





















with the support of the Committee of "Inclusive territories, environment and health"

### Day, 2 - March 4- ENSA General Assembly 2025 ENSA/ENSEL, Youth, Family, child and Wellbeing working groups

Venue: Veneto Region's Brussels Office, 67 Av de Tervueren 1040 Bruxelles

**Date:** March 4 2025, 11- 13:00, Brussels

## Al for Emotional Balance: Empowering Youth Through Intelligent Regulation

### Coordinator

The Veneto Region, Department of Social Services

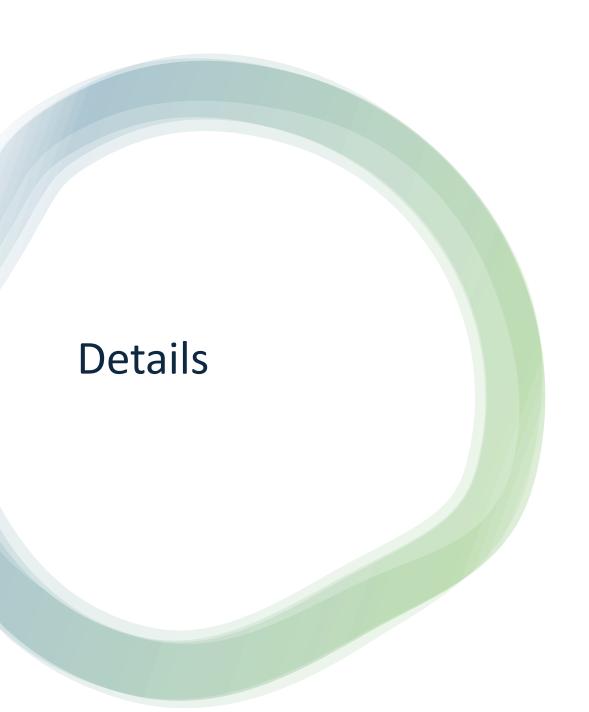
The Directorate oversees the planning and coordination of initiatives designed to support families, youth, and vulnerable populations, ensuring the development of targeted services.

The responsible Organizational Unit for this project: Addiction, Third Sector, New Marginalities, and Social Inclusion.

This work aligns with the Social Services Directorate's broader mission of supporting vulnerable groups, including through targeted services and initiatives, with a focus on social inclusion and community resilience.

Collaboration with the Prevention Directorate of the Veneto Region.

Collaboration with: Roma Tre University, an Italian public research university in Rome for the evolution of ongoing work on preventing various behavioural disorders.



- Submission deadline: 27/5/2025, 12.00 Erasmus +
- Call Number: ERASMUS-EDU-2025-PI-FORWARD-DIGITAL-AI
- Topic 7 Digital education: Ethical and effective use of generative Artificial Intelligence systems in education and training'
- <a href="https://www.euro-access.eu/en/calls/1736/Topic-7-Digital-education-Ethical-and-effective-use-of-generative-Artificial-Intelligence-systems-in-education-and-training">https://www.euro-access.eu/en/calls/1736/Topic-7-Digital-education-Ethical-and-effective-use-of-generative-Artificial-Intelligence-systems-in-education-and-training</a>

#### Scope:

- Projects under this priority will aim to foster broader organisational readiness and capacity of education and training institutions as well as more broadly to education and training systems through:
- Identify, map and analyse existing effective initiatives and areas in teaching, learning, and assessment at any level(s) of education and training where generative Artificial Intelligence (AI) systems are of particular use and benefit. Identify challenges as well as success factors for the deployment of generative AI.
- Develop, and pilot innovative approaches, methods, and practices of the use of generative AI systems in teaching, learning and assessment at any level(s) of education and training. Special attention should be paid to the ethical, effective, purposeful and pedagogically underpinned use of the technology.
- Produce guidelines and practical materials, as well as use cases on the critical use of generative AI systems in education and training practices that can be disseminated and easily implemented at organisational level. Those should be complemented with clear recommendations to inform further policy initiatives.



## Principal objectives

- Enhance emotional regulation skills among young people by providing tools and strategies for recognizing and managing emotions.
- Improving emotional competence, including empathy and emotional understanding, to support adolescents in coping with challenges and preventing behavioural disorders.
- Offer techniques for fostering adaptive emotional responses, promoting overall well-being and social integration.
- Build resilience in youth, reducing vulnerability to psychological issues and improving their ability to face daily challenges.

### Activity 0 Need analysis

Activity 1 Preparation of the platform and multimedia

Activity 2 Creation and implementation of the territorial netwok

## Activity 0 Need analysis

 Identify needs, gaps and challenges through participatory research among partners targeting teachers of Lower Secondary Schools, Students, health professionals.

- Anxiety and Depression Disordes
- Substance, Alchol, Internet, Gaming Addiction
- Eating disorders

### Activity 0 Need analysis

Activity 1 Preparation of the platform and multimedia

Activity 2 Creation and implementation of the territorial netwok

# Activity 1 Preparation of the platform and multimedia

- Target Audience: young people attending upper secondary schools, health operators, teachers
- Development of training content aimed at creating useful exercises, based on scientific evidence, to enhance the ability to manage emotions, reduce impulsivity, and develop empathy.
- Developing a **multimedia teaching toolkit** consisting of: a manual illustrating the contents; a guide detailing the exercises and behavioural techniques to achieve the objectives; video tutorials; audio guides; teaching sheets; a diary/register for evaluation; a timeline of activities; a section dedicated to the training of young peer educators.
- Design and creation of the interactive platform that will serve as
  the final container for all the information and documentation
  produced, implemented in compliance with current accessibility
  regulations and accessible from mobile devices (smartphones and
  tablets). It will host an informational section and a section
  dedicated to distance learning, the latter organized for effective
  learning.

Activity 0 Need analysis

Activity 1 Preparation of the platform and multimedia

**Activity 2 Creation and implementation of the territorial netwok** 

Activity 2
 Creation and implementation of the territorial netwok

- Target Audience: **teachers** of lower secondary schools (direct recipients) and students of lower secondary schools (indirect recipients).
- **Dissemination** of the project: The network will involve lower secondary schools.
- Recruitment, training, and activities with teachers.
- Establishment of groups of trained teachers to conduct, under the
- supervision of operators, a Pilot Study in Lower Secondary Schools.

Activity 0 Need analysis

Activity 1 Preparation of the platform and multimedia

Activity 2 Creation and implementation of the territorial netwok

- Direct Target Audience: **young people** attending lower secondary schools.
- **Promoting** use of training and tools

## Searched partners

Public Authorities, Universities, Training Centers

Lower Secondary Schools (11-13-14-16 years old students)

Second step:
private Entities
for the
elaboration of the
software

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### **Project Budget**

- The maximum grant amount is EUR 1 000 000 per project.
- The grant awarded may be lower than the amount requested.
- The grant will be a lump-sum grant.
   This means that it will reimburse a fixed amount, based on a lump sum or financing not linked to costs. The amount will be fixed by the granting authority on the basis of the estimated project budget and a funding rate of 80%.

### PRESUMABLE EXPENCE ITEMS



Travel and subsistence



Equipment



**Publications** 



Other goods and services (services for evaluation and licence)



**Audit Total** 



Engagement activities in pilot site



Meeting organization



Dissemination materials

### Detailed budget table

		Units	Beneficary total costs	
Α	. DIRECT PERSONNEL COSTS			
	A1. Employees (or equivalent) person months			
	Manager			
	Researcher			
	Teacher / Trainer		-	-
	Technician		-	-
	Adminisstrative / Communication		-	-
	A.2 Natural persons under direct contract		-	-
	A.3 Seconded persons		-	-
	A.4 SME Owners without salary		-	-
	A.5 Volunteers		-	-

B. Subcontracting costs (please specify details under worksheet "Comments")	-	-
C. Purchase costs	-	-
C.1 Travel and subsistence per travel or day		
C.1 Traver and Subsistence per traver or day	-	-
Travel	-	-
Accommodation	-	-
Subsistence	-	-
C.2 Equipment (please refer to the Depreciation Cost sheet)	-	-
C.3 Other goods, works and services	-	-
Consumables	-	-
Services for Meetings, Seminars	-	-
Services for communication/promotion/dissemination	-	-
Website	-	-
Artistic Fees	-	-
Other (please specify details under worksheet "Comments")	-	-

D. Other cost categories		-	-
D.1 Financial support to third parties			
TOTAL DIRECT COSTS INCLUDING SUBCONTRACTING (A+B+C+D)			
E. Indirect costs 7%			
TOTAL COSTS (A+B+C+D+E) -			



### Contact details

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