



VOICE-EU

Valuing Opportunities for Inclusive Civic Engagement in Europe

2024-1-IT02-KA210-ADU-000254384

CUP I51B24000250005

RESULT 1

Title:

VOICE-EU Multilingual Project Website – Open Access Repository of Educational Materials

Description:

The VOICE-EU project website (<https://voice-eu.eu/>) serves as a central open-access repository for all project outputs and educational materials. The website is available in four languages (Italian, Spanish, Greek, English) and contains: seminar and workshop slides, instructional guides for the online game, activity reports (intermediate and final), brochures with QR codes, posters, photographs, videos, and the medium-length documentary. All materials can be downloaded for free, allowing other organisations to adapt and reuse them for their own educational activities on European citizenship, democratic participation, and digital literacy. The website remains active beyond the project's conclusion.

RESULT 2

Title:

Generations Uncovered – Intergenerational Documentary on European Identity and Political Participation

Description:

This 52-minute medium-length documentary collects video interviews conducted with 5 young people (18-30 years) and 5 seniors (over 45) in each of the three partner countries: Italy, Spain, and Greece. Gender balance was respected. The documentary explores intergenerational perspectives on politics, historical memory, European institutions, and civic engagement. Participants share their experiences, hopes for Europe's future, and reflections on the importance of voting and democratic participation. The documentary is published on YouTube (<https://www.youtube.com/watch?v=O2SdkOjRsJU>) with English subtitles and is freely accessible. It has already been screened at a secondary school (ISS Pacifici e de Magistris) on Europe Day, demonstrating its educational value beyond the project's duration.

RESULT 3

Title:

Be-Eu – Online Game for European Citizenship and Fake News Awareness

Description:

"Be-Eu" is an interactive HTML-based online game developed to raise awareness about European Union institutions, combat fake news, and promote active citizenship. The game was created by the Spanish partner MEDIO CUBO based on ideas generated during workshops with young adults (18-30 years old) in Italy, Spain, and Greece. It features quizzes and challenges that test players' knowledge of EU values, decision-making processes, and the impact of EU policies on daily life. The game is available in four languages (Italian, Spanish, Greek, English) and is accessible via QR code and project website. It promotes digital literacy and critical thinking, helping users distinguish reliable information from misinformation. The game will be maintained and updated for five years beyond the project's end.



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RESULT 4

Title:

"EU Citizenship" Seminar Model – Non-Formal Education Programme on National and European Institutions

Description:

A two-day seminar model designed to raise citizens' awareness of the role of national and European institutions in daily life. The seminar explores the functions and decision-making processes of EU institutions, the benefits and challenges of EU membership (economy, social policies, climate change, migration), and the importance of voting and civic engagement. The methodology is based on non-formal education, using interactive tools such as Mentimeter for real-time quizzes and surveys, group discussions, and debates. The seminar was implemented locally in Italy (52 participants), Spain (39), and Greece (14). All materials (slides, facilitators' guides, evaluation questionnaires) are available in open access on the project website.

RESULT 5

Title:

"Tackling Misinformation" Workshop Model – Digital Literacy and Critical Thinking for Young Adults

Description:

A one-day workshop model aimed at young adults (18-30 years), including unemployed individuals and those with fewer opportunities. The workshop addresses fake news, political extremism, and digital manipulation. Participants learn to recognise disinformation, verify sources, and use social media critically. The afternoon session focuses on gamification as a tool to promote democratic values. The workshop was implemented in Italy (29 participants), Spain (35), and Greece (19), and generated ideas that directly informed the development of the "Be-Eu" online game. All workshop materials are freely available in open access on the project website for replication by other organisations.

RESULT 6

Title:

Intergenerational Interview Methodology – Dual Interviews on Political Memory and Civic Engagement

Description:

A structured methodology for conducting dual intergenerational interviews between young people (18-30) and seniors (over 45) on topics of political memory, historical events, European institutions, and civic participation. The methodology includes a common protocol of open-ended questions (identical across all partner countries), guidelines for selecting participants with gender balance, recommendations for filming in symbolic locations (public squares, community centres, historical sites), and templates for collecting informed consent and feedback. The methodology was successfully tested with 30 participants (5 young + 5 seniors per country in Italy, Spain, Greece) and produced the documentary "Generations Uncovered".



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RESULT 7

Title:

Extra Dissemination Events – VOICE-EU Project Showcased at Sapienza University

Description:

Three dissemination events not originally foreseen in the project application were organised by the partnership to amplify the project's impact beyond the planned activities. The first event was the official launch of the "Be-Eu" online game at Sapienza University (Latina, Italy) on 15 October 2025, with 60 participants including students from ISS Pacific e de Magistris (who had contributed ideas during the workshop) and university students. The second event was an online seminar for the CAF – Advanced Training Course in European Project Design at Sapienza University (19 February 2026), with 12 participants, focusing on how to structure a European project using VOICE-EU as a case study. The third event was an online seminar for the "Project Management" course at Sapienza University (10 March 2026), with 25 participants, covering work package architecture, project management, and closing procedures. These events significantly enhanced dissemination towards academic and school audiences, creating lasting relationships with the university.

RESULT 8

Title:

Transnational Mobility in Italy – Two Days of Dissemination, Reflection, and Partnership Closure

Description:

The project's final transnational mobility in Italy brought together all partners for two significant days marking the successful conclusion of VOICE-EU.

On 13 March 2026, the partnership organised "**EuroVoice: Sharing for Participation**", the official final dissemination event, held at Sapienza University (Latina, Italy). The event fostered reflection on the importance of European Union values and on what it means to be informed, responsible, and active citizens, while highlighting intergenerational dialogue as a key resource for understanding the present and envisioning the future.

On 14 March 2026, the partnership held its **closing meeting**, the first opportunity for all partners to meet together in person after two years of collaboration. The meeting allowed the team to take stock of the work carried out, share final reflections, and discuss how the project's approach and outputs could be further improved or applied in similarly relevant contexts in the future.

Together, these two days marked a meaningful close to the project: combining public dissemination with internal reflection, and reinforcing both the impact achieved and the lasting relationships built throughout VOICE-EU.