



Project idea form - small projects

Version 2.1

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

Project Idea Form

Date of submission 04/06/2025

1. Project idea identification

Project idea name	Gaming application to build resilience of young citizens from Baltic rural borderlands areas in case of disaster or war
Short name of the project	DISKIT
Previous calls	yes <input type="radio"/> no <input checked="" type="radio"/>
Seed money support	yes <input type="radio"/> no <input checked="" type="radio"/>

2. Programme priority

1. Innovative societies

3. Programme objective

1.1. Resilient economies and communities
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4. Potential lead applicant

Name of the organisation (original)	Akademia WSB
Name of the organisation (English)	WSB University
Website	https://wsb.edu.pl/en/
Country	PL



Type of Partner	Higher education and research institution
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Contact person 1

Name	Ewelina Widderska
Email	ewidderska@wsb.edu.pl
Phone	+48 510073169

Contact person 2

Name	Paulina Polko
Email	ppolko@wsb.edu.pl
Phone	+48 600 540 544

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.

Following partners will be newcomers:

1. WSB University (Poland)
2. FIIW – KNOWLEDGE AND INNOVATION FOUNDATION (POLAND)
3. Cieszyn Municipality (Poland)
4. Joniskis District Municipality (LITHUANIA)
5. Turku University of Applied Sciences (Finland)

5.1 Specific challenge to be addressed

The project focuses on the rural areas of the border regions of Poland, Finland, and Lithuania—countries in the Baltic region that face both the increasing threat posed by the Russian Federation and crises related to extreme weather conditions and technical disasters. Rural areas, with their specific distance from larger population centres, often have poorer infrastructure and lower access to various facilities, making them highly vulnerable in times of crisis. At the same time, the border regions, with their set of cross-border and trans-border challenges, are less resilient and more exposed to threats.

There is no mobile application to train safety procedures in case of different crises focused on border rural regions. Youth from these regions (including youth migrants) are less aware about the actions and phases of safety procedures in case of ie. flood, war or heavy rains or blackouts.

The group of young users to whom the app is dedicated represents a specific social group that is largely not inclined to train and prepare for times of crisis. By using modern tools, such as an application based on gamification, we will encourage them to learn about safety procedures and

resilience rules while playing the game. The app will meet minimum technical requirements and will be compatible with various operating systems.

Application will be piloted among youth citizens and migrants living in small rural areas on a Polish side of Polish-Czech border and Lithuanian side of Lithuanian-Latvian border.

Location:

Cieszyn Municipality – As of December 31, 2023, Cieszyn has 32,947 residents and 28.60 km². Cieszyn is urban sub district, but is surrounded by rural areas. Cieszyn County is subdivided into 12 subdistricts (three urban, two urban-rural and seven rural).

Joniškis District Municipality is a territorial unit in Lithuania. It's located in northern Lithuania, bordering Latvia, and covers an area of 1,152.2 square kilometers. The district is known for its fertile agricultural lands, historically developed crafts, and its once-famous fairs. The population is 30,123.

Application will be also tested in Finland with youth citizens and migrants from Turku suburbia.

The app is designed to address two significant contemporary challenges: building disaster resilience and preparedness for the crises affecting specific social groups, such as youth aged between 11 and 17 years old from rural and transborder areas.

5.2 Focus of the call

The project's primary goal is to design and test a resilience app specifically tailored for young users (11-17 years old) from rural borderlands and small cities (including youth migrants living in crossborder areas). The app, rooted in gamification principles, will feature functionalities related to safety protocols in various crisis and disaster scenarios. It will include a range of guidance and tutorials for different events and disasters, allowing users to practise various potential reactions in advance. For example, while using the application, users will receive alerts indicating that they must answer questions related to specific crises or select the appropriate behaviour. By doing so, they will determine whether they succeed or fail in finding a safe place and saving their lives. Those who manage safety and resilience procedures the quickest and most effectively will receive the top score. This gamification concept will assist in memorising safety procedures from the tutorials to prepare for times of crisis. It can be used for both personal training and group work (e.g., in schools) and includes various exercises and activities at different levels for different age groups. In subsequent stages, it will be possible to develop for specific social groups, if required. In particular, the app will provide services not only in the native language but also facilitate training and active self-protection in times of crisis for migrants and refugees.

6. Transnational relevance

Given its universal and straightforward nature, the app have transnational relevance – it will be applicable in various countries and regions while remaining adaptable to specific national requirements if needed. Once the project is completed, the app could be tailored to address specific



local, societal, and cultural challenges in the fields of disaster resilience and crisis preparedness.

Transnational cooperation is crucial for this project as different safety procedures are applied in different countries. So partners will bring to the project knowledge from their countries and together they will create as universal as possible solution.

At the same time the application will be based on AI solutions, so for example if the specific challenge related to crises will be launched at the area, in the app users will be able to use external resources to ie. find nearest drinking water well or shelter. At the same time the application will guide users to national webpages prepared by government with most recent information's and procedures.

Disasters and crises are often transnational and affect different countries in the same time. In such case, the app might be used as supporting tool to connect with other users in the time of real crises. To create this kind of solution cooperation of local authorities, NGOs, AI/IT experts and Higher Education Institutions is crucial to provide most efficient solution for youth.

7. Specific aims to be addressed

Building trust that could lead to further cooperation initiatives

The safety of young citizens is one of the most important principles for local authorities and local communities, especially in the case of unexpected crises, disasters or war. Creating strong cooperation between local authorities from rural border areas in the Baltic Sea region will help maintain this relationship over the long term and extend it to other areas related to the specific challenges facing small towns in rural areas in border regions.

A tutorial will be created based on already existing solutions and procedures that local authorities should follow in case of emergencies, and citizens should follow them, but at the same time citizens are unaware of these procedures and resources. The memorization of local resources by users will build trust in local authorities, but also the community of users from different countries will build a platform for further cooperation on other various social challenges specific to rural and border areas in the Baltic Sea region.

Initiating and keeping networks that are important for the BSR

The mobile app will create network of citizens of the BSR and build trust between local authorities and young citizens, as safety procedures and local resources will be promoted in the app.

At the same times strong network of rural and small borderland towns will bond during mobile application preparation and piloting. The partnership will promote the mobile application during different international events focused on rural areas, borderland and local authorities cooperation at the Baltic Sea Region

Bringing the Programme closer to the citizens

The project will bring the Program closer to residents, as the mobile application is aimed at young residents and users of the application will have the opportunity to learn about the program under

which the application was developed. At the same time the Program will be brought closer to the residents of rural areas and small towns in the border areas, which have not yet implemented projects financed by the Program.

Allowing a swift response to unpredictable and urgent challenges

Allowing a swift response to unpredictable and urgent challenges that local authorities from rural borderlands and small towns in Baltic Sea Region is the main goal of the project. The mobile application is the response to make society more resilient in the situations of unexpected events, ie. flood, war, heavy rains or blackouts.

The mobile app will also build trust between local authorities and young citizens, as safety procedures and local resources will be promoted in the app. We will focus on border regions where youth from smaller and rural municipalities are not aware safety procedures in their country and the neighbouring countries.

8. Target groups

The target groups mostly benefiting from the project and involved in project activities are:

- Citizens (especially youth) of Baltic rural small towns from borderland areas, especially from Cieszyn and Joniskis.
- Youth migrants living in target regions where the application will be piloted,
- Policy makers on local and regional level,
- Higher Education Institutions,
- Local communities and local authorities.
- Non-Governmental Organizations working with youth, local authorities, youth Migrants. NGOs focusing on rising awareness of safety procedures in times of different crises.

In project we will involve two municipalities – Cieszyn from Poland and Joniskis from Lithuania. The pilot activities will be done with participation of 600 youth – 200 from each project country (Poland, Lithuania, Finland).

Youth citizens living in borderlands are not aware that ie safety procedures are different in the country they are living and in the neighbor country. Having ie. hiking in mountains in Cieszyn or having a walk in Joniskis may lead you to the Czechia or Latvia and youth might not be aware of crossing the border. The application will train them how to act in this kind of situations. The application will be based on procedures prepared by governments and local authorities.

English and Ukrainian language version of the application will make it available and userfriendly for migrants living of just passing borderland rural areas in Baltic Sea Region.

HEIs and Local authorities will be involved in mobile application preparation and piloting in testing countries, they will be also responsible for dissemination and communication about the platform to citizens, youth and local communities.

NGO will promote the application in the community of Ukrainian migrants in testing regions.

Educational and training organizations will spread the information about the application among youth.

Local authorities will disseminate the application at schools.

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	Schools and education centres will be stakeholders that will communicate to youth about the app	Poland - Cieszyn Municipality, Finland - Tutku Municipality, Lithuania - Joniskis Municipality
2. Higher education and research institution	HEIs will be partners in the consortium. They will create the app and support pilot activities. Other HEIs will be contacted to spread information about the app among youth	WSB University (Poland) MYKOLO ROMERIO UNIVERSITETAS (Lithuania) Turku University of Applied Sciences (Finland)
3. Local public authority	Local public authorities will be responsible for piloting the app usage in Poland and Lithuania, but they will be also contacted to communicate about the app to citizens	Partners of the consortium will be: Municipality of Cieszyn from Poland and MUnicipality of Joniskis from Lithuania. Other local authorities will be contacted during projekt implementation.
4. NGO	NGOs will be contacted during project implementation to share information about the app to widest public. NGO from Poland will be a partner as they are expert in supporting Ukrainian Migrants	Poland - Innovation and Knowledge Foundationv from Warsaw, other NGOs from Poland and Lithuania will be contacted during project implementation

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 Safe

PA Secure

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

The Partnership have been already composed and is consist of partners from 3 regions:

Higher Education Institutions:

- MYKOLO ROMERIO UNIVERSITETAS - MRU (Lithuania)
- WSB University – WSB (Poland)
- Turku University of Applied Sciences - TUAS (Finland)

Local authorities:

Municipality of Cieszyn – Polish small town situated in the Polish-Czech Border Area

Municipality of Joniskis – Lithuanian small town situated in Lithuanian-Latvian Border Area

NGO:

FIIW – KNOWLEDGE AND INNOVATION FOUNDATION (POLAND)

These regions and countries were chosen because they all border Russia. In addition, Cieszyn and Joniskis are small cities located in rural areas, but also border other countries.

All 3 countries have experienced a huge wave of migration from Ukraine, as a result of the Russian military attack on Ukraine.

We will focus on border regions where youth from smaller and rural municipalities are not aware safety procedures in their country and the neighboring countries.

HEIS will be responsible for:

- Creation of Mobile application and for supporting Pilot activities in 3 regions,
- Conduction piloting activities with youth in 3 regions,
- Evaluation of the application,

- Adjustment of the application to users remarks,
- Promotion of application among higher education institutions in Baltic Sea Region,
- Desk research on national procedures for different crisis events.

WSB will be responsible for Security aspects and IT preparation of the application.

MRU will be responsible for methodology of gamification aspects and pedagogical approach regarding youth users friendliness of the mobile application.

TUAS main responsibility will be research and verification of the procedures that will be base for tutorials and challenges.

Local authorities will be responsible for:

- Promotion of mobile application among youth citizens,
- Bringing and gathering local procedures for different social challenges and crisis like extreme weather events, war, technical disaster, traffic disasters, terrorist attacks etc.
- Promotion of the application among other local authorities.

NGO will be responsible for testing the application with Ukrainian Migrants and for bringing procedures related to the situation of migrants in hosting countries. They will also support preparation of the application with the experts on mobile applications focused on youth and migrants.

11. Workplan

DISKIT project will be divided into 4 phases. Each will last 6 months.

Phase 1 Research and consultation – Phase leader TUAS –months 1-6

All partners will be involved in definition of scenarios for different extreme events, disaster and crisis which will be base for the challenges and tutorial in the mobile application.

Also different local, national and international procedures in case of chosen crises will be gathered, together with external public resources that are already existing.

WSB will adjust and choose proper IT solutions and AI resources to reply to chosen scenarios,

MRU will be responsible for youth perspective and verification of resources that are targeting youth.

TUAS will focus on the perspective of special entitles,

Cieszyn and Joniskis will present procedures and gather solution from other rural small bordering towns.

FIIW will bring migrant perspective and resources.

Phase 2 Mobile Application creation – Phase leader: WSB - months 7-12

Mostly Higher Education Institutions will be working for application parameters, creation and technical testing. They will create scenarios, tutorial, language versions.

FIIW will be responsible for scenarios for migrants living in hosting countries.

Cieszyn and Jonikis will verify the procedures used in tutorials and challenges.

Phase 3 Mobile application pilot activities – Phase leaders: TUAS, Co-Leaders – Cieszyn and Joniskis – months 13-18

During piloting activities in Poland, Finland and Lithuania application will be open to public. Partners

will promote mobile application among youth in testing regions.

Pilot Phase will be done in Cieszyn (Poland) on Polish-Czech mostly rural borderland and in rural area of Joniskis District in Lithuania, supported by Turku University of Applied Sciences as an expert in Disaster risk management. They will also test app with different youth from Finland.

This kind of application is also needed to support Ukrainian and other migrants that are hosted by Poland, Lithuania and Finland as a result of Russian aggression to Ukraine.

Pilot testing will be done in 6 months period and in each country around 200 users will play in DISKIT game, so at least 600 user accounts will be created during project implementation.

During that phase users will be asked to fill evaluation survey to give feedback of application usability and fields that needs adjustment.

Phase 4 Evaluation and Dissemination – Phase leader: FIW – Months – 19-24

That period will be devoted to updating the application scenarios, tutorials and technical aspects based on feedback from the users. After finalization of the application all partners will focused on wide promotion of the application among local authorities, educational institutions and NGOs operation in rural border areas in Baltic Sea Region, which will be final users of DISKIT outcomes.

Youth will be involved in Pilot activities, NGOs and Local authorities will be participating in all phases, HEIS in research and piloting.

12. Planned budget

ERDF budget (planned expenditure of partners from the EU)	EUR 500,000.00
Norwegian budget (planned expenditure of partners from Norway)	EUR 0.00
Total budget (including preparatory costs)	EUR 500,000.00

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	<p>Does planned number of youth participating in the pilot is considered as efficient?</p> <p>Should we specify number of migrant youth participating in the project?</p> <p>Should we plan more communication to local authorities and policy makers?</p>
Questions related to budgeting and expenditure	Does project partners can have project staff employed especially for the project implemetation or it should be only the current staff of the

partnership organizations?

What kind of employment/work contracts are considered as most efficient for staff costs categories?

Does costs of external services to support specific part of application preparation can be eligible or only partners staff have to create the application?

Any other questions

Does WSB University can be a lead partner? We are Higher Education Institution with non-profit status, serving only public services, working on a basis on National Higher Education Law. We are fully accredited by Polish Ministry, but we are co-financed by public money, so part of University budget is from fees from students.

Here is the link to our profile in public register: <https://radon.nauka.gov.pl/dane/profil/69309128-a485-48bf-b8fb-006187190299>

How specified should be project indications and results in relation to numbers of representatives of target groups in the project?

15. Additional information

Main DISKIT Results are:

- DISKIT APP to practice safety procedures in case of different cases of disaster and crises,
- 6 month of pilot with youth from rural areas – 600 youth in pilot (200 per country)

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>