



VOICE-EU

Valuing Opportunities for Inclusive Civic Engagement in Europe

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Report

"EuroVoice: Sharing for Participation" ***Final Dissemination Event and Closing Meeting***

Date/s of Activity: 13 March 2026

Venue: Sapienza University of Latina (Conference Hall C.e.R.S.I.Te.S, Faculty of Economics)

Lead Organisation: TIMEDUCATION di Tiziana Marinelli

Partner Organisations: MEDIO CUBO SL (Spain), AKADIMOS KDVM EPE (Greece)

1. Description of the Activity

The activity "EuroVoice: Sharing for Participation" represented the final dissemination event and the official closure of the VOICE-EU project. It was an international mobility of two days, structured into two distinct but complementary moments.

The first day (13 March 2026) was dedicated to the public dissemination event, hosted at the Conference Hall of C.e.R.S.I.Te.S. at the Faculty of Economics, Sapienza University of Latina. The main objective was to present and share the project's results and outputs with a broad and diverse audience of stakeholders, local authorities, journalists, associations, and citizens.

The second day (14 March 2026) featured the Closing Meeting, a private session for the project partners held at OpenHub Lazio Latina. This session was dedicated to the overall evaluation of the project, analysis of the results achieved, sharing of lessons learned, and planning of follow-up and sustainability activities.

The dissemination event opened with welcoming remarks from **Professor Paola Campana**, Director of the CAF in Europroject Design, who emphasised the importance of initiatives like VOICE-EU for the local territory and for fostering the development of informed and active European citizens.

Following this, **Tiziana Marinelli and Veronica Sperduti** from TIMEDUCATION, as lead partner, presented the VOICE-EU project, illustrating its origins, main objectives, activities carried out, and concrete results achieved. Their presentation highlighted how the project responded to the critical need to counter disinformation and political disaffection, particularly among young people.

The next intervention was by **Lola Fernandez**, Lecturer for the CAF in Europroject Design and Councillor for Local Development and Innovation for the Municipality of Sezze. Dr. Fernandez offered an important theoretical and practical reflection on the value and integration of **formal, informal, and non-formal education**, contextualising the interactive methodologies adopted by the VOICE-EU project (such as

gamification and the use of Mentimeter) as virtuous examples of engaging and participatory learning. This intervention provided a valuable pedagogical framework for the project's activities.

Subsequently, **Maria Kaimisoglou** from AKADIMOS presented the medium-length film "**Generations Uncovered**", illustrating its creation process through the intergenerational video interviews conducted in Italy, Spain, and Greece. The screening of the 52-minute film represented the emotional core of the event, allowing the audience to listen to the voices and stories of young and older people, and to reflect on intergenerational dialogue as a tool for understanding historical memory and the future of Europe. The film, already screened at a school on the occasion of Europe Day, confirmed its strong educational value.

Finally, **Cesar Carrion** from MEDIO CUBO presented the online game "**Be-EU**". He explained its gameplay mechanics, development process, and educational potential. The game, an HTML edugame, was made accessible to the audience via QR code, allowing participants to test it in real time. The session was moderated by **Beatrice Maria Paolini**, who skilfully guided the debate and facilitated interaction between the speakers and the audience.

The day concluded with a final debate during which participants were able to ask questions, share their impressions, and collectively reflect on the importance of active and informed European citizenship.

2. Objectives of the Activity

The final dissemination event pursued the following specific objectives, in full consistency with the general objectives of the VOICE-EU project:

1. **To disseminate project results:** To present and share the project's tangible outputs with a wide audience, particularly the online game "Be-EU" and the medium-length film "Generations Uncovered", along with all the educational materials and guides produced. The aim was to ensure that the results could be known, understood, and reused.
2. **To raise awareness on the importance of European citizenship:** To promote a thorough reflection on the role of national and European institutions, on the values of the Union, and on the importance of civic participation and informed voting.
3. **To valorise intergenerational dialogue:** To use the film as a tool to demonstrate the value of intergenerational dialogue, stimulating mutual understanding and recognising the role of older adults as custodians of historical memory.
4. **To actively engage local stakeholders:** To create an opportunity for networking and dialogue between local authorities, associations, schools, universities, journalists, and citizens, fostering the creation of networks and future collaborations.
5. **To promote the use of digital tools for civic education:** To demonstrate how digital innovation, through the online game, can be an effective and engaging tool for learning and combating disinformation.
6. **To evaluate the project and plan for the future:** Through the Closing Meeting, to allow partners to evaluate the overall progress of the project, identify strengths and areas for improvement, and define strategies for long-term sustainability of the outputs.

3. Target Groups Involved

The event involved a diverse and representative audience from the various target groups of the project, in line with what was planned:

- **Local authorities and institutional representatives:** Including the Municipality of Sezze (with the presence of Councillor Lola Fernandez) and local representatives, to promote political dialogue at the local level.
- **Local associations and stakeholders:** Engaged to foster the active participation of civil society and the creation of networks.
- **School principals and teachers:** Involved to promote civic education and political awareness among young people, as already demonstrated by the interest from ISS Pacifici e de Magistris.
- **University students:** Present as representatives of the new generation, particularly influenced by digital dynamics.
- **Project partners:** Representatives from TIMEDUCATION, AKADIMOS, and MEDIO CUBO actively participated in the presentations and debates.
- **Citizens and the local community:** The event was open to all citizens interested in contributing to the dialogue on politics and historical memory, as evidenced by the participation of 70 people.

4. Results Achieved and Impact

The activity fully achieved its set objectives, generating significant impact at the local level and laying the foundations for future sustainability.

4.1 Tangible results achieved:

1. **Direct involvement of 70 participants** in the dissemination event, exceeding expectations and demonstrating strong local interest in the project's themes.
2. **Presentation and dissemination of the online game "Be-EU":** The game was presented to the public and made immediately accessible via QR code. The event contributed to increasing the number of users and gathering useful feedback for its improvement.
3. **Screening and valorisation of the medium-length film "Generations Uncovered":** The film was screened in a public and academic context, strengthening its role as an educational tool for intergenerational dialogue. Its dissemination was further amplified.
4. **Creation of a networking and dialogue opportunity:** The event fostered connections between project partners, local institutions (Municipality of Sezze, Sapienza University), schools, and associations, laying the groundwork for future collaborations. The participation of Professor Campana and Councillor Lola Fernandez gave the event institutional and academic authority.
5. **Dissemination of information materials:** Brochures containing QR codes linking to the project website, online game, and film were distributed, ensuring easy and immediate access to resources.

4.2 Impact achieved

- **At local level:** The event consolidated the visibility of the project and its partners in the territory. The collaboration with Sapienza University and the involvement of the Municipality of Sezze created a solid bridge between the project and local institutions, increasing opportunities for future initiatives.
- **On participants:** The event contributed to raising awareness of the importance of civic participation and the functioning of European institutions. The screening of the film stimulated a profound reflection on the role of historical memory and intergenerational dialogue.
- **On partner organisations:** The event represented a moment of visibility and prestige for all partners. TIMEDUCATION strengthened its role as a reliable coordinator; MEDIO CUBO gained significant public recognition for its technological product; AKADIMOS saw the value of its audiovisual production work acknowledged.

The "EuroVoice: Sharing for Participation" event thus served as an effective moment of synthesis and openness to the future, demonstrating the added value of the VOICE-EU project and ensuring that its results can continue to generate impact well beyond its formal conclusion.



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