

eurodesk
AWARDS
2026



2026 PROJECT CATALOGUE

BRINGING MULTIPLIERS' PROJECTS
TO THE FOREFRONT



Flash this QR code to download
the text-to-speech version
of this guide.

Published by **Eurodesk Brussels Link**
in April 2026

Editors:

Eurodesk Multipliers
Arianna Mendrano

Editing coordinator:

Audrey Frith
Stefanos Agathokleous

Design:

Luca Gottifredi

This publication is licensed under Creative
Commons: Attribution / NonCommercial /
NoDerivatives - 4.0 International





PROJECT CATALOGUE

DISCOVER ALL THE PROJECTS
ON THE WEBSITE



ABOUT EURODESK

Eurodesk aims to create bridges in Europe and open up international opportunities to all young people, no matter their background or life situation.

We see that not enough of you are aware of the various programmes out there - from a paid internship abroad to taking part in volunteering projects, all costs covered.

An experience abroad can have a massive positive impact on your life, and we believe Europe needs the involvement of young people.

This is why we operate with a network of youth workers all over Europe to reach out and provide you with neutral, free of charge and verified information on all financial support programmes to go abroad and have a voice in Europe.

Eurodesk in numbers

- 3500+ multipliers and ambassadors
- 38 Eurodesk centres in 36 countries
- Almost 300,000 enquiries handled every year
- More than 13,000 events with 1,300,110 participants
- More than 740,000 followers on social media

ABOUT THE EURODESK AWARDS

Since 2011, the Eurodesk Awards have been shining a spotlight on the incredible work of Eurodesk multipliers across Europe. Each year, we celebrate local projects that empower young people, spark new ideas, and create real change in communities. For this edition, 66 projects were nominated by 53 organisations from 15 countries!

In 2026, we proudly mark the 15th anniversary of the Eurodesk Awards, a milestone honouring years of creativity, collaboration, and commitment to youth information!

The 2026 Eurodesk Awards categories:



Creative and innovative activities and projects that show an out-of-the-box approach, using interactive or game-based learning methods in raising awareness about European opportunities.

Inclusive and accessible activities and projects targeting a wide range of young people, including those from marginalised or underrepresented groups, as well as people who have never heard of or participated in Erasmus+ or the European Solidarity Corps before.



Activities and projects that effectively engage young people by encouraging different forms of active participation in decision-making processes at all levels, and help foster a sense of solidarity while embracing European democratic values.

The Eurodesk Network Prize was selected by Eurodesk National Coordinators. The prize was awarded to Eurodesk initiatives that showcase a strong community impact despite a lack of EU financial support.



The winners of the first three thematic categories were decided by a jury panel:

**SOFIA
AFANASJEVA**

Youth Outreach Coordinator,
European Parliament

**ROBERT
HELM-PLEUGER**

President, Eurodesk Executive
Committee Member

**SIMONE
LEPORE**

President,
Erasmus Student Network

**MATHIEU
ORPHANIDES**

Team Manager,
European Commission

**MILOSH
RISTOVSKI**

Secretary General,
European Youth Forum

WINNING PROJECTS

Eurodesk Race (Spain)

The Eurodesk Race was a project organised by Asociación Cultural Ingalia that aimed to promote the Eurodesk network and the European mobility opportunities among young people using an original and gamified format: a team competition that took place across the north of Spain from 15 to 20 October 2025, for teams of two people. The race started in Friol (a small village in the Galicia Region, home of one of the Eurodesk multipliers) and was structured in five stages (León, Santander, Logroño, Zaragoza, Olot). In each of these cities is located one Eurodesk point that acted as a partner for the whole project.

The Path to Employability Part I: Empowering Local NGOs Working with Refugees and Migrants (Türkiye)

The project organised by Eskişehir Governorship aimed to enhance the employability of refugee and migrant youth aged 18-25 while supporting their social and cultural integration at the local level. The project focused on removing barriers preventing disadvantaged refugee and migrant youth from participating in the labour market. The goal was to strengthen their local integration into health, education, cultural, social, and legal systems while raising awareness about the challenges they face in host communities.



Know Your Rights! (Romania)

The project organised by Young Europe Society responds to the lack of accessible information and real opportunities for democratic participation in rural communities in Harghita County. The project aimed to strengthen youth participation and civic engagement among young people by helping them better understand their rights and by creating dialogue with decision-makers.



Taste The World: International Day (Czech Republic)

International Day Liberec is a mobility festival organised by Eurocentre Liberec in partnership with the Technical University of Liberec (TUL). The goal is to make European opportunities, such as studying, working or volunteering abroad, visible and attractive to the youngest generation through a peer-to-peer approach. The event reached approximately 1,450 participants in a single day, transforming the university campus into a gateway to the world for regional youth.





HONOURABLE MENTIONS

Inklusives Europafest (Germany)

On June 21 2025, the Centre Français de Berlin (CFB) hosted a new edition of the « Fête de la Musique », an annual cultural event originally created to make music freely accessible to all in public spaces. Organised every year at the CFB, the event is conceived as an open European music festival and youth event. In 2025, a specific focus was placed on inclusivity within the framework of a Franco-German-Polish partnership on inclusive sport. This focus shaped the overall concept of the event, designed as an « Inklusives Europafest » highlighting accessibility, diversity and equal access across all activities.

Europe Unlocked (Italy)

Europe Unlocked is a participatory project promoted by Fondazione E35, which manages the Eurodesk service at the local level, and implemented in 2025 in the Province of Reggio Emilia, a medium-sized territory in Northern Italy. The project aims to strengthen awareness of European citizenship as a combination of shared values, rights, responsibilities and opportunities, while fostering dialogue between young people and the wider local community. Its main objective is to empower young people to become informed and active European citizens by improving access to reliable information on the European Union and encouraging critical reflection on key European challenges such as climate change, security, mobility, conflicts and civil rights.

Airport experience with DYS airline (Ireland)

The airport setting allowed many young people to experience the spirit of the journey for the first time in their lives. Also, EU and non-EU young people noticed a difference at the “passport checkpoint”. The staff explained the benefits of travelling within the European Union as an EU citizen. The event was a self-led, self-directed activity. Young people were asking questions, reading the materials, taking part in simple individual flash quizzes and one longer quiz, chatting among themselves and with the YIC team. They were also scanning the QR codes, looking for more information and instructions on how to register to vote.

Erasmus Days: Konya Youth Festival (Türkiye)

Erasmus Days: Konya Youth Festival was a comprehensive four-day mobilisation campaign designed to democratise access to European opportunities and foster active youth participation in Konya. Spanning three different universities and culminating in a grand finale at the Atmosfer Youth Center, the initiative reached approximately 750 young people, transforming a standard information campaign into a vibrant and participatory festival. The event featured a range of creative engagement tools to encourage participation. A “Badge Design Workshop” invited young people to visualise their dreams, while a “Mapping Workshop” encouraged them to identify their desired global destinations, turning abstract aspirations into concrete plans. The festival atmosphere was further enriched by the “Play for Erasmus” music event, which brought young people together through the universal language of music, as well as by various icebreakers, Mail Art activities, and Felt Workshops at the Youth Center.

LIST OF PROJECTS

CREATIVE YOUTH INFORMATION	10
Eurodesk Race	12
Taste The World: International Day	14
Airport experience with DYS airline	16
Discover Europe – with board games and Erasmus+	18
European Quiznight	20
European Opportunities Boat (Latvian- Eiropas iespēju kuģītis)	22
Time to Move Suceava: Your Opportunities	24
Hai Hui prin Zarnesti	26
Artificial Intelligence and Youth Opportunities Workshop	28
Erasmus Information Station	30
Shaping Futures in Aphrodisias: Youth Creativity Meets European Opportunities	32
Zero Waste Fest	34
EUROPOLY & TABUDESK	36
Minecraft Powers You to Europe	38
Let's celebrate the EU in the Zemgale region!	40
Time to Move picnic	42
Pub quiz Masters of Europe	44
My City Liberec – 25 Stops for Eugen	46
From Oven to Opportunity: Youth Co-Creating European Futures	48
UP your voice in Europe	50
European Pub Quizzes	52
Eurodesk Through My Eyes	54
Eurodesk & Erasmus+ Corner @ Campul Național Getica 2025	56
Our Green Future: Innovation for Digital Youth, Zero Waste, and Sustainability	58
“MINE ĀRA” – A travelling exhibition on international youth work experiences and opportunities	60
Art Meets Mobility: The Eurodesk Freeze Challenge (Erasmus Days Creative Reels)	62
From Drawing to Graffiti – Europe Through My Eyes	64
Games day	66
European Day Cup / Ergometer Race	68
Go European Bingo!	70
Future Volunteer Championship	72
INCLUSIVE YOUTH INFORMATION	74
The Path to Employability Part I: Empowering Local NGOs Working with Refugees and Migrants	76
Inklusives Europafest	78

30 Faces of Europe	80
European Opportunities Reach Rural Youth in Şimian	82
December 5th World Volunteer Day events	84
Information Session on European Opportunities for Young People Working in the Public Sector	86
Together in Konya One Team, Many Stories	88
Move & Discover Europe: Eurodesk at European Week of Sport	90
Discover Europe with the Marginalised Youth of Braunschweig	92
OUT & IN – Inclusion through Outdoor Education and Outdoor Sport	94
AVRUPA FREKANSI (The European Youth Frequency)	96
Young Entrepreneurs in Action	98
Group Matters	100
Cultures united at the table	102
WHOLE PEOPLE – Engagement experiences for adolescents and young people in the north-west area of Turin	104
Young and volunteer!	106
SAUEurodeskCUP	108
One Precaution Saves a Thousand Lives	110
Open Doors to Europe: Erasmus+ Opportunities – Project Writing, AI Workshop	112
Youth Guard: Safe Paths Ahead	114
YOUTH PARTICIPATION AND DEMOCRACY	116
Know Your Rights!	118
Europe Unlocked	120
Erasmus Days: Konya Youth Festival	122
Time to move – iXplore2	124
Time to Move Campaign arrives in Vatra Moldovitei – European opportunities for Youth	126
Diversity + Erasmus+ – European Opportunities and Values	128
Europe Week 2025 – Materahub (Settimana dell’Europa)	130
Row the Oars, Save The Shores	132
EUROPESA: Building a Youth Participation and Information Hub in a Rural Region	134
Future of Career through the eyes of YOUTH	136
Erasmus & Career Days 2025	138
Infotrip with ICM	140
The Forest’s Questions and Walk – Nature, Rights Advocacy, and Active Citizenship Gathering	142
Democracy in Practice	144
ECOLOGICS: Young Minds Coding the Future	146

The background features a dark blue field with several overlapping, semi-transparent circles in various shades of blue, creating a dynamic, abstract pattern. The text is centered in the middle of the composition.

**CREATIVE
YOUTH
INFORMATION
AWARD**





Eurodesk Race

Asociación Cultural Inglicia
Spain

The “Eurodesk Race” was a project that aimed to promote the Eurodesk network and the European mobility opportunities among young people using an original and gamified format: a team competition that took place across the north of Spain from 15 to 20 October 2025, for teams of two people.

The race started in Friol (a small village in the Galicia Region, home of one of the Eurodesk multipliers) and was structured in five stages (León, Santander, Logroño, Zaragoza, Olot). In each of these cities is located one Eurodesk point that acted as a partner for the whole project. Every day, the full group was meeting at the Eurodesk point of the city, where the local partner was giving a tour of the facility and presenting the activities conducted there, and where one participating team every day was in charge of organising an activity of their choice to promote European mobility and opportunities and share their experience among the local population. Participants also had the task of documenting their experience on social media, with videos, photos, reels and stories.

The project was managed by several Eurodesk multipliers: Inglicia, Comarca de Lugo, Ayuntamiento de León, Ser Joven Santander, Ayuntamiento de Logroño, Ayuntamiento de Zaragoza, and La Garrotxa.





IMPACT

The project had various beneficiary groups, each impacted in different ways. First, the participants in the race benefited positively from the experience: they challenged themselves and developed practical skills such as teamwork, communication, problem-solving and budget management, and they discovered new opportunities for youth mobility across Europe through visits to the Eurodesk points at every stage of the competition. This way, they became more motivated to take part in future European projects and to share this information with others. In addition, they also gained a better understanding of the various sustainable travel options available to them.

Finally, in each city, the local community was also involved. The activities at the Eurodesk points attracted young people who were curious about the race and gave them the chance to learn more about Eurodesk services and opportunities. This helped strengthen the visibility of local youth information services and created new connections between organisations and young people.



Taste The World: International Day

Eurocentrum Liberec
Czech Republic

“International Day Liberec” was a mobility festival organised by Eurocentre Liberec in partnership with the Technical University of Liberec (TUL). The goal was to make European opportunities, such as studying, working or volunteering abroad, visible and attractive to the youngest generation through a peer-to-peer approach. The event reached approximately 1,450 participants in a single day, effectively transforming the university campus into a gateway to the world for regional youth.

The heart of the event was youth-led inspiration: students and recent graduates were invited to share their firsthand stories from abroad. Because these speakers shared the same perspective as the audience, the information felt much more authentic and accessible.





IMPACT

The impact of "Taste the World" resonated throughout the Liberec region, creating a measurable shift in how youth perceive international mobility. By reaching approximately 1,450 participants in a single day, the project became one of the most significant youth information events in the area.

The project fostered social inclusion by integrating international students into the programme, promoting a more cosmopolitan atmosphere in Liberec. By demonstrating the high demand for such information, the cooperation between Eurocentre and the University was strengthened, ensuring that youth mobility remains a strategic priority for the local community in the years to come.



Airport experience with DYS airline

Donegal Youth Service
Ireland

The event was organised by Donegal Youth Service in partnership with Leargas, as part of the European Commission European Youth Week.

The airport setting allowed many young people to experience the spirit of the journey for the first time in their lives. Also, EU and non-EU young people noticed a difference at the "passport checkpoint". The staff explained the benefits of travelling within the European Union as an EU citizen. The event was a self-led, self-directed activity. Young people were asking questions, reading the materials, taking part in simple individual flash quizzes and one longer quiz, chatting among themselves and with the YIC team. They were also scanning the QR codes, looking for more information and instructions on how to register to vote.



IMPACT

Young people liked the airport format and the self-led learning opportunity. The elements of humour were seen in a positive way. Some quieter participants became more open and willing to talk with the staff and their schoolmates. The group really enjoyed the quizzes, was interested in actively participating in the event and in discussions. The participants left the event equipped with all the basic information necessary to become active citizens and to participate in EU life. The young people took the knowledge about the voting and registration process with them and shared it with their families.

It is worth noting that the TY students who took part in the event come from various cultural and ethnic backgrounds; for some of them, it was the first time they had heard about the European Union, the opportunities available to them, and the importance of being active citizens. Participants and staff interacted effectively. There was a lot of discussion on the Eurozone, the future of Europe, travelling, and all the opportunities available to them.



Discover Europe – with board games and Erasmus+

Eurocentrum Plzeň
Czech Republic

The activity “Discover Europe with board games and Erasmus+” took place at the biggest board game festival in the Pilsen Region. There was a focus on educational games about Europe and the Erasmus+ programme, especially the games “Travelling Europe from West to East” and “Eurodesk Adventure in Europe”. Thanks to these games, the young participants (aged 13–30 years) could learn, in a fun way, interesting facts about European countries; they could travel across Europe mentally using board games and get information on how to discover Europe practically, thanks to the Erasmus+ programme.

Both games included competition cards about the Erasmus+ programme, to spark participants’ interest in learning more about it at the event. They could also receive a lot of information materials about Erasmus+ and take advantage of the opportunity to ask questions about it with an employee of the Eurocentre Pilsen present at the event.





IMPACT

The project “Discover Europe with board games and Erasmus+” had a positive impact on young people by making European topics and international opportunities more accessible, understandable, and attractive. Through interactive board games, participants gained new knowledge about European countries, cultures, and the Erasmus+ programme in a fun and informal way. This method helped break down barriers to learning and engaged young people who might not usually be interested in traditional educational activities.

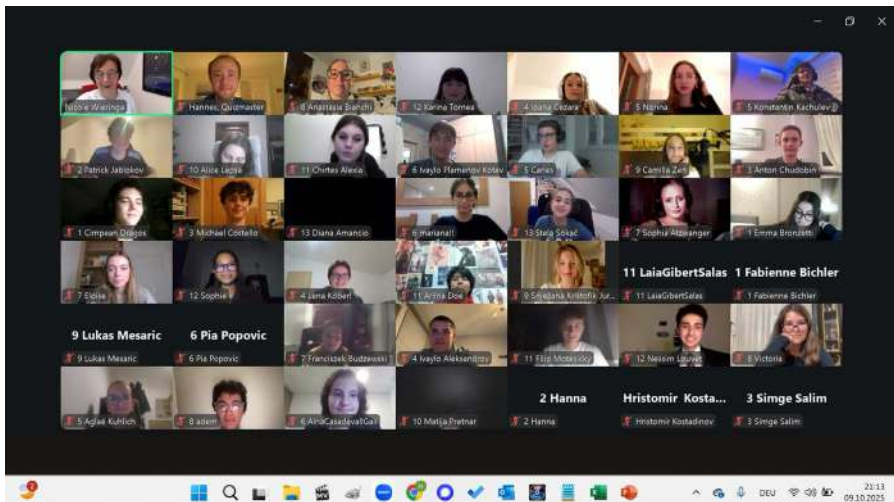
A key impact was the increased awareness and understanding of the Erasmus+ programme. Many participants learned for the first time about concrete opportunities such as youth exchanges, volunteering, DiscoverEU, traineeships, and student mobility. The project also fostered social interaction and inclusion. The board game format encouraged communication, teamwork, and friendly competition among participants of different ages (high school students, university students, etc.) and backgrounds. This created an open and welcoming atmosphere at the festival and supported peer learning and exchange of experiences.

European Quiznight

Regierungspräsidium Karlsruhe / Eurodesk Karlsruhe Germany

The idea behind the “European Quiznight” was to bring young people from all across Europe together in an interactive, informative, and fun format. While it would have been great to bring them together in person, this was neither practical nor financially feasible. As learnt during the pandemic, online events can work well if they are organised in an inclusive and interactive way, which is exactly what the European Quiznight did. Between 2023 and 2025, six European Quiznights were organised in total. The target audience was young people between the ages of 15 and 30.

Eurodesk Karlsruhe was the main host of the event, but in order to reach young people from across Europe, the organisation worked together with partners such as Eurodesk coordinators and multipliers in each country, the Europe Direct centres (ED) in all EU member states, the European Parliament’s (EP) together.eu campaign, and the EP Ambassador Schools. This cooperation was very successful, and the number of participants grew from 23 in the first quiz in June 2023 to 92 in the last quiz in November 2025. In total, 361 people from 30 different European countries took part in the European Quiz Nights.



IMPACT

The European Quiz Night had two main impacts on the young people participating. Firstly, the participants gained a lot of knowledge about Europe in general and especially about their opportunities to go abroad, whether with DiscoverEU or the European Solidarity Corps.

Secondly, the participants got to speak to each other and therefore got to know young people from other European countries, realising that while they might live in different countries, they still listen to the same music and have the same hobbies. The European Quiz Night therefore helped break down barriers and motivated young people to get to know other countries and people from those countries. Many participants were keen to stay in touch with the others and shared their contact details and social media profiles. Some even said they had made new friends during the quiz.

EUROPEAN QUIZNIGHT ? ? ?

A International teams

B 11 November 2025
7 pm (Central European Time)

C Online via Zoom

Join in!

together.eu eurodesk Karlsruhe

EUROPE DIRECT

European Opportunities Boat (Latvian- Eiropas iespēju kuģītis)

Biedrība "riktīgi NAISS"
Latvia

The project aimed to increase young people's awareness, knowledge, and motivation to engage in international opportunities, with a particular focus on volunteering abroad and participation in national and international projects such as Erasmus+ and the European Solidarity Corps. Special attention was given to introducing the EuroPeers network and showcasing real-life experiences as a source of inspiration.

The core activity of the project was an interactive and non-formal learning event held during a boat trip on the Daugava River. This unique setting was chosen to create an open, informal, and inclusive atmosphere that encourages dialogue, active participation, and peer-to-peer learning. During the trip, two EuroPeers young people shared their personal experiences of volunteering abroad and participating in various national and international projects, providing practical insights into learning opportunities and skill development. The project contributed to increased motivation, awareness, and inclusion of young people in democratic life and international youth initiatives, while promoting diversity, participation, and active citizenship.





IMPACT

The project had a meaningful impact on young people by helping them better understand what international opportunities look like in real life and how they can take first steps towards participation. Through direct contact with Europeans, young people gained practical insights into volunteering and project involvement, which helped reduce uncertainty and hesitation related to international mobility.

The initiative supported personal reflection and future-oriented thinking. Young people were encouraged to consider their own interests, strengths, and possible pathways for involvement, leading to the generation of new ideas about participation in projects and activities beyond their local environment. The interactive format allowed participants to engage actively, ask targeted questions, and connect the shared experiences to their own situations.

Time to Move Suceava: Your Opportunities

Asociația Artviitor Romania

The event "Time to Move Suceava: Your Opportunities" was designed as a dual-structured meeting: the first part focused on informing participants about European opportunities dedicated to young people, while the second part centred on personal reflection and guidance through dream management exercises. The preparation for the event included creating and distributing promotional materials online as part of the Time to Move campaign, as well as contacting local partners to ensure the participation of interested young people.

Visual materials were used and worksheets for the practical component. From a technical perspective, everything worked well, and it was possible to use projection equipment. Participants received Eurodesk keyrings, and a raffle was organised with Eurodesk backpacks as prizes. The group's energy and the participants' openness turned the event into a memorable and authentic experience, especially because it was an open event that brought together people with diverse backgrounds and personalities.



IMPACT

The project had a meaningful impact on both young people and the wider community by creating an open, inclusive learning space accessible to both high school pupils and university students. As an open-access event, it brought together a diverse group of participants who did not previously know each other and came from different educational backgrounds, ages, and experiences. This diversity enriched the discussions and fostered peer learning, dialogue, and a sense of shared belonging.

Overall, the project left participants with increased motivation, greater self-awareness, and concrete instruments they can use to actively work on their careers and life choices, reinforcing the idea that opportunities become meaningful when young people are supported in understanding how to use them.



Hai Hui prin Zarnesti

Bridge To Unity

Romania

“Hai Hui prin Zarnesti” was a game-based Treasure Hunt designed to creatively inform young people about Eurodesk and European opportunities while encouraging active exploration, teamwork, and community engagement. The target audience consisted of young people aged 15-30 from Braşov County. The project was accessible to young people with limited prior exposure to European programmes, as many participants had never heard of Eurodesk, DiscoverEU, or the European Solidarity Corps before.

Activities undertaken included a full-day Treasure Hunt across Zarnesti, where teams followed creative clues (Morse code, puzzles, maps, riddles) to reach checkpoints. At each location, participants completed logic games, memory challenges, creative tasks, teamwork missions, and physical activities.



IMPACT

“Hai Hui prin Zarnesti” generated a meaningful, multi-level impact by engaging young people while simultaneously activating the local community and public space.



At the community level, the Treasure Hunt transformed the town into a shared learning and interaction space. Several missions required participants to actively engage with local residents, asking strangers to reinterpret photos, play board games such as Jenga, or collaborate on creative challenges. These interactions sparked curiosity among locals, many of whom asked about the event, its purpose, Eurodesk and the European opportunities behind it. As a result, youth information organically reached beyond registered participants and into the wider community through informal conversations.

Artificial Intelligence and Youth Opportunities Workshop

Denizli Provincial Directorate of National Education
Türkiye

This project focused on increasing vocational high school students' awareness and competencies in artificial intelligence while introducing them to European youth opportunities through Eurodesk. Within the scope of the activity, an Artificial Intelligence Workshop and Eurodesk Youth Opportunities Information Meeting were successfully organised with the participation of students from 10 different vocational high schools.

The project was designed with a strong emphasis on hands-on learning. During the artificial intelligence workshop, students actively engaged in application-based activities that introduced fundamental AI concepts in an accessible and practical way. Rather than focusing solely on theory, the workshop enabled students to experience how artificial intelligence is used in real-life scenarios, fostering problem-solving, creativity, and critical thinking skills. This approach was particularly effective for vocational high school students, as it aligned with their practice-oriented learning profiles and career interests.





IMPACT

The project had a positive and tangible impact on both young people and the wider school community by strengthening digital awareness, youth participation, and access to reliable information. Vocational high school students from 10 different schools gained first-hand experience with artificial intelligence through application-based activities, which increased their confidence in using digital tools and enhanced their understanding of emerging technologies relevant to future professions.

Exposure to artificial intelligence helped students develop key transversal skills such as problem-solving, critical thinking, creativity, and teamwork. Many participants reported increased motivation to explore technology-related learning pathways and careers, particularly in areas connected to innovation and digital transformation. The hands-on approach ensured that students were actively involved and able to translate abstract concepts into practical understanding.

Erasmus Information Station

The Association of Global Disabled Entrepreneurs Türkiye

The project was implemented within the framework of Erasmus+ Days with the main objective of increasing young people's awareness of European opportunities, particularly Erasmus+ and Eurodesk, by making information more accessible, visible, and youth-friendly. Another key objective was to reach young people who may not actively seek such information and introduce them to Eurodesk as a reliable and approachable information source.

The project applied an interactive and youth-led approach. Young volunteers actively took part in planning and implementing the activity, directly communicating with their peers. Rather than traditional presentations, the project relied on informal, dialogue-based methods that encouraged questions and personal interaction. By bringing information into young people's everyday environments, the project promoted active engagement, accessibility, and inclusion, while strengthening Eurodesk's visibility and role at the local level.



IMPACT

The project created a direct and meaningful impact on young people by increasing their awareness, access, and confidence regarding European opportunities. By bringing youth information into metro stations, including those near universities, the initiative reached young people who may not actively search for such opportunities through formal channels. This approach enabled spontaneous engagement and ensured that information reached a broader and more diverse audience.

Young participants gained clearer and more practical knowledge about Erasmus+, Eurodesk, and European mobility opportunities. Through interactive games, question-answer matching activities, and face-to-face dialogue, complex information became easier to understand and more engaging. Sharing real-life EU mobility experiences further increased motivation and helped young people see these opportunities as achievable rather than distant or abstract.

**ERASMUS
BİLGİ
İSTASYONU**

15 Ekim Çarşamba
Uludağ Üniversitesi Metro İstasyonu

**#ERASMUS
DAYS**

16 Ekim Perşembe
Bursa Teknik Üniversitesi/
Mimar Sinan Metro İstasyonu

17 Ekim Cuma
Korupark Metro İstasyonu

- Erasmus Fırsatlarını Öğrenme
- Süpriz Oyunlar
- Ziyaret edenlere Süpriz Hediyeler

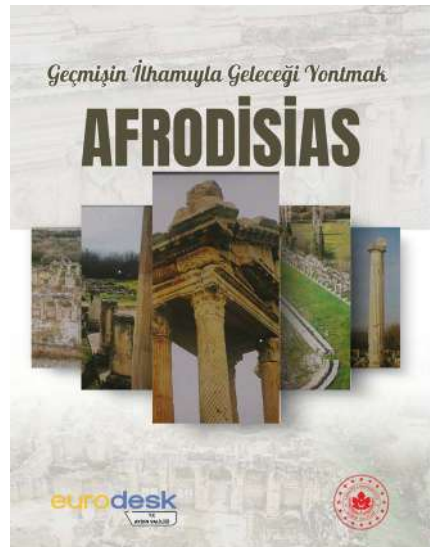
Erasmus+ EUROPEAN SOLIDARITY CORPUS eurodesk Türkiye

Shaping Futures in Aphrodisias: Youth Creativity Meets European Opportunities

Aydin Governorship Türkiye

“Aphrodisias: Shaping the Future with Inspiration from the Past” is an innovative, youth-led communication project implemented by the Eurodesk Aydın Governorship Contact Point to increase awareness and participation in European opportunities among young people aged 13–30 in Aydın, Türkiye. The project used the UNESCO World Heritage Site of Aphrodisias as a creative narrative tool, transforming local cultural heritage into a gateway for European mobility. By drawing a strong parallel between ancient sculptors shaping marble and young people shaping their futures, the project effectively challenged the perception that international opportunities are unattainable. Erasmus+ and the European Solidarity Corps were presented as realistic and accessible pathways when supported by accurate information and guidance.

The project was fully designed, produced, and presented by the Eurodesk Aydın Volunteer Youth Team, ensuring strong peer-to-peer communication, authenticity, and youth ownership. Instead of a traditional informational format, a storytelling-based short video was created, reimagining a historical site as a space for youth inspiration and future-building. The project strongly aligns with the Creative Youth theme by positioning young people as content creators and storytellers.





IMPACT

The project created a multidimensional impact on young people and the local community by addressing motivation, access to information, and active participation. Its most immediate impact was breaking the widespread perception among young people that participating in European mobility programmes is difficult or unattainable. Through relatable storytelling and peer-to-peer communication, the project increased young people's self-confidence and willingness to explore opportunities such as Erasmus+ and the European Solidarity Corps.

By using Aphrodisias, a local UNESCO World Heritage Site, as the main narrative element, the project strengthened young people's sense of cultural belonging and pride. Local heritage was reframed not only as a historical asset, but as a starting point for international engagement, helping young people connect their local identity with a broader European perspective. Overall, the project went beyond awareness-raising to foster confidence, cultural connection, and active engagement, contributing to a more informed, motivated, and participatory youth community at the local level.

Zero Waste Fest

Atmosfer Bosna Youth Center Türkiye

“Zero Waste Fest” was created from a simple yet powerful idea: environmental action should not be boring or exclusive. In Konya, the project set out to show that protecting the planet can take the form of a creative festival rather than a dry lesson. It specifically reached young people living in rural and disadvantaged districts, who are often excluded from such opportunities, and brought them together with experienced Eurodesk volunteers to encourage meaningful change.

Instead of confining participants to a classroom, the project moved the learning process outdoors. At the Kızlarkayası natural habitat, participants did not simply listen to an expert, but engaged directly in the activity itself. Guided by an environmental engineer, they removed kilograms of waste from nature, turning abstract knowledge into an immediate and tangible impact. This shared field experience helped break down social barriers and build a strong sense of team spirit.

The momentum continued indoors, where standard lectures were replaced with gamification and art-based activities. Participants began with a competitive “Environmental Bingo,” explored the issue of water scarcity through the documentary 25 Litres, and expressed their creativity in the “From Waste to Vase” workshop.



IMPACT

The impact of Zero Waste Fest extended far beyond the physical cleanup; it sparked a behavioural shift among youth from disadvantaged and rural districts of Konya who rarely have access to such mobility and volunteering opportunities. For the 30 core participants, particularly those from Vocational Schools in outlying districts, the project was a major confidence booster, as many had never participated in a structured youth project before. By working side-by-side with experienced Eurodesk volunteers

and university students, they broke down social and geographic barriers. The "From Waste to Vase" workshop was a turning point; seeing participants proudly display their upcycled art proved that they had internalised the message that they have the power to transform their environment.

Beyond personal growth, the project created a visible "green wave" in the local community. Dozens of kilograms of waste were removed from the Kızılarkayası natural habitat and sent to recycling facilities with the support of the local municipality, instantly improving the local ecosystem.



EUROPOLY & TABUDESK

Buruciye Gençlik ve Eğitim Derneği Türkiye

The association organises a Coffee Talks activity every Thursday at LOBA Café, located on the Cumhuriyet University campus, under the slogan: "We serve the coffee, you shape the learning." As part of this activity plan, learning materials were developed to support both English-speaking practice and knowledge-building on EU opportunities and the Erasmus+ and European Solidarity Corps programmes.

Inspired by the Monopoly game, two original activities were created: Europoly and Tabudesk. Each week, new young participants were invited to take part in these games. In this way, the activity combined English-speaking practice with an interactive and engaging learning environment.





IMPACT

The project created a visible impact on young people and the local university campus through accessible youth information, social interaction, and skill growth. Weekly Coffee Talks sessions at LOBA Café attracted students who rarely join formal youth activities. The informal setting supported confidence-building, English communication practice, and peer connection, reducing social isolation and increasing motivation to engage in European opportunities.

Young people gained a clear awareness of Erasmus+, volunteering, DiscoverEU, and mobility routes through Europoly and Tabudesk games. Complex information became easier to understand through real-life scenarios, quizzes, and group challenges. Many participants started follow-up conversations with Eurodesk volunteers, searched for opportunities, and shared information with peers. Several students expressed interest in future youth exchanges and volunteering actions.

Minecraft Powers You to Europe

Municipality of Paredes Portugal

'Minecraft Powers You to Europe' is a world created from scratch within the Eurodesk network to bring information to young people about European opportunities and programmes through the Minecraft game. Young people log into Minecraft and play 'Minecraft Powers You to Europe'. As they play, they discover different opportunities such as Erasmus+, DiscoverEU, and the European Solidarity Corps. The game presents challenges that young people have to overcome to access the next levels of information, just as in any other Minecraft world.

The Municipality of Paredes provided a room with computers at the Paredes Youth Centre, in partnership with Associação Visionarium and Microsoft, where young people could access the game free of charge. At the Paredes Youth Centre, youth workers then trained young people after this initial introduction to the game.





IMPACT

The Minecraft room set up at the Paredes Youth Centre had a huge impact on the community, with two national television channels reporting on the space. Given this success, the idea arose to create a project to attract young people through Minecraft to discover information and opportunities within the European Eurodesk Network, creating a “world” specifically for this purpose. The young people’s reaction to the “world” was excellent. They were very curious, and the game Minecraft Powers You to Europe motivated them to want to know and discover more, following the same logic as any Minecraft world.

Let's celebrate the EU in the Zemgale region!

Laiks Jauniešiem

Latvia

The event "Svinēsim Eiropu Zemgalē!" was an Eurodesk event implemented on 9 May 2025 at Saulaines teritoriālā struktūrvienība (Kandavas Lauksaimniecības tehnikums), bringing together young people from the local community (51 participants). The main objectives were to (1) strengthen young people's understanding of European opportunities (Erasmus+, European Solidarity Corps, European Youth Portal, Eurodesk), (2) encourage active citizenship and participation, and (3) promote appreciation of European cultural diversity through practical experience.

The target audience was young people aged 15–25 in the Zemgale region, especially students of the technical school and other nearby youth who could easily access the venue and activities.



IMPACT

The project had a clear and measurable impact on both young people and the wider community. For young participants, it significantly increased awareness and understanding of EU youth opportunities. In the evaluation, 80% of participants stated that they had substantially strengthened their knowledge about EU opportunities, especially Erasmus+ and the European Solidarity Corps. Many also noted that before the event, they mainly knew about Erasmus+ options offered by educational institutions, but were not aware of youth-sector opportunities, and they expressed a strong interest in participating in projects in the future.

At the community level, the initiative strengthened intercultural understanding and participation. Through practical cooking, shared discussions, and reflection, the event promoted openness towards diversity and encouraged young people to see themselves as active contributors in society. Importantly, the learning did not stay only within the group: participants were encouraged to pass on the information to others, which supported wider awareness of EU opportunities and the value of civic engagement.



Time to Move picnic

Info zona

Croatia

The “Time to Move Picnic” was an interactive outreach event held at the University of Split, designed to promote the European Solidarity Corps and Eurodesk opportunities through a peer-to-peer approach. Recognising that traditional info-sessions can often feel distant or overly formal, the information was brought directly to the students’ natural environment, the university campus, using an informal, picnic-style setting to foster genuine engagement.

The core of the project relied on the involvement of five international European Solidarity Corps volunteers who served as authentic brand ambassadors. By sharing their personal mobility stories, they demystified European programmes for approximately 150 local students. To facilitate these conversations, six creative “activity stations” were implemented that gamified the information process.





IMPACT

The project significantly impacted the University of Split's student community by transforming complex European opportunities into accessible, peer-led conversations. By reaching approximately 150 young people through an informal 'Time to Move Picnic' that successfully broke down the barriers often associated with international mobility. The core impact stemmed from the peer-to-peer approach: hearing authentic stories from active European Solidarity Corps volunteers shifted students'

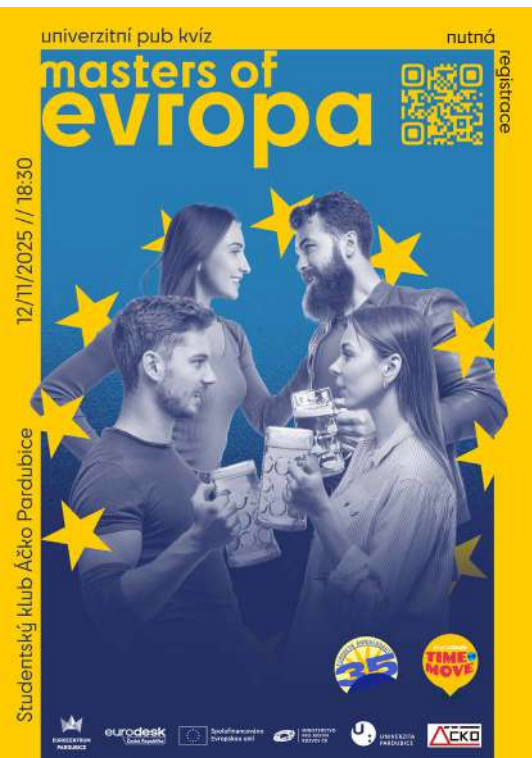
perceptions of mobility from an abstract concept to a tangible reality. This boosted their confidence and directly increased mobility literacy within the local community.

The impact was practical and immediate, as volunteers guided numerous students through installing the official European Solidarity Corps mobile applications and explaining how to navigate the platform to find future projects. Through gamified activities like 'Eurodesk Tarot' and 'Human Bingo', participants didn't just receive information; they actively learned how to use the Eurodesk network as a lifelong resource.

Pub quiz Masters of Europe

Eurocentrum Pardubice

Czech Republic



The quiz for students of the University of Pardubice across all faculties took place on Wednesday, 12 November 2025, at 6:30 p.m. at the Áčko Pardubice student club.

Participants had the opportunity to test their knowledge in six rounds of questions on EU economics and politics, important milestones in EU history, European culture, the current presidency country (Denmark), and, above all, European opportunities for young people in the EU.

The quiz contained a total of 60 questions; each correctly answered question was worth 1–3 points.



IMPACT

The impact on young people is significant, as many students learned about the event not only on the University's website, but also at events related to the celebrations of the 1989 Velvet Revolution and the end of the communist era in the country. The quiz was a thematic continuation of these student activities, with regard to the start of the era of democratisation, the Czech Republic's accession to the EU and other international organisations, and the current opportunities for young people in Europe that follow from this.

My City Liberec – 25 Stops for Eugen

Eurocentrum Liberec

Czech Republic

The project is a city-wide discovery game that sends students from the second stage of primary school into the real world. Instead of learning about Europe only in the classroom, participants experience it through a story-based activity. The 2025 theme, "25 Stops: The (Un)known Guide to Liberec," is built around a simple concept: two-person teams act as local guides for a friend from Belgium named Eugen. Eugen plans to return to Liberec in the future as an Erasmus+ student at the Technical University, and the participants' task is to introduce him to the spirit of the city.

By connecting the Erasmus+ narrative with a physical scavenger hunt, the project turned the whole city into a learning space. It showed young people that, while digital tools are valuable, the most meaningful knowledge often comes from personal experience, curiosity, and teamwork. In this way, the project helped bridge the gap between participants' local environment and their future European opportunities.





IMPACT

The impact of “My City Liberec” lies in connecting local identity with a first, natural glimpse into the European world. For the students, the project changed the way they look at their own backyard.

By acting as guides for Eugen from Belgium, students shifted from being passive learners to active “experts” of their city. This role-play boosted their confidence. They realised that their local knowledge is interesting to someone from abroad, which is often their first real experience with the idea of international exchange. The project moved kids from their screens into the real world. To finish the 25 stops, teams had to navigate the streets, search through physical archives, and work together under time pressure (like taking the perfect photo on the Jested ridge). These “soft skills” (teamwork, communication, and planning) are much more impactful when learned in the field rather than from a textbook.

From Oven to Opportunity: Youth Co-Creating European Futures

Yedi iklim Culture Art Education Science and Solidarity Association
Türkiye

The project was implemented within the scope of Laçın Municipality's Youth Participation Project and organised by the Yedi İklim Association to raise young people's awareness of European opportunities through an innovative, interactive, and experiential learning approach. Conducted in a quiet, nature-based rural village setting, the project intentionally moved beyond traditional classroom-style information sessions and instead created a space where learning, creativity, and participation were organically connected.

The activity began with a hands-on, game-based experience in which young participants prepared their own pizzas using a traditional stone pizza oven. This shared cooking and dining process fostered social interaction, teamwork, and a relaxed atmosphere, breaking down barriers and encouraging open communication among participants. Building on this collaborative environment, young people were then divided into groups to develop concrete project ideas aligned with European opportunities and youth participation themes.



IMPACT

The project created a meaningful and multi-layered impact on both young people and the local community by strengthening awareness, motivation, and active participation in European opportunities and local decision-making processes.

For young participants, the initiative increased knowledge and confidence about European programmes by presenting information in an accessible, engaging way. The interactive, informal learning environment helped young people feel comfortable expressing ideas, collaborating with peers, and turning abstract opportunities into concrete project proposals.

Many participants experienced, for the first time, the process of developing and presenting project ideas, which strengthened their self-confidence, teamwork, and problem-solving skills. Overall, the project moved beyond information delivery to create lasting motivation, strengthen youth participation, and lay the groundwork for future European project applications, contributing to a more engaged and informed youth community.



UP your voice in Europe

Locality NGO

Romania

Through “UP your voice in Europe,” the Locality NGO aimed to share the stories of young people who had taken part in EU opportunities, regardless of the specific programme. Whether related to the European Solidarity Corps, Erasmus+, or DiscoverEU, the experiences presented by the interviewed young people showed how these opportunities had changed their lives.

The main audience consisted of young people who had not yet participated in European initiatives. The project sought to demonstrate that anyone can become a participant, a community leader, or an initiator of opportunities for other young people.

eurodesk
ROMANIA

LOCALity

YOUNG MOVES

„Pentru mine, oportunitățile Erasmus+, în special youth exchange-urile, m-au ajutat să mă simt mai integrat în societatea europeană, prin crearea de legături cu tineri atât din statele membre ale Uniunii Europene, cât și din spațiul extraeuropean.”

VLAD, 24 DE ANI

UP YOUR VOICE IN EUROPE





„Sora mea a participat la un proiect Erasmus+ pe care îl găsisse pe un grup de pe rețelele sociale, aproape de locul nostru natal. Țin minte că, în fiecare seară când venea acasă, eram entuziasmată să-mi povestească ce făcuse în ziua respectivă, iar ascultând-o, mi-am dat seama cât de mult îmi doresc să particip și eu.”

VASI, 18 ANI

UP YOUR VOICE IN EUROPE

IMPACT

For young people, this campaign significantly reduced psychological and informational barriers related to European opportunities, especially Erasmus+ and the European Solidarity Corps.

Through peer testimonies and interactive sessions, European opportunities were no longer perceived as distant or inaccessible, but as realistic options for young people from diverse backgrounds. Participants talked to young people from different social backgrounds and with limited opportunities. The main focus was on young people from rural areas because there is a lack of accessible opportunities for them in Romania.

European Pub Quizzes

Europe Direct Brno and Eurocentrum Brno Czech Republic

The “European Pub Quiz” was a series of seven creative, game-based events designed to raise awareness of European opportunities among young people in an engaging and out-of-the-box way. The project was organised by Europe Direct Brno & Eurocentrum Brno (Eurodesk multipliers), with the active involvement of youth volunteers from Mladiinfo ČR, an NGO sending young people to youth exchanges and volunteering activities under Erasmus+ and the European Solidarity Corps, ensuring a strong peer-to-peer and partly youth-led approach.

The main objective was to inform and motivate young people to explore European mobility, learning, and participation opportunities such as Erasmus+, the European Solidarity Corps, and DiscoverEU, while strengthening their interest in EU topics and active citizenship beyond formal educational settings.



IMPACT

The European Pub Quizzes had a strong and measurable impact on young people by reaching them in an informal, accessible setting and presenting European opportunities in a way that felt relevant, social, and engaging. The events were open to the public, allowing anyone to attend, mainly youth who lack a clear understanding of how to apply or where to find reliable information. The quiz format naturally addressed these gaps, combining practical information with discussion, teamwork, and real-life examples.

Through seven quiz events, the event directly reached 395 young people who actively engaged with questions on European programmes and institutions. Six quizzes were conducted in Czech, attended by the public and students, while one special quiz was held in English and brought together students from Czech and Belgian universities, creating an intercultural meeting that encouraged dialogue, mutual learning, and new connections. Teachers from high schools and universities also participated in all quizzes, ensuring broader dissemination of information and reinforcing the relevance of European mobility and volunteering for both students and educators.



Eurodesk Through My Eyes

Gencsen Club Association Türkiye

“Eurodesk Through My Eyes” was a thematic, youth-led chain of activities planned to raise awareness of European mobility opportunities by revitalising youth information into a more game-changing, experiential, and participatory learning journey. That chain was initially designed in two complementary stages. Both stages began with a very impactful start, namely, photo journaling as a tool for self-expression and storytelling.

The first stage focused on the city’s cultural and historical heritage through guided photojournalism routes. The second shifted attention to nature hidden in the city, directing young people to green areas to make them realise environmental sustainability, biodiversity and the balance between nature and urban life. Across both stages, these experiences were transformed into collaborative Canva digital boards that highlighted digital literacy.





IMPACT

“Eurodesk Through My Eyes” created a multidimensional impact on young people by transforming the way they access, perceive, and engage with youth information and European mobility opportunities. At an individual level, participants developed increased self-awareness, confidence, and motivation through photography as a reflective and expressive tool. They strengthened their sense of belonging to their city while gaining a clearer understanding of European values such as diversity, inclusion, sustainability, and active citizenship. Dedicated time away from digital distractions contributed positively to participants’ mental well-being and focus. Moreover, it enhanced digital literacy, creativity, and critical thinking skills through AI-supported storytelling and collaborative digital boards.

Young people were not passive recipients of information; instead, they became co-creators of youth information by linking their personal narratives with concrete European opportunities. This approach made European mobility programmes more accessible and memorable. The project strengthened the local youth information ecosystem by connecting public spaces, the youth centre, the university and the office as one of the Eurodesk contact points. Through follow-up office activities, participants were actively integrated into the Eurodesk network, ensuring continued access to reliable youth information.

Eurodesk & Erasmus+ Corner @ Campul Național Getica 2025

Scout Society Romania

The “Eurodesk & Erasmus+ Corner @ Campul Național Getica 2025” was a creative youth information hub set inside a national scout camp that brought together over 800 scouts from across Romania and several other countries. Scout Society was an official partner of the camp and hosted a permanent Eurodesk corner throughout the event.

The main objectives were to raise awareness about Eurodesk, Erasmus+, the European Solidarity Corps and DiscoverEU among young people in the Romanian scout movement, to connect them with concrete mobility and volunteering opportunities, and to show how European projects can support their ideas and local activities. The project was largely youth-led. Most workshops and games were coordinated by young volunteers and members of the Scout Society, who acted as peer educators and facilitators, under the supervision of adult leaders and the regional Eurodesk multiplier, Ciprian Sfirlogea.



IMPACT

The project had a strong impact on both the young people in the camp and on the wider scout community connected to them. For many of the 800+ scouts aged 12–20, this was the first time they heard clearly about Eurodesk, Erasmus+, the European Solidarity Corps and DiscoverEU. Through the games and discussions at the Eurodesk corner, they moved from a vague idea of “projects abroad” to understanding concrete pathways: youth exchanges, volunteering, training courses and how to actually apply. Many participants left with at least one specific action in mind (talking to their leaders, following the channels, or asking for help to join a mobility programme).

The playful, peer-led format helped many shy or insecure teenagers to ask questions they would not have raised in a formal setting. This boosted their confidence that they “deserve” to take part in European opportunities, especially those coming from smaller towns or with fewer opportunities, which has a lasting impact beyond the camp itself.



Our Green Future: Innovation for Digital Youth, Zero Waste, and Sustainability

Diyarbakır Provincial Directorate of National Education
Türkiye

The main objective of the project was to raise young people's awareness of environmental challenges, strengthen their digital competences, and enable them to develop concrete and innovative solutions in the field of sustainability. Within this framework, the project created a learning and production process supported by digital technologies. Young people took an active role in areas such as zero waste, water efficiency, and the Sustainable Development Goals. In addition, the project aimed to strengthen young people's active citizenship skills, sense of responsibility, and ability to create social impact.

The target group consisted of young people who participated on a voluntary basis, especially those interested in environmental issues and willing to improve their digital skills. Participation of young people from different socio-economic backgrounds was encouraged. An inclusive approach was adopted to ensure equal involvement throughout the project.





IMPACT

The project had a strong and multi-dimensional impact on both participating young people and the wider community. First and foremost, it empowered young people by placing them at the centre of the learning, decision-making, and production processes. By actively taking part in the development of the mobile application and the smart valve system, young people realised their own potential and became aware of what they can achieve through technology, teamwork, and creativity.

The project significantly increased participants' awareness of environmental challenges such as water scarcity, zero waste, and sustainability, while also strengthening their digital skills. Through hands-on activities, trainings, and workshops, young people gained practical experience in areas such as mobile application development, problem-solving, and innovative thinking. This process enhanced their self-confidence and motivated them to take an active role in addressing social and environmental issues.

“MINE ÄRA” – A travelling exhibition on international youth work experiences and opportunities

**Viljandi valla noortekeskus ft. Viljandi Avatud Noortetuba, Suure-Jaani noortekeskus, Kersti Telkinen and Karksi-Nuia A.K.nim gümnaasium
Estonia**

“MINE ÄRA” (“GO AWAY”) is a travelling exhibition created to raise awareness of international youth work opportunities through personal stories, art, and dialogue. The project was initiated by the ED Viljandimaa regional network and implemented collaboratively by youth workers from all municipalities of Viljandi County.

The project aimed to make international opportunities such as Erasmus+, the European Solidarity Corps and DiscoverEU more visible, relatable, and accessible to young people and youth-related professionals who may not be familiar with these programmes. Instead of traditional informational methods, the exhibition used a creative and emotional approach, allowing visitors to connect with real-life experiences rather than abstract descriptions. The exhibition presents eight personal stories from across Viljandimaa, accompanied by artistic interpretations created by young people and youth professionals with international experience.



IMPACT

The “MINE ÄRA” travelling exhibition had a clear and measurable impact on both young people and the wider community. By presenting international youth work opportunities through personal stories and creative expression, the project significantly increased awareness and understanding of European mobility programmes among audiences who had little or no prior knowledge.

Young visitors reported feeling inspired and more confident to consider international experiences, with several approaching local Eurodesk multipliers to ask concrete questions about programmes such as the European Solidarity Corps and DiscoverEU. Teachers and youth-related professionals highlighted that the exhibition broadened their understanding of international youth work and motivated them to invite Eurodesk representatives and international volunteers to schools for further activities.



Art Meets Mobility: The Eurodesk Freeze Challenge (Erasmus Days Creative Reels)

Gençlik Akademisi
Türkiye

The main goal of this initiative was to introduce Erasmus+ and Eurodesk opportunities to young people beyond traditional presentations, using artistic and digital methods that truly match their interests, while also creating a productive space where they could express themselves. In a city like Bayburt, where access to international opportunities is relatively limited, the project aimed to help young people see these programmes not as “distant”, but as realistic and reachable options.

The main target group was students from the Painting Department of Bayburt University, supported by Youth Academy volunteers throughout the process. The activity was implemented in two main parts. First, an Erasmus+ and Eurodesk information session was delivered, discussed young people’s questions, and explained how they can access and apply for available opportunities. Afterwards, a hands-on workshop was organised that placed young people’s creativity at the centre of the experience. During this workshop, students designed and produced two large posters dedicated to Erasmus Days and Time to Move, and visually adapted them to the event environment. Throughout the poster-making process, teamwork and creative thinking skills were actively encouraged and strengthened.





IMPACT

This project created a strong social impact by supporting young people's access to international opportunities in Bayburt, one of the smallest and most disadvantaged cities in Türkiye. Geographical isolation, limited social and cultural activities, fewer youth services, and economic constraints reduce young people's exposure to Erasmus+ and similar programmes, so many assume mobility is "not for people like us." In this context, 65 participants from Bayburt University's Painting Department and Youth Academy Association volunteered in an Erasmus Days and Time to Move activity that combined youth information with creative practice. The impact went beyond awareness.

Young people turned information into action through creative production. During the workshop, participants designed and produced two large posters under the Erasmus Days and Time to Move themes and displayed them in the event area as highly visible communication materials. This hands-on process strengthened teamwork, communication, creative thinking, and problem-solving, while helping participants internalise the messages through visual storytelling.

From Drawing to Graffiti – Europe Through My Eyes

Chance for the Children and Nature of Bulgaria Foundation Bulgaria

“From Drawing to Graffiti: Europe Through My Eyes” is a local youth initiative created to mark 35 years of the Eurodesk network in Burgas, Bulgaria. The idea was to give young people a chance to share how they see Europe, using art as their language. The project started with a regional drawing contest for young people aged 14–19 from Burgas and the surrounding area. Participants were invited to draw a place in Europe they love, a trip they dream of, a symbol of togetherness, or their own idea of Europe’s future. A lot of young people took part, showing strong interest and a wide range of ideas.

A jury of renowned national artists and cultural professionals selected the winning drawings. These artworks were then used as the basis for a public graffiti artwork created in the city centre by a professional graffiti artist. The final artwork now remains in the urban space as a visible result of young people’s ideas and creativity. On the final day of the project, the graffiti was unveiled and an event was held, during which an open information session about Eurodesk was held, explaining what the network is and how young people can use it to find opportunities for learning, travel, volunteering, and youth projects in Europe. This was followed by a short, interactive quiz on Europe to test the knowledge of young people about Europe, which acted as an ice-breaking moment. The event concluded with a ceremony for the finalists of the drawing contest, who received awards for their recognition and creativity.



IMPACT

For many young people, this project was their first experience of taking part in a public initiative where their ideas truly mattered and could be physically visible and materialised. Seeing their drawings displayed and turned into a graffiti artwork gave participants confidence and a sense of recognition. The project also helped young people learn more about European opportunities, such as youth exchanges, travel programmes, and volunteering. Moreover, during the closing event, participants played an interactive youth activity. Participants were invited to “connect” with each other by writing their Instagram profiles under the European capital they dream of visiting, encouraging interaction, shared interests, and future connections around common travel goals.

The wider community was also positively affected. The graffiti added a new element to the city centre and sparked curiosity among passers-by. Parents, teachers, and local residents engaged with the project through the exhibition and the final event. The empty old wall, now being turned into a beautiful piece of art even before it was finalised, made people stop and reflect on the elements. Apart from the graffiti, informational materials were distributed at various locations across the city, aiming to reach a wider group of young people and further promote Eurodesk.



Games day

Eurodesk and Eurocentrum Karlovy Vary Czech Republic



In cooperation with the Karlovy Vary Library and young people, an all-day programme called Games Day was prepared. Various board games, competitions, and quizzes were presented in a fun and playful way. At the same time, opportunities for young people were presented, such as Erasmus+, DiscoverEU, information about European Solidarity Corps solidarity projects and volunteering. Students also prepared a VR gaming zone, which was a great success. They also organised a sleepover in the library, where board games were played throughout the night.



IMPACT

One hundred people participated in the project during the day, fifteen were involved in its preparation, and they have already agreed to organise Comic Con next year, where they would like to present games and comics. Young people also appreciated the entertaining format and the large number of creative games that they could try out and borrow for themselves.

European Day Cup / Ergometer Race

TR054 Sakarya University

Türkiye

The project was a large-scale sport-based youth information and participation initiative organised at Sakarya University under the coordination of the Eurodesk Contact Point and implemented on 9 May, Europe Day, to symbolically link youth engagement with European values and opportunities. Its main objective was to increase young people's awareness of European youth programmes, strengthen access to youth information, and promote active citizenship through an innovative and attractive format.

The primary target group consisted of young people aged 18–30, mainly university students, including those with limited contact with formal youth information channels. Special focus was placed on first-time participants, sedentary students, and young people unfamiliar with European opportunities. Academic and administrative staff and local youth organisations were included as secondary target groups, ensuring broad community involvement. In addition, nearby secondary school students under 18 also participated, extending outreach to younger audiences and strengthening links between the university and local schools.



IMPACT

The project generated a significant and measurable impact on young people and the wider university community. For many of the 883 participants, this was their first direct interaction with Eurodesk and European youth opportunities, resulting in increased awareness of Erasmus+, European Solidarity Corps, and mobility programmes.

At an individual level, young people experienced youth information in an active and engaging way. The competitive yet inclusive 250-metre sprint format encouraged participation, reduced hesitation, and created opportunities for informal conversation. Following the event, the Eurodesk Contact Point observed a noticeable increase in individual consultations and follow-up questions, especially regarding international mobility and volunteering.

At the community level, the project strengthened social interaction and a sense of belonging within the university. Students, staff, and local stakeholders shared a collective experience centred on sport and dialogue. The initiative also contributed to changing perceptions of youth information, demonstrating that it can be dynamic, creative, and youth-driven rather than purely administrative.



Go European Bingo!

Udruga mladih Mladi u Europskoj uniji

Croatia

Go European Bingo is a creative youth information activity designed to spark curiosity about Europe and European opportunities through play, interaction and teamwork. Developed and implemented in cooperation with a local primary school, the activity targeted young people aged 11–14 and aimed to introduce youth information in a way that feels accessible, engaging and memorable.

Rather than relying on one-directional information sharing, Go European Bingo invites young people to actively explore European topics by taking part in a dynamic group challenge. Participants work in teams, move around the space, interact with facilitators and complete a variety of tasks that gradually guide them through key European themes, programmes and opportunities. The activity combines elements of discovery, cooperation and strategy, creating an environment where learning happens naturally through experience. Young people are encouraged to ask questions, make decisions together and reflect on what they are doing, instead of passively receiving information. This approach helps turn abstract concepts such as European programmes, mobility or learning opportunities into something concrete and relatable.





IMPACT

Go European Bingo had a strong and immediate impact on participating young people and the school community. Instead of receiving information passively, participants actively searched for it, made decisions as a team and reflected on the outcomes of their choices. This approach increased engagement and helped young people remember and understand information more effectively.

The strategic element of the game encouraged teamwork, communication and problem-solving. Young people learned not only about European opportunities, but also how to navigate information, ask questions and think ahead, skills that are essential for engaging with youth opportunities independently. Many participants expressed curiosity and asked follow-up questions about mobility, volunteering and international experiences. Teachers highlighted the value of the format, noting that students who are usually less engaged in traditional settings were highly active during the game.

Future Volunteer Championship

Ķekavas novada pašvaldība

Latvia

“Nākotnes brīvprātīgo čempionāts” (Future Volunteers Championship) was a multi-stage youth information initiative designed to motivate high school students in Ķekava municipality to explore European Union opportunities. The main objective was to raise awareness about the European Solidarity Corps, Erasmus+, and DiscoverEU, while encouraging youth to become active citizens and to participate in healthy competition.

The project targeted students in grades 10 through 12 (from age 15 to 19). It successfully reached 245 young people across three events: two qualifying rounds held at Baldone High School and Ķekava High School, and a grand finale at the “Jaunu ideju centrs” (Youth Centre of Ķekava county).




IMPACT

The project had a substantial quantitative and qualitative impact on the youth of ekava county. It significantly exceeded the initial goal of reaching 135 participants, ultimately engaging 245 young people between the ages of 15 and 19. This represents a massive outreach in the local context.

The immediate impact was a drastic increase in awareness. Prior to the championship, almost all participants were unaware of the European Solidarity Corps, and many did not know about Erasmus+ or DiscoverEU. Post-event feedback and observations indicated that the participants' understanding of these opportunities increased greatly. The reflection sessions confirmed that youth now understood how to access these programmes and knew that they could reach out to youth work specialists of ekava municipality and members of the EuroPeers Latvia network if they needed assistance.





**INCLUSIVE
YOUTH
INFORMATION
AWARD**





The Path to Employability Part I: Empowering Local NGOs Working with Refugees and Migrants

Eskişehir Governorship - European Union
and Foreign Relations Office
Türkiye

The project aimed to enhance the employability of refugee and migrant youth aged 18-25 while supporting their social and cultural integration at the local level. It focused on removing barriers preventing disadvantaged refugee and migrant youth from participating in the labour market. The goal was to strengthen their local integration into health, education, cultural, social, and legal systems while raising awareness about the challenges they face in host communities.

The project primarily targeted young people with fewer opportunities who faced multiple barriers, including language difficulties, limited social networks, uncertain legal status, and unfamiliarity with local systems. Many participants had not previously heard of Erasmus+ or the European Solidarity Corps, making them part of the underrepresented groups this award category aims to recognise.

Eurodesk's mission and European mobility opportunities were promoted during visits and sessions. Information about Erasmus+ and the European Solidarity Corps was shared through dedicated briefings, and Eurodesk Turkey was consistently acknowledged in project materials as a key partner supporting youth access to European opportunities.



IMPACT

The project created measurable and transformative impact at both individual and community levels. The 411 refugee and migrant youth who participated in the workshops gained:

- **Employability Skills:** Practical vocational training directly linked to local job market needs, including entrepreneurship, culinary arts, craftsmanship, and service sector skills;
- **Confidence and Self-Efficacy:** Many participants reported increased confidence in their abilities and future prospects after completing workshops;
- **Professional Networks:** Connections with local businesses, institutions, and potential employers through the institutional partnerships;
- **Cultural Integration:** Better understanding of local systems, customs, and opportunities through cultural workshops and community engagement activities.

Several participants successfully started small businesses or secured employment in their trained fields, demonstrating tangible economic impact.





Inklusives Europafest

Centre Français de Berlin
Germany

On June 21 2025, the Centre Français de Berlin (CFB) hosted a new edition of the « Fête de la Musique », an annual cultural event originally created to make music freely accessible to all in public spaces. Organised every year at the CFB, the event is conceived as an open European music festival and youth event. In 2025, a specific focus was placed on inclusivity within the framework of a Franco-German-Polish partnership on inclusive sport. This focus shaped the overall concept of the event, designed as an « Inklusives Europafest » highlighting accessibility, diversity and equal access across all activities.

The project primarily targeted young people and families from the surrounding neighbourhood of Wedding. Particular attention was given to groups often underrepresented in cultural spaces, including local residents with limited financial resources, people with disabilities, families with migration backgrounds and passers-by unfamiliar with institutional youth offers.





IMPACT

The project had a clear impact on young people by providing first encounters with new languages and cultures through games, music, and interactive activities led by intercultural facilitators. These experiences promoted communication, curiosity, and confidence, fostering both linguistic and cultural openness. Young people also gained access to new opportunities and networks, including information on European mobility programmes. Moreover, activities such as supervised wheelchair basketball enabled young participants with and without disabilities to play together in a non-stigmatising, playful environment, demonstrating accessibility and fostering meaningful interactions across abilities.

Furthermore, the « Fête de la Musique » at the CFB has become a cherished annual event for Berlin's Francophile community, many of whom are familiar with the « Fête » from France and celebrate the start of summer at the centre each year. Beyond this loyal audience, the festival is explicitly designed as a neighbourhood event, inviting local residents from Wedding, as well as passers-by. For the neighbourhood, the festival brought vitality and a sense of shared space. Offering affordable food, outdoor activities, and a festive atmosphere created a low-threshold cultural experience that welcomed all. The event thus reinforced a feeling of community and neighbourhood ties.

30 Faces of Europe

Crosscare Youth Information (Dun Laoghaire)

Ireland



To celebrate 30 years of Eurodesk Ireland, 30 people (faces) were showcased for the Time to Move month of October: 1 person a day. Eurodesk Ireland produced a 30 × 30-second video where each person shared their European experience in a way that is social-media ready. They each spoke about where they went in Europe, with which European programme (European Solidarity Corps, DiscoverEU), and how the experience impacted their life afterwards. It included words of encouragement to young people thinking of going abroad.

It is important to say that this project was a collaboration of four multipliers from four different organisations, Crosscare, Youth Work Ireland Limerick, Youth Work Ireland Galway, and Europe Direct Sligo, which ensured that the project was dynamic and diverse.

IMPACT

The project was on social media through a national campaign and reached young people who may not have a local multiplier – the approach of diversity ensured that the young person would ‘recognise’ themselves and realise that someone like them can benefit from European Opportunities.



European Opportunities Reach Rural Youth in Şimian

Youthopolis

Romania

The project was a Time to Move information session organised on 17 October 2025 at Tudor Vladimirescu Technological High School in Şimian, a rural community in Romania. The activity involved 26 high-school students, most of whom came from backgrounds with fewer opportunities, including low-income families, single-parent households and limited access to non-formal learning and international mobility.

The main objective of the session was to bring European opportunities closer to young people who are rarely reached by youth information activities. The workshop focused on providing clear, accessible and relevant information on Erasmus+, the European Solidarity Corps and DiscoverEU, with particular attention given to DiscoverEU Inclusion. The session combined an interactive presentation with open discussions and peer examples from previous VET mobility experiences.



IMPACT

The project had a significant impact on both the participating young people and the wider school community, increasing access to European opportunities and strengthening local engagement with youth mobility programmes.

A concrete outcome of the project was the preparation phase of two Erasmus+ projects specifically designed for the local youth community reached through this activity. These initiatives aimed to respond directly to the needs identified during the session, with a strong focus on inclusion and access for young people with fewer opportunities. This demonstrates how the event acted as a catalyst for sustainable, long-term engagement rather than a one-off information session.



December 5th World Volunteer Day events

SIVIL TOPLUM DESTEKLEME DERNEGI - SITODED

Türkiye

The project aimed, in the broadest sense, to mobilise young people living in urban and rural areas to become active and involved in social life. By implementing activities on 5 December, World Volunteer Day, the aim was to raise awareness of volunteering among the target groups by directly involving them in implementing activities, and in this way, to encourage and motivate each participant to volunteer through the activities they experienced. The target groups were young people aged 18–30.

Informational activities were conducted using non-formal education techniques. The project implemented indoor and outdoor activities, activities for street animals, for children, and programmes on the Sustainable Development Goals.



5 Aralık Dünya Gönüllüler Günü'ne Davetlisiniz

5 Aralık Dünya Gönüllüler Günü kapsamında,
Eurodesk Türkiye Temas Noktası
SİTODED

(Sivil Toplum Destekleme Derneği)
olarak gönüllülük bilincini artırmak, toplumsal dayanışmayı
güçlendirmek ve gönüllü çalışmaların görünürlüğünü artırmak
amacıyla bir dizi etkinlik düzenliyoruz.

Bu anlamlı günde, gönüllülük ruhuna değer katan kurumların
yanınızda olmasını büyük bir memnuniyetle arzu etmekteyiz.
Sizleri etkinliklerimize davet ediyor,
katılım ve desteklerinizi saygıyla rica ediyoruz.

PROGRAM AKIŞI

10:00
AÇILIŞ
ATATÜRK ÜNİVERSİTESİ
ANITI
(REKTÖRLÜK ARKASI)

11:00
SÜRDÜRÜLEBİLİR KALKINMA
AMAÇLARI:
İKLİM EVLEMİ
MİMARLIK VE TASARIM
FAKÜLTESİ
PROF. DR. SÜLEYMAN TOY
&
ULUSLARARASI
GÖNÜLLÜLERLE
LİSE SUNUMLARI

12:00
GÖNÜLLÜLÜK TEMALI
FOTOĞRAF SERGİSİ
MNG AVM
&
PALANDÖKEN AİLE DESTEK
MERKEZİ ZİYARETİ

13:00
AĞSAP KUŞ EVLERİ VE YEM
DAĞITIMI
ATATÜRK ÜNİVERSİTESİ
KAMPÜSÜ

18:00
GENÇLİK KONSERİ
EJDER 3200 KAYAK MERKEZİ

eurodesk
Türkiye



IMPACT

The project was planned and implemented by the Eurodesk volunteers. Experts were sometimes involved in the work. The team planned and carried out simultaneous activities in many locations. They achieved significant improvement in communication and coordination.

The target groups, and therefore the participants in the project, learned about volunteering, youth work, and activism through this experience. They gained first-hand knowledge about Eurodesk and actively participated in its activities. Following the project, the organisation received applications from young people interested in becoming Eurodesk volunteers.

Information Session on European Opportunities for Young People Working in the Public Sector

The Association of Global Disabled Entrepreneurs Türkiye

The project was designed as a youth information meeting primarily targeting young people aged 15–30 working in the public sector. Its main objective was to increase awareness of European opportunities, particularly Erasmus+ and related mobility programmes, and to make these opportunities more accessible for young public employees. The project also aimed to address informational and institutional barriers that may limit young people's participation in European programmes. Another key objective was to create an inclusive learning environment that brings together young people with and without disabilities.

The target audience consisted of the young public sector employees aged 15–30, particularly those at the early stages of their careers. Young people with disabilities were actively included in the meeting, ensuring equal access to information and participation. This inclusive approach strengthened social interaction and promoted equal opportunities within the learning environment.

KAMUDA ÇALIŞAN GENÇLER İÇİN ÜCRETSİZ AVRUPA FIRSATLARI BİLGİLENDİRME TOPLANTISI

24 Ekim 2025
15.00-17.00

Bursa Aile ve Sosyal Hizmetler İl Müdürlüğü Toplantı Salonu

"Time to Move" kapsamında Erasmus+ ve ESC ile Avrupa'da eğitim, gönüllülük ve değişim fırsatlarını birlikte keşfediyoruz.
"Engelli" ve "Engelsiz" tüm gençlere özel. Ücretsiz fırsatları öğrenmek ve olanaklarımızdan faydalanmak için sende katıl!

Erasmus+ EUROPEAN SOLIDARITY CORPS eurodesk Türkiye

IMPACT

The project created a meaningful impact by increasing young people's awareness of European opportunities and strengthening their sense of inclusion, confidence, and motivation. The information session targeted young public sector employees aged 15–30, including young people with disabilities, creating a diverse and inclusive environment. As a result, participants who may not have previously considered Erasmus+ or other European programmes were introduced to these opportunities in a supportive and accessible setting.

The interactive structure of the meeting allowed participants to actively engage, ask questions, and share their ideas and concerns. This dialogue-based approach made the learning process more effective and empowering, as young people felt heard and respected. The Kahoot quiz at the end helped reinforce learning and created a positive atmosphere where participants could review information in a fun and memorable way.



Together in Konya One Team, Many Stories

Atmosfer Bosna Youth Center Türkiye

Together in Konya was a transformative international project hosted by Atmosfer Youth Center, acting as a Eurodesk Contact Point, with a distinct mission: to dismantle the social and physical barriers surrounding visual impairment. The project brought together 50 young participants from Norway, the Netherlands, Morocco, Jordan, and Türkiye to create a truly inclusive environment where physical limitations do not define participation. The primary goal was to shift young people's perspective from passive "sympathy" to active "empathy" by immersing them in the daily realities of their visually impaired peers.

Instead of traditional seminars, the project used immersive, non-formal learning methods to bridge the gap between the seeing and non-seeing worlds. It organised a "blind football" and adapted basketball matches in which sighted participants played without vision, experiencing the world from a completely different perspective. This role reversal created profound mutual understanding and solidarity on the field. Beyond sports, a Braille alphabet workshop was conducted to teach the logic of tactile communication, breaking down language barriers in a very literal sense.





IMPACT

The impact of Together in Konya was profound, creating a ripple effect across 5 countries. The project successfully shifted the paradigm from “sympathy” to “empowerment” for all involved.

For the visually impaired participants, the project was a major confidence booster. By taking centre stage in theatre performances and competing in sports, they moved from the margins to the centre of attention. They realised that their disability does not define

their potential or limit their mobility. Learning about specific Eurodesk opportunities gave them the courage to consider future international travel, shattering the fear of “I cannot go abroad.”

For the participants from Norway, the Netherlands, Morocco, and Jordan, the impact was a radical shift in perspective. Through “blind sports” and Braille workshops, they developed genuine empathy rather than pity. They returned to their home countries not just with memories, but as “ambassadors of inclusion,” equipped with the skills to communicate with and support visually impaired individuals in their own communities.

Move & Discover Europe: Eurodesk at European Week of Sport

Buruciye Gençlik ve Eğitim Derneği
Türkiye

The project “Move & Discover Europe: Eurodesk at European Week of Sport” was implemented by Buruciye GED during the European Week of Sport event in the Hafik district of Sivas, a rural area where access to educational, cultural, and international opportunities remains limited. The activity aimed to bring reliable youth information directly to young people in an open, dynamic, and accessible environment where sport, nature, and social interaction come together.

A Eurodesk information stand was set up during the sports activities, attracting strong interest from young participants. Interactive games, short quizzes, and small gifts created a friendly learning atmosphere and encouraged active engagement. Young people received clear and practical information about Erasmus+, European Solidarity Corps, youth exchanges, volunteering pathways, and international learning opportunities. Eurodesk volunteers provided one-to-one guidance, answered questions, and directed participants to local contact points and online resources.



IMPACT

The project created an impact on young people and the local community in Hafik, a rural district of Sivas, where access to educational, cultural, and international opportunities remains limited. Many young participants had little or no prior exposure to Erasmus+, European Solidarity Corps, or international mobility options. The Eurodesk stand provided direct access to reliable youth information in a familiar and welcoming outdoor environment.

Young people increased awareness of European programmes, volunteering pathways, and learning opportunities. Through interactive games and short discussions, complex topics became easier to understand and more attractive. Several participants expressed interest in future mobility actions, asked follow-up questions, and requested guidance on how to apply. The activity strengthened motivation, self-confidence, and openness toward international experiences.



Discover Europe with the Marginalised Youth of Braunschweig

Stadt Braunschweig (City of Braunschweig)
Germany

The DiscoverEU Inclusion project, “Discover Europe with the Marginalised Youth of Braunschweig,” implemented by Braunschweig’s International Youth Work, targeted (socio-economically) disadvantaged adolescents typically excluded from international mobility opportunities. Collaboration with youth centres, school social workers, youth social services, vocational schools, and the youth migration service facilitated the identification and engagement of suitable participants, many experiencing their inaugural trip abroad.

Central objectives encompassed delivering secure intercultural travel to enhance resilience, autonomy, interpersonal skills, European identification, and self-efficacy via participatory processes. Six cohorts of five participants each autonomously designed itineraries to France, Italy, and Spain, with support from age-matched peer volunteers. Activities included urban exploration, cultural immersion, culinary discovery, and experiential learning such as paragliding.





IMPACT

The DiscoverEU Inclusion project generated measurable empowerment outcomes for socio-economically marginalised youth, enabling them to exercise full agency in international mobility that is typically inaccessible to them. Participants, predominantly first-time travellers, autonomously orchestrated trips to Italy and Spain, managing logistics from itinerary plotting and budget reconciliation to consensus-driven activity selection. This participatory model rejected directive oversight, affirming their decision-making capacity and systematically reducing travel anxieties, as reflected in post-trip reflections where individuals reported mastering solo navigation and peer conflict resolution.

Intercultural competence gains aligned with established non-formal learning frameworks, manifesting in adaptive communication (e.g. improvised multilingual exchanges during market bargaining), behavioural mirroring of local norms (e.g. queue etiquette, greeting customs), empathy cultivation through co-created narratives, and heightened ambiguity tolerance amid rhythm divergences like siesta pacing or festive spontaneity. Testimonials underscored newfound ease in relationships across cultures, yielding durable self-efficacy.

OUT & IN - Inclusion through Outdoor Education and Outdoor Sport

Eurodesk Verbania
Italy

OUT & IN is an Erasmus+ project promoting youth inclusion through outdoor education and sport. Led by Vedogiovane Social Cooperative (Italy) with Belgian partner ASB Loryhan, it was implemented in rural areas with the local technical partners Eurodesk Province of VCO and Pallanza Rowing Association, cooperating to engage young people, sport trainers, and youth in mapping, documenting, and testing best practices in social outdoor sport.



IMPACT

The OUT & IN project had a measurable impact on young people and the local community in the VCO Province, Piedmont region of Italy. The project directly engaged 16 youth participants and four youth leaders from Italy and Belgium in inclusive outdoor sports, fostering social and emotional skills, empathy, cooperation, confidence, creativity, perseverance, and independent initiative. Experiential workshops reached around 1,000 students and teachers across four secondary schools, with support from local associations including the Association of Blind Skiers, inclusive football groups, and Paralympic sports organisations.

Through research activities and the bilingual e-book presenting 20 best practices from Piemonte and Wallonia, young people, youth leaders, and trainers explored how social sport supports well-being, socialisation, and employability. A video contest further promoted creativity and understanding of inclusive practices among students. Eurodesk VCO ensured visibility of European opportunities and Erasmus+ programmes, supporting four multiplier events, workshops, press conferences, the national communication campaign, the final students' award ceremony, and a final public event with Eurodesk branding. Its involvement as a partner of Vedogiovane was key in informing, engaging, and motivating youth while amplifying the project's impact across local and cross-border networks.



AVRUPA FREKANSI (The European Youth Frequency)

AYDIN Governorship

Türkiye

“Europe Frequency for Youth” is a podcast-based information and participation initiative developed by the Aydın Governorship Foreign Relations Office, Eurodesk Contact Point, to increase young people’s access to European opportunities and strengthen their motivation to engage in international mobility, volunteering, and project-based activities. The programme primarily targets young people aged 18–30, while remaining open to all citizens interested in European programmes.

The podcast provided regular episodes explaining how young people can access Erasmus+, European Solidarity Corps, traineeships, and youth projects, as well as how they can develop project ideas and become active participants in international networks. Special emphasis was placed on introducing the Eurodesk service in Aydın, presenting the volunteer team, and explaining how young people can reach and benefit from Eurodesk activities at a local level.



IMPACT

“Europe Frequency for Youth” had a positive impact on young people and the local community by increasing awareness of European opportunities, strengthening youth participation, and improving access to inclusive youth information in Aydın. It helped many young people discover Erasmus+, European Solidarity Corps, volunteering, traineeships, and youth exchanges for the first time. Through clear and practical podcast episodes, young people gained a better understanding of application procedures, eligibility criteria, and support mechanisms. As a result, the number of young people contacting the Eurodesk Contact Point for guidance and project ideas increased, demonstrating a higher level of motivation and engagement. A particularly important impact is the improved access to information for blind and visually impaired young people.

The audio format enabled them to access reliable youth information independently, reducing their reliance on written or visual materials and increasing their confidence in exploring European opportunities. The project also strengthened peer learning and community connections. Volunteer young people who co-designed and hosted episodes developed communication, teamwork, and leadership skills.



Young Entrepreneurs in Action

Asociatia Ingens Risus

Romania

The project aimed to empower young people to become proactive, self-aware, and socially responsible changemakers by strengthening their entrepreneurial mindset and personal development competences through non-formal education, with a strong focus on inclusion and equal access to European opportunities. The main objectives were to enhance participants' understanding of entrepreneurship as a mindset connected to initiative, adaptability, and lifelong learning; to support their development as active changemakers by building leadership, critical thinking, and productivity skills; and to provide practical tools for creativity, intercultural collaboration, and problem-solving, particularly for young people with fewer opportunities.

The target group consisted of young people from Romania, Hungary, the Republic of Moldova, Czechia, and Slovakia, representing diverse cultural, educational, and social backgrounds. Up to 80% of participants were young people with fewer opportunities, including individuals from rural areas, socio-economically disadvantaged contexts, and with limited access to youth information services. For many of them, this project represented their first direct contact with Erasmus+, the European Solidarity Corps, or Eurodesk.





IMPACT

Young Entrepreneurs in Action generated a strong and sustainable impact on young people and the local community by empowering a diverse group of participants, including young people with fewer opportunities and those with no prior experience in Erasmus+ or European youth programmes. The project acted as an inclusive entry point to youth participation, transforming limited access to information and low self-confidence into motivation and concrete action.

On an individual level, participants developed entrepreneurial competences, communication skills, leadership abilities, and self-confidence. Many reported increased confidence in using English, improved teamwork, and greater willingness to express ideas. Inclusive non-formal learning methods ensured that all participants, regardless of background, experience, or language level, felt supported and encouraged to contribute. Several young people who previously felt excluded from leadership roles later applied these skills in schools, local initiatives, or youth structures.

Group Matters

Sivas Cumhuriyet University
Türkiye

The “Group Matters” project was developed to address a fundamental social challenge: how quickly “us vs. them” mentalities can form and distort the perception of others. Its primary objective was to allow young people to experience the mechanics of implicit bias in practice, in line with the Eurodesk vision of a more inclusive Europe where young people are equipped to navigate culturally diverse environments.

The project’s target audience consisted of university students and young people involved in the Erasmus+ and European Solidarity Corps networks, particularly those most likely to take part in intercultural exchanges. Participants were randomly assigned to “Red” or “Blue” teams, created group identities using AI-designed flags, and competed in European-themed activities such as Memory Orienteering and Kahoot quizzes. The content of these activities was designed to raise awareness of European opportunities.



IMPACT

The Group Matters project triggered an immediate shift in participants' perceptions of social boundaries. By creating a playful yet competitive "Red vs. Blue" setting, the project enabled young people to notice, often for the first time, how quickly their own minds could form biases. The greatest impact occurred during the reflection session, when many participants were surprised to discover they had judged the same person differently solely based on the colour of a T-shirt. For many, this became a genuine "aha" moment, transforming abstract ideas about inclusion into something personal and concrete.

The project also made European mobility opportunities feel more real and relevant. By designing the games around the Eurodesk Opportunity Finder, the activities did not simply mention Erasmus+ and the European Solidarity Corps, but encouraged participants to actively use this information to succeed throughout the project. As a result, participants left with a clearer understanding of these programmes and how to access them, in a way that felt far more engaging than traditional presentations or brochures.



Cultures united at the table

Yedi İklim Culture Art Education Science and Solidarity Association

Türkiye

The project was an inclusive volunteering initiative bringing together young people from diverse and disadvantaged backgrounds through a shared kitchen workshop. Participants included children from Palestine receiving medical treatment and their accompanying family members, war-affected volunteers from Azerbaijan, financially disadvantaged volunteers from Morocco, and Turkish young people aged 16–18, many of whom had limited access to international opportunities.

This initiative directly corresponds to the Inclusive Youth Information theme by ensuring that European opportunities and youth information were accessible to young people facing social, economic, health-related, or conflict-related barriers. The project targeted groups with fewer opportunities, including children receiving medical treatment and their families, war-affected and financially disadvantaged volunteers, and local young people with limited access to international information. Youth information was delivered in a safe, informal, and inclusive environment through non-formal learning methods. Instead of traditional information sessions, European opportunities and Eurodesk services were introduced during shared activities, using simple language and peer-to-peer experience sharing. This approach reduced barriers to information, encouraged participation, and ensured equal access to reliable youth information for all participants, regardless of their background or prior knowledge.





IMPACT

The project created a meaningful social and educational impact by bringing together young people from diverse and disadvantaged backgrounds in an inclusive and supportive environment. For many participants, especially children receiving medical treatment and their families, war-affected volunteers, and financially disadvantaged young people, this activity represented a rare opportunity to feel welcomed, valued, and actively involved in a community setting.

By using a kitchen workshop as a shared learning space, the project fostered intercultural dialogue, empathy, and mutual respect. Participants were not passive recipients but active contributors, sharing their cultural identities through food. This helped reduce prejudices, strengthen social bonds, and promote a sense of belonging among individuals who might otherwise feel isolated due to health, economic, or social challenges.

WHOLE PEOPLE – Engagement experiences for adolescents and young people in the north-west area of Turin

Volontariato Torino ETS
Italy

In the north-western neighbourhoods of Turin, the “Whole People” project has transformed urban suburbs into places rich in opportunities for young people. Led by D.O.C. s.c.s. in collaboration with Volontariato Torino (Volunteer Support Centre of Turin, which offers services to third sector organisations and is also a Eurodesk Multiplier) and other key stakeholders, the initiative was part of the City of Turin’s YouToo Integrated Urban Plan. The project aimed to support young people in building their future with confidence by creating spaces for meeting, socialising and training, while enhancing the cultural capital of the territories in which they live.

Vol.To implemented activities focused on youth leadership and the design of active participation initiatives. The main target group consisted of adolescents and young adults aged 16 to 30 living in Turin, particularly in districts 4 and 5. Participants included students, young volunteers, children attending local summer camps and 146 third-sector organisations.



IMPACT

By transforming a suburban landscape into a vibrant hub of opportunity, the “Whole People” project has had a direct impact on the lives of countless young people through a cohesive strategy that began with breaking down the “information barrier” within local technical schools. This path to empowerment took root at the Boselli Institute, where eight specialised courses introduced students to the fundamental values and programmes of the European Union, effectively transforming international mobility from a distant dream into a tangible future for many who had never considered it before.

The project implementation continued through a commitment to radical inclusion, embodied by the creation of specialised multimedia “Temoteche” at Open 011, which went beyond simply providing equipment to establish a new social standard in which accessibility to high technology is recognised as a fundamental right. This cultural shift integrated seamlessly with a new model of youth management, particularly at the Zerboni Institute, where students went from being passive observers to active agents of change, designing initiatives that responded to the real needs of the local area. This evolution found its highest expression in the Zoomer Fest, where young people took full ownership of the cultural narrative of their neighbourhood, demonstrating that the project has successfully strengthened the local social fabric by creating a permanent “space for dialogue” where the most vulnerable voices are no longer just participants, but the main leaders in their area.



Young and volunteer!

Creative Minds for Culture Latvia

“Young and Volunteer” was a national-level project aimed at young people with fewer opportunities (economic obstacles, coming from rural areas, etc.) in 2 regions of Latvia – Vidzeme and Pieriga. As 2025 was the year of voluntary work priority for Latvian youth work, the project aimed to support and develop volunteering skills and involvement in volunteering among young people, especially those with fewer opportunities. During the 6 months of project implementation, 300 young people participated in 2 training sessions, developed and carried out their own local initiatives, and took part in 10 rural workshops about voluntary work.



IMPACT

The project reached 300 young people, of whom 47% were people with fewer opportunities, across 2 regions of Latvia. During the project, 10 groups of young people carried out 10 local initiatives in their hometowns and villages in order to inform their fellow young people about voluntary work, youth mobility opportunities and active participation, or to improve their local spaces.

During the project, with the help of young people, a youth-friendly card game about voluntary work and mobility opportunities was created. It was used in 10 workshops and could potentially be distributed all over the country to youth centres and youth workers, based on demand. This will help to improve young people's knowledge about volunteering and various opportunities in an interactive and inclusive way, as the game is free to play in youth centres and explains many common questions in a fun way, while also encouraging discussion about various important aspects of voluntary work at local, national and international levels.



SAUEurodeskCUP

TR054 Sakarya University
Türkiye

SAUEurodeskCUP was an intercultural multi-sport tournament organised at Sakarya University on 18–20 December 2025, designed to combine sport participation with inclusive youth information delivery. The project aimed to use team sports as a social bridge to reach internationally mobile and potentially disadvantaged young people and introduce them to European education and youth opportunities.

The main objectives were to promote social inclusion among international and local students, increase awareness of Erasmus+ and the European Solidarity Corps, and strengthen Eurodesk's role as an accessible youth information provider. A further objective was to create a safe environment where young people from different cultural, linguistic, and socio-economic backgrounds could interact and receive guidance without formal barriers.





IMPACT

The project created an impact at both the individual and community levels. For young participants, the tournament offered more than competition: it functioned as a space for social integration and orientation within the host society. International students who might otherwise remain within national groups interacted with peers from different countries and with local students, strengthening intercultural confidence and reducing feelings of isolation. Through teamwork and shared sporting goals, young people developed a stronger sense of belonging to the university and to the wider community.

Access to youth information during matches changed how young people perceived European programmes. Instead of distant institutional concepts, Erasmus+ and the European Solidarity Corps were presented as concrete and accessible opportunities connected to their daily life. Many participants approached the information stand with practical questions about volunteering, exchanges, and future mobility pathways, showing increased curiosity and readiness to engage. This informal setting reduced hesitation and enabled young people to discuss personal plans in a supportive atmosphere.

One Precaution Saves a Thousand Lives

SORGUN YOUTH ASSOCIATION (SORGED)

Türkiye

This project idea emerged in the aftermath of the devastating earthquakes that occurred on February 6, 2023, centred in Kahramanmaraş, Türkiye, which revealed significant losses, a strong need for social solidarity, and clear gaps in disaster preparedness. Based on the understanding that disasters are managed not only during the response phase but also through pre-disaster preparedness and public awareness, the project team designed this initiative with the aim of reducing disaster risks, preventing loss of life and property, and establishing a community-based culture of preparedness.

The project directly contributed to the principle of inclusive youth information by targeting young people living in the yozgat region who have limited access to information and opportunities in the fields of disaster preparedness, volunteering, and active citizenship. The trainings and dissemination activities were designed using simple, accessible, and practice-based methods, ensuring equal access to information for young people from diverse educational and socio-economic backgrounds. Through the Eurodesk Network, European-level volunteering and youth opportunities were introduced, enabling young people to access international information resources more easily.



IMPACT

The project created a lasting, multi-layered, and transformative impact on young people and the local community. First and foremost, it significantly increased the knowledge, awareness, and self-confidence of young people who had previously lacked sufficient information about disaster preparedness. Through both theoretical and practical training, participants developed concrete skills in identifying disaster risks, understanding appropriate response behaviours, and taking responsibility during crisis situations.

Throughout the project, young people were not simply participants in educational activities, but active agents in the process. By taking part in the decision-making, planning, implementation, and dissemination stages, they strengthened their leadership, teamwork, and communication skills. This experience increased their confidence in themselves and in their ability to contribute to society, while also fostering a stronger sense of active citizenship.



Open Doors to Europe: Erasmus+ Opportunities – Project Writing, AI Workshop

Gençlik Akademisi
Türkiye



Between 11 and 20 February 2025, Gençlik Akademisi implemented the project “Erasmus+ Experiences and International Opportunities”. It aimed to strengthen equal access to youth information in Bayburt, one of Türkiye’s smallest and most disadvantaged cities. International opportunities in the region are limited, and Erasmus+ application rates remain very low. Geographical distance, a lack of social and cultural activities, economic constraints, and the absence of inspiring role models often lead young people to view mobility programmes as something “impossible” or “not for us.” In this context, the project’s main goal was to make Erasmus+ opportunities feel more accessible, inspire young people through real experiences, and reinforce Eurodesk’s role as a trusted youth information network. Overall, the conference and the camp worked together as a complete pathway.

IMPACT

This project had a strong impact by increasing young people's awareness of Erasmus+ and Eurodesk in Bayburt, one of Türkiye's cities with the least access to international opportunities. Thanks to the conference attended by around 250 young people, participants listened to Erasmus+ experiences firsthand from those who had lived them, helping them break the perception that "international opportunities are not for me." The conference created an important "turning point" by showing that these opportunities are also possible from Bayburt and that young people are not alone in this journey. Through the Q&A session, participants gained clear and practical information about eligibility, application steps and process management, reducing hesitation caused by misinformation. The presence of young people with disabilities in the conference also strengthened the inclusive approach and ensured accessible information for everyone. The second phase of the project, the "Accessible Project Writing, Literacy and AI Camp," deepened this impact. With around 60 students participating, the camp provided a capacity-building process where young people not only received information but also developed projects in a practical and structured way.



Youth Guard: Safe Paths Ahead

Adana Provincial Directorate of Youth and Sports Türkiye

“Youth Guard: Safe Paths Ahead” was a preventive and inclusive youth project aiming to combat substance behavioural addictions by empowering young people with knowledge, skills, and healthy life alternatives. The project focused on strengthening protective factors such as self-confidence, social belonging, emotional well-being, and active participation, while reducing risk factors related to addiction, social exclusion, and unhealthy lifestyles.

The project aimed to ensure that young people, especially those with fewer opportunities and at risk of addiction, have equal access to reliable, clear, and youth-friendly information on health, well-being, and European opportunities. Information on addiction prevention, healthy lifestyles, and support services was delivered through non-formal education methods, peer learning, and interactive workshops. In addition, information meetings and awareness seminars were organised in cooperation with the Turkish Green Crescent (Yeşilay), providing participants with expert knowledge and professional guidance.



Within the project, educational trips and study visits are organized to introduce young people to safe social environments, healthy lifestyle spaces, and positive alternatives for their free time. These activities allow participants to connect theory with practice and to observe preventive approaches to addiction in real-life settings.



IMPACT

Youth Guard: Safe Paths Ahead created a significant and positive impact on both young people and the wider community by strengthening awareness, resilience, and social responsibility in the field of addiction prevention and healthy lifestyles. Young participants increased their knowledge about substance and behavioural addictions, their consequences, and available support mechanisms. Through meetings with experts from the Turkish Green Crescent (Yeşilay), interactive workshops, and peer-learning activities, they developed critical thinking skills, self-confidence, and the ability to make informed decisions. Sport- and art-based activities, as well as educational trips, offered safe and attractive alternatives to risky behaviours, helping them build positive habits, social bonds, and a sense of belonging.

To disseminate the project's messages widely, promotional and information activities were carried out at fairs, schools, shopping malls, and local community offices (muhtarlıklar). Information stands, brochure distribution, and face-to-face outreach made it possible to reach not only young people but also families and the wider public, increasing visibility and awareness of addiction prevention and healthy lifestyles at the community level. These actions were further supported by public events, social media campaigns, and information meetings organised in cooperation with the Turkish Green Crescent, contributing to open dialogue, reduced stigma, and the promotion of a culture of health, solidarity, and well-being.



**YOUTH
PARTICIPATION
& DEMOCRACY
AWARD**





Know Your Rights!

Young Europe Society Romania

The project responded to the lack of accessible information and genuine opportunities for democratic participation in rural communities in Harghita County. Its aim was to strengthen youth participation and civic engagement by helping young people better understand their rights and by creating spaces for dialogue with decision-makers.

Its objectives were:

- To empower young people to become active citizens by increasing their awareness of European rights and participation mechanisms.
- To develop the competences of the young people involved in the project coordination team so that they could design, facilitate, and lead youth participation activities.
- To strengthen organisational capacity to promote structured dialogue, youth participation, and access to European opportunities at local and national levels.

The project was initiated and implemented by an informal group of 11 young people, supported by Dan Vilcan, a Eurodesk multiplier. Youth-led non-formal education methods, including street animation, role-play, forum theatre, debates, community mapping, and structured dialogue, ensured meaningful participation and lasting impact.





Europe Unlocked

E35 Foundation for international projects
Italy

“Europe Unlocked” is a participatory project promoted by Fondazione E35, which manages the Eurodesk service at the local level, and implemented in 2025 in the Province of Reggio Emilia, a medium-sized territory in Northern Italy. The area is characterised by a strong tradition of civic participation but is geographically distant from European decision-making centres, making access to EU information and opportunities less immediate for young people.

The project aimed to strengthen awareness of European citizenship as a combination of shared values, rights, responsibilities and opportunities, while fostering dialogue between young people and the wider local community. Its main objective was to empower young people to become informed and active European citizens by improving access to reliable information about the European Union and encouraging critical reflection on key European challenges, such as climate change, security, mobility, conflicts, and civil rights.



IMPACT

Europe Unlocked generated a significant impact on young people and the wider local community by strengthening access to information, participation and dialogue on European citizenship at the local level. The project helped make the European Union more understandable and relevant by linking EU values, policies and opportunities to everyday life and local contexts.



For young people, the project increased awareness of the European Union, its institutions and its concrete impact on daily experiences. Through non-formal education activities such as the European Young Multiplier pathway and interactive school workshops, students improved their understanding of democratic processes, European values, fundamental rights and opportunities related to mobility, participation and active citizenship. Participatory methods and digital tools supported active engagement, critical thinking and open discussion, enabling young people to express their opinions and engage more confidently with European topics. Many participants reported increased confidence in discussing European issues with peers and greater motivation to explore EU opportunities, reinforcing a peer-to-peer multiplier effect within schools and youth networks.



Erasmus Days: Konya Youth Festival

Atmosfer Bosna Youth Center
Türkiye

“Erasmus Days: Konya Youth Festival” was a comprehensive four-day mobilisation campaign designed to democratise access to European opportunities and foster active youth participation in Konya. Spanning three different universities and culminating in a grand finale at the Atmosfer Youth Center, the initiative reached approximately 750 young people, transforming a standard information campaign into a vibrant and participatory festival.

The event featured a range of creative engagement tools to encourage participation. A “Badge Design Workshop” invited young people to visualise their dreams, while a “Mapping Workshop” encouraged them to identify their desired global destinations, turning abstract aspirations into concrete plans. The festival atmosphere was further enriched by the “Play for Erasmus” music event, which brought young people together through the universal language of music, as well as by various icebreakers, Mail Art activities, and Felt Workshops at the Youth Center. By distributing recyclable information cards and seed pencils, the project also conveyed a strong message of sustainability. Overall, the initiative successfully bridged the gap between local youth and European opportunities, showing that information is the first step towards active democratic participation.





IMPACT

The impact of Erasmus Days: Konya Youth Festival was immediate and widespread, helping to create a tangible “mobility culture” among the 750 young people reached across three universities.

The most significant impact was on the mindset of local youth. Many students had previously viewed European opportunities as complex or unattainable. Through activities such as the “Mapping Workshop” and “Badge Design,” the festival moved beyond abstract information and helped participants visualise themselves as global citizens. Seeing their peers, including ESN students, actively living these opportunities helped dismantle the “I can’t do it” barrier and replace it with a more concrete sense of possibility and action. A sharp increase in enquiries and applications at the centre was observed following the event.

Time to move - iXplore2

CPDM, o.p.s.

Czech Republic

iXplore 2 was a festival about travel experiences and European opportunities. Four guests came to introduce their experiences of exploring other countries to the public and students.





FESTIVAL O CESTOVÁNÍ A EVROPSKÝCH PŘÍLEŽITOSTECH

IMPACT

Young people, especially students from the medical school, were strongly interested in taking part in several Erasmus+ opportunities.

Time to Move Campaign arrives in Vatra Moldovitei – European opportunities for Youth

Asociatia ArtViitor

Romania

The event was designed as an interactive workshop structured in two complementary parts: one informative and one fun.

In the first part, the workshop provided an introduction to concepts and information related to European programmes for young people. The participants, children from a rural area in north-east Romania, learned about Erasmus+, the real opportunities they have to take part in international projects, and the role and mission of the European Solidarity Corps. These themes were explained in an accessible way through concrete examples and situations drawn from everyday life.

In the second part, the workshop moved to a practical and dynamic component: a “quiz race” on the European Union and democratic principles, which turned learning into a team activity full of energy and enthusiasm. The main resource used was the flashcards from the game Teenagers and Democracy, adapted to the participants’ age level.

At the end of the event, each participant received Time to Move cards, Time to Move stickers, and Eurodesk keyrings, and the workshop concluded with a raffle in which two Eurodesk schoolbags were given away.



IMPACT

The project had a strong emotional and educational impact on both the young participants and the wider community, precisely because it was based on a personal story. The speaker studied in that school as a child. Returning to this rural community after living and working in Romania's major cities and being involved in international projects carried a powerful symbolic message, one that resonated deeply with the youth.

For many participants, this was the first time they had met someone who had followed an international path from the same village, the same classrooms, and similar social and economic conditions. Seeing this trajectory made European opportunities feel real and attainable. The message that "it is possible" and that "it does not matter that you come from a village" became tangible, not abstract. This contributed to a visible shift in attitude: curiosity replaced scepticism, and self-doubt gave way to confidence.

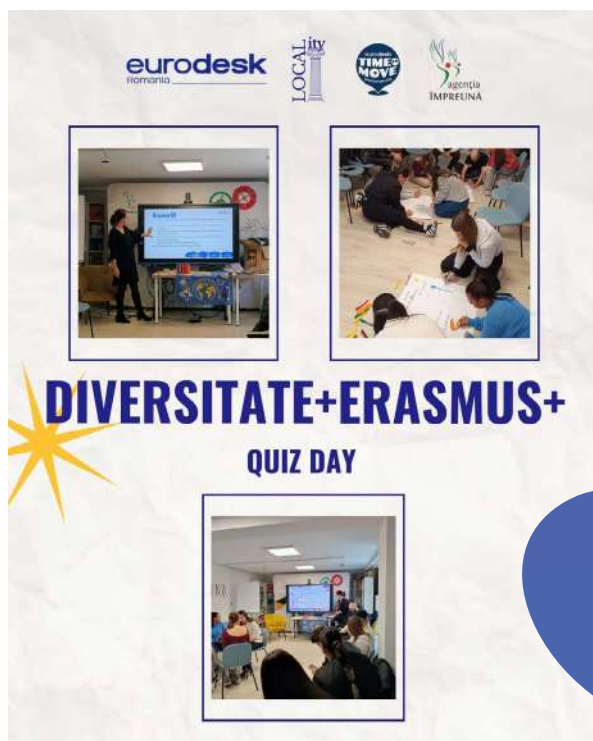


Diversity + Erasmus+ – European Opportunities and Values

Locality NGO
Romania



The main objective of the project “Diversity + Erasmus+ – European Opportunities and Values” was to increase young people’s awareness of the opportunities offered by Erasmus+ and the European Solidarity Corps, with a special focus on diversity, inclusion, and democratic participation. The project aimed to reduce inequalities in access to information, combat stereotypes related to international mobility, and encourage the active involvement of young people in civic and community life at the local and European levels. The target audience consisted of young people with fewer opportunities, mainly high school students from rural areas studying in Curtea de Argeş, Argeş county and young people of Roma ethnicity from Bucharest, beneficiaries of the “Împreună” Agency. Participants were initially sceptical about European opportunities, with some expressing anti-European or xenophobic attitudes, but remained open to engagement. Their interests varied between the travel dimension of DiscoverEU and learning about participation and solidarity projects, depending on the session.



IMPACT

The project had a significant impact on the young participants, contributing to increasing awareness of Erasmus+ and European Solidarity Corps opportunities, reducing perceived barriers to participating in such programmes, increasing young people's confidence in their own skills and ability to participate in international mobility, stimulating interest in volunteering, civic engagement, and community projects and strengthening the sense of European belonging.

Another important component consisted of open questions posted via the Slido platform, through which young people could answer questions about their access to European opportunities or ask anonymous questions, not to create pressure in front of other participants.

Europe Week 2025 – Materahub (Settimana dell'Europa)

Consorzio Materahub industrie culturali e creative Scarl
Italy

“Europe Week 2025” strongly aligned with the Youth Participation and Democracy category because it created concrete opportunities for young people to engage with European values, civic rights and democratic participation through accessible, youth-friendly formats.

Instead of delivering information in a one-way institutional manner, the initiative was built around dialogue and active involvement. Across nine events over five days, hosted in different venues throughout Matera (including cinemas, museums, and cultural spaces), young people were invited to participate in discussions, ask questions, share perspectives, and reflect on current European challenges and priorities. Screenings were followed by guided debates, workshops encouraged interactive participation, and public talks created open spaces for civic dialogue within the wider community.

Evento organizzato da:



Settimana dell'EUROPA 2025



Proiezioni film - Dibattiti - Workshop - Libri
05.05.25 — 10.05.25 - Matera

In collaborazione con:



IMPACT

Europe Week 2025 had a strong and measurable impact on young people and the local community by making Europe visible, accessible and relevant through a city-wide programme of activities in Matera.

For young people, the initiative created informal spaces where European topics could be explored without a formal institutional setting. The combination of screenings, exhibitions, workshops and public discussions supported critical thinking, dialogue and participation. The project achieved strong youth engagement: around 150 high school students participated in the documentary screening and guided discussion, while at least 50 young people took part in the Eurodesk/EURES activity, receiving practical guidance on mobility and work opportunities in Europe.



Row the Oars, Save The Shores

TR054 Sakarya University
Türkiye

The project was an outdoor volunteering and environmental awareness activity organised on 5 December, United Nations International Volunteer Day, at Lake Sapanca under the coordination of the Sakarya University Eurodesk Contact Point, with logistical support from Serdivan Municipality. The initiative combined youth participation, volunteering, and environmental action with youth information on European opportunities.

The main objectives were to promote active citizenship among young people, raise awareness of environmental challenges affecting Lake Sapanca, strengthen the culture of volunteering, and inform participants about Erasmus+ and European Solidarity Corps opportunities. The project also aimed to empower young people to take visible action in a public space and to experience collective responsibility for their environment.





IMPACT

The project created an impact at both the individual and community levels. For participants, the activity provided a meaningful volunteering experience connected to an environmental problem. By canoeing and collecting waste from Lake Sapanca, young people developed a sense of responsibility toward their natural environment and experienced the value of collective action.

The cooperation between the university, municipality, and youth volunteers strengthened trust between institutions and young people. The project also reinforced the role of Eurodesk as a bridge between youth participation, volunteering, and European opportunities. Thanks to the symbolic character of the action at Lake Sapanca, the initiative contributed to raising social awareness about the protection of the lake and the consequences of declining water levels, reaching not only participants but also the wider community.

EUROPESA: Building a Youth Participation and Information Hub in a Rural Region

MTÜ Tápne Silm
Estonia

“EUROPESA” was a regional youth information and youth participation initiative that aimed to bring European opportunities closer to young people, particularly those living in rural areas. Europesa is a physical youth-friendly space in Valga County that provides accessible, reliable and systematic youth information and supports young people’s active participation at both local and European levels.

The main objectives of the project were to increase young people’s awareness of European opportunities (such as Erasmus+, DiscoverEU and the European Solidarity Corps), to support young people’s initiative, participation and self-expression, and to create a sustainable youth information and participation platform that combines information, experience and guidance.



IMPACT

EUROPESA had a multi-level impact on both young people and the wider community by increasing young people's awareness, confidence and willingness to participate, while strengthening community cohesion. For young people, EUROPESA provided a safe and accessible environment where they receive reliable youth information, develop ideas and take an active role at both local and European levels.

A significant impact of EUROPESA was its role in bringing together young people from different parts of the Valga County. While young people often operate separately within local areas, Europesa's activities involved young people from across the region, creating opportunities for collaboration and stronger social cohesion. Joint projects helped build lasting connections between young people from different areas, continuing beyond project activities.



Future of Career through the eyes of YOUTH

My Future

Poland

“Future of Career” was a participatory youth project implemented by the My Future Foundation to strengthen young people’s agency, decision-making skills, and understanding of how to actively shape their future in a fast-changing labour market and democratic Europe. A core element of the project was active participation: young people worked in diverse teams, made joint decisions under time pressure, negotiated roles, defended ideas, and reflected on group dynamics. These processes mirrored democratic decision-making mechanisms and helped participants experience responsibility, representation, and collective problem-solving in practice. Facilitators acted as guides rather than authorities, ensuring that youth voices shaped discussions, learning outcomes, and final reflections.

Future of Career directly corresponds to the Youth Participation and Democracy thematic category by placing young people at the centre of decision-making, co-creation, and reflective dialogue throughout the entire initiative. The project was designed as a participatory process rather than a one-way transfer of information. Young people actively engaged in group decision-making, role distribution, negotiation, and collective problem-solving during simulations and teamwork tasks inspired by real recruitment and assessment processes. These activities mirrored democratic mechanisms such as representation, responsibility, accountability, and consensus-building. As one participant reflected: “Working under pressure, making decisions together, and defending our ideas showed me how important teamwork and communication really are.”





IMPACT

Future of Career had a strong and measurable impact on both young people and the local communities involved, particularly in smaller towns and areas with fewer opportunities.

For young participants, the project significantly increased confidence, employability skills, and willingness to take an active role in decision-making. Survey results showed clear growth in soft skills, including communication, teamwork, and presenting ideas under pressure. One participant

shared: "Public speaking skills were probably the most valuable takeaway. I learned how to speak professionally even when I'm stressed." Another noted: "Working under pressure, writing a CV, and teamwork were key skills I developed."

A major impact was raising awareness of recruitment and participation processes that were previously unknown to many young people. According to surveys, 100% of participants learned about the Assessment Centre method for the first time.

Erasmus & Career Days 2025

GenT

Slovakia

“ERASMUS & CAREER DAYS” was a youth-focused information and participation event designed to make European opportunities understandable, accessible and relevant for young people in Trnava, Slovakia.

The main objective of the project was to empower young people to make informed decisions about their education, careers and civic engagement, with a strong focus on Erasmus+, volunteering, international mobility and opportunities within European and international institutions. The project also aimed to strengthen young people’s critical thinking, democratic awareness and active participation, especially in a time of widespread disinformation.

The primary target group was young people aged 15–25, mainly secondary school students and young adults considering their future study, work or volunteering pathways. A secondary target group included youth workers and teachers who act as multipliers of youth information.



IMPACT

ERASMUS & CAREER DAYS had a tangible impact on young people by increasing their awareness, confidence and ability to actively shape their educational, professional and civic pathways. Personal stories shared by former Erasmus participants, volunteers and interns made international mobility and civic engagement feel achievable rather than distant or elite. Young people reported feeling encouraged to explore opportunities they had previously considered “not for people like me”.

The project also contributed to the development of critical thinking and democratic competences. The interactive workshop on disinformation enabled participants to recognise manipulation, reflect on information sources and understand the importance of informed decision-making in democratic societies. These skills extend beyond the event itself and support young people’s long-term civic engagement.



Infotrip with ICM

ZIPCeM

Slovakia

“Infotrip s ICM” was a national learning and inspiration activity organised by ZIPCeM in April 2025, designed to strengthen the quality and impact of youth information work and the role of Informačné centrá mladých (ICM) as Eurodesk multipliers.

The main objective of the project was to empower youth workers, Eurodesk multipliers and actively engaged young people to communicate European opportunities in a more accessible, engaging and youth-centred way. The project aimed to move beyond traditional information provision and support participants in transforming European programmes such as Erasmus+ and the European Solidarity Corps into real, understandable opportunities at the local level.





IMPACT

Infotrip s ICM had a direct and lasting impact on young people and local communities by strengthening access to quality youth information and increasing young people's capacity to actively engage in European opportunities and democratic life.

The immediate impact was on the participating youth workers, Eurodesk multipliers and young people, who gained new knowledge, practical tools and confidence to communicate European programmes such as Erasmus+ and the European Solidarity Corps in a more accessible and engaging way. Through experiential learning and peer exchange, participants deepened their understanding of how youth information can empower young people to make informed choices, participate in mobility programmes and engage in civic life.

The Forest's Questions and Walk – Nature, Rights Advocacy, and Active Citizenship Gathering

Gençlik Akademisi
Türkiye

This project was carried out within the scope of the Time to Move campaign. Rather than approaching nature as a topic to be discussed, the activity was designed as an experiential process centred on listening to nature and understanding its message. Throughout the event, young people were invited to listen to the sounds of the forest and reflect on the “Forest’s Questions” posed during the walk, such as: What does nature ask of us? How do we treat it? Do we truly respect its rights? In this process, the forest was approached not merely as a physical setting, but as a speaking entity with its own voice and demands.

The walk was organised as a smoke-free area, highlighting the right of nature and all living beings to clean air and emphasising that a healthy and sustainable environment is a fundamental right. Through this practice, participants directly experienced the link between environmental rights and individual behaviour.

Introducing Eurodesk in a natural outdoor setting helped young people connect their local experiences with European-level opportunities for participation. By learning about Erasmus+ and the European Solidarity Corps, participants discovered concrete ways to engage in mobility, volunteering, and civic participation across Europe, empowering them to take a more active role in democratic and social processes.

Through its participatory, experiential, and reflective design, the initiative created a meaningful space for youth engagement and dialogue. It demonstrated how environmental awareness and rights-based advocacy can be combined with active citizenship, making youth participation and democracy tangible through direct experience rather than abstract information.



IMPACT

The project had a strong emotional and reflective impact on young people and the local community by creating a space where participants could slow down, listen to nature, and reconnect with themselves. Feedback collected after the activity showed that many young people felt calmer, more peaceful, and emotionally relaxed, stating that being in nature and listening to the forest made them feel happier and more balanced.

Through the “Forest’s Questions,” participants became more aware of their relationship with nature and reflected on habits they had previously taken for granted. Many young people expressed that the activity helped them realise how disconnected they had become from nature and recognise everyday behaviours that negatively affect the environment. This realisation marked an important step toward developing a more conscious and respectful attitude toward nature.



Democracy in Practice

ZPTM Brežice (Brežice Youth Centre)

Slovenia

“Democracy in Practice” was an interactive youth education project designed to strengthen democratic awareness, active participation, and civic responsibility among young people through non-formal and experiential learning. The project responded to the need for meaningful youth engagement by making democratic processes practical, accessible, and closely connected to young people’s everyday lives.

The project was based on experiential learning and active participation. A core activity is a governance simulation, where participants work in groups representing different decision-making systems: democracy, dictatorship, oligarchy, and anarchy. Each group created a fictional “state” by choosing a name, designing a flag, and setting rules according to its assigned system. Through this exercise, participants experienced how power distribution, inclusion, and participation influence fairness, efficiency, and group dynamics.

This event directly corresponds to the thematic category Youth Participation and Democracy by actively involving young people in democratic processes through hands-on, participatory learning. Rather than focusing on theoretical explanations, the project enables participants to experience democracy in practice, helping them understand how decision-making systems function and how their own participation can influence outcomes.

Through interactive simulations, young people explore different forms of governance and reflect on how power, inclusion, and representation affect individuals and communities. By comparing democratic and non-democratic systems, participants gain a deeper understanding of the value of democratic principles such as equality, participation, accountability, and respect for diverse opinions.



IMPACT

The project had a strong positive impact on both young people and the wider community by increasing awareness, confidence, and active engagement in democratic processes. Young participants gained a clearer understanding of how democracy works in practice and how different forms of decision-making influence fairness, inclusion, and responsibility. Young people developed key skills essential for active citizenship, including communication, teamwork, critical thinking, and the ability to express and defend their opinions respectfully.

At the community level, the project encouraged young people to reflect on real needs in their school and local environment. The project proposals developed during the participatory budgeting exercise generated practical ideas for improving shared spaces and activities, strengthening young people's connection to their community. The event helped raise awareness of youth participation and the importance of democratic values. It demonstrated that young people are capable of meaningful involvement when given appropriate space and support. The initiative also strengthened connections between young people, educators, and youth workers, fostering a more participatory and inclusive environment.

ECOLOGICS: Young Minds Coding the Future

Gürsu Municipality (Gürsu Belediyesi)

Türkiye

“Ecologics” was a youth-led sustainability and digital innovation programme that empowered university students and recent graduates to actively contribute to local green transition solutions for the industrial sector in Bursa, Türkiye. The project combined capacity building with real-life decision-making and problem-solving: young people worked on concrete challenges related to carbon emissions, water consumption and waste management, in cooperation with the municipality, universities, civil society and private-sector partners.

Ecologics strongly corresponds to the Youth Participation & Democracy category by placing young people at the centre of sustainability-related decision-making processes at local level. Rather than being passive recipients of information, participants were empowered as active contributors who analysed real environmental challenges and proposed concrete solutions in cooperation with local authorities, universities, civil society organisations and industry representatives.

Throughout the project, young people engaged in participatory processes that mirror democratic practices: they identified problems related to carbon emissions, water consumption and waste management in real industrial contexts; worked collaboratively in teams; discussed priorities with stakeholders; and presented their proposals publicly during the final event. This structure allowed young people to experience how evidence-based dialogue, collective problem-solving and transparent evaluation function in practice.





IMPACT

Ecologics had a strong and measurable impact on both young people and the local community. More than 500 university students and recent graduates were reached through online and face-to-face activities, gaining practical knowledge on sustainability, circular economy, carbon and water footprint analysis, and the use of digital and AI-based tools for environmental solutions.

For young participants, the project strengthened key competences such as critical thinking, teamwork, problem-solving, communication and civic engagement. By working on real-life industrial challenges, young people experienced a meaningful learning process that increased their motivation, employability and confidence to participate in sustainability-related initiatives beyond the project.



CONGRATULATIONS
TO THE WINNERS
AND TO ALL PARTICIPANTS.

SEE YOU NEXT YEAR!

eurodesk

Learn more about Eurodesk Awards at **awards.**
eurodesk.eu



Co-funded by
the European Union

The project was co-funded by the European Union. Views and opinions expressed are however those only of the author, Eurodesk Brussels Link, and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union or EACEA can be held responsible for them.