Project idea form - small projects

Registration no. (filled in by MA/JS only) _____

Project Idea Form

Date of submission   30/05/2025

1. Project idea identification

Project idea name	Co-creating Resilience through Interactive Learning
Short name of the project	CORIL
Previous calls	yes ◯ no ◉
Seed money support	yes ◯ no ◉

2. Programme priority

1. Innovative societies

3. Programme objective

1.1. Resilient economies and communities

4. Potential lead applicant

Name of the organisation (original)	Peipsi Koostöö Keskus
Name of the organisation (English)	Peipsi Center for Transboundary Cooperation
Website	ctc.ee
Country	EE

Type of Partner	Interest group
	Trade union, foundation, charity, voluntary association, club, etc. other than NGOs
Contact person 1	
Name	Ederi Ojasoo
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Contact person 2	
Name	Margit Säre
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Which organisation(s) in the planned partnership take part in a project within the Interreg Baltic Sea Region Programme for the first time? Please list the respective partners.

Nausika Educational Foundation, https://nausika.eu/ - Nusika has experience in developing participatory educational materials and games that promote civic engagement and social resilience,

JAMK University of Applied Sciences, http://www.jamk.fi/en - JJAMK is known for its focus on entrepreneurship, sustainable development, and regional innovation, especially in rural and remote areas.

5.1 Specific challenge to be adressed

The Baltic Sea Region faces increasing challenges due to climate change, including environmental, economic and social vulnerabilities. Communities need innovative tools to engage citizens of all ages in sustainable development, resilience planning, and local problem-solving. Games are an effective and engaging method for building awareness, simulating change, and promoting local action. GreenPlay – Baltic Sandbox aims to create a community-centered tabletop game that simulates climate-related decisions and sustainable development based on real local data. The game will function as an educational and participatory tool to support resilience-building and promote local green entrepreneurship. Game is as a illustrative communication tool that is helping to understand challenges and adjust the game content to the local situations/resources. It is like a method to talk about challenges we are facing. The aim is to increase the capacity of the rural people to deal with the identified challenges related with the climate change via visual and modeled scheme. Game based awareness increasing method/tool is targeted to smaller rural community members, educators, and

youth (ages 10+).

5.2 Focus of the call

The game enables residents of small places to simulate local climate challenges and co-create solutions through roleplay, scenario building, and collective decision-making. This encourages civic engagement and gives participants tools to explore how local entrepreneurship, green innovation, and collaboration can drive regeneration and resilience.

Each community can input its own data, challenges, and assets into the sandbox game. Whether a coastal village facing erosion, a rural town seeking to revive local food systems, or a community dependent on declining industries, the game can be tailored to reflect local experiences and possibilities — supporting place-based learning and planning.

The game is intentionally designed as a Print'n'Play tabletop format that requires minimal materials, infrastructure, or digital access. This makes it ideal for use in under-resourced rural schools, libraries, youth centers, or community groups across the Baltic Sea region.

By bringing together youth, educators, NGOs, and local actors around a shared challenge in a game-based environment, the project strengthens trust, collaboration, and innovation capacity. It fosters the kind of soft infrastructure that small communities need to thrive in times of transition.

The piloting in Estonia, Finland, and Poland focuses on smaller towns and peripheral regions, creating opportunities to share insights between communities that face similar challenges but operate in different national contexts. The sha

6. Transnational relevance

Transnational cooperation is essential for addressing shared challenges facing small places and rural areas across the Baltic Sea Region. Although these challenges — such as climate adaptation, demographic shifts, and economic transition — are common, their local manifestations and available resources differ significantly.

Our project proposes the development of a participatory simulation game that will serve as both an educational tool and a method for dialogue. The game helps local communities:
• Understand and discuss complex challenges in a structured yet accessible way.
• Explore resilience-building strategies and foster green entrepreneurship.
• Figure out solutions to their specific local context by adjusting game content and scenarios.

Through cross-border cooperation, we can:
• Co-create and test the game in diverse localities to ensure it is flexible and transferable.
• Exchange knowledge on local development strategies and sustainability practices.
• Promote social cohesion and regional identity by engaging stakeholders in a shared learning experience.

By working together, we ensure the tool is more robust, context-sensitive, and impactful — enabling it to serve as a scalable method for rural development and local empowerment throughout the Baltic Sea Region.

7. Specific aims to be adressed

Building trust that could lead to further cooperation initiatives

Our project actively fosters trust among partners, stakeholders, and local communities through collaborative game development, testing, and implementation. The co-creation process is designed to ensure transparency, inclusiveness, and mutual learning across borders. By involving local actors — including youth, entrepreneurs, municipalities, and educators — in both the design and testing phases, we create shared ownership of the tool and its outcomes.

The participatory nature of the game encourages open dialogue around local challenges and sustainability, helping to break down barriers between sectors and across countries. Regular exchange, joint learning events, and hands-on workshops throughout the project will strengthen interational relationships and lead for future joint initiatives and cooperation.

Initiating and keeping networks that are important for the BSR

(max. 1.000 characters incl. spaces)

Bringing the Programme closer to the citizens

The game functions as an educational and participatory tool that helps communities and stakeholders simulate, understand, and prepare for real-life challenges, such as environmental shifts, economic disruption, or demographic change. Because it is adaptable to local contexts and resources, the game becomes a method for rapid scenario-building and response planning.

It does not respond to the challenges directly like an emergency service might, but it provides the framework, mindset, and tools for communities to build resilience and agility in the face of future shocks. Through co-creation and dialogue, the game fosters a shared understanding of risks, encourages proactive thinking, and can be deployed quickly as a flexible communication and learning tool in unpredictable situations.

Allowing a swift response to unpredictable and urgent challenges

(max. 1.000 characters incl. spaces)

8. Target groups

Young people and community activists (interest group)– target group is important as they are drivers of change and innovation in their communities. They will be involves via participating in game development workshops, where they can co-design content. They are acting as ambassadors who promote the tool and encourage wider community participation.

Educators and trainers (formal and non-formal education sectors) – This target group are key multipliers who can use the game in schools, community centers, or training programs. They help spread knowledge and foster critical thinking and engagement among young people and adults. They are involved in training-of-trainers sessions to learn how to use and adapt the tool. They are also involved in piloting the tool in their educational settings and providing feedback for improvement.

NGOs and civil society organisations – Target group works with vulnerable groups and understand local social dynamics. They can act as mediators between communities and authorities, ensuring inclusivity. They are involved as supporting local pilot activities.

Local entrepreneurs and green srtart-ups - They are directly affected by economic and environmental challenges in small and rural areas. They are well-positioned to test and apply the game's entrepreneurial content in real contexts. They are engaged in testing sessions and focus groups to assess how the game reflects entrepreneurial realities. They can use the tool to explore new green business ideas.

Local authorities and municipal decision-makers (in small towns and rural areas) - They have a direct influence on local resilience strategies, development policies, and resource allocation. Their involvement ensures political and institutional support. This target group will participate in co-creation workshops to develop the game content to their local context. Will have opportunity to use game as a dialogue and planning tool with communities to inform future strategies.

	Please use the drop-down list to define up to five target groups that you will involve through your project's activities.	Please define a field of responsibility or an economic sector of the selected target group	Specify the countries and regions that the representatives of this target group come from.
1.	Education/training centre and school	Education / target group will be involved via participating in game development workshops, where they can co-design content.	Estonia, Finaland, Poland
2.	Small and medium enterprise	Economical developement / They are engaged in testing sessions and focus groups to assess how the game reflects entrepreneurial realities.	Estonia, Finaland, Poland

3.	Local public authority	Regional developement / This target group will participate in co-creation workshops to develop the game content to their local context.	Estonia, Finaland, Poland
4.	Interest group	Local develoopement / They will participate in game development workshops, where they can co-design content	Estonia, Finaland, Poland
5.	NGO	Local developement / They can act as mediators between communities and authorities, ensuring inclusivity	Estonia, Finaland, Poland

9. Contribution to the EU Strategy for the Baltic Sea Region

Please indicate if your project idea has the potential to contribute to the implementation of the Action Plan of the EU Strategy for the Baltic Sea Region (https://eusbsr.eu/implementation/).

yes ◉ no ○

Please select which policy area(s) of the EUSBSR your project idea contributes to most.

PA Culture
PA Innovation
PA Education

The MA/JS may share your project idea form with the respective policy area coordinator(s) of the EUSBSR. You can find contacts of PACs at the EUSBSR website (https://eusbsr.eu/contact-us/).

☐ If you disagree, please tick here.

10. Partnership

Peipsi Center fro Transboundary Cooperation (Estonia) has expertise in regional development,

community resilience, participatory methods, and cross-border cooperation. Peipsi CTC will lead the project will coordinate it and organise local piloting in Estonian rural areas, stakeholder engagement, and policy linkage. Their experience with community involvement and resilience in peripheral regions is crucial to ensure practical impact in small places.

Nausika Educational Foundation (Poland) is an expert partner in non-formal education and cultural tools. It has expertise in creative educational tools, participatory methodologies, storytelling, gamification, and inclusion. Nausika will lead the game design process, bringing in participatory co-creation methods and educational expertise. They will ensure that the game content is adaptable to diverse local contexts and usable across various rural communities. Will organise local piloting in Poland.

JAMK University of Applied Sciences (Finland) is a research and capacity-building partner. JAMK has expertise in higher education, innovation in rural development, sustainable entrepreneurship, evaluation, and resilience research. JAMK will support academic grounding of the project, provide training and capacity building, and conduct impact evaluation. They will also help translate the project outputs into tools usable by local authorities and education institutions. Will organise local piloting in Finland.

11. Workplan

PHASE 1 – GAME DEVELOPMENT
• Co-creation workshops with educators, youth, and green entrepreneurs
• Development of game components:
• Design of visual layout and print-ready files (in English, EST, FI, PL)

PHASE 2 – PILOTING AND TESTING
• Local pilot events in Estonia, Finland, and Poland (minimum 3 workshops per country)
• Collection of qualitative and quantitative feedback (facilitator observations, participant surveys)
• Iteration and improvement of game design based on testing

PHASE 3 – FINALISATION & DISSEMINATION
• Final PDF version of the game in all target languages (Print'n'Play format)
• Public release through project partners, networks and online platform
• Final project summary and recommendations for long-term use (e.g. schools, municipalities, NGOs)

12. Planned budget

ERDF budget (planned expenditure of partners from the EU)	EUR 450,000.00
Norwegian budget (planned expenditure of partners from Norway)	EUR XXX
Total budget (including preparatory costs)	EUR 450,000.00

13. Project consultation

Please indicate if you wish to have a consultation (online meeting) with the MA/JS to discuss your project idea

yes ◉ no ○

14. Questions to the MA/JS

Questions related to the content of the planned project	*(max.1.000 characters incl. spaces)*
Questions related to budgeting and expenditure	*(max.1.000 characters incl. spaces)*
Any other questions	No

15. Additional information

(max. 1.000 characters incl. spaces)

Your account in BAMOS+

Please remember that to officially submit your application you need to access our electronic data exchange system BAMOS+. More information about the process of applying for your account in BAMOS+ you will find here:
https://interreg-baltic.eu/gateway/bamos-account