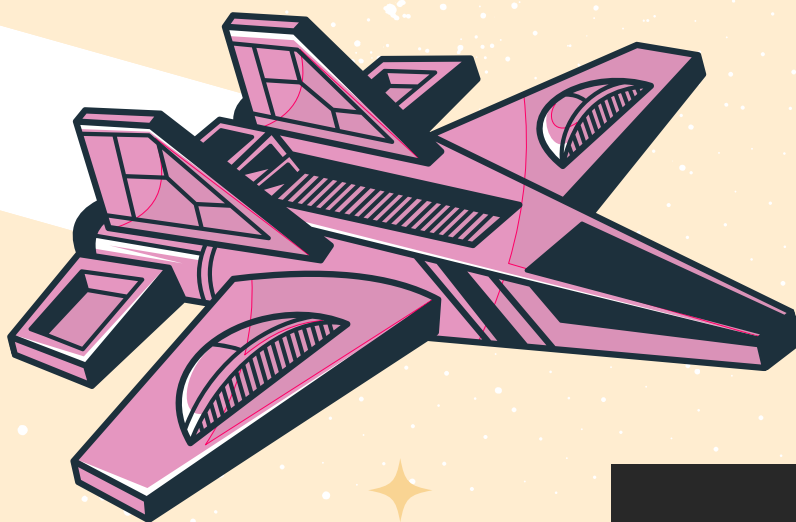


ESC SOLIDARITY PROJECT

2025-1-FR02-ESC30-SOL-000346634

*The Federation of the EU Planets:
an intergalactic simulation for
solidarity, inclusion, and
promotion of European values*



Co-funded by
the European Union


**Multi
Perspectives**
Espace d'Échange Multilingue & Multiculturel

**FINAL QUALITATIVE
AND COMMUNICATION
REPORT**



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QUANTITATIVE INDICATORS



INDICATOR	TARGET NUMBER	ACHIEVED
CINE-DEBATES	5 debates - 20 participants/debate - 100 total	5 debates - 30 participants per debate - 150 participants total
BOARD GAME	100 direct users (including builders)	100 direct users (including builders)
TRAININGS	5 trainings provided by the coach	2 trainings by the coach + continuous training and accompaniment + 3 trainings with associative partners
GENDER	a balanced target audience	a balanced target audience
AGE GROUP	70% 20-30; 10% under 20; 20% over 30	60% 20-30; 5% under 20; 35% over 30
CITIZENSHIP	60% french; 40% Eu and internationals	60% french; 40% Eu and internationals
FINAL CLOSURE EVENT	50 participants	40 participants
OVERALL COMMUNICATION IMPACT	800 indirectly impacted people	+1000 indirectly impacted people
YOUTH GROUP SKILLS DEVELOPMENT	1 youth pass / youth + 6 online meetings with MultiPerspectives + 4 training with the coach + 1 kick-off meeting	1 youth pass/ youth + 4 youth passes for extra involved youth + 8 online meetings & 2 in-person meetings with MultiPerspectives + 2 training with the coach and continuous training + 3 training with associative partners + 1 kick-off meeting
FINANCIAL SUSTAINABILITY	Overall attributed budget of 10620 euros respected by the youth group	Overall attributed budget of 10620 euros respected by the youth group

COMMUNICATION STRATEGY EVALUATION



INDICATOR	TARGET NUMBER	ACHIEVED
CINE-DEBATES	At-least one post per debate	At-least two posts per debate on fb, insta, linkedin (before & after)
BOARD GAME	At-least 10 related posts	4 posts per platform (fb, insta, linkedin) / 12 posts
FINAL CLOSURE EVENT	At-least 3 posts	1 post (boosted) + 1 feedback post on fb, insta, linkedin + several stories
OVERALL PROJECT	At-least 10 posts	8 posts per platform (fb, insta, linkedin) / 24 posts
Printed materials with QR codes	QR codes on 100% of printed materials	No printed materials
Local press coverage	2 press articles + 1 podcast	2 press articles + 1 podcast
Promotional items	1 website	1 website + a project page with downloadable deliverables and board-game
Local networking	30 local partners contacted and receiving our communication in general	Newsletter with information every month including 600 emails amongst which at-least 100 local partners
European network dissemination	10-20 EU partners contacted and receiving our communication in general	Newsletter with information every month including 600 emails amongst which at-least 100 EU partners
European funding recognition	EU logo on 100% of communication material	EU logo on 100% of communication material

LONG-TERM ENGAGEMENT IMPACT ANALYSIS (We will track repeat participation, growth in the online community (followers, interactions), and whether participants recommend the project to others, indicating a lasting impact.)



PROJECT SUMMARY



PROJECT SUMMARY AND OBJECTIVES

The Federation of the EU Planets: an intergalactic simulation for solidarity, inclusion, and promotion of European values” is a **EU co-funded project** led by a wonderful group of six volunteer young people and supported by MultiPerspectives. The **one-year project**, through the creation of a **board-game inspired by the Star trek universe** and **cine-debates** complementary to our co-funded projects from the **Ville de Metz** and the franco-german youth office (**OFAJ**) had four main objectives:

- Promote **socio-cultural mixity and dialogue** among national and international participants in the local community of Metz and the surrounding areas on European and global themes.
- Strengthen **solidarity, inclusion and cooperation** by facilitating exchanges between different communities on common issues.
- Raise **awareness of European and societal challenges** through accessible thematic debates and games inspired by Star Trek.
- Create an **interactive space for exchange between people with different interests** (cinema, gaming, theater, European affairs) through engaging and participatory activities.



PARTICIPANTS FEEDBACK



SATISFACTION OF THE YOUTH GROUP OF PARTICIPANTS

The participants' feedback shows a very high overall level of satisfaction and confirms that the project successfully achieved its main objectives. The strongest results relate to civic engagement, democratic participation, inclusion, intercultural dialogue, and awareness of European values. Participants reported increased confidence in expressing their opinions, discussing social issues, and engaging with people from different backgrounds.

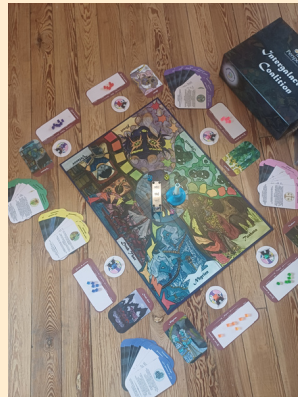
The project also helped participants better understand the links between local, European, and global challenges. Through the film discussions and board game activities, they developed greater awareness of solidarity, cooperation, diversity, and collective decision-making, which were at the core of the project.

Lower results were observed regarding new technologies and environmental issues. However, these topics were not central to the project and were only addressed occasionally. The lower scores therefore reflect the project's focus rather than a lack of interest or understanding from the participants.

Overall, the feedback highlights a strong educational impact and demonstrates the project's success in promoting active citizenship, inclusion, and engagement with European values.



PICTURES GALLERY





PICTURES GALLERY

