



EU MOBILITY

COMPETITION RULES



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1. Introduction

Following the first phase of the competition, which highlighted the most innovative and promising initiatives, it is now time to take a decisive step forward in developing the winning ideas. This new competition will take place during the mobility programme in Portugal and represents a unique opportunity to transform concepts into concrete solutions.

Over two weeks, you will receive support from experts, participate in practical workshops, attend inspiring lectures, visit companies and benefit from dedicated technical guidance. This stage will allow you to further develop your solution and take it to a new level of development and impact.

We invite all participants to get involved with enthusiasm, creativity and a spirit of initiative.

This is a phase for experimenting, testing, adjusting and, above all, growing ideas with real potential in order to transform projects into prototypes.



2. Competition Rules



Objective

Take the initial idea to a new level of development - prototype creation.



Participants

Two or three members of the winning group will participate in the EU Mobility Programme in Portugal. **The remaining team** members may join selected activities remotely, where feasible. Teams are responsible for organising their remote collaboration.



Mobility Location

CITEVE (Textile & Clothing) – CTCP (Leather & Footwear).



Duration

Hybrid format: two weeks in Portugal or one week online + one week in Portugal.



Methodology

Teams will have access to specialised technical support, thematic workshops, inspiring lectures and company visits, to support the development of the prototype and promote contact with real innovation contexts.



Presentation – 5 minutes

SPIN Pitch

S – Situation (1 minute)

P – Problem (1 minute)

I – Idea (2 minutes)

N – Next Steps / Impact (1 minute)

There is no template for building the pitch, each team can decide which digital tools to use and/or prototypes.

Failure to comply with this requirement may constitute a penalising factor in the final ranking.

Evaluation criteria

On the last day, each project will be evaluated by an international jury based on the following set of criteria:



1. Prototype Quality	2. Innovation and Creativity	3. Teamwork and Communication	4. Final Presentation of the Prototype	5. Impact Potential / Applicability
Functionality; Level of development.	Creative and original solution; Ability to adapt and evolve the initial idea.	Collaboration and sharing of responsibilities; Balanced participation of all members	Ability to explain the process, decisions and lessons learned; Clarity and quality of the final presentation	Actual applicability of the solution; Potential for scalability or implementation in the real world.

Winners

Four winning projects will be selected, one from each sector: 1 Textile, 1 Clothing, 1 Leather, 1 Footwear

Prize

1 person from each winning team from this phase will be invited to participate in the **final conference of the METASKILLS project**, where they will have the opportunity to publicly present their solution and prototype to a wider audience.





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