

Students4Cooperation

Srednješolsko Interreg tekmovanje

2. izvedba

PRILOGA 2 – Obrazec za projektno idejo

Slovenščina in angleščina

September 2025



Obrazec uporabite pri pisanju vaše projektne ideje. Pri ocenjevanju se upošteva, ali so vsa polja izpolnjena.

Obrazec mora biti izpolnjen bodisi v slovenščini kot v angleščini. Besedilo naj bo dolgo vsaj 1000 besed (font: Times New Roman 11) v vsakem jeziku.

0. Osnovne informacije:

Šola: DRŽAVNI IZOBRAŽEVALNI ZAVOD JOŽEFA STEFANA

Šolska smer: KEMIJA, MATERIALI IN BIOTEHNOLOGIJE

Razred: 4. (CIUCH, FABRIS, FURLAN, HMELJAK IN MUSCOVICH)

Izbrana tema [Izbirate lahko med naslednjimi: 1. Okoljska vzgoja in zaščita območja; 2. Trajnostna mobilnost; 3. Aktivno državljanstvo; 4. Medkulturni dialog in socialna vključenost; 5. Vrednotenje skupne kulturne dediščine (glej Smernice, razdelek 2.1)]:

5. VREDNOTENJE SKUPNE KULTURNE DEDIŠČINE

Akronim projekta [Lahko izberete samo krajši akronim ali akronim + naslov]:

SAC – Searching Around the Country

1. Opis projektne ideje.

O čem govori projekt? Kateri je glavni cilj projekta? Kako projekt vključuje akterje iz obeh držav ob meji (Italija in Slovenija)? Zakaj je čezmejna značilnost projekta ključnega pomena? Ali je projekt dolgoročno vzdržen? Ali ga je mogoče ponoviti v drugih okoljih?

SAC – Searching Around the Country je projekt, namenjen spodbujanju trajnostnega turističnega odkrivanja obmejnih krajev Slovenije in Italije. Njegov glavni cilj je izdelava interaktivne mobilne aplikacije, ki uporabnikom omogoča odkrivanje obmejnih krajev obeh držav ter spoznavanje njihove skupne in raznolike zgodovine, umetnosti, gastronomije in naravnih znamenitosti.

Projekt izhaja iz problema pomanjkljivega poznavanja sosednje države, ki kljub geografski bližini pogosto ostaja neodkrita in to celo med mladimi. Aplikacija bo delovala kot sodoben turistični vodnik in učni pripomoček. Uporabnike bo spodbudila k aktivnemu raziskovanju prostora ter k obiskovanju krajev na obeh straneh meje. Glavni cilj projekta je povečati čezmejno povezanost med Slovenci in Italijani na obmejnem območju. Poleg tega namerava razvijati povečati prepoznavnost manj znanih lokalnih destinacij, vključevati mlade v sooblikovanje in uporabo inovativnih digitalnih rešitev, podpirati lokalno gospodarstvo in mala podjetja.

Projekt vključuje akterje iz obeh držav ob meji že ob načrtovanju in ustvarjanju aplikacije ter posledično tudi med njeno uporabo. Čezmejno sodelovanje je namreč ključnega pomena, ker gre za spoznavanje krajev in kulture obeh držav, in sicer na območju, ki ga zajema Interreg. Aplikacija bo zasnovana dvojezično ter prilagojena uporabnikom iz obeh držav. Uporabniki bodo z obiskovanjem krajev, reševanjem nalog in spoznavanjem lokalnih posebnosti zbirali točke, kar bo spodbujalo aktivno sodelovanje, premikanje po prostoru in medsebojno povezovanje. Zbrane točke bodo omogočale sodelovanje v nagradnih žrebanjih, kar

bo dodatno povečalo motivacijo za čezmejno raziskovanje tudi pri tistih, ki so sicer manj zainteresirani za tovrstne dejavnosti.

Projekt je dolgoročno vzdržen. Digitalna aplikacija omogoča stalno nadgrajevanje in razširjanje vsebin. Zmanjšuje okoljski vpliv s spodbujanjem uporabe javnih prevozov ter podpira lokalno gospodarstvo.

Pomembna prednost projekta je ta, da je predstavljeno idejo zlahka mogoče ponoviti tudi v drugih obmejnih okoljih po celem svetu.

2. Kako učinkuje na skupnost? S katerimi problem, vprašanji in izzivi se sooča?

S katerimi problemi oz. izzivi čezmejne skupnosti se sooča projekt? Na kakšen način lahko pozitivno učinkuje na čezmejno skupnost? Predvidene dejavnosti spodbujajo integracijo v čezmejni skupnosti?

Kljub geografski bližini prebivalci Slovenije in Italije pogosto slabo poznajo kulturo, jezik in vsakdanje življenje sosednje države. Posebej izrazit je ta problem med mladimi, ki imajo manj priložnosti kot odrasli za čezmejno mobilnost. Pri prehajanju državne meje potrebujejo spremljevalca. To lahko omejuje njihovo sodelovanje v čezmejnih dejavnostih in zmanjšuje priložnosti za neposreden stik s sosednjo državo.

Projekt SAC ponuja rešitev v obliki digitalne aplikacije, ki bo omogočila uporabnikom večje vključevanje v čezmejno sodelovanje. Ob registraciji in prvi prijavi vanjo bo omogočala izbiro starosti, na podlagi katere se bo vsebina prilagodila uporabniku. Uporabniki bodo lahko izbirali med dvema kategorijama: 1. skupina: 15–20 let, 2. skupina: od 21. leta dalje. Uporabniki v prvi skupini bodo reševali več nalog v bližnjem lokalnem okolju, kar upošteva morebitne omejitve mobilnosti in osebnih financ ter potrebo po spremstvu. Uporabniki v drugi skupini pa bodo izpolnjevali izzive v širšem čezmejnem območju programa Interreg. S tem projekt spodbuja vključevanje tudi tistih posameznikov, ki se sicer ne bi mogli ali ne bi želeli vključiti v klasične oblike čezmejnih izmenjav.

Pozitivni učinek projekta SAC bo večja integracija v čezmejni skupnosti, saj aplikacija bo omogočila sodelovanje uporabnikov iz obeh držav tako na individualni kot na skupinski ravni. Uporabniki bodo lahko izzive izpolnjevali individualno ali se bodo povezovali v skupine in skupaj zbirali točke. Možnost bodo imeli, da skupine oblikujejo sami in izberejo, s kom želijo sodelovati ali da jim aplikacija ponudi naključne partnerje. Pri izbiri članov se bodo lahko odločali na podlagi različnih informacij, kot so skupni interesi, cilji ali napredek v aplikaciji. Vidno bo tudi, od kod prihaja vsak uporabnik (npr. država in regija), kar bo omogočilo lažje povezovanje z lokalnimi uporabniki. V aplikaciji bo ponujena tudi možnost klepeta med posamezniki in člani skupin. Klepet bo nadzorovan in filtriran, zato da bo s tem med uporabniki zagotovljena varna komunikacija. Na tak način bodo nastala nova poznanstva in prijateljstva.

Aplikacijo bomo promovirali preko različnih socialnih omrežij, prilagojenih posameznim ciljnim skupinam. TikTok bo namenjen predvsem spodbujanju zanimanja med mlajšimi, medtem ko bo Facebook uporabljen za nagovarjanje starejših uporabnikov. Poleg spletnih kanalov bomo promocijo izvajali tudi preko lokalnih časopisov, kot so *Primorski dnevnik*, *Il Piccolo* in *Primorske novice*, s čimer bomo dosegli širšo lokalno skupnost, povečali prepoznavnost aplikacije in spodbudili aktivno sodelovanje prebivalcev obeh držav.

3. Katere dejavnosti predvideva projekt?

Katere dejavnosti bodo izvedene v sklopu projekta? So le-te atraktivne za mlade? Na kakšen način vključujejo mlade?

V okviru projekta SAC – Searching Around the Country bo nastala aplikacija, ki bo primarno namenjena mladim, a hkrati dostopna tudi starejšim uporabnikom. Vse dejavnosti bodo potekale preko mobilne aplikacije, ki združuje elemente igre, učenja, raziskovanja prostora in sodelovanja.

Aplikacija bo razdeljena na štiri glavne tipe nalog, ki bodo uporabnikom omogočale postopno spoznavanje čezmejnega prostora Slovenije in Italije: 1. Obisk krajev (narava in umetnost), 2. Kulturno-zgodovinske in gastronomske naloge (QR-kode in kvizi), 3. Interaktivne raziskovalne naloge, 4. Lov na zaklad.

1. Obisk krajev (narava in umetnost). Naloge bodo zahtevale, da uporabniki obiščejo izbran kraj, povezan z naravno ali umetniško dediščino čezmejnega območja. Ob obisku bodo morali posneti fotografijo, ki bo v aplikaciji služila kot dokaz uspešno opravljenega izziva. Ta tip naloge spodbuja gibanje v naravi, osebno izkušnjo prostora ter odkrivanje manj znanih lokalnih znamenitosti.

2. Kulturno-zgodovinske in gastronomske naloge (QR-kode in kvizi). Naloge predvidevajo obisk kulturnih ustanov, muzejev ali restavracij, kjer bo uporabnik moral skenirati QR-kodo, ki bo nameščena v sodelovanju z lokalnimi ustanovami. S skeniranjem kode se bo v aplikaciji odprl kratek kviz, povezan s tematiko kraja, njegove zgodovine ali kulturnega pomena. Uporabniki bodo preko takih iger pridobili novo znanje.

3. Interaktivne raziskovalne naloge. Naloge bodo zahtevale aktivno raziskovanje in reševanje problemov. Uporabniki bodo morali poiskati določene informacije ali odgovore s pomočjo namigov, ki jih bo aplikacija postopoma razkrivala. V specifičnem kraju bodo morali najti določeno besedo, sliko ali simbol, kar bo spodbujalo logično razmišljanje, radovednost in sodelovanje med uporabniki, predvsem pri skupinskem reševanju.

4. Lov na zaklad. Aplikacija bo ponujala tudi interaktivni lov na zaklad, ki bo sestavljen iz kombinacije kvizov, ugank in sestavljanek ter bo razdeljen na štiri vsebinske sklope – po en lov na zaklad za vsakega od štirih tematskih sklopov aplikacije (zgodovina, umetnost, gastronomija in naravne znamenitosti). Ob uspešnem zaključku posameznega lova na zaklad bodo uporabniki nagrajeni z dodatnimi točkami. V prvi, poskusni fazi projekta bo ponudba lovov na zaklad omejena, v primeru pozitivnega odziva uporabnikov pa projekt predvideva postopno širitev števila in zahtevnosti nalog ter vključevanje novih lokacij.

Z reševanjem nalog bodo uporabniki zbirali točke, ki bodo na koncu koledarskega leta omogočale sodelovanje v nagradnem žrebanju. Žreb bo potekal v dveh kategorijah: individualno in skupinsko. Nagrade bodo zasnovane tako, da bodo za mlade privlačne in povezane s cilji projekta, npr. potovanja, kulturni obiski ali druge izkustvene nagrade.

Projekt SAC bo mlade vključil kot aktivne udeležence, ki bodo z uporabo aplikacije, reševanjem nalog, skupinskim delom in raziskovanjem prostora soustvarjali čezmejno izkušnjo, krepili medkulturno razumevanje in razvijali digitalne, socialne in kulturne kompetence.

4. Kateri partnerji (združenja, društva, šole, univerze, ustanove, itd.) bi lahko bili soudeleženi pri projektu?

Kateri partnerji bi lahko bili soudeleženi v projektu? Je predvidena soudeležba organizacij ali društev iz obeh strani meje? Zakaj so bili izbrani ti partnerji? Katere dodane vrednosti bi lahko prispevali pri projektu?

V okviru projekta je predvidena vzpostavitev organizacijske pisarne, ki bo skrbela za koordinacijo partnerjev, vsebinsko pripravo podatkov, prevode, podporo uporabnikom in nadaljnji razvoj aplikacije. V pisarni bodo zaposleni štirje večjezični sodelavci, ki obvladajo slovenščino, italijanščino in angleščino, po potrebi pa tudi druge jezike. Zaposlitvena struktura bo uravnotežena, saj bosta v projekt vključena dva sodelavca iz Slovenije in dva iz Italije. Takšna sestava bo omogočala učinkovito organizacijo in vsebinsko prilagajanje aplikacije posameznim regijam in dodatno krepila čezmejni značaj projekta.

V projektu bodo kot partnerji sodelovale izobraževalne ustanove z obmejnega območja Slovenije in Italije, npr. srednje šole z območja programa Interreg. Dijaki bodo testirali aplikacijo. Pomembni partnerji bodo tudi kulturne in muzejske ustanove, ki bodo za aplikacijo prispevale utemeljene, kakovostne in preverjene vsebine. Projekt bodo dopolnili tudi lokalni gastronomski partnerji, izbrane restavracije in ponudniki iz obeh držav, ki bodo prispevali k predstavitvi kulinaričnega bogastva območja in krepili povezavo med kulturnim turizmom in lokalnim gospodarstvom.

Polja od 1 do 4: skupaj **VSAJ 1000 besed** (glej smernice razdelek 2.2).

1. Explain your project proposal.

What is your project about? What is the main goal of the project? How does it involve actors from both countries along the border between Italy and Slovenia? Why is the cross-border nature of the project essential? Is the project sustainable in the long term? Can it be replaced in other contexts, different from the original one?

SAC – Searching Around the Country is a project designed to promote sustainable tourism and discovery in the cross-border areas of Slovenia and Italy. Its primary objective is the development of an interactive mobile application that enables users to explore border regions of both countries and learn about their shared and diverse history, art, gastronomy, and natural heritage.

The project addresses the issue of limited awareness of the neighbouring country, which, despite geographical proximity, often remains largely unexplored—even among young people. The application will function as a modern tourist guide as well as an educational tool. It will encourage users to actively explore the area and visit locations on both sides of the border. The main objective of the project is to strengthen cross-border connectivity between Slovenians and Italians in the border region. In addition, the project aims to increase the visibility of lesser-known local destinations, actively involve young people in the co-creation and use of innovative digital solutions, and support the local economy and small businesses.

The project involves people from both countries in the border area at the planning and development stages of the application, and subsequently also during its utilization. Cross-border cooperation is essential, as the project focuses on discovering places and cultures of both countries within the Interreg programme area. The application will be designed as a bilingual platform and adapted for users from both countries. By visiting locations, completing tasks, and learning about local features, users will collect points, which will encourage active participation, movement through the area, and cross-border interaction. The collected points will lead to participation in prize draws, further increasing motivation for cross-border exploration even among users who might otherwise be less inclined towards such activities.

The project is sustainable in the long term. The digital nature of the application enables continuous updates and content expansions. It also reduces environmental impact by encouraging the use of public transport and supports the local economy.

An important advantage of the project is that the concept can be easily replicated in other cross-border regions around the world.

2. How does it affect the community? Which problems, issues and needs does it tackle?

What needs and challenges of the cross-border community does it address? How can it benefit the cross-border community? Do the activities encourage integration within the cross-border community?

Despite their geographical proximity, residents of Slovenia and Italy often have limited knowledge of the culture, language, and everyday life of the neighbouring country. This issue is particularly pronounced among young people, who have fewer opportunities for cross-border mobility than adults. When crossing the state border, they require an accompanying adult, which can limit their participation in cross-border activities and reduce opportunities for direct contact with the neighbouring country.

The SAC project offers a solution in the form of a digital application that will enable users to become more actively involved in cross-border cooperation. Upon registration and first login, users will be able to select their age, and the content will therefore be tailored to them. Users will be able to choose between two age categories: Group 1: 15–20 years, and Group 2: 21 years and older. Users in the first group will complete

more tasks in their immediate local environment, taking into account possible mobility and financial restrictions and the need for adult supervision. Users in the second group will complete challenges across the wider cross-border area of the Interreg programme. In this way, the project also encourages the inclusion of individuals who might otherwise be unable or unwilling to participate in traditional forms of cross-border exchange.

One of the positive impacts of the SAC project will be a greater integration within the cross-border communities, as the application will enable cooperation between users from both countries at both individual and group levels. Users will be able to complete challenges individually or connect in groups and collect points together. They will have the option to form groups themselves and choose whom they wish to collaborate with, or to be matched with random partners by the application. When selecting group members, users will be able to take into account various types of information, such as shared interests, goals, or progress within the application. Each user's place of origin (e.g. country and region) will also be visible, facilitating easier connections with local users. The application will also include a chat function for communication between individuals and group members. The chat will be monitored and filtered to ensure safe communication among users. In this way, new acquaintances and friendships will be formed.

The application will be promoted through various social media platforms tailored to specific target groups. TikTok will primarily be used to generate interest among younger users, while Facebook will be used to reach older audiences. In addition to online channels, promotion will also take place through local newspapers such as *Primorski dnevnik*, *Il Piccolo*, and *Primorske novice*, thereby reaching a wider local community, increasing the visibility of the application, and encouraging active participation among residents of both countries.

3. Which project activities are foreseen?

What activities will be carried out as part of the project? Are they attractive to young people? How are young people involved in the activities?

As part of the SAC – Searching Around the Country project, a mobile application will be developed that is primarily intended for young people, while also being accessible to older users. All activities will take place through the mobile application, which will combine elements of gaming, learning, spatial exploration, and collaboration.

The application will be structured around four main types of tasks that will enable users to gradually explore and become familiar with the cross-border area of Slovenia and Italy: 1. Visiting places (nature and art), 2. Cultural-historical and gastronomic tasks (QR codes and quizzes), 3. Interactive exploration tasks, 4. Treasure hunt.

1. Visiting places (nature and art). These tasks will require users to visit a selected location connected to the natural or artistic heritage of the cross-border area. During the visit, users will be required to take a photograph, which will serve as proof of successful task completion within the application. This type of task encourages physical activity in nature, a personal experience of space, and the discovery of lesser-known local attractions.

2. Cultural-historical and gastronomic tasks (QR codes and quizzes). These tasks involve visits to cultural institutions, museums, or restaurants, where users will scan a QR code installed in cooperation with local partners. Scanning the code will open a short quiz in the application, which will be related to the location, its history, or its cultural significance. Through these game-based activities, users will acquire new knowledge.

3. Interactive exploration tasks. These tasks will require active exploration and problem-solving. Users will need to find specific information or answers with the help of clues that will gradually be revealed by the application. At a particular location, they will be required to identify a specific word, image, or symbol, encouraging logical thinking, curiosity, and cooperation among users—especially when the tasks are completed in groups.

4. Treasure hunt. The application will also offer an interactive treasure hunt, consisting of a combination of quizzes, riddles, and puzzles. The treasure hunt will be divided into four thematic sections—one for each of the application's thematic areas (History, Art, Gastronomy, and Natural Attractions). Upon successful completion of each treasure hunt, users will be rewarded with additional points. During the initial pilot phase of the project, the number of available treasure hunts will be limited; however, in the event of a positive user response, the project foresees a gradual expansion in both the number and complexity of tasks, as well as the inclusion of new locations.

By completing the tasks, users will collect points that will enable them to participate in a prize draw at the end of the calendar year. The draw will take place in two categories: individual and group. The prizes will be designed to appeal to young people and to align with the project's objectives, such as travel opportunities, cultural visits, or other experiential rewards.

By using the application, stimulating task completion, group work, and spatial exploration, the SAC project will engage young people as active participants who will co-create a cross-border experience, strengthen intercultural understanding, and develop digital, social, and cultural competencies.

4. Which partners (organization, club, school, university, institution etc.) could be involved in the project?

Which partners could be involved in the project? Will organizations and/or associations from both sides of the border be involved? Why were these partners chosen? What added values could they bring to the project?

As part of the project, the establishment of a coordination office is a mandatory step. It will be responsible for partner coordination, content preparation, translations, user support, and the further development of the application. The office will employ four multilingual staff members who are proficient in Slovenian, Italian, and English, and, where necessary, additional languages. The employment structure will be balanced, with two staff members from Slovenia and two from Italy involved in the project. Such a composition will enable effective organisation and content adaptation of the application to individual regions and will further strengthen the project's cross-border character.

Educational institutions from the cross-border area of Slovenia and Italy, such as secondary schools from the Interreg programme area, will participate in the project as partners. Students will be involved in beta-testing the application. Cultural institutions and museums will also be important partners, as they will contribute legitimate, high-quality and verified content for the application. The project will further be complemented by local gastronomic partners—selected restaurants and service providers from both countries—who will contribute to the presentation of the culinary richness of the area and will strengthen the link between cultural tourism and the local economy.

*Total number of words for section 1 to section 4: **AT LEAST 1000 words.***