

EVENT DESCRIPTION SHEET

PROJECT	
Participant:	PRISM Impresa Sociale S.r.l.
PIC number:	947328191
Project name and acronym:	EU Childocracy — EU-CHILDOCRACY

EVENT DESCRIPTION			
Event number:	WP15		
Event name:	"Solidarity in the EU" Illustration Contest and Event – Italy		
Type:	Contest		
In situ/online:	in-situ		
Location:	Marineo, Palermo, Italia		
Date(s):	22 nd of April 2026		
Website(s) (if any):	https://www.prismonline.eu/		
Participants			
Female:	53		
Male:	45		
Non-binary:	0		
From country 1 Italy:	78		
From country 2 Greece:	15		
From country 3 Bulgaria:	5		
...			
Total number of participants:	98	From total number of countries:	3
Description			
<i>Provide a short description of the event and its activities.</i>			
Preparatory phase Preparations for the "Solidarity in the EU" Illustrations Contest officially kicked off in January, focusing on establishing the event's core framework, contest organization rules, prize structure, and overall logistical setup. The local high school in Marineo was selected as the host venue for the event, acknowledging its role as the primary local stakeholder consistently engaged throughout the entire lifecycle of the EU-Childocracy project. To guarantee full alignment and procedural fairness across all participating territories, PRISM			

developed a comprehensive methodological guide outlining clear instructions, submission modalities, and deadlines. This documentation was disseminated to partner organizations in Bulgaria and Greece to ensure that national contests were executed under standardized parameters, while equivalent directives were provided to the High School of Marineo to enable the full participation of all classes involved in the project since its inception.

Alongside setting up a centralized digital repository to aggregate all incoming artwork and designing an e-survey platform to facilitate transparent voting, PRISM procured prizes for the top three placements and oversaw the technical infrastructure. Concurrently, comprehensive logistical and hospitality management was executed to host the incoming international delegations from Greece and Bulgaria, encompassing travel arrangements, accommodation, vendor procurement, catering bookings, and overall operational readiness.

Implementation phase

The "Solidarity in the EU" Illustrations Contest took place on April 22, 2026, at the local high school in Marineo (Palermo, Italy), chosen once again as the host venue due to its role as the project's most active local institutional stakeholder. Designed as a genuinely youth-centered initiative, the event prioritized active student participation over formal adult presentations, offering young people the main stage throughout the entire proceedings. The audience gathered in person—comprising local students alongside international delegations from Greece and Bulgaria—while a live digital connection enabled additional schools and participants from Bulgaria to join remotely. Each participating candidate from Italy, Greece, and Bulgaria submitted an original artwork centered on the theme of European solidarity, developed either through traditional hand-drawn techniques or digital tools, including AI-generated media, as permitted by the competition guidelines.

Candidates were called individually to the stage as their artwork was projected onto the main screen alongside its title and author. Each student presented their creation to an international audience in English, explaining the symbolic choices, creative inspiration, and core messaging behind their work. This experience offered participants a powerful opportunity for personal growth, challenging them to step outside their comfort zones, overcome public speaking anxieties, and express their civic vision on an international platform.

The overall structure of the contest was organized into two main presentation sessions featuring the candidates and their respective artworks, separated by a coffee break that offered attendees a welcoming moment to rest and network. Following the completion of all student presentations, the event culminated in the highly anticipated and lively award ceremony, during which the top-voted illustrations were officially recognized and awarded. To conclude the day's activities, all participants gathered for a catering lunch, which provided a valuable opportunity for informal exchange, social engagement, and peer-to-peer interaction. This closing session proved particularly meaningful for the students of different nationalities, who actively engaged with one another in English, overcoming language barriers to foster genuine intercultural dialogue, mutual understanding, and European friendships.

The award ceremony represented one of the most anticipated, engaging, and lively moments of the day, fully involving all attendees as active decision-makers. To ensure an inclusive voting process, a QR code granting access to the digital e-survey was shared with both the in-person audience and the participants connected online from Bulgaria. To refresh the audience's memory, the organizers conducted a swift recap session on the main screen, re-projecting each submitted artwork alongside its assigned candidate number and official title. Attendees utilized their mobile devices to submit their votes for their favorite illustrations across the various categories. Following the voting window, the PRISM technical team gathered and verified the digital results from the platform to officially establish the final ranking, culminating in the presentation of the first, second, and third-place awards to the top-voted student creators.

Photos:



HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1	31/07/2026	N/A