

Panel 2: European synergies

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Who we are?

- Non profit
- Social cooperative
- Enterprise

Our services

The Cooperative provides social-health care and education services.

Our main **target groups** are:

- ✓ **children**
- ✓ **youth**
- ✓ **elderly**
- ✓ **persons with disabilities**



Our choice of being a Cooperative communicate a desire and a commitment toward social responsibility, the willingness to take care of the frailest people and the sustainable development of our territory.



Margherita Cooperativa Venue in Sandrigo (VI), Italy



INTRODUCTION

- **Starting point:** local project “Dovevado.eu” → more inclusive territory
- From local to EU level: Mind Inclusion 2.0

- **Partners:**



Non-profit organization



Medium enterprise that support stakeholders
in the Health and Wellbeing sector.



Non-profit organisation dedicated to high quality
research and intervention in the mental health field.



Public Research Institute belonging to
the University of Valencia



Non-government non-profit organization



Co-funded by
the European Union

OBJECTIVE, TARGET, DURATION



- **Main objective:** to increase the level of social inclusion of people with intellectual disabilities in their community through the co-design and use of an innovative digital tool
- **Target:** people with intellectual disabilities and beyond
- **Project duration:** 2018 - 2021



METHODOLOGY



Methodology: participatory method through **co-design** sessions

Why we use co-design?

The best ideas come from the people involved! Co-creation has the power to promote greater social cohesion, acceptance and empowerment!



- ✓ Helps to increase **trust, connections and sense** of ownership for IDP.
- ✓ Reinforces IDP's voice and **leadership**.
- ✓ **Develop** skills in the team to plan and realize co-design processes, as well as ad-hoc tools.
- ✓ Develop **participation** and promote **empowerment**.
- ✓ Generate **awareness**.



Our tools built to create a co-design with people with disabilities



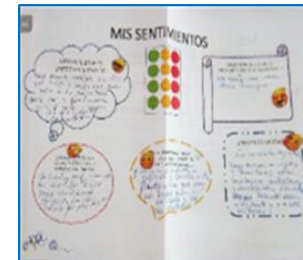
MI2.0 board game

A travel through places and questions to generate awareness and feedbacks.



MI2.0 Diary

A diary to observe what is interesting for us and to train in observing and choosing.



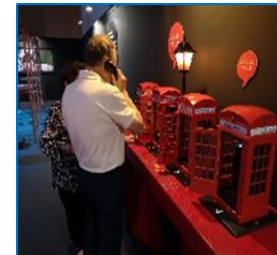
Explorer game

Activity of exploration to learn from direct experience (indoor/outdoor).



Contextual observation

Grids to support observation and collect non-explicit information: feelings, wellness, expectations, ...



OUTPUT: Mind Inclusion APP

- The main objective of the Mind Inclusion APP is to **widen the opportunities of people with intellectual disabilities to be involved in the society and participate in activities** of their community for which it can be a favourable and supportive tool.
- APP focused on providing leisure options to people with disabilities in their community, by facilitating the search for a location, both public and private places, or an event in a community according to their specific preferences and need



Mind Inclusion APP is focused on three main users:



✓ Primary users: People with intellectual disabilities

They can register into the APP to check the available places and activities in their community according to their preferences. They can have a profile into the APP if they wish. They can review the places where they have gone.

✓ Secondary users related to community: Business users

They are owners of different public and private places. They can register on the APP to make their place visible into the offer of places where to go in a community. Each place profile can include: a description of the place, timetable, location, pictures, and some important accessibility information.

✓ Secondary users related to people with intellectual disabilities: Educators

social workers and other professionals working with people with intellectual disabilities (and/or caregivers). They are of key importance by providing their help to people with intellectual disabilities when using the APP and being leaders of the implementation of the Mind Inclusion Facilitation Method → [The app is an educative tool for the territory](#)





Step 1. Engagement work so that **BU** can register their locations in the Mind Inclusion App and participate during the pilot session.

Step 2.

- Contact end users
- Group meeting with users to explain the purposes of the project
- MIND INCLUSION GAMEBOARD: trying to detect tastes and preferences about the places to visit



Step 3.

- Decide with each participant where they want to go
- Show the App helping with installation
- Decided how and when go to the place
- Go to the places they choose and help them to make the first review



A NEW WAY TO BE EDUCATORS

- Educators play an essential role as **local leader**, implementing the Mind-Inclusion methodology in its context
- The aim of **promoting** the use of the Mind-Inclusion APP.
- Meet business users to educate them about the possibilities everyone can have to encounter diversity and be inclusive
- Facilitating relations with disability through concrete strategies of relationship, communication, removal of barriers
- Create a new community that shares the same idea of inclusion, through the mind inclusion app tool and its message



What is the Mind Inclusion 3.0 project?

Starting point: From the APP we decided to develop 2 online platforms... and we arrive at **Mind Inclusion 3.0**

Partners:



Public Research Institute belonging to the University of Valencia



Non-governmental organisation/association working on offer a quality life for disadvantaged people



private not-for-profit association and Business Support Organisation (BSO) of Micro and SMEs



Non-profit organisation dedicated to high quality research and intervention in the mental health field.



Medium enterprise that support stakeholders in the Health and Wellbeing sector.

OBJECTIVE, TARGET, DURATION



- **Main objectives:** spread the concept of social inclusion, cognitive accessibility , utilize digital tools for flexible learning, enhance accessibility in public spaces
- **Target:** educators and business users (BU), but not only
- **Project duration:** 2022 - ongoing

METHODOLOGY



Through a **participatory approach** involving three target groups (people with intellectual disabilities, social professionals/formal caregivers and business users who manage public places)



OUTPUTS



- 1. Local Learning Centers**
- 2. Online Learning Center (OLC) → digital platform for social professionals (<https://olc.mindinclusion.eu/>)**
- 3. Massive Open Online Course (MOOC) → a digital platform for Business users (<https://www.mindinclusion.eu/mooc/>)**

Languages available: Italian, English, Romanian, Spanish

TRAIN THE TRAINERS (May 2024)



Aim: to pass on some skills regarding the two platforms

Participants, with this training become **'mentors'** to introduce the OLC platform to new social professionals in their area, and the MOOC platform to new business users.



PILOT (from January 2025)



1) Pilot with social professionals: present them the Online Learning Centre (OLC)

Participants: educators, social operators, social workers, psychologists, services coordinators from private (e.g. social cooperatives) and public entities (e.g. daily centers)

2) Pilot with business users: present them the MOOC

Participants: owners of gyms, bars, restaurants, swimming pools, restaurants, category associations. Owners of public places.

Thank you!

For more info: <https://www.mindinclusion.eu/>

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