director of
 Know-Center Graz
 Austria

www.know-center.tugraz.at

“INCEND is a science communication portal aiming at bringing together researchers, professionals and wider society to discover, share and discuss research related content. INCEND not only focuses on academic articles or books, but also allows for linking “lighter” content like videos, podcasts, blogs, publications – and thus simplifies and opens up research results to every interested person. One of Know-Center’s aims is to foster knowledge transfer and network creation between science and industry. INCEND could become a great solution for making the research communication process more transparent, more effective and leveraging the Open Access and Science 2.0 movement by making research available and relevant to everyone.”





SPECIAL: KNOW-AWARD

INCEND – The Social Network for Knowledge

INCEND is a science communication portal bringing together researchers who invest significant efforts in communicating their work, professionals and a wider audience in order to discover, share and discuss research-related content. The vision of INCEND is to bring together research, business and society to discover, share and discuss knowledge online, on the way to developing an economy based on the key drivers knowledge and innovation. As universities expand their marketing and communication departments and grant programs require the communication of research results, INCEND offers researchers a profile to communicate all their work in a visual and intuitive interface, from academic articles and books to podcasts, videos and blogs. The goal is to make the research communication process more efficient and to leverage the Open Access movement by making research available and relevant to non-specialists. 'Hard' academic content such as academic papers is interlinked with 'lighter' content such as video tutorials, audio podcasts or blogs and organised in curated topic pages to make research more approachable and understandable to everyone. By bridging the gap between research and society through an improved online knowledge transfer, INCEND contributes to the public understanding of research and science, an elementary factor within the Smart Growth framework of Europe 2020.



Ireland



www.incend.net



Online Grand Jury



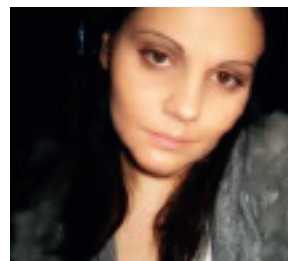
Meral Akin-Hecke
Digital Champion Austria
Austria

The entries to EYA Digital Creativity for Social Good show that using digital technologies can really make a difference in our lives when we find out how to integrate digital technologies to benefit the best, the youth is considerably engaged in finding new ways and taking new paths to reach this goal. Congratulations to all the winner projects!



Christian Bauer
ICT specialist and pioneer
Austria

Awarding Best-Practise is among the most useful things to do, if quality should improve in our fast paced business life. Congratulations to the EYA-team!



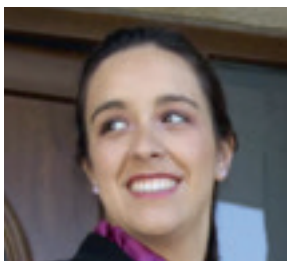
Dušica Birouljević
Founder and owner of
Nomcentar, Serbia

This was the first time for me as juror, and it was amazing! It moves you forward and makes you to think on creative way. I can tell you that Europe has a young, innovative and super smart future ahead! I had two favorites - in the category Healthy Life - and I am really glad that the other jurors were thinking the same way. Concerning Neuro-motus - A novel treatment for Phantom Limb Pain, I thought: I would really love to see them in Graz and to say to them - You guys, you gonna win a Nobel price one day! :)



Cristina Birsan *Campaign*
Coordinator, International
Volunteer Day, United Nations
Volunteers (UNV), Romania

Congratulations to all the participants and the organizers of the EYA 2014! The winning projects are outstanding! I was extremely honored and glad to jury all these impressive projects for social good which involve digital technologies. By revising them I had the comfortable feeling that our future is shaped by young, brilliant and creative minds. ***Run by Active Citizens, this Future Living where Money (still) Matters is Green, is Healthy, and is about Connecting Cultures and Smart Learning. ***



Mercedes M. Díaz Sánchez
IT Professional, Manager at
Accenture, Belgium

This is the real "Europe's got talent". Some of the projects we have discussed as part of EYA have great potential for future development and I very much hope seeing them grow, since they could really bring value to Europe in coming years. This "improve your world" is the kind of culture and initiative we need to nurture in Europe.



Arnau Gifreu Castells
MIT Open Documentary Lab -
Research Affiliate | ERAM
(University of Girona), Spain

This is my third year as Grand Jury member, coordinator of the student online project and professor attending the festival with Spanish students. Although it was hard work to evaluate more projects than ever, the quality and effort made by youth people around Europe stands the same. It is remarkable to witness such an explosion of creativity from today's youth, tomorrow's professionals throughout all these years.



Attila Horányi
Director (Art and Design Theory)
at Moholy-Nagy University of
Art and Design, Hungary

Being an EYA juror and having to review dozens of nominated projects was a most invigorating experience: it made me realize how much creativity combined with a willingness to do good is out there. I have been effusing about this sign of hope to my students ever since.



Yuwei Lin
Course Leader for Media, Com-
munications and Creative Writ-
ing, School of Film and Media,
University for the Creative Arts
United Kingdom

The submissions this year were yet again very strong, reflecting a wide diversity of talents and ideas. It was a privilege to serve the panel - it was not only an evaluation exercise, but also a learning process.



Eberhard Blocher
*EAHP KG
Germany*

It was a pleasure to evaluate the EYA contributions. Most of them were quite innovative, and I learned a lot while judging them. Some of them were relying a lot on established products offered by American companies, like Google AdWords or Facebook log-in, which I found sad, but I guess this reflects the reality in Europe in 2014.



Ángel Chacón
*Creative Thinker and Communications Manager at Lakoob
Spain / The Netherlands*

There's a winner in all the projects I had the opportunity to evaluate this year. So much talent, work and creativity in each one of the ideas submitted. The EYA network is proving to be an incredible source of innovation; a unique blend of skills, technology, activism and design. As a juror, this has been a difficult but rewarding experience. A privilege position that has enabled me to discover outstanding initiatives coming from all over Europe.



Geert de Haan *Senior lecturer/
researcher Human-Computer
Interaction - Cognitive Ergo-
nomics, The Netherlands*

Being an EYA juror, it is a feast to evaluate the work of the best imaginable students and become acquainted with how they apply ICT in novel and creative ways to make this a better world.



Antoaneta Ivanova
*Co-Founder Mladiinfo
Macedonia*

I have very much enjoyed the opportunity to be a juror at the European Youth Award. It will be always an honor to observe how young people from Europe are using the new technologies to bring change in their communities. I was very much impressed with the quality of this year's digital projects as they addressed substantial goals defined by the Council of Europe and Europe 2020.



Christian Kittl
*CEO & Research Director,
evolaris next level
Austria*

Being a member of the EYA jury has always been a highlight for me throughout the last years: a super-motivated and skilled team, amazing projects, a great final event – and most of all, knowing to be part of a movement tackling some of the really important questions of our society makes the EYA stand out of all other projects I am involved in.



Hartwin Kostron
*Creative Director Young
Mountain Marketing | Brand
Manager OParks, Austria*

Being part of the EYA jury, it is exciting to see how Europe's start-ups have evolved to their own style and create on a global scale and mindset. While there's the craze of the Internet of things in the tech world, the European Youth Award treats its potential in terms of a great and global network of people savvy enough to cross boundaries and set new standards for our lives. I feel honored to be one of the first to acknowledge a great variety of talents.



Birgit Maier
*Marketing Manager, Member of
Board, Goldbach, Austria*

Once again - so many great and pioneering projects that deserve all our respect and as much public attention as possible.



Julia Manske
*Researcher at Stiftung Neue
Verantwortung, Germany*

The winners show that a digital social innovation is about tackling a social challenge in the first place, while digital technologies are rather a tool or an enabler that when used wisely can lead to very powerful solutions.



Anna Mazgal
*Managing Director at Digital
Center, Poland*

Seeing so many young people who care about the world and direct their interests into making it better is the most rewarding thing. Technology provides great opportunities to reach audiences and provide dedicated support. They create better future today.

Online Grand Jury



Adam Montandon
*Associate Professor for Innovation and Entrepreneurship
Denmark*

Being part of the jury gives me a great overview on some of the most exciting projects from around Europe. It is so fantastic and inspiring to see the hard work from young people who are pushing the boundaries with new technology. This award reflects the hard work, dedication, and talent of these excellent media producers. The fantastic projects awarded here will be the rising stars of tomorrow.



Brane Semolic
*Head of LENS Living Lab
Slovenia*

Ability to innovate is one of the essential virtues of actors in a modern knowledge economy. Capabilities to manage and exploit our own innovation potentials is crucial for success on the globalized markets. Identifying the talents and competencies of young people is one of the key steps in this process. The EYA Award 2014 candidates have shown the talent, skills and entrepreneurial ability to develop original solutions for the different needs.



James Norwood
*Associate Professor, Erhvervs Akademi Lillebaelt
Denmark*

Neuromotus was a stand out project from this years selection. The blend of a smart technological solution which has a real impact on the phycological wellbeing of a persons life is a truly remarkable.



Olga Shirobokova
Coordinateur at Ashoka Czech Republic, Czech Republic

Every year I very much look forward to the evaluation of EYA entries! These young courageous people, participants of EYA, infected by the "virus" of solving social problems who dare to step out of their comfort zone, open up for vulnerability and shake the status quo of social problem are the true inspiration. Let's spread this great "virus" further!



Valon Nushi
*ByFy Coordinator, Innovations Lab
Kosovo, Kosovo*

Very eager to see young people's passion for changing the world via technology, at the same time very tough to judge, given that every single idea is valuable for the world that we live in.



Sohvi Sirkesalo
*Senior lecturer, coordinator of international affairs at TAMK
Finland*

It was very interesting to see all these projects from all around Europe. Ambitious, creative projects, even though some of those only at the idea level or at very early stage as a real project. I was happy to realize how many topics and themes young people share in each corner of Europe - same problems, same important things, same kind of valuable issues.



Elisabeth Pergler
*Faculty member & Research scientist at FH CAMPUS 02
Austria*

It was an honor and very delightful to be a member of EYA jury. Learning about and discussing the ideas and projects of some of the brightest students from all over Europe was entertaining and inspiring. The winning projects are of outstanding quality with regard to creativity, technology and profound solutions to current challenges in Europe.



Igor Skunca
*Internet Pioneer
Croatia*



Hanna Peters
*Journalist, ARTE
France*

So many imaginative projects that it was often hard to choose. I definitely bookmarked some of them to follow their development. Never stop being inspired!



Vedran Sabol
*Area Manager, Know-Center
Austria*

I am amazed with the variety of ideas young innovators came up with, inspiration and passion was recognisable in every one of the projects. It was a real pleasure to review them! Congratulations to the participants and to the organisers. I feel privileged to have been a member of this year's EYA jury.



Korash Sanjideh
*International Trade Advisor,
UKTI and Director, Explay Ltd
United Kingdom*

The nominees this year have once again demonstrated how innovation in digital media can share the values that this competition stands for globally. The need for such projects has never been so great, and its reassuring to know that our worldwide youth are leading the way in helping make a difference to so many lives with their creativity.



Holger Schmitt
*Executive Board of AEGEE
Europe / European Students
Forum, Belgium*

Being part of the European Youth Award Online Jury opens your mind to what young people can achieve and you can see an enormous variety of solutions to everyday problems. To be an objective juror you have to think beyond your usual scope of thinking and be prepared to discover unknown fields of activity. It is a unique experience to discover innovative approaches and concepts.



Michael Terler
*Innovation Management Professor,
FH CAMPUS 02, Austria*

It's every year a great pleasure to screen and evaluate the initiatives with social impact of young people in Europe. I am impressed of the quality and diversity of the projects. It seems that every year the level raises. What a great award!



Jeroen van Loon
*Digital Media Artist
The Netherlands*

I was honored to be asked to act as juror just two years after I won the European Youth Award myself. The projects I reviewed were of a high innovative quality. I'm sure the winners of this year will benefit greatly from this award.



Pavel Varbanov
*EU Projects coordinator, ESI
Center Eastern Europe, Bulgaria*

EYA jury means for me a unique access to knowledge on topics like design thinking, creative solutions of global and local problems, entrepreneurship and business modeling, learning techniques and tools, great ideas and creative paths for realization, human thinking processes, technologies. Moreover I enjoy being part of the network of remarkable professionals and innovators and learn about useful apps and tools. This brings me personal and professional joy and optimism.

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Welcome to meet our dynamic and international team at EYA!

The students from the Degree Programme in Media and Arts, Tampere UAS come from 32 countries around the globe.

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Interactive
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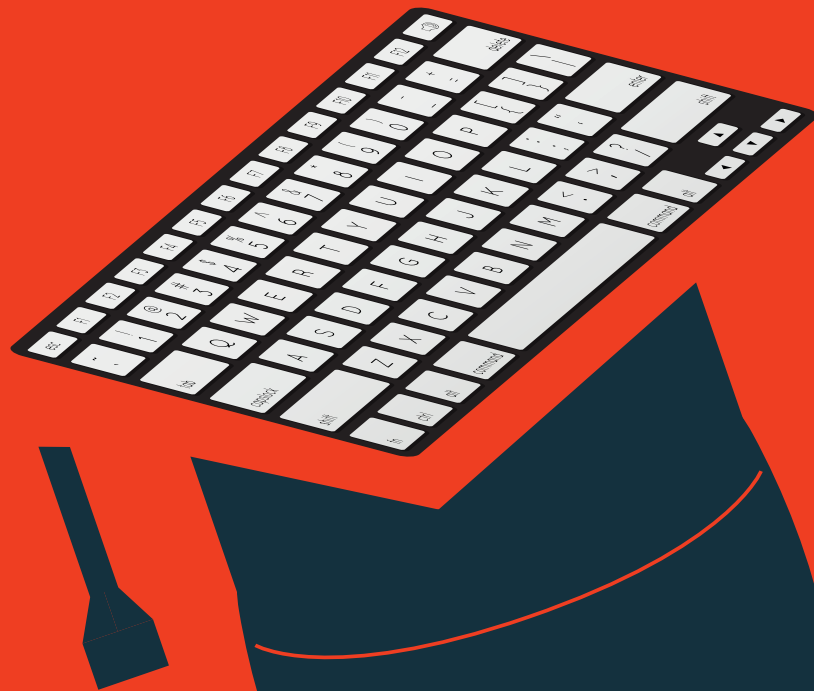


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EYA Student Projects

A Unique Experience for Students to Apply their Knowledge



The European Youth Award is much more than a contest. It actively connects smart people from all over Europe and provides a platform for international knowledge exchange. In cooperation with professors and academic partners from all over Europe and Graz, EYA conducts two different student projects - one international and one local – with the same goal: to provide each winning team with two profound analyses of their projects.

In the course of the international student project, young academics from Finland, Germany, Hungary, Romania, Spain and UK joined their forces online using Microsoft Yammer, OneDrive and the Office Web Apps. They exchanged their ideas and knowledge in virtual conferences and applied the theories learned to the winning projects in a practical way.

The local student project confronted students from Graz with a different challenge: they were asked to develop project analyses in a very limited period of time. Based only on the winners' presentations and a short Q & A session afterwards, they had to develop business models or feedback on technical issues within 12 hours.

All student groups, the international and the local ones, captured their results in big posters and hand-outs for the winning teams. They present their final results within the framework of an interactive exhibition during the EYA Festival. Both teams will compare their results, exchange their experiences and talk to the winners on whose projects they worked.

Be ready to get excited with the outcomes of these projects! The best work will be selected by the audience and honored at the Gala Ceremony!

in cooperation with



Wednesday | November **19** 2014

DIGITAL CHANGE-MAKERS: STARTING-UP FOR SOCIAL GOOD

- From 14.00 **Registration for Festival Participants**
Pick up your welcome bag & conference badge
*European Centre for Modern Languages,
Nikolaipplatz 4*
- 15.00 **Welcome in Graz: First Get2Gether**
(for winners only)
Hotel Wiesler, winter garden, Grieskai 4-8
- 16.00 – 17.15 **Welcome Session | Speed-Hello-Working**
SPEED-NETWORKING – Meet European's
most innovative social Start-Ups, creative
students & ICT experts
VIDEOMUNDUS – Produce your personal video
about your EYA-motion
*European Centre for Modern Languages,
Nikolaipplatz 4*
- 18.00 – 21.00 **INAUGURATION CEREMONY OF THE EYA
FESTIVAL 2014**
(by confirmed registration only)
Graz City Hall, Hauptplatz
- 18.00 – 19.00 **Excellence for Eyes and Ears: Lightening
Talks and Official Opening**
- 19.00 – 19.40 **Ten Meters of Thinking: The Creation of
Knowledge**
Special Keynote by Paul Hughes
- 19.40 – 21.00 **Friends, Fans & Social Family: Networking
@Graz City Hall**
Find friends, make fans, create a social family
– network for the evening

Thursday | November **20** 2014

INTERACT FOR SOCIAL GOOD

- 9.00 – 13.30 **Morning Session: Designing Web of Needs**
*European Centre for Modern Languages,
Nikolaipplatz 4*
- 9.00 **Welcome Words by Peter A. Bruck, Honor-
ary Chairman ICNM**
- 9.15 **Web of Needs Duet**
Presentation of web of needs
- 9.30 **Vision Hunting**
Defining trends for web of needs for Healthy
Life | Smart Learning | Connecting Cultures |
Go Green | Active Citizenship | Money
Matters | Future Living
- 10.15 – 10.30 **Vote for Hot Five**
Mind regeneration with coffee and friends
- 10.30 – 12.30 **Innovation Camp**
Working on the hot five visions
Mind regeneration with coffee and friends
- 12.45 – 13.30 **Fish-Bowling**
Interactive fishbowl session about camp
results
Recharge with food & friends
- 15.00 – 18.30 **Afternoon Session: The Best in Digital
Creativity for Social Good**
Winning projects' presentations
TU Graz, HS II, Rechbauerstraße 12
- 16.30 – 17.45 **Evening Session: Reviewing Digital
Creativity for Social Good**
Different Venues
- 18.30 – 19.30 **Q & A Workshop**
Workshop (for winning teams & students
participating in the Studentenprojekt AT only)
- 18.30 –... **The Final Choice: Jury Dinner and
Decision Meeting**
(for jurors only)
Hotel Weitzer, Galerie, Grieskai 12-16
- 18.30 –... **Social Networking with Mulled Wine &
Roasted Almonds**
(for Festival participants & winners after Q &
A workshop)

Friday | November 21 2014

INTERACT FOR MOVING FORWARD

9.00 – **Morning Session: Life of Entrepreneurs**
13.30 *European Centre for Modern Languages, Nikolaiplatz 4*

9.00 – **Morning Campfire**
10.00 Learning about the Life of Entrepreneurs: Listen, dream, act
Mind regeneration with coffee and friends

10.15 – **Digital Keynotes:**
11.45 **Firing Up e-Content Producers**
Actual trends of the content industry – how is the market developing?
Mind regeneration with coffee and friends

12.15 – **Empowerment Workshops: Hot Strategies for Developer Success**
13.30 Develop your skills, advance your knowledge
Recharge with food & friends | EADIM Lunch (special invitation only)

15.00 – **Afternoon Session: International and National Student Exhibition**
16.30 Exhibition of all student projects about the EYA winners from all over Europe and Graz
TU Graz, HS II, Rechbauerstraße 12
free time to get ready for...

19.00-... **Digital Design Gala Evening: Honouring Excellence**
Applauding young digital social innovation:
Digital Creativity for Social Good
19.00 VIP Cocktail & Reception
20.00 Opening / 23.00 After Party
Dom im Berg, Schloßbergplatz 1

Saturday | November 22 2014

TAKE THE FIRE BACK HOME

10:00 – **European Huddle: Share your experience!**
10:30 Reviewing results and emotions: new knowledge, new friendship, new ideas!
Hotel Weitzer, Atrium (1st Floor), Grieskai 12-16

11:00 – **Walk the Town: City Tour**
12:00 Meetingpoint: Hauptplatz Fontain

Through- **Take the Fire with you: depart**
out the *Hotel Weitzer, Grieskai 12-16*
day

Program

EYA Festival 2014



Vienna

Graz
Vienna: 176 km
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Zagreb 190 km
Budapest 276 km
Trieste 280 km

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GRAZ AS A CENTER OF CREATIVE IDEAS



As „City of Design“, the city of Graz enforces the permanent support of creative ideas and innovative projects. Artistic creativity is one of our most important trademarks. It has a major impact on our social and economical urban development.

In order to support this creativity on a long-term basis, it is essential that already people of a young age obtain an awareness for powerful ideas, social innovations and international collaborations. The **eight university-level institutions**, which are situated in Graz, set the cornerstone for this development. They offer a broad variety of study fields and thus are a place where creativity and European collaboration is lived on a daily basis. In Styria, all in all 17.000 employees and 4.800 enterprises work in the creative field.

The capital Graz is the regional center and is known as one of the **most dynamic creative locations in Europe**. In Graz, the prime example for our creative urban development is the quarter „Jakominierviertel“. Here, a huge focus is set on the encouragement of young people working in the creative industry. As a result, numerous young enterprises with creative background have been established in the last years. Many of them due to the support of the city of Graz.

This is reason enough for the city of Graz to **support the EYA Festival** this year again. An event that focuses on young, talented people and their ideas for a better world.

GRAZ



Manar Al-Hashash, eContent Alchemist & Activist, *Kuwait*



Niall Austin, Founder/Director of Imaginations Butterfly Games, *United Kingdom*



Peter A. Bruck, Honorary Chairman ICNM | CEO RSA (Research Studios Austria), *Austria*



Christina Maria Busch, Operative Studio Director at Studio SAT of RSA, *Austria*



Mišel Cevzar, Project Support & Administration at Studio SAT of RSA, *Austria*



Franz Fischler, President of European Forum Alpbach, *Austria*



Bertram Gugel, Founder and CEO of Gugelproductions, *Germany*



Mathias Haas, CEO Supersocial and Founder of Findia, *Austria*



Paul Hughes, Director of Ten Meters of Thinking, *Ireland/The Netherlands*



Bernd Ivanschitz, Junior Researcher at Studio SAT of RSA, *Austria*



Soheil Khosravipour, Researcher at Studio SAT of RSA, *Austria*



Christian Kittl, CEO & Research Director, evolaris next level, *Austria*

Speakers

EYA Festival 2014

Florian Kleedorfer, Operative Studio Director at Studio SAT of RSA, *Austria*



Wolfgang Knöbl, Research Assistant in Innovation Management at
FH CAMPUS 02, *Austria*



Marina Kusumawardhani, Generation Social, *Indonesia/Austria*



Adam Montandon, Associate Professor for Innovation and
Entrepreneurship, *Denmark*



Jürgen Pansy, Founder & Strategy, UT11, *Austria*



Michael Putz, CEO at Bongfish, *Austria*



Timo Rostedt, Senior Designer, Nordkapp, *Finland*



Pihla Rostedt, Designer, Rostedt & Co, *Finland*



Kevin Singer, Junior Researcher at Studio SAT of RSA, *Austria*



Igor Skunca, Internet Pioneer, *Croatia*



Markus Stoisser, CEO of | quergedacht |, *Austria*



Seung-bin Yim, Project Assistant at Studio SAT of RSA, *Austria*



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More EYA Challenges

We challenged you to show your creativity in springtime and to capture the best pic related to the new category Active Citizenship.

The winner of the photo contest and a super-trendy iPad mini is Dushan Milojevic from Belgrade, Serbia, with his great pic: "My growth depends only on my decision!"



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