Be my Eyes (Denmark)
Winner Category *Healthy Life*

Even though many blind & visually impaired people can go about their lives without assistance, there are situations where an extra pair of helpful eyes is invaluable. These moments vary from reading the expiry date of foods or getting assistance with handouts in school to more complex issues like navigating new surroundings or understanding complicated technical matters. Be My Eyes enables blind & visually impaired to connect with sighted volunteers all over the world by simply making a video call on a smartphone. This entrepreneurial project combines digital technology with social interaction to help the community help. The beauty of Be My Eyes lies in connecting the blind with the sighted, thus helping someone in a pinch overcome daily struggles by providing valuable aid instantly, while allowing friendships to grow through digital innovation.

DayCape (Sweden)
Winner Category *Healthy Life*

DayCape is a start-up mobile app based in Stockholm helping people with ASD (Autism Spectrum Disorders) to manage life at home and in school by providing structured support. DayCape uses a to-do tool with visual flash cards and pictures added to help people with ASD and their families to plan and follow easily routine tasks, such as tooth brushing, cleaning of one's room, going to school, playing, or preparing of homework. The application allows parents, assistants and teachers to connect with and support children and youth with ASD in the planning and execution of a daily schedule. Parents and teachers can place visualized activities on a dashboard and remind the user of upcoming tasks via the mobile device. DayCape impresses with its agile tools: the picture schedule and easy-to-use simple dashboard enhance collaboration, facilitate prioritization and lead to the overall completion of tasks. Successful outcomes decrease stress and allow a well-organized small community to provide safety and support to people with ASD.

Mira (Romania)
Winner Category *Healthy Life*

MIRA Rehab aims to motivate people needing rehabilitation to get better in a faster, easier and more fun way. The medical software platform MI-RA works like an XBOX where a variety of clinically built video-games tailored to the patient's physiotherapy program can be played. MIRA can be used both in the clinic and at home, allowing patients to be monitored remotely, and to perform more accurate exercises, resulting in faster recovery times. For therapists, MIRA offers a patient management dashboard for prescribing Exergames programs and for tracking patient adherence, improvement and symptoms such as pain or fatigue. MIRA Rehab is currently being used in 30 institutions globally for a variety of conditions and patients of all ages. MIRA is especially attractive to children who sustain severe injuries at a young age and require surgery. This low-cost technology can have a substantial impact on children's lives, by helping to overcome scary experiences more quickly and smoothly.

Animal Hero Universe (Spain)
Winner Category *Smart Learning*

Animal Hero Universe is a transmedia project for children with Down Syndrome (DS) composed of a Kinect video game, a documentary with testimonials, a children's book, an Ipad video game and a website. Animal Hero's core is a video-game set in a distant future when the Earth's population has migrated to another planet. Hero, the main character, is a 11 year-old boy who returns to recover his pet, Axel, who stayed behind. A tablet game for younger children is about Hero and Axel's childhood, when they lived together on Earth. Through games and books in the Animal Hero

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Universe, exercises reinforce cognitive skills such as memory, sustained attention, divided attention, executive functions, and so on. Working in close collaboration with medical specialists, Animal Hero provides the cognitive stimulation that benefits children with DS most, by helping to improve their autonomy and to apply the skills learned to real life. The games are also interesting and immersive to children without disability, so that all kids have a good time together, understanding each other better as they play.

Unimersiv (France)
Winner Category *Smart Learning*

Unimersiv is the first platform for educational Virtual Reality experiences. Educational systems across Europe continue to be primarily based on routine activities with few outlets for creativity and imagination. Unimersiv aims to change that by allowing students to engage in learning-by-doing virtually. The Unimersiv app includes multiple educational experiences that offer users learning experiences using a Virtual Reality headset to easily access multiple educational scenarios in one space. The app includes four items produced in house: travel to the International Space Station; discovery of prehistorical Stonehenge as it was 5000 years ago; an interactive exploration of the human body, in particular, the cardiovascular system; and an exploration of the Titanic before the tragic sinking. The Unimersiv team also plans to open up the app for hosting educational content produced by third parties. The product has been downloaded by a substantial number of VR enthusiasts, indicating that VR is not only great for gaming, but also for educational purposes.

VEASYT Live! - the best interpreters in a click (Italy)
Winner Category *Connecting Cultures*

VEASYT Live! is a video remote interpreting (VRI) service via the web for computer, tablet and smartphone, in vocal and sign languages. While millions of people travel for business, social, institutional or personal reasons, language can be a barrier without a professional interpreter at your side. VEASYT Live! allows organizations to communicate, even when no on-site interpreter is available. Thanks to VEASYT Live! anyone can access a professional interpreter anywhere, anytime, in 25 languages. The service can be used in two ways, according to customer needs: by calling on the spot, with no need to reserve the interpreter. Professionals are available within 3 – 5 minutes, calculating the service cost per minute; by appointment, with consultation of a wide database of interpreters, while booking slots of 30, 60, 90 or 120 minutes at least 24h in advance. The environmentally sustainable service reduces pollution generated by travel to workplaces, and allows professionals total self-management within the platform, as well as support for professional development. VEASYT Live! breaks down communication barriers worldwide to build a more accessible world.

HAIZE - minimalist urban bike navigation (Spain)
Winner Category *Go Green*

HAIZE is a smart navigation device with app technology for urban cyclists, helping to ride, to explore and to stay safe. HAIZE combines stylish design with high value materials and innovative functionality. To overcome problems associated with the use of car-centered google maps, HAIZE offers a Bluetooth-enabled compass that uses the mobile phone's GPS and Bluetooth to point to the final destination. The smart compass provides easily readable information, thus reducing accidents caused by the use of mobile phones when cycling. This project delivers a new method of cycle navigation and other innovations to improve the convenience and fun of urban cycling. No need to juggle the phone on the handlebars! With increasing urbanization, governments all around the world are promoting the use of bikes, for greener, safer, more efficient, sustainable and inclusive mobility. With this elegant easy-to-use gadget, HAIZE can help millions of cyclists to arrive at their desired destination or to explore new routes without losing their direction.

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Fresh.land - digitizing the food supply chain (Denmark)
Winner Category *Go Green*

Fresh.Land is an online platform helping farmers to sell to retailers just-in-time with adequate scale and digital infrastructure, bypassing middlemen to provide fresher food. To reach the table the conventional way, fruits and vegetables are filled with chemicals, often spending months in storage before reaching stores. The long supply chain is the key source of greenhouse gases and enormous waste – up to 40% of all food produced. Using Fresh.Land, farmers upload their availability, retailers order with one click and Fresh.Land ensures delivery through external partners. Finally, everyone rates each other in a user review and feedback system to guarantee quality. Farmers deliver from tree to store in days, instead of months — with 60% less chemicals, 88% less CO² emissions, and 10% less food waste. In addition to quick market access, Fresh.Land provides a wiki disseminating best practices, to make farmers' work more sustainable. Fresh.Land is a win-win for all. Farmers receive a greater share of the profits. Retailers source better products at lower costs. Consumers benefit from fresher produce.

FreeCom (Germany)
Winner Category *Active Citizenship*

FreeCom is an app letting people communicate with secure encrypted connections so no third party can observe or control data. FreeCom was primarily developed for countries under dictatorship, regions suffering war, or simply for places without internet access. Given that 41% of the world population lacks the freedom to communicate without surveillance or control, FreeCom offers a potent answer to common methods of oppression in the digital era, using every possible technology the smart device offers to send text messages, make calls, and broadcast news, even where no internet is available. With FreeCom, users can also get updates or notifications. FreeCom's most innovative feature lets users create their own network by connecting to each other: each person acts as a postman giving messages to either the next person until everyone is reached or to just a single targeted person, by mixing people's physical movements with technologies to achieve connectivity. FreeCom is an astonishingly creative and promising new tool.

AdoptGrandFather.org (Spain)
Winner Category *Active Citizenship*

AdoptGrandFather.org is a volunteer platform providing the elderly with company and enabling communication between young volunteers and care-giving institutions. AdoptGrandFather.org is especially targeted to families lacking resources to hire caregivers for elderly family members. Its main goal is to help an elderly person spend time with a volunteer, feeling heard, accompanied and loved during the nine months that the program lasts. AdoptGrandFather.org grew out of an encounter between a twenty-four year-old and a widower without descendants, who adopted the young man as a grandson, making him reflect on the problem of loneliness that the elderly suffer. AdoptGrandFather.org was subsequently created to connect the young and the elderly in a new way, helping them to meet and mutually enrich each other. The elderly person gets affection, while the volunteer learns valuable life lessons and hears vital stories. AdoptGrandFather.org closes the generation gap, offers great social value and inspires active citizens to adopt a grandparent.

Poslonaut (Serbia)
Winner Category *Money Matters*

Poslonaut is a mobile app that helps people find part-time jobs more quickly, by matching their interests and geo-location to job offers currently on the market. Poslonaut also helps small and

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medium businesses to post job offers in under a minute. Given the currently high price of job ads, many SME cannot afford to place ads and thus do not attract suitable candidates. Poslonaut adresses the serious problem of youth unemployment by helping job markets become more transparent and efficient. Location is of great importance in part-time jobs for students and because these jobs do not require superior skills, using interests to offer better job options is what adds value for both job hunters and companies looking for part time employees. Job satisfaction is increased and commuting time is reduced, also impacting positively on the environment. Poslonaut makes clever use of mobile technology in a market with high smartphone penetration, but with few solutions adapted to it. Hopefully, Poslonaut will soon come to the global arena as Jobonaut.

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