SHORE

Empower students as the agents of change

D4.1- First Schools Projects Progress Report

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Table of Contents

List of Figures 5
1. Reviewing First Schools Projects Progress Report 6
1.1. Project Process and Management 6
Option 1: Uploading an Example Project Report Template to the Project Page 6
Option 2: Creating an Example Project Report Template and Displaying it in the Projects List 6
1.2. Training and Support Processes for Mentors 7
Integration of Mentors into the Platform 7
Organizing Training for Mentors 7
1.3. Funded Schools 10
Integration of Schools into the Platform 10
1.4. Platform Usage and Technological Integration 10
Platform User Training and Guidance 10
Project Sharing Processes of Schools 11
Platform Performance Analysis and Feedback Mechanism 13
User Engagement and Platform Access 14
1.5. Project Monitoring and Evaluation 15
Preparation of the Final Project Reports 15
Approval Process 17
Integration of Projects into Voting Sessions 17
Voting Session Results 18
2. Overall Analysis and Reflections 21
2.1 Impact Overview 21
2.2 Participation Analysis 23
2.3 Lessons Learned and Insights for Improvement 24
2.4 Outcomes 25
3. Appendix section 26

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List of Figures

Figure 1 Mentor roles as 'Country Hubs' on the SHORE Community Platform 7
Figure 2 Tutorial Video of SHORE Community Platform 8
Figure 3 Access Point for Tutorial Videos in the User Guide 8
Figure 4 Live Training Session Held for Mentors 9
Figure 5 Role Assignment Guide Shared with Mentors 9
Figure 6 School Administrators Assigned Roles on the Platform 10
Figure 7 User Guide & Videos 11
Figure 8 Example Project Report Template Location 11
Figure 9 Example Project Report Template 12
Figure 10 Blue Project Report Template 12
Figure 11 Incorrect Format of an Uploaded Project vs. Correctly Formatted Submission 13
Figure 12 Contact Form 14
Figure 13 KPI 5.3 14
Figure 14 SHORE Blue Project Final Report Template Access Point 1 15
Figure 15 SHORE Blue Project Final Report Template Access Point 2 16
Figure 16 Final Report Review 17
Figure 17 Voting Session Screen 1 18
Figure 18 Voting Session Screen 2 18
Figure 19 Click the View Report Button for the Voting Results Report 19
Figure 20 First Schools Projects Voting Results 19
Figure 21 Project Filtering Tool 19
Figure 22 Click the Export as PDF button to print the voting results report 20
Figure 23 First Schools Projects Results Report 20
Figure 24 Most Viewed Topics 22
Figure 25 Course views by age group 22
Figure 26 Footprint Calculator 22
Figure 27 SHORE Schools Map 23
Figure 28 Contact Us Form 24

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1. Reviewing First Schools Projects Progress Report

The SHORE Community Platform is designed as an innovative structure that aims to build a strong network of communication and cooperation between schools, students and the community. The platform functions both as a tool to support education management and project coordination and as a central mechanism to serve sustainable development goals.

The €10,000 funding provided to identified schools under the project provides a support mechanism that encourages the realization of innovative projects and value addition to society. In return for the funding, these schools are obliged to regularly share their T4.2 Project Progress Reports on the SHORE Community Platform.

At the end of each call period, a report will be prepared summarizing the schools' project activities and providing detailed information using the data collected on the platform. This process aims to increase the transparency of the projects, facilitate information sharing and strengthen social impact.

1.1. Project Process and Management

At the end of the implementation period for each school project, D4.1 Project Progress Reports will be prepared to summarize the activities carried out. For schools to prepare these reports two options were identified and then it was decided to implement both:

Option 1: Uploading an Example Project Report Template to the Project Page

Example Project Report Templates, such as the User Guide, can be uploaded to the “About Project” section on the Resources - Projects Page. This section will provide example templates for users to review and use as references when preparing their own project reports.

Option 2: Creating an Example Project Report Template and Displaying it in the Projects List

In this option, a detailed Example Project Report Template will be created and permanently displayed in the projects list. Users will be able to review this detailed sample directly from the list, gaining insights from the included project summary report and project report formats.

This process aims to offer better guidance to users, enhancing their project preparation and reporting efforts.

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1.2. Training and Support Processes for Mentors

Integration of Mentors into the Platform

To integrate mentors into the SHORE Community Platform, a file containing their information was received from the relevant partner and was used to create their accounts.

Mentors were granted access to the platform with their assigned country hub role. Once the accounts were set up, they were informed of their login credentials. Mentor roles are defined as **"Country Hubs"** on the platform.

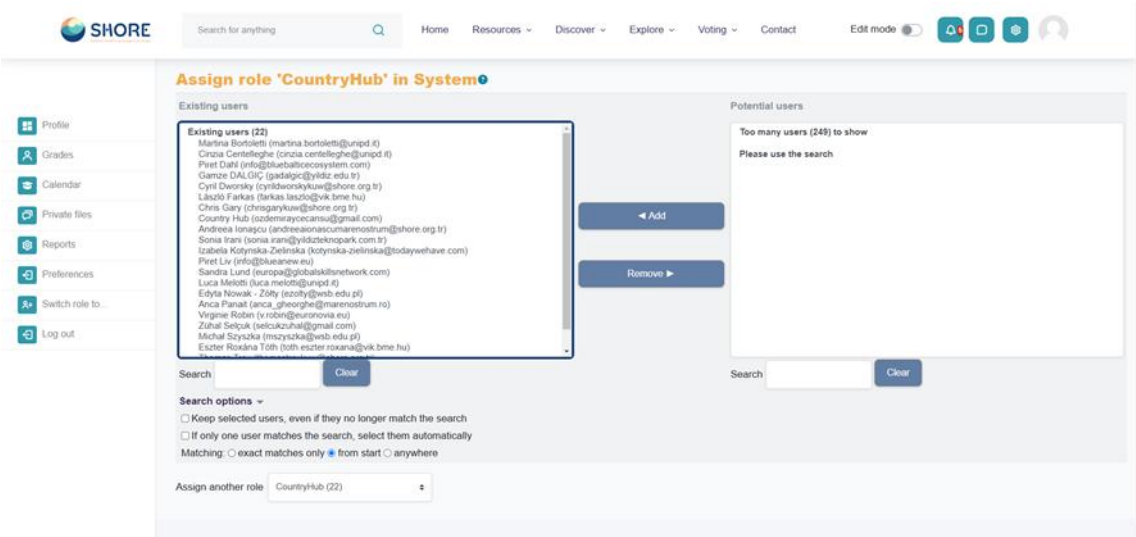

Figure 1 Mentor roles as 'Country Hubs' on the SHORE Community Platform

The integration process was completed, and the relevant partner was informed of its successful completion on **September 19, 2024.**

Organizing Training for Mentors

To ensure mentors could effectively use and navigate the SHORE Community Platform, various training materials were prepared.

Tutorial Videos for Platform Navigation

A series of tutorial videos were created to guide mentors in using the SHORE Community Platform. These videos covered key platform functionalities, including an overview of the platform's features and navigation, step-by-step guidance on adding users and assigning roles, login procedures, project submissions, group creation, report generation, and the course section.

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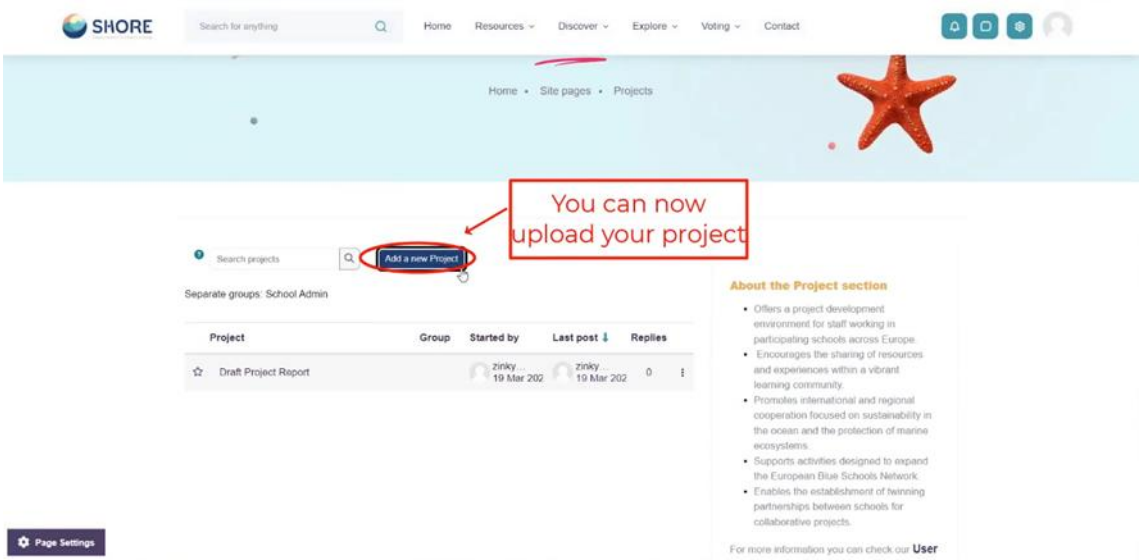

Figure 2 Tutorial Video of SHORE Community Platform

These resources were designed to ensure mentors could efficiently navigate the platform and support schools in their activities.

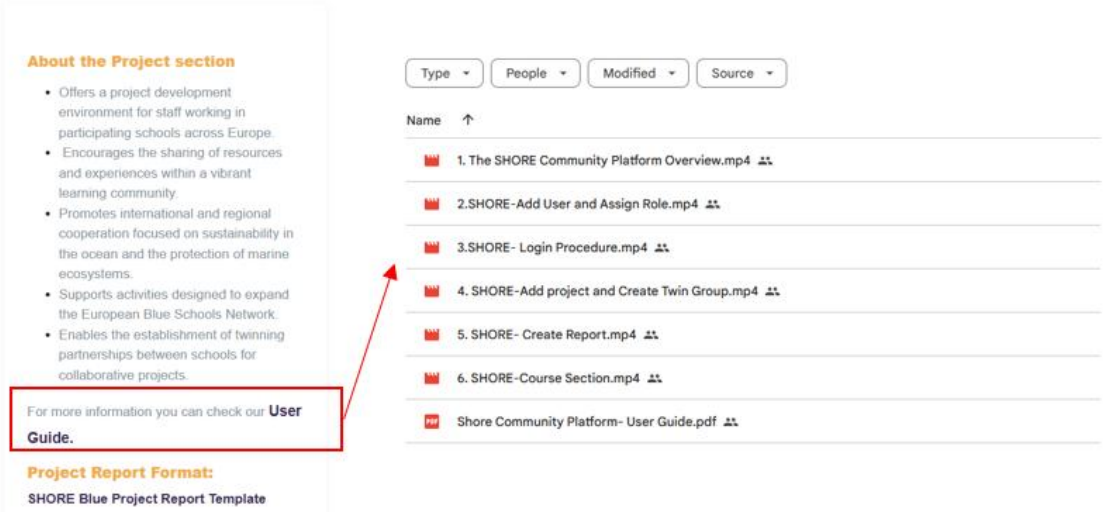

Figure 3 Access Point for Tutorial Videos in the User Guide

Access Link: https://shoreedu.com/course/

These resources are easily accessible through the platform.

Live Training Session

In addition to video materials, a live training session was held on **September 16, 2024**. During the session, mentors were guided through the platform using the tutorial videos and received further clarification on navigating and managing system functionalities.

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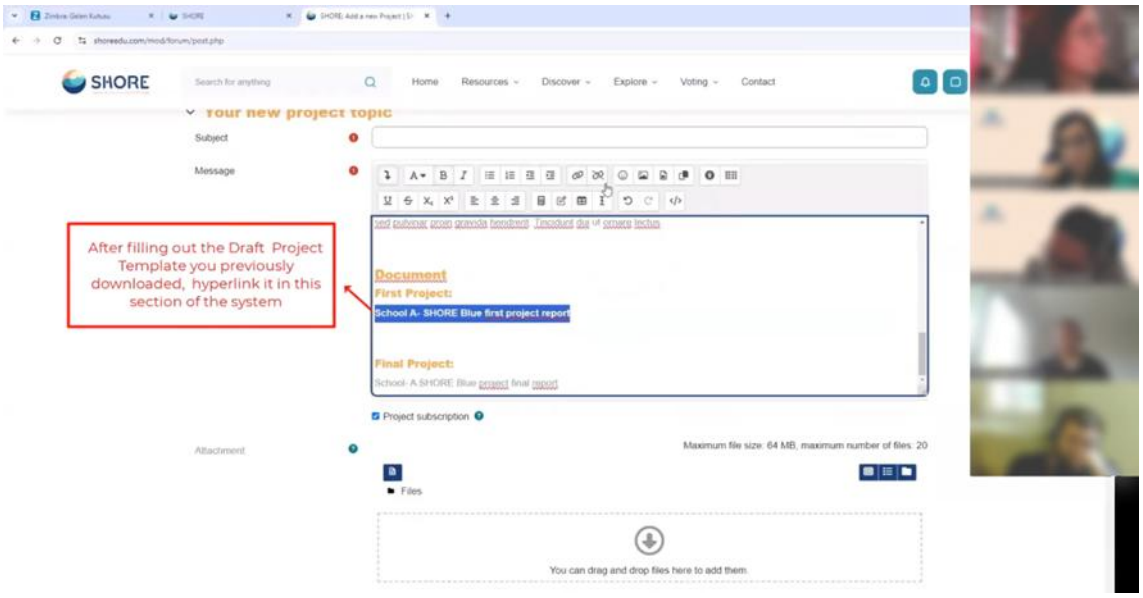

Figure 4 Live Training Session Held for Mentors

Guidance Document on Role Assignment

To further support mentors, a detailed document explaining how to assign system roles was created and shared. This document provided clear, step-by-step instructions to help mentors efficiently manage user roles within the platform.

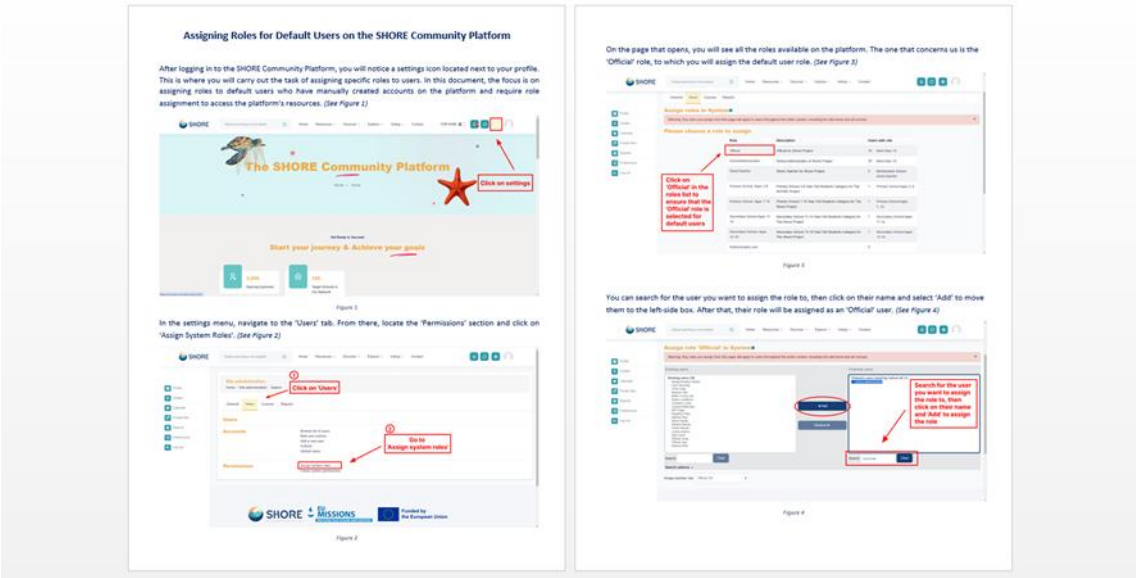

Figure 5 Role Assignment Guide Shared with Mentors

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These combined training efforts ensured that mentors were well-prepared to assist schools and effectively facilitate the use of the SHORE Community Platform.

1.3. Funded Schools

Integration of Schools into the Platform

After the first open call, the relevant partner provided a list of selected schools and their designated administrators. Using this list, we created the necessary accounts and successfully integrated 29 schools into the SHORE Community Platform.

Each school administrator received their login credentials and was granted access according to their assigned role.

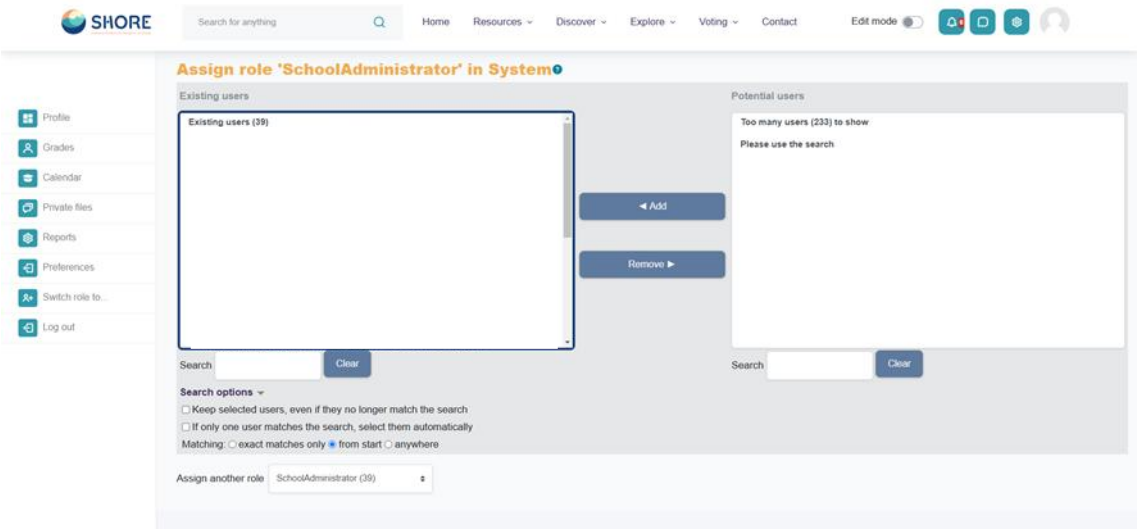

Figure 6 School Administrators Assigned Roles on the Platform

The integration process was completed on **October 1, 2024.** Any issues reported by mentors regarding school access or login difficulties were addressed to ensure a smooth onboarding process. Once onboarded, schools could upload their projects and make use of the resources available on the platform.

1.4. Platform Usage and Technological Integration

Platform User Training and Guidance

To ensure effective use of the SHORE Community Platform, user guides and tutorial videos were created. These resources provide step-by-step instructions on platform navigation, project uploads, report submissions, voting process, and role management. The materials are accessible through the platform to assist users as they engage with the system.

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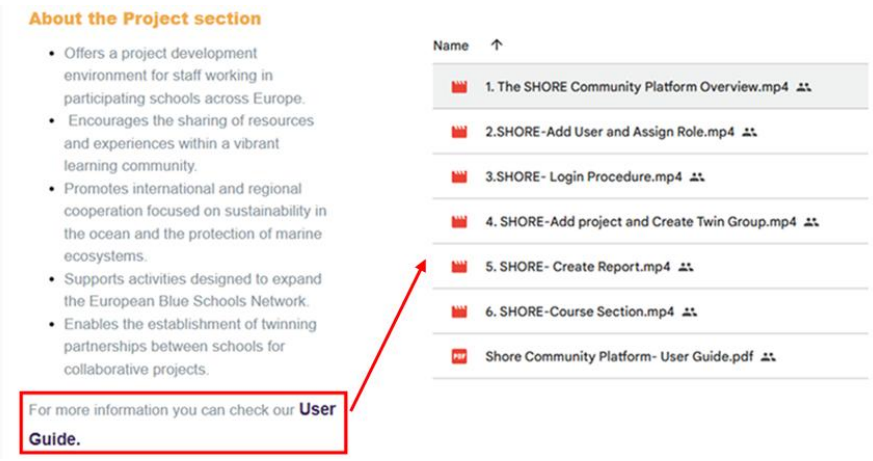

Figure 7 User Guide & Videos

In addition to the provided materials, a training session was also held for school administrators during the **Mentors Meeting on February 11, 2025,** to guide schools on uploading their projects in the correct format. This session also included instructions on integrating their final reports into the platform. Schools were given a detailed walkthrough of the process, ensuring clarity on submission requirements.

Project Sharing Processes of Schools

Schools were instructed to upload their projects through the **"Projects"** section under the **"Resource"** tab on the platform. To help them structure their submissions, an **Example Project Report Template** was provided, which includes:

- A **main image**
- A **placeholder text section** that provides **guidelines** on structuring the project summary.
- Three **additional images** for further illustration
- A downloadable **Blue Project Report Template**

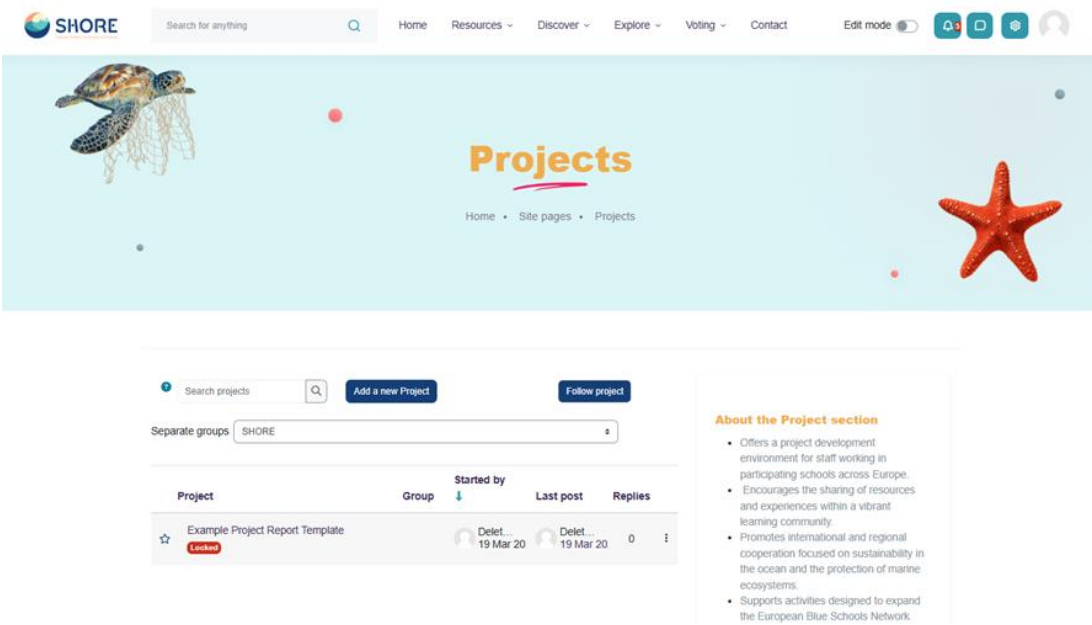

Figure 8 Example Project Report Template Location

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Figure 9 Example Project Report Template

The **Blue Project Report Template**, which is available for download within the **Example Project Report Template**, was developed in collaboration with the Project Director and **the relevant partner**. This document-based template was finalized and delivered on **September 6, 2024**, and then integrated into the platform for school use.

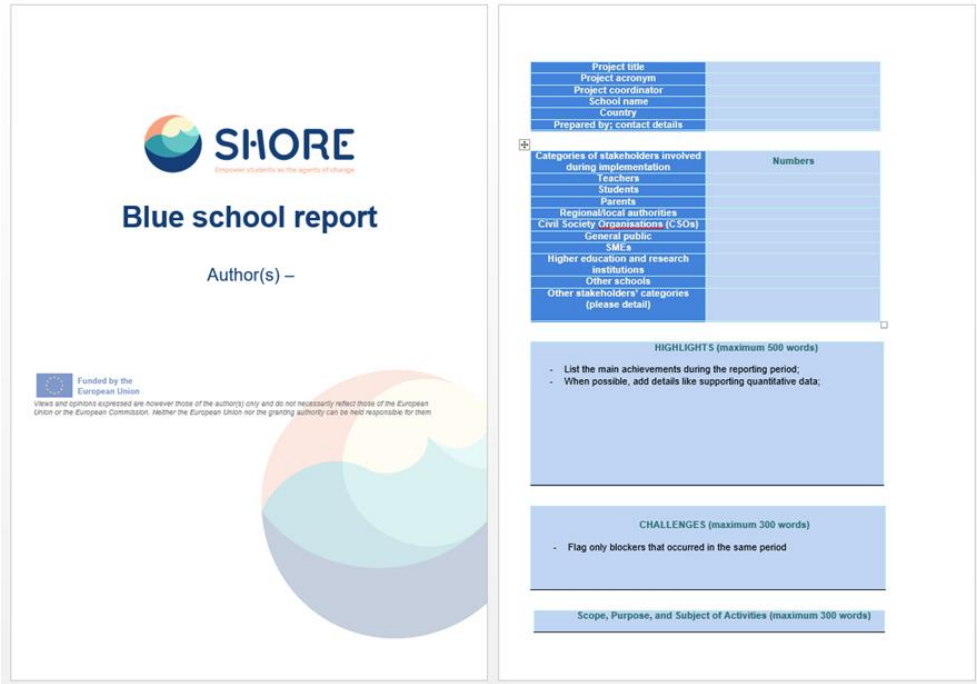

Figure 10 Blue Project Report Template

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Platform Performance Analysis and Feedback Mechanism

During the First Open Call process of schools, several challenges were encountered that impacted the smooth functioning of the project timeline and platform usage. These challenges were addressed through various actions to improve the platform's effectiveness and ensure the continued engagement of schools and mentors. The main issues faced during this phase include:

- **Reluctance to Use the Platform**: Some mentors and schools displayed hesitance in using the platform, which, coupled with delays caused by holiday periods, led to delays in the project timeline.
- **Formatting Issues**: Several project submissions from schools did not adhere to the required format standards. This necessitated additional correction requests, making it more difficult to complete the process within the planned timeframe.

Figure 11 Incorrect Format of an Uploaded Project vs. Correctly Formatted Submission

- **Increased Workload During Voting Transition**: During the transition to the voting session, the team experienced an increased workload due to the need to correct formatting inconsistencies and ensure that the projects were properly prepared for public voting.

These issues and the resulting delays were communicated to the project coordinator, and the timeline adjustments were made with their knowledge and agreement.

To mitigate these issues, several steps were taken to support both mentors and schools:

- **Training and Resources:** Trainings were organized for mentors and schools to familiarize them with the platform and its functionalities. Training videos and user guides were also made available through the platform to enhance usage and facilitate smoother submissions. Schools and mentors were continuously directed to these resources for further reference and assistance.
- **Ongoing Support:** The platform's contact section included the **info@shore.com** email, which was established as a dedicated support channel for users experiencing technical issues. Schools and mentors were informed about this contact point and encouraged to use it when encountering problems. Support requests received through this email were addressed promptly to resolve concerns and implement necessary adjustments.

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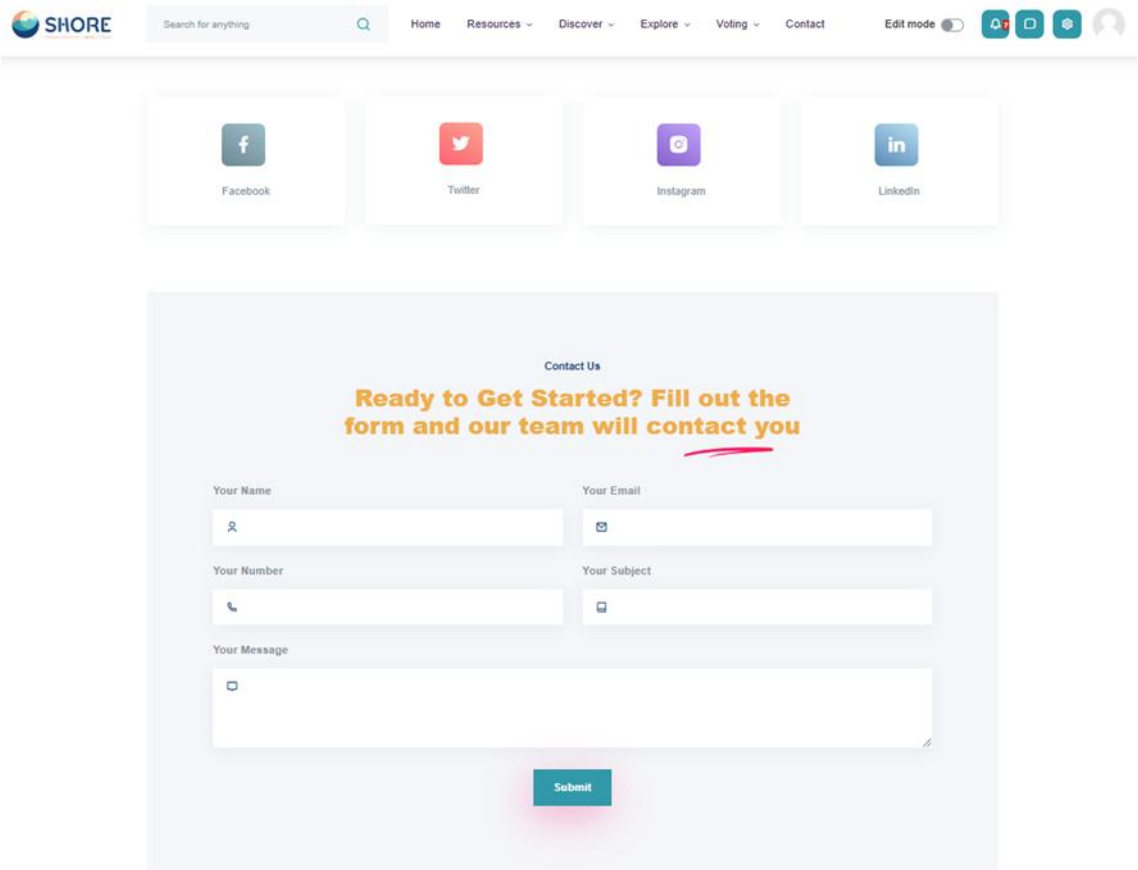

Figure 12 Contact Form

Moving forward, these efforts aim to reduce the impact of the aforementioned challenges and ensure a more efficient process in future phases of the project.

User Engagement and Platform Access

As part of the SHORE project's impact assessment, **KPI 5.3** measures the number of unique users accessing the digital platform, with a target of approximately **3,000** users. As of this reporting period, a total of **1,529** unique users have accessed the SHORE Community Platform.

Recent data shows a **673%** increase in platform usage, with the number of users rising from **198** to **1,529**. This growth reflects the increasing participation of schools and stakeholders in utilizing the platform for their projects.

To further expand platform reach and progress toward the KPI target, ongoing outreach efforts and upcoming open calls are expected to drive additional user engagement.

Figure 13 KPI 5.3

1.5. Project Monitoring and Evaluation

Preparation of the Final Project Reports

As part of the initial project reporting structure, a **Blue Project Report Template** was made available within the **Example Project Report Template** on the platform. However, after reviewing its suitability for the **Final Report** process, it was determined that a more comprehensive template was needed.

To address this, an **enhanced Final Report Template was** provided by the relevant partner incorporating all necessary fields for structured and detailed reporting. This updated version was delivered to us on **February 7, 2025**, and integrated into the platform on **February 9, 2025** as instructed.

The **Final Report Template** is now accessible through the **"About the Project"** section and within the **"Example Project Report Template"** under the **"Projects"** tab on the platform. Schools are required to use this template for their final project reports.

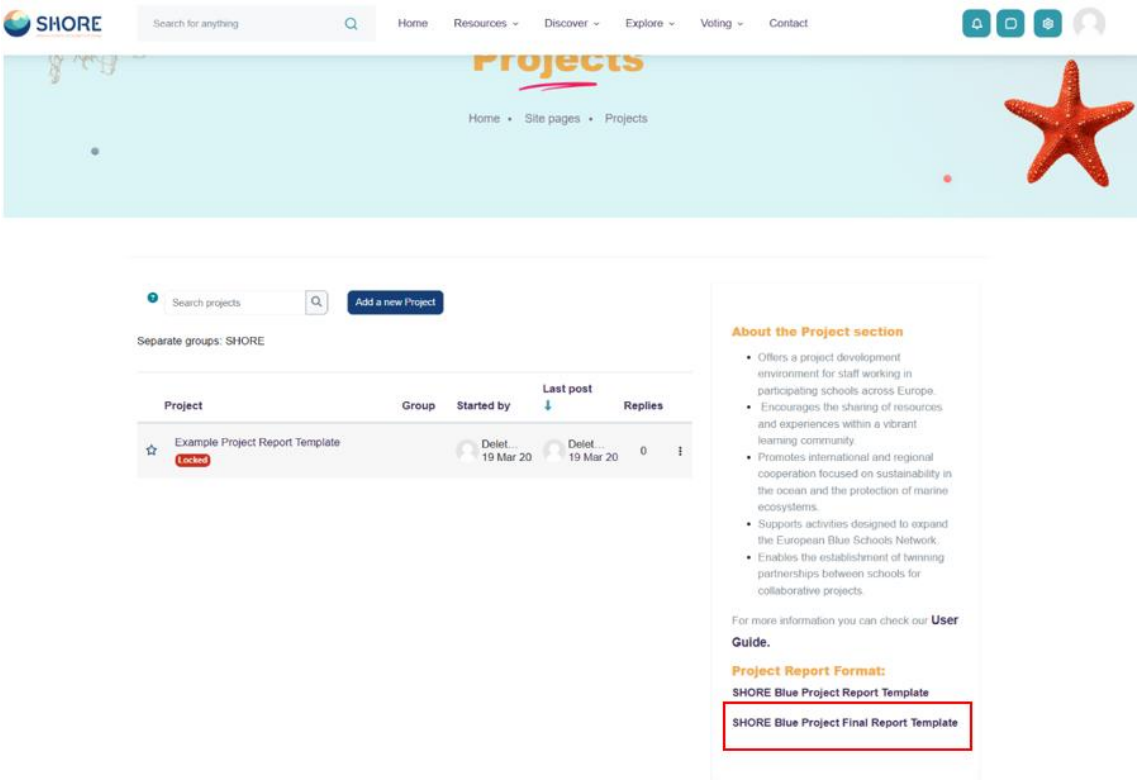

Figure 14 SHORE Blue Project Final Report Template Access Point 1

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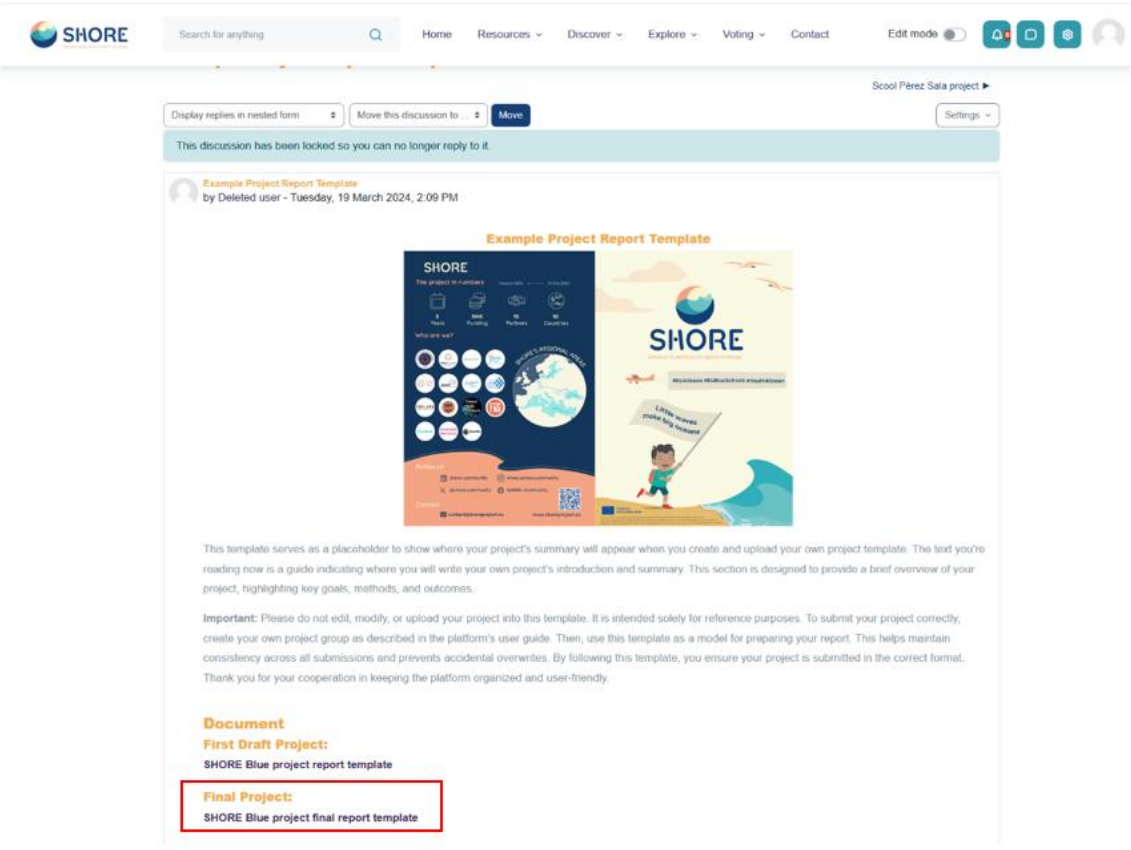

Figure 15 SHORE Blue Project Final Report Template Access Point 2

During the **SHORE February Mentors Meeting on February 11, 2025**, mentors and schools were shown how to access and upload the updated **SHORE Blue Project Final Report Template** via the **SHORE Community Platform**. In addition, they received a **final reminder** to complete their project pages and provide the required project information by **February 14, 2025**, ensuring readiness for the voting session:

- **Project Name**
- **Main Header Image**
- **Project Summary**
- **Minimum 3 Project Images**

Providing this information confirmed that the projects were ready for the voting process.

On **February 18, 2025**, an additional reminder email was sent to schools, and mentors were informed about the latest status of the projects they were mentoring.

The deadline for uploading the **Final Reports** to the project page was set as **March 10, 2025,** by the relevant partner and project coordinator. By this date, all schools were required to upload their final projects to the SHORE Community platform. The process was officially communicated to the schools through mentors.

Final project reports can be downloaded automatically through the platform.

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Figure 16 Final Report Review

Access to Technical Information on Reports: The Director of SHORE Project and Country Hub officials can access reports containing technical information through the SHORE Community platform by navigating to **Resources > Projects > Page Settings > Report**. Reports can be categorized by project groups, and the following details can be viewed:

- **Uploader Information:** Name and surname of the person who uploaded the report.
- **Number of Uploaded Reports:** Total number of reports uploaded by each user.
- **Comment Information:** Number of comments and feedback provided on the reports.
- **Additional Files:** Number of supplementary files associated with the report.
- **View Count:** Number of times the report has been viewed.
- **Word and Character Count:** Total number of words and characters in the report page.
- **Upload and Update Dates:** The date the report was uploaded and last updated.

Approval Process

The final versions of the projects to be presented for voting were reviewed and submitted for approval by the **SHORE Project Director**. This process ensured quality and compliance checks. The approval process was completed on **February 21, 2025.**

Integration of Projects into Voting Sessions

Approved projects were formatted and integrated into the **"Voting Session"** section to ensure accessibility through the system. To maintain fairness in the voting process, formatting inconsistencies were corrected, and the revisions were approved by the respective school mentors by **February 19, 2025,** before the projects were made available for public voting.

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Once the projects were finalized, they were integrated into the voting sessions on **February 28, 2025,** allowing guest users to view and vote on them.

The voting session can be accessed via the following link: https://shoreedu.com/vote/

Voting Session Rules

- **Voting Rule:** It is recommended that each voter votes for at least three different projects. This approach promotes a fairer competition by ensuring that schools do not focus solely on voting for their own projects.
- **One Vote per Project:** The system allows only one vote per project, preventing voters from casting a second vote.

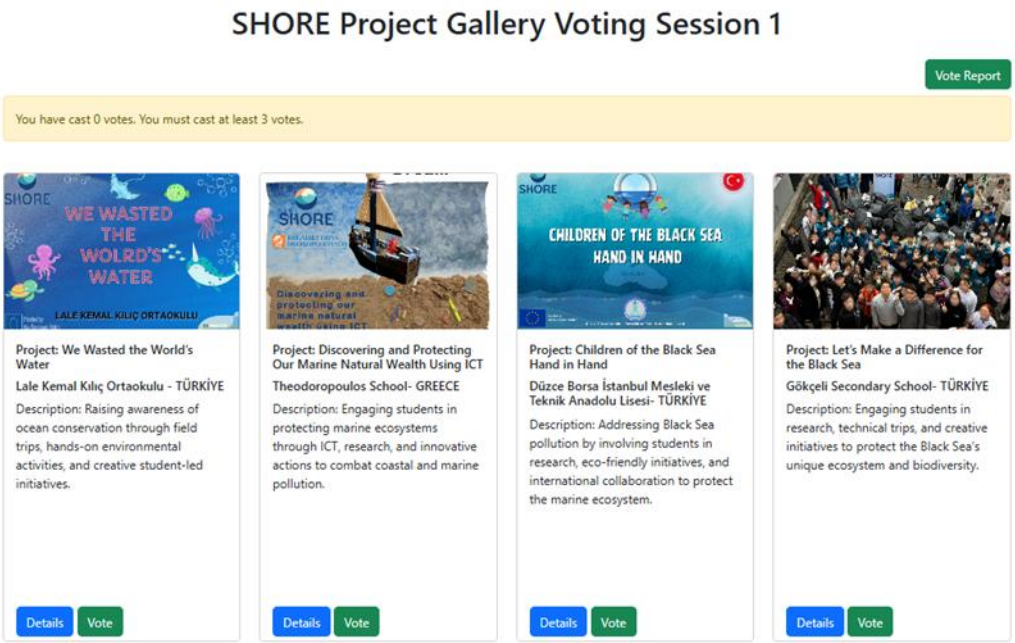

Figure 17 Voting Session Screen 1

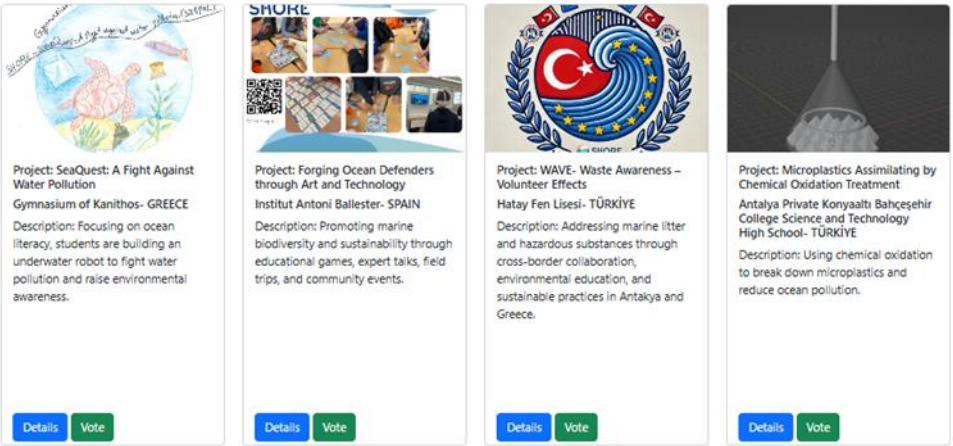

Figure 18 Voting Session Screen 2

Voting Session Results

The voting sessions were open from **March 3, 2025, to March 14, 2025,** a timeline agreed upon by the project partners and coordinator. After the voting sessions concluded, the results were

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generated through the system and presented in Appendix 1: Voting Results Report.This process ensures that the projects are evaluated transparently and fairly.

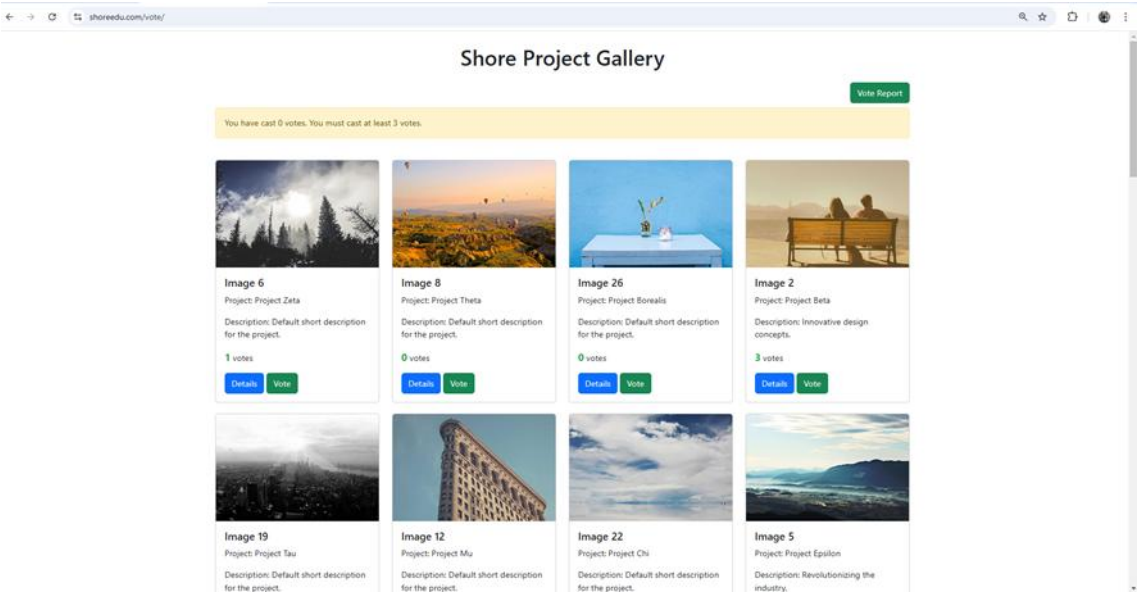
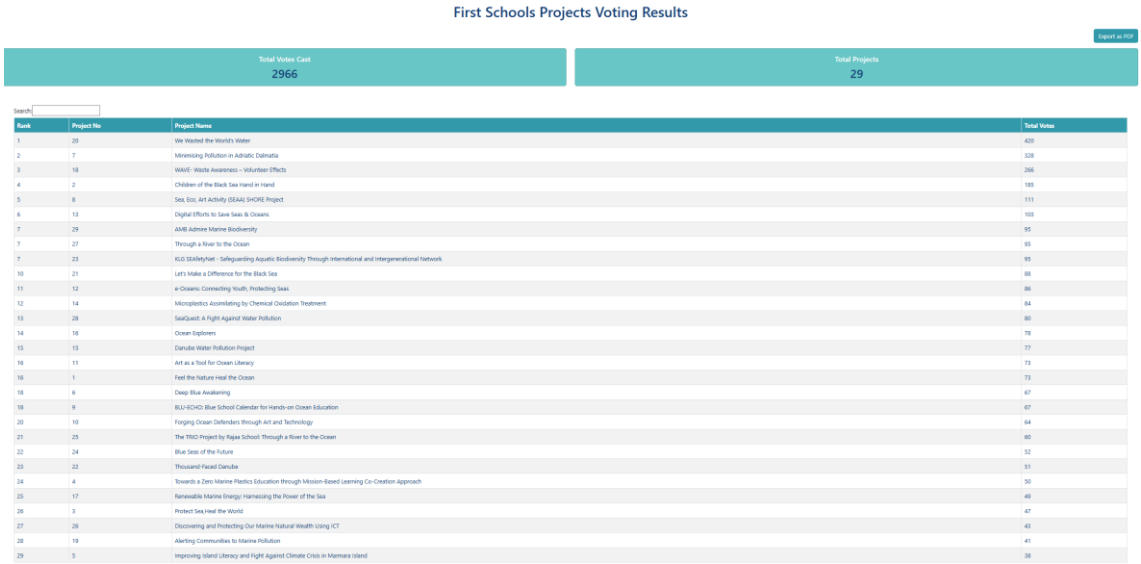


Figure 19 Click the View Report Button for the Voting Results Report



First Schools Projects Voting Results

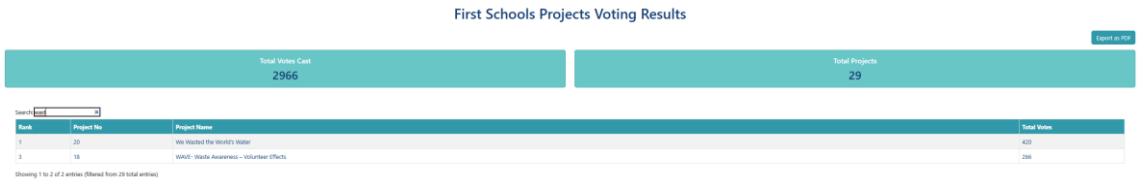
Export as PDF

Total Votes Cast	Total Projects
2966	29

Search:

Rank	Project No	Project Name	Total Votes
1	20	We Wasted the World's Water	420
2	7	Minimising Pollution in Adriatic Dalmatia	328
3	18	WAVE- Waste Awareness – Volunteer Effects	266
4	2	Children of the Black Sea Hand in Hand	185
5	8	Sea, Eco, Art Activity (SEAA) SHORE Project	111
6	13	Digital Efforts to Save Seas & Oceans	103
7	29	AMB Admire Marine Biodiversity	95
7	27	Through a River to the Ocean	95
7	23	KLO: SEAfetyNet - Safeguarding Aquatic Biodiversity Through International and Intergenerational Network	95
10	21	Let's Make a Difference for the Black Sea	88
11	12	e-Oceans: Connecting Youth, Protecting Seas	86
12	14	Microplastics Assimilating by Chemical Oxidation Treatment	84
13	28	SeaQuest: A Fight Against Water Pollution	80
14	16	Ocean Explorers	78
15	15	Danube Water Pollution Project	77
16	11	Art as a Tool for Ocean Literacy	73
16	1	Feel the Nature Heal the Ocean	73
18	6	Deep Blue Awakening	67
18	9	BLU-ECHO: Blue School Calendar for Hands-on Ocean Education	67
20	10	Forging Ocean Defenders through Art and Technology	64
21	25	The TRIO Project by Rajaa School: Through a River to the Ocean	60
22	24	Blue Seas of the Future	52
23	22	Thousand-Faced Danube	51
24	4	Towards a Zero Marine Plastics Education through Mission-Based Learning Co-Creation Approach	50
25	17	Renewable Marine Energy: Harnessing the Power of the Sea	49
26	3	Protect Sea,Heal the World	47
27	26	Discovering and Protecting Our Marine Natural Wealth Using ICT	43
28	19	Alerting Communities to Marine Pollution	41
29	5	Improving Island Literacy and Fight Against Climate Crisis in Marmara Island	38

Figure 20 First Schools Projects Voting Results



First Schools Projects Voting Results

Export as PDF

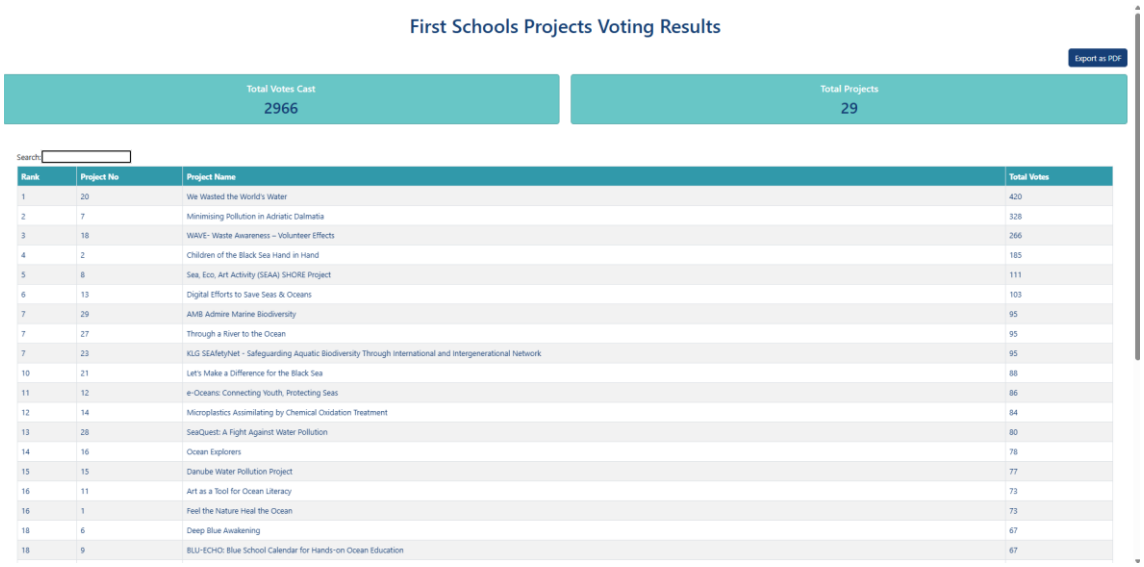
Total Votes Cast	Total Projects
2966	29

Search: wave

Rank	Project No	Project Name	Total Votes
1	20	We Wasted the World's Water	420
3	18	WAVE- Waste Awareness – Volunteer Effects	266

Showing 1 to 2 of 2 entries (filtered from 29 total entries)

Figure 21 Project Filtering Tool



First Schools Projects Voting Results

Export as PDF

Total Votes Cast
2966

Total Projects
29

Search:

Rank	Project No	Project Name	Total Votes
1	20	We Wasted the World's Water	420
2	7	Minimising Pollution in Adriatic Dalmatia	328
3	18	WAVE- Waste Awareness – Volunteer Effects	266
4	2	Children of the Black Sea Hand in Hand	185
5	8	Sea, Eco, Art Activity (SEAA) SHORE Project	111
6	13	Digital Efforts to Save Seas & Oceans	103
7	29	AMB Admire Marine Biodiversity	95
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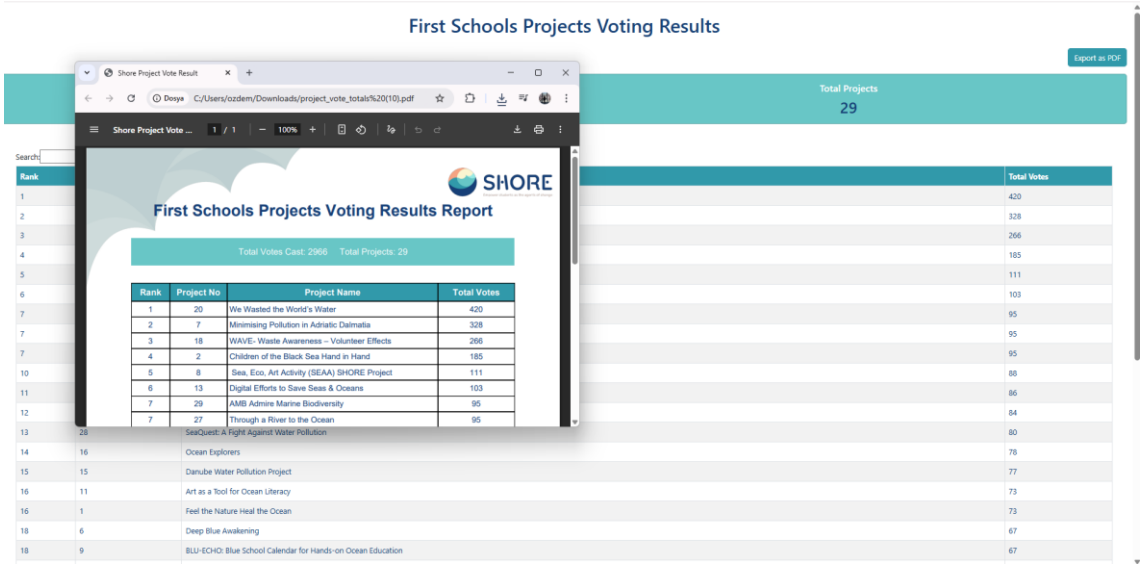
18	6	Deep Blue Awakening	67
18	9	BLU-ECHO: Blue School Calendar for Hands-on Ocean Education	67

Figure 22 Click the Export as PDF button to print the voting results report



First Schools Projects Voting Results

Export as PDF

Total Projects
29

Search:

Shore Project Vote Result

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Shore Project Vote ... 1 / 1 100%

SHORE

First Schools Projects Voting Results Report

Total Votes Cast: 2966 Total Projects: 29

Rank	Project No	Project Name	Total Votes
1	20	We Wasted the World's Water	420
2	7	Minimising Pollution in Adriatic Dalmatia	328
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5	8	Sea, Eco, Art Activity (SEAA) SHORE Project	111
6	13	Digital Efforts to Save Seas & Oceans	103
7	29	AMB Admire Marine Biodiversity	95
7	27	Through a River to the Ocean	95

Figure 23 First Schools Projects Results Report

2. Overall Analysis and Reflections

2.1 Impact Overview

The first round of school projects in SHORE, supported through the SHORE Community Platform, saw active engagement from participating schools and mentors. The platform served as a central hub for project sharing, training access, and voting interactions, enabling structured visibility of school activities across Europe.

By facilitating resource sharing, project uploads, interactive games, and public voting sessions, the platform contributed to increased engagement with the project's goals around ocean and water literacy. While our role focused on developing and improving the digital infrastructure, the overall impact was shaped by the collaborative efforts of schools, mentors, and educational partners.

A significant indicator of progress was the growth in platform usage. Before the first Open Call, the platform had only **198 users**. This number rose to **1,529** during the reporting period, reaching **50% of KPI 5.3**. The full KPI target is expected to be achieved during the second Open Call.

The introduction of **gamified learning tools** also contributed to engagement:

- **DeepBlue Knowledge Challenge** – An ocean literacy quiz covering five regions (Baltic Sea, Black Sea, Mediterranean, Danube & Rhine River): **50 players**
- **AquaQuest** – A game promoting recycling and footprint reduction: **40 players**

Engagement with the platform's course materials was also strong:

- **Total Platform Views**: 43,225
- **Age Group Activity**:
  - Ages 3–6: 672 views
  - Ages 7–10: 740 views
  - Ages 11–14: 415 views
  - Ages 15–18: 529 views
- **Most Viewed Course**: *Hazardous Substances and Marine Litter* (Ages 11–14): **101 views**
- **Highest Engagement Topics**:
  - *Sea-Based Activities*: 82 views
  - *Climate Change*: 65 views
  - *Biodiversity*: 53 views

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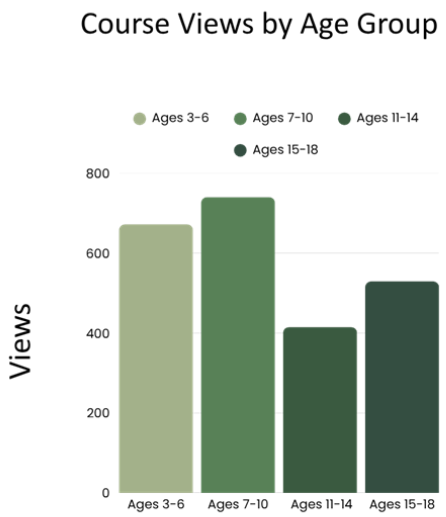

Figure 24 Most Viewed Topics

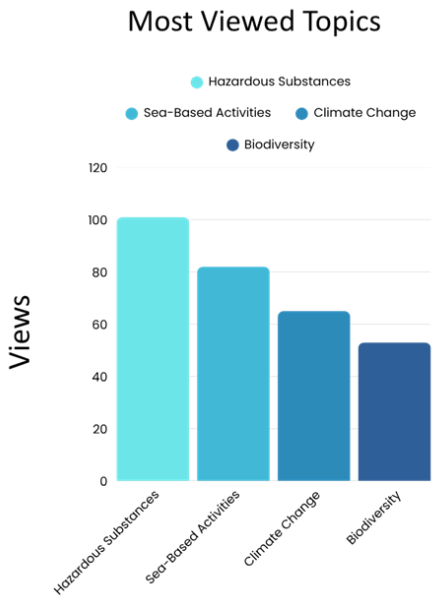

Figure 25 Course views by age group

Two additional tools launched during this period also contributed to engagement:

- **Footprint Calculator** – An interactive tool that helps users reflect on the environmental impact of their daily habits. It estimates carbon and water footprints based on material use and energy consumption. After calculation, users see how many trees they have potentially "saved" based on their input. The tool was accessed by **935 users** during RP1.

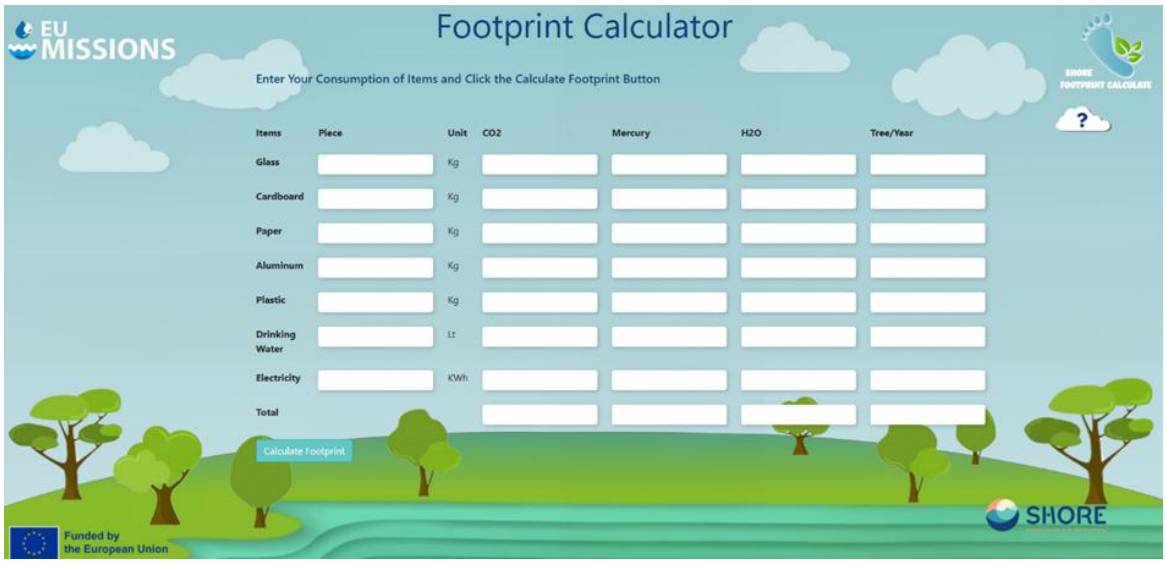

Figure 26 Footprint Calculator

- **SHORE Schools Map** – Featured in the "Discover" tab, this interactive map displays the locations and summaries of the First Open Call projects from the 29 supported schools. It allows users to explore regional distribution and promotes broader visibility and community learning.

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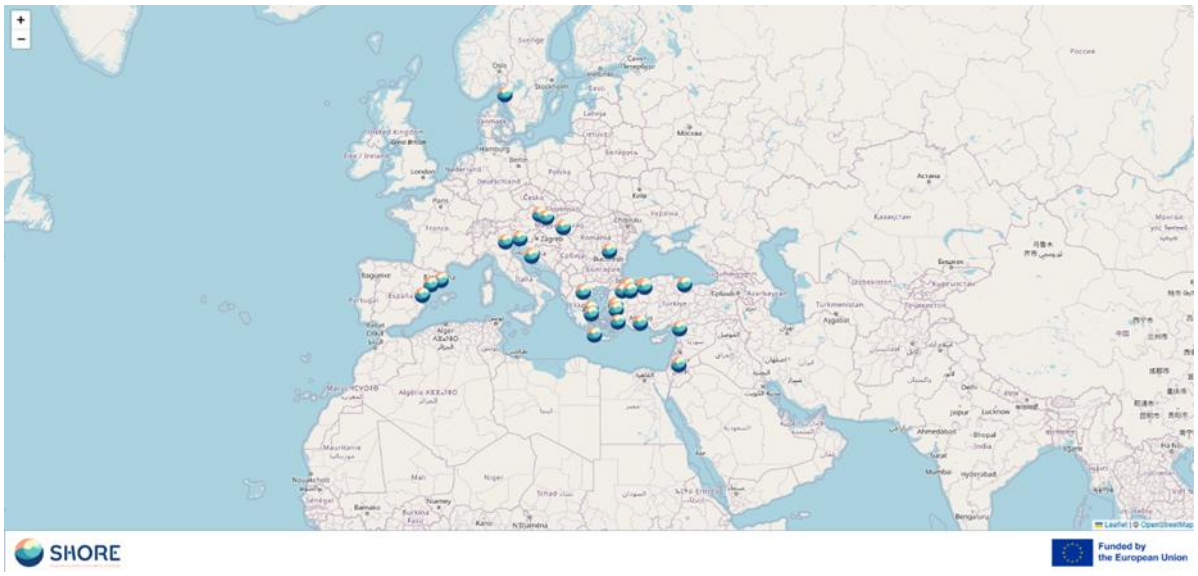

Figure 27 SHORE Schools Map

2.2 Participation Analysis

A total of **29 schools** successfully submitted their final projects during the reporting period. All were reviewed and integrated into the public voting sessions. Participation was strongest in schools where mentor support was consistent and communication with the SHORE team was proactive.

Early engagement was slow due to:

- Mentor and school unfamiliarity with the platform
- Holiday-related delays

However, as mentors became more confident (following live training, tutorials, and guides), they effectively supported schools with uploading and formatting tasks. Increased traffic on the platform and submission rates aligned closely with the voting session deadline.

Training and Support Highlights:

- Mentors received hands-on training (live + video tutorials)
- Schools joined structured sessions (especially around project upload format)
- Frequent reminders were sent to both mentors and schools
- A helpdesk email was used actively by participants to resolve issues promptly

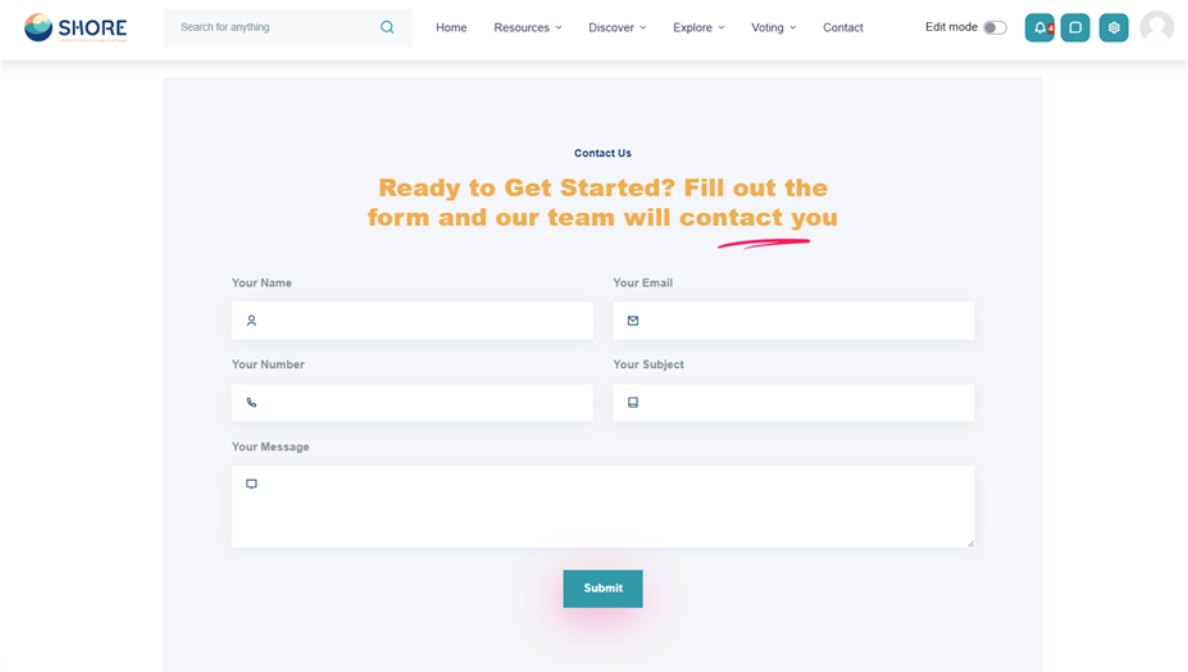

Figure 28 Contact Us Form

2.3 Lessons Learned and Insights for Improvement

- The first Open Call revealed several key lessons that informed improvements for the upcoming phases of the project:

- **Guidance and Training**: Schools required clearer instructions on how to engage with the platform and reporting tools. In response, more accessible and detailed user guides were developed, embedded in multiple areas of the platform, and distributed through mentors.

- **Platform Navigation Challenges**: Both mentors and schools initially struggled with navigating the system. Targeted onboarding support helped address these issues, leading to smoother platform usage over time.

- **Submission Format Issues**: Many project submissions required formatting corrections before being approved for the voting phase. To mitigate this, new and more directive project templates were introduced to ensure consistent formatting.

- **Timeline Adjustments**: Activities scheduled during school holidays led to reduced responsiveness and delays. Future planning will take holiday calendars into account to maintain better engagement.

- **Mentor Involvement**: Active mentors significantly influenced the success of school participation. Their role as facilitators was essential and will continue to be emphasized and supported in the next Open Call.

- **Support Measures Implemented**:

- Training videos, user guides, and live sessions tailored for both mentors and schools

- Updated templates for structured and standardized reporting

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- A dedicated support channel (info@shoreedu.com) to address technical or process-related issues
- A revised communication and scheduling plan for Open Call 2

2.4 Outcomes

Several important outcomes emerged from the first Open Call that shaped the improvements made for the next project phase:

- **Template Revisions**: The initial project templates used in the first Open Call were found to be insufficiently clear for many schools. Based on feedback from mentors and project submissions, the templates were revised and clarified. In the second Open Call, schools will be responsible for fully preparing and formatting their projects using these updated templates.
- **Voting Session Preparedness**: During the first Open Call, our team ensured that all projects met the required criteria to be included in the public voting session. This process involved final formatting, and upload of project content. In the next Open Call, these responsibilities will be transitioned to the participating schools, supported by enhanced guidance materials.
- **Project Visibility and Dissemination**: To showcase the geographic distribution and content of the funded projects, a map was created and integrated into the “Discover” section of the platform. This map features the names, titles, and summaries of the 29 school projects completed during the first Open Call. It is designed to increase visibility and promote cross-regional awareness and engagement.
- **Public Voting Results**: A total of **2,966 votes** were cast in the public voting session, with **1,134 unique users** participating. Voters were encouraged to select at least three different projects to promote fairness and broad visibility. These figures indicate strong community interest in the school projects and the platform’s interactive features.
- **Improved Support Materials**: Based on recurring requests for assistance, additional guiding documents and user instructions were made available in more accessible areas across the platform. These resources were designed to reduce confusion and support independent project submission.
- **Active Support Channels**: The “Contact Us” section on the platform was actively used by schools to reach out for technical support. In addition, mentors frequently consulted with the platform team to manage school queries, track project readiness, and resolve issues. This two-tiered support structure contributed to smoother coordination during the reporting period.

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3. Appendix section

Appendix-1 Voting Results Report

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First Schools Projects Voting Results Report

Total Votes Cast: 2966 Total Projects: 29

Rank	Project No	Project Name	Total Votes
1	20	We Wasted the World's Water	420
2	7	Minimising Pollution in Adriatic Dalmatia	328
3	18	WAVE- Waste Awareness – Volunteer Effects	266
4	2	Children of the Black Sea Hand in Hand	185
5	8	Sea, Eco, Art Activity (SEAA) SHORE Project	111
6	13	Digital Efforts to Save Seas & Oceans	103
7	29	AMB Admire Marine Biodiversity	95
7	27	Through a River to the Ocean	95
7	23	KLG SEAfetyNet - Safeguarding Aquatic Biodiversity Through International and Intergenerational Network	95
10	21	Let's Make a Difference for the Black Sea	88
11	12	e-Oceans: Connecting Youth, Protecting Seas	86
12	14	Microplastics Assimilating by Chemical Oxidation Treatment	84
13	28	SeaQuest: A Fight Against Water Pollution	80
14	16	Ocean Explorers	78
15	15	Danube Water Pollution Project	77
16	11	Art as a Tool for Ocean Literacy	73
16	1	Feel the Nature Heal the Ocean	73
18	6	Deep Blue Awakening	67
18	9	BLU-ECHO: Blue School Calendar for Hands-on Ocean Education	67
20	10	Forging Ocean Defenders through Art and Technology	64
21	25	The TRIO Project by Rajaa School: Through a River to the Ocean	60
22	24	Blue Seas of the Future	52
23	22	Thousand-Faced Danube	51
24	4	Towards a Zero Marine Plastics Education through Mission Based Learning co-creation approach	50
25	17	Renewable Marine Energy: Harnessing the Power of the Sea	49
26	3	Protect Sea,Heal the World	47
27	26	Discovering and Protecting Our Marine Natural Wealth Using ICT	43
28	19	Alerting Communities to Marine Pollution	41
29	5	Improving Island Literacy and Fight Against Climate Crisis in Marmara Island	38

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