Science For You NPC
(EPISTIMI GIA SENA ASTIKI MI KERDOSKOPIKI ETAIRIA)
(SciFY/ Greece)

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Organization Description

SciFY (https://scify.org/en/) is an IT SME and a not-for-profit organization that develops cutting-edge information technology systems and freely offers them to all, including the design, the implementation details, and the support needed, in order to solve real-life problems.

We use our expertise in Artificial Intelligence and other technologies, and a strong network of collaborators (universities, research institutes, NGOs, and companies) to **bridge scientific innovation with society's needs** and collaboratively produce new solutions.

Founded in 2012, SciFY now has a personnel of 21, a volunteer base of 10+ people, and some awards and distinctions at a national and international level**.** Indicatively**,** SciFY has been evaluated to be in the top 5% of the NGOs in Greece in terms of Transparency, Organization, and Effectiveness by independent evaluators and the #1 company in Lefkippos Technological Park.

SciFY's current Areas of Interest and expertise are:

1. Artificial Intelligence
2. Education and Science Dissemination
3. Innovation and Entrepreneurship
4. Assistive technologies for persons with disabilities
5. Democracy and Civil Society
6. Environment & Sustainability

We bring about social change through successful technology transfer initiatives that stem from real societal needs.

To do this, we combine four kinds of actions: a) We develop and freely share IT tools, b) we mobilise ecosystems that jointly produce value, c) we manage the innovation process, and d) we disseminate knowledge to deliver results on the above impact areas, as described below.

SciFY develops and shares IT tools by offering them for free, under open-source licences. We employ agile development methodologies to effectively produce results in a cost-effective manner.

It manages the innovation process and mobilises ecosystems that co-create value: SciFY engages key stakeholders and interested parties in every project throughout the whole process (from needs analysis and design to dissemination and exploitation activities). All of SciFY's projects are built around the creation of strong alliances with partners and stakeholders that have a mutual interest in solving social problems. This consistent practice has built skills within SciFY, such as early definition and inclusion of interest groups, networking, mobilising civil society organisations, creating win-win solutions, inclusive design, collaborative product development, remote collaboration, etc. In this way, SciFY creates multiplier effects way beyond its organisational size.

It disseminates knowledge: Through a series of initiatives (like SciFY Academy and Pioneers for AI), it develops skills, spreads knowledge, and creates networks of supporters. SciFY also creates support and educational material for all its projects, and continuously engages with the community in this field.

These actions are organized through the offer of 6 bundles of services:
1. Software and AI solutions creation
2. Communication and Networking
3. Innovation Management / Product development guidance
4. Gaming and Gamification
5. Innovative Education / Skills development
6. Fundraising support

SciFY has extensive experience in bridging a) research results, b) technology, c) education, and d) entrepreneurship. It has turned research results into products and ignited further interest around them in all aspects of the knowledge triangle.

SciFY's **social impact** has exceeded **240,000 beneficiaries**.

Expertise

Software and AI solutions: SciFY has great expertise in product development and software engineering, having completed more than 250 IT projects (Software and AI solutions) during the past decade.
SciFY's engineering, UI/UX, and marketing teams specialise in the full product development lifecycle, from stakeholder engagement & discovery to product delivery/maintenance and continuous user-centric, data-driven improvement. SciFY has delivered Web applications, Platforms, Serious Gaming solutions, MOOCs, CMS systems, Artificial Intelligence, Machine Learning, Natural Language Processing Solutions, APIs, Data Integrations, Analytics, Business Intelligence, and Big Data in various sectors, as explained below.

Assistive technology for persons with disabilities: We have been working with the disability community to develop assistive technologies for persons with disabilities and have been awarded at an international level for our work.

SciFY is a member of the European Association of Service Providers for Persons with Disabilities **(EASPD)**, which represents over 20,000 social and health support organizations. EASPD has over 200 direct members and observers spanning over 50 countries, operating primarily across the 46 Council of Europe member states and the European Union. This provides us with opportunities to connect, collaborate, and exchange knowledge and practices with one of Europe's largest networks of disability service providers, strengthening our participation in European initiatives and partnerships.

All of our solutions are used every day by thousands of users. Major Greek institutions are key users, and the impact is constantly increasing inside and outside Greece.

- We have created a series of educational games for blind children (e.g., project LEAP, www.gamesfortheblind.org), played by thousands of children.
- We have provided tools for special education teachers with Memor-i and Memor-i Studio. Our games for the blind have been approved for use in schools in Greece by the Ministry of Education and have been awarded internationally.
- We have created solutions for persons with cerebral palsy, their carers, occupational therapists (Talk and Play), and a content Marketplace for professionals.
- We have created an online game for children with cerebral palsy ("Taxidiotes" - "Travellers") that is being used by special education schools all over Greece.
- With projects ICSee and ICStudy, we have provided free solutions to persons with severe visual impairments in everyday life and in the classroom.
- With our diAnoia app we help thousands of persons at the early stages of dementia and their carers. We have also created a Marketplace for professionals
- Other projects deal with different disabilities (FeIRd).
- SciFY has organised many educational events on Assistive Technologies, with prominent speakers, bringing together hundreds of people in the ecosystem, and creating training material accessed by thousands through its online library.
- We have been working with international partners in EU projects towards inclusive education using the power of technology and research results (EICON and Q4ADHD EU projects).
- SciFY has participated in the 21 mil.- H2020 project SHAPES, in which we collaborated with 35 other partners from 14 countries on active ageing using the power of technology, ecosystems, and support communities.

Artificial Intelligence: SciFY has extensive experience and know-how in the field of AI. It specialises in areas such as text and data mining and natural language processing. This knowledge and experience are further strengthened through a strategic partnership with NCSR Demokritos (one of the largest research institutions in Greece). Our initiative, "Pioneers for Artificial Intelligence", was distinguished twice by UNESCO's

IRCAI in the "100 Top AI projects" contributing to the Sustainable Development Goals. SciFY:

- Prepares citizens and businesspeople for AI. 3,000+ students, citizens, scientists, and businesspeople have attended SciFY's educational events on AI. Through presentations and workshops, we helped attendees:
    - Understand basic concepts of artificial intelligence,
    - Understand practical business applications in many areas: speech recognition and synthesis, bioinformatics, big data exploitation, sentiment analysis, etc.
- Helps businesses boost results with AI. SciFY has successfully helped companies innovate with AI in different sectors, including:
    - legal sector (legal documents clustering/annotation)
    - Pharmaceutical sector (support innovation for the development of new medicines)
    - news industry (automatic news summarization)
    - consulting in human resources (personnel selection, business meetings analysis)
    - telecommunications sector
    - NGOs
    - local governments

  In this context, it collaborates with ahedd Digital Innovation Hub and Smart Attica (the European Digital Innovation Hub). This expertise gives SciFY a business-centric perspective and experience in many domains/sectors.

- Creates and publicly offers free AI solutions. Indicatively:
    - SciFY developed NewSum, the world's first application to create automatic news summaries from many sources, implemented it in two languages, and offered it for free. Thousands of users have used it daily for real-time pluralistic news coverage. NewSum technology has been used by international news sites and applications such as palo.gr.
    - In collaboration with organisations such as the Bodossaki Foundation and NCSR "Demokritos," we developed other free AI resources such as a news portal for Civil Society organisations and content personalization technologies.
    - It developed "Thales" an online application that – through playing – allows people, even those with zero experience in Artificial Intelligence, to understand concepts like the use of algorithms and decision trees
- Uses research results to create working solutions. SciFY develops innovative tools and runs pilot projects (e.g., JedAI) - in collaboration with research institutes and universities such as Université PARIS 5, Athens University, NCSR "Demokritos", and Harokopio University - with applications for the analysis of open comments (Open Comments Analyzer), for sales contact gathering (Contact Harvester), for creating new materials (Make-a-zif) etc.

This liaison and close collaboration with Research Institutions, offers SciFY the experience to understand the needs of and interact with researchers and have access to a vibrant AI innovation ecosystem.

- SciFY is a member of the 'DIGITAL SME Focus Group on AI' for co-forming the European Framework of Artificial Intelligence. Among 100 companies from all over Europe, SciFY was also selected to contribute to the goals of the initiative:
    - Monitoring the development, adoption, and impact of AI by companies
    - Provide immediate feedback on EU policies and regulatory needs.

Democracy and citizen engagement: SciFY has been acting to strengthen e-participation initiatives and e-democracy in many ways. SciFY is a member of the ECAS (European Citizen Action Service) network. In addition, SciFY collaborates extensively with **civil society organisations and NGOs** at national and European level, developing technological solutions and tools, providing AI expertise and supporting capacity-building. Our partners include organisations such as WWF, ActionAid and other social impact organisations. Indicatively, SciFY:

- through the IDEU EU Project, it enables citizens to shape the future of Europe's digital transformation. A future that "leaves no one behind".
- with the CODE EU project, empowered citizens to co-create policies with decision makers through Crowdsourcing, ICT, and AI.
- participated in the awarded "Smart eDemocracy Against Fake News - SMARTeD" Project, training citizens on how to deal with populism and fake news;
- participated in the EUCROWD EU project (establishing a framework for an EU-level pilot of crowdsourcing on the Future of Europe);
- has created "DemocracIT", an online platform for the public consultation of draft laws
- strengthened news pluralism through the NewSum app (automatic news summarization from multiple sources);
- has issued the "White Paper: Brief overview of current practices for open consultation";
- organizes events and hackathons in Data Journalism,
- has created an open-source crowdsourcing platform (already used by the NGO ECAS in many projects) that harnesses the power of gamification to ignite involvement;
- Since 2016, it has participated in and co-organized events within the Athens Democracy Forum along with The New York Times and journalists from EU countries; in 2018, the event we organized within the Athens Democracy Forum was funded by the EU project "The Athens Storytelling and Democracy Project" which aimed at educating and familiarizing young journalists from all around Europe on e-Democracy in Greece.

Civil Society Support: SciFY has been working with civil society initiatives to support their work and has been igniting new ventures. SciFY is a member of the **Civil Society Alliance Greece,** offering access to the key CSOs in Greece. What is more,

- SciFY has trained 10 NGOs in AI, including their high-level executives in the "Pioneers for AI" community.
- We train and Empower NGOs and Volunteers with the VolunTECH EU Project.
- SciFY includes NGOs as contributors to its SciFY Academy events, helping them spread their work and showcase their work with a focus on innovation.
- SciFY collects needs from NGOs and initiates IT-supported projects with a strong social impact.
- Fireathon is an innovative social innovation project that mobilised and supported citizens to create and implement tech-based solutions to fight wildfires in Greece, in collaboration with companies and local authorities.
- VoluntEasy is a volunteer management platform that has been developed for the Municipality of Athens (Greece) to be used by different offices and users in different locations to manage its volunteers, and offered under open source licenses to accommodate the needs of other NGOs.
- SciFY has created IT support tools for NGOs (such as Job-Pairs and Vouliwatch)

Education and skills development:

- SciFY trains and provides access to supported employment to Persons with Disabilities as data annotators, so that they can help train AI models. This will help PwDs build new skills needed in the market and make AI systems more inclusive. (Project PwDs Pioneers in AI)
- SciFY has been introducing innovative and inclusive educational tools. It has developed educational games for blind children in 3 languages, which are currently being used by schools, institutions, and individuals around the world. It has created software to allow persons with cerebral palsy or aphasia to build mental skills. It has created a platform that allows teachers (including special education teachers) to easily create inclusive educational games. Within the Erasmus+ project Q4ADHD, it has created an online tool to help VET providers be more inclusive towards persons with ADHD.
- The SciFY Academy initiative includes training events, a knowledge centre, educational games, and a supporting community.
- The SciFY Academy *events* include workshops and presentations on Entrepreneurship, Technology, Programming, Innovation, and our 4 impact areas (Assistive technologies, eDemocracy, Business Intelligence, and Civil Society Support) to spread knowledge and develop skills. Thousands of people have attended the events.
- SciFY has collaborated in many Erasmus+ projects (e.g., training medical students in AI and soft skills [project AIIS], SME executives in AI and Circular economy [AI4Green], teachers in social entrepreneurship [EnSoEd]

- SciFY has also been creating educational material around the aforementioned areas for various target groups. The material ranges from white papers on e-Democracy to presentations on personalization, to instructions for special education teachers and game developers on developing games for the blind.
- SciFY has taught IT skills to underprivileged youth (Epikentro project in collaboration with ActionAid Hellas)
- SciFY has created a STEAM game for Astronomy (The Moondiver Xperience), which is also very successful. It is also used by prominent astronomy organisations in Greece for educational purposes.

Environment: SciFY is at the forefront of numerous initiatives, collaborating with various organisations and projects, all focused on making a substantial contribution to environmental sustainability. Indicatively, SciFY is working on:

- Co-Deciding Europe, a 3-year project where 16 EU organizations collaborated on building the framework for Air Quality in Europe through the largest crowdsourcing campaign in the EU.

- AI4GreenSME project, in which we provide training in Artificial Intelligence to SMEs and decision-makers, facilitating their role in promoting the transition towards a green and circular economy, aligned with the fundamental principles of the EU Green Deal.

- Training Environmental NGOs in Artificial Intelligence to empower them to harness the potential of AI to address environmental challenges more efficiently ("AI Pioneers in Civil Society" Initiative). We trained 3 NGOs working on environmental issues at a national and international level and helped them prioritize AI-enabled initiatives.

- Educational Activities focused on the Environment. SciFY has organized free educational events, such as Air Quality, Energy, Livable & Resilient Cities, Waste Management, etc. In these events, academics, businesspeople, and NGOs present innovative ways to move forward. We have also enriched our Online Library with the educational material presented in these events.

- In collaboration with the National Observatory of Athens, it consults the Athens International Airport on its climate adaptation strategy.

- Fireathon, an initiative where citizens implemented tech-based solutions to prevent and fight wildfires in Greece, in collaboration with companies and local authorities.

- Prometheus: Innovative Upskilling Initiatives for Researchers working on environmental solutions. SciFY collaborated with SRI International to train research groups working on sustainable building materials and eco-friendly shipping in the skills needed to move their ideas and research forward (the role of AI and Technology Transfer).

- Communication & Dissemination of environmental projects such as AKEISTHAI for the utilization and exploitation of self-healing cement and "Make a ZIF" project, in which we have created an online, AI-powered tool to help researchers and students understand and innovate in gas separations (a widely used and very energy-consuming process).

Dissemination, Communication & Exploitation of Research Results: SciFY helps Research Institutes, Universities, and EU Project consortia to:

A. ***Disseminate research*** results in a very efficient way. Indicatively:

- We have developed numerous *websites, web apps, and platforms* with all the needed guidance to clarify the expected value for the target group of the website. (SOPS4RI, XR4Human, Poiesis, RESIN Green)
- We have developed *know-how on creating accessible websites*, in line with the European Accessibility Act. SciFY ensures that websites developed are inherently accessible. This means that accessibility is included in every aspect of the development process. (indicative websites https://re4green.eu/ , https://resingreen.eu/)
- We build the *Brand and visual identity* of projects, which include logo and style guidelines (graphic elements, typography, color palette, etc) according to the needs of each project.
- We create *Dissemination assets* such as posters, newsletter templates, and other documents, such as meeting agendas, report templates, etc.
- We have successfully implemented impactful dissemination for various projects by:
    - Developing dissemination plans,
    - Initiating stakeholder mapping,
    - Organizing events, hackathons, and workshops,
    - Building or mobilizing communities,
    - Offering open source sustainability,
    - Creating educational repositories.

B. ***Exploit results*** in an impactful way, through:

- *Exploitation planning* and stakeholder mapping
- *Software* development
- *Community building*
- *Business Planning,* which may include: Creation of Business Model Canvas, Business consulting for innovation integration, Exploitation of Research Results, and Proofs-of-concept.

Social Entrepreneurship: All of SciFY's projects are social entrepreneurship projects. SciFY has a portfolio of numerous projects and products that have started as ideas/research results and have turned into final products that are used by thousands of people and organisations, and supported by a community of contributors. They have a significant social impact and are reusable, allowing others to create new ventures on them. They are all offered for free under open source licences, creating a basis for other social entrepreneurs to use either for free or in other business models (e.g., freemium models). In this way, organisations have already started reusing SciFY's solutions to

bring more results for society. At the same time, in some cases, SciFY itself uses its expertise to provide paid solutions to the community it serves.
Indicatively, SciFY was a partner in the EnSoEd EU project (Innovative Teacher Training in Social Entrepreneurship) and is organising social innovation /entrepreneurship projects such as the Fireathon (organising and guiding citizen teams to create tech-based solutions for wildfires and implement them in collaboration with local authorities). SciFY is featured in JRC's report "EntreComp into Action - Get inspired, make it happen: A user guide to the European Entrepreneurship Competence Framework"

Serious Gaming: SciFY is sharing its know-how and experience in Serious and Inclusive Gaming in multiple ways:

- We created "The Moondiver Xperience", a STEM educational game in the area of astronomy. The game has reached 8,500+ downloads in its first 3 months and is being used by prominent astronomy organisations in Greece for educational purposes.
- We developed Inclusive Serious Games for visually impaired persons (Games for The Blind & Memor-i),
- We created Educational Games for persons with mobility & speech limitations (Talk and Play).
- We have created an online game for children with cerebral palsy ("Taxidiotes" - "Travellers") that is being used by special education schools all over Greece.
- We have trained other NGOs in using gaming to reach their goals
- We are consulting companies and creating serious games for them to help them reach their objectives.
- We have organised tournaments of serious games. In these, we included persons with disabilities and the elderly.

Research/Knowledge Valorization: SciFY's mission statement is practically Knowledge Valorization. Therefore, it has a strong and growing track record in the field, serving as a trusted bridge between research outputs and societal or market applications. By leveraging its technical expertise, innovation management know-how, and co-creation methodologies, SciFY transforms scientific findings and technological advances into tangible, scalable solutions with high social impact. It works closely with research institutions, universities, NGOs and innovation ecosystems to ensure that knowledge does not remain in academic silos but is translated into tools, services, and initiatives that benefit communities.

Key valorization activities include:

- **Co-creation of usable products from research outcomes**: SciFY specializes in identifying real-world use cases for research results, engaging stakeholders early, and iteratively co-designing and prototyping impactful tools (e.g., NewSum, Open Comments Analyzer, Games for the blind).
- **Innovation process management**: From idea to exploitation, SciFY supports the full valorization lifecycle: stakeholder engagement, prototyping, pilot testing, dissemination, and scaling strategies.

- **Capacity building**: Through targeted initiatives (e.g., Prometheus, AIIS, AI4Green), SciFY upskills researchers and innovators in areas such as AI integration, entrepreneurship, and technology transfer.
- **Communication and exploitation support**: SciFY offers dissemination, branding, and exploitation services for EU-funded projects to maximize research uptake and sustainability (e.g., SOPS4RI, RESIN Green).
- **Ecosystem mobilization:** By connecting academia, civil society, and industry, we create communities around research results and drive collaborative uptake and re-use.

Through these actions, SciFY acts as a catalyst for unlocking the societal and economic value of research.

SciFY has extensive experience in bridging a) research results, b) technology, c) education, and d) entrepreneurship. It has turned research results into products and ignited further interest around them in all aspects of the knowledge triangle. Some of the many examples include automatic news summarization services (NewSum), games for the blind (LEAP, www.gamesfortheblind.org), and "The Moondiver Xperience". In these cases, SciFY a) used high-end technology from research institutes (Natural Language Processing, Binaural Sound research, etc.), b) created a product, c) shared new knowledge with the community through targeted events and new training material, and d) managed to ignite product adoption.

Overview of Key Personnel

Georgios Giannakopoulos, PhD (Male, AI/NLP/Machine Learning/Systems Architect, https://gr.linkedin.com/in/ggianna) is SciFY's CEO, an AI Researcher (SFS, Grade B) at NCSR "Demokritos" and the Scientific Officer of the ahedd DIH. He has more than 15 years of AI-related experience on national- and EU-funded, but also industrial projects. He brings more than 20 years of IT consulting and software engineering expertise in domains such as AI and Natural Language Processing, Data journalism, Biomedical informatics, the Semantic Web, and others. He is a member of the Hellenic Artificial Intelligence Society (EETN) and a member of the European Chapter of the Association of Computational Linguistics (ACL). He has contributed to the design and implementation of several MSc programmes (MSc in AI, MSc in Data Science, MSc Quantum Computing & Quantum Technologies, MSc in Cognitive Science). He also contributed at a national policy-making level through the Sectorial Scientific Council on Data Policy and A.I. of the National Council for Research, Technology and Innovation (2021-2022). He has contributed to the Greek National Strategy on AI, as well as to several national and international working groups on Data Policy, AI, and Social Innovation. He has contributed to more than 90 scientific publications (up to the Q3 of 2022) with more than 1300 citations. He also authored the first Greek book on AI that addresses non-expert and expert audiences alike, under the title "AI: A Subtle Demystification" in 2021. George also strongly contributes to the democratisation of AI knowledge by co-organizing a number of international and national events on the research and application of ICT and AI. He has contributed through more than 50

presentations and tutorials related to AI and its application, in several events and settings (science festivals, SciFY Academies, TEDx, dedicated school events, scientific conferences, etc.). Through the “ahedd” Digital Innovation Hub in NCSR Demokritos, he contributes to the digital and AI-transformation of organisations and groups, and the tech empowerment of several start-ups. Finally, he has initiated and leads the “1000 Pioneers for AI in Greece” project, aiming to bring AI to the wider public through targeted training and innovation actions, with tens of beneficiary companies and people to date (end of 2021).

Alexandros Tzoumas (Male, software development, https://gr.linkedin.com/in/atzoumas)
He has 15 years of experience in a series of software engineering roles in technology startups, EU projects, NGOs, open source projects, and big companies in the retail, telecom, and banking sectors; an agile engineering advocate with extensive experience in leading multidisciplinary teams, building successful technology products and platforms. He is a graduate of the Department of Applied Mathematical and Physical Sciences of the National Technical University of Athens (NTUA) and is currently SciFY’s CTO.

Vassilis Giannakopoulos (Male, market research/marketing, gr.linkedin.com/in/vgiannakopoulos) received his Bachelor’s degree in Marketing and Operations Research and his Master’s Degree in Human Resources Management from the Athens University of Economics and Business. He has 20 years of working experience in the private sector (marketing and market research), public, and third sectors. He has been SciFY’s Marketing and Social Impact Manager for 12 years, working on Funding, Marketing, Product development, and Innovation management. He has led numerous successful and awarded social innovation projects that range from disability and e-democracy to entrepreneurship and innovation. He has secured funding from multiple channels (EU projects, CSR, and commercial projects) and has built successful collaborations across many sectors and geographical areas.

Aris Kosmopoulos (Male, AI expert, software development, https://gr.linkedin.com/in/aris-kosmopoulos-9078245) graduated from the Athens University of Economics and Business in Computer Science in 2005 and received his MSc from the same department in 2007. He has concluded his PhD in machine learning (Large Scale Hierarchical Classification) at NCSR "Demokritos" in collaboration with the Athens University of Economics and Business. He has more than 10 years of experience in software development, with a focus on Big Data. He also has more than 7 years of experience in European research projects (BioASQ) and challenging organizations such as the LSHTC challenges. His post-doc is related to Holistic Summarization (industrial fellowship). Besides his AI expertise, he is a gaming expert, having contributed to key serious games developed by SciFY.

Pavlos Isaris (Male, software development, https://www.linkedin.com/in/pavlosisaris/) is a graduate of the Department of Informatics of the Technological Educational Institution of Athens. He has been working for SciFY as a Software Engineer and has participated in the development of numerous open-source projects, including mobile apps and mobile games, as well as desktop games and web applications. Pavlos has more than 8 years of professional experience in a plethora of software engineering and project management roles in technology startups, EU projects, NGOs, and open-source

projects, as well as teaching. As a Senior Software Engineer at SciFY, Pavlos has participated in the design and implementation of SciFY's open-source web and mobile projects and helped SciFY successfully participate in 10 EU projects (Horizon 2020, Erasmus+, Europe For Citizens). He has also helped 2 start-ups build their Minimum Viable Product using agile methodologies, staff, and organize their IT departments. Additionally, Pavlos has taught programming and AI to more than 100 kids and teenagers.

Fotis Papastergiou (Male, Product Management, https://gr.linkedin.com/in/fotis-papastergiou) has a decade of experience in software development as product manager and 15+ years of business experience overall, with roles across SMEs' digital transformation, software development, EU projects, NGOs, Distributed-ledger technologies (DLTs), over a wide range of sectors such as Payments, Open Banking, Music, and Health. With a strong academic background in economics and entrepreneurship, Fotis holds a Bachelor's degree in Economics from the University of Piraeus, a Master's degree in Cultural Economics and Entrepreneurship, and is currently pursuing a Master's degree in Social and Solidarity Economy. His interdisciplinary education has provided a solid foundation for his career, combining business acumen with a deep understanding of the social and cultural aspects of economic development & technology. Currently, he works at SciFY as a Product Manager.

Despoina Chalvatzi (Female, project and events management, https://gr.linkedin.com/in/despoinachalvatzi) is SciFY's Project & Event Manager. She is a graduate of the Technological Educational Institution of Chalkida in Business Administration. She has successfully initiated a series of monthly educational seminars, the SciFY Academy events. She has experience as a Project Manager (Erasmus +, EEA Grants, etc) while contributing to fundraising and marketing actions. She is also responsible for issues of social impact, accountability, and transparency.

Evangelia - Nazeli Papadaki (Female, Marketing Executive and Event Manager, https://www.linkedin.com/in/nazeli-evangelia-papadaki-b5520a213/). Through her experience at SciFY - Science For You since June 2023, she has been driving digital marketing initiatives, including social media management, newsletters, content creation, and email marketing. Her role also extends to contributing to strategic marketing planning, organising events, and managing various projects. With 15 years of experience in the advertising field, she has held positions such as PR & Communication Assistant, Advertising Assistant, and Account Coordinator, gaining expertise in event organisation, project coordination, and team management. She graduated from the Athens University of Economics and Business with a specialisation in Marketing within the Department of Business Administration.

Eftychia Georgiadi (Female, Programme Development & Project Management, https://www.linkedin.com/in/eftychia-georgiadi-she-her-5a382a58/) is a Psychologist with a Master of Advanced Studies in Criminology from Panteion University of Social and Political Sciences. She has over 15 years of experience in the civil society and humanitarian sector in Greece, in field-based, managerial and leadership positions. She has 7 years of experience in the management and coordination of various donor-funded projects and programs (CERV, AMIF, EEA & Norway Grants e.t.c.), including 5 years overseeing multi-million-euro portfolios and leading the Programs Department of the

Greek branch of an international humanitarian organization. Her work has spanned program strategy, design, and implementation across multiple sectors, and she has successfully secured and managed funding from diverse national, EU, and global donors. She has also worked in Quality Assurance within a tech team and contributed to the development, testing, and pilot roll-out of a human-in-the-loop conversational AI assistant in two countries within the humanitarian sector, ensuring a safe, ethical, and human-centered deployment.

SciFY has participated in the following projects that are funded by the European Union:

Applicant Organization	European institution, service responsible, and programme	Agreement no.	Project duration	Title of the action	Amount of the grant for SciFY (in EUR)
Sofia University	ERASMUS+	2016-1-BG01-KA202-023714	01 September 2016 - 31 August 2018	Quality Assurance in VET for learners with attention deficit hyperactivity disorder - Q4ADHD	32,361 €
INEPA	Europe for Citizens	577356-CITIZ-1-2016-1-SI-CITIZ-CIV	01 September 2016 - 28 February 2018	European Citizens Crowdsourcing - EUCROWD	17,500 €
ManaBalss	Europe for Citizens	2018 – 1726 / 001 – 001, ID: 601576	01 September 2018 - 01 December 2019	Smart eDemocracy Against Fake News - SMARTeD	15,500 €
Technical Institute for Tourism Cristoforo Colombo	Erasmus+ KA2: Strategic Partnerships	2018-1-IT02-KA201-048047	01 September 2018 - 31 August 2021	EnSoEd: Innovative teacher training on social entrepreneurship	39,563 €

Applicant Organization	European institution, service responsible, and programme	Agreement no.	Project duration	Title of the action	Amount of the grant for SciFY (in EUR)
Institut für Technologie und Arbeit (ITA) e.V.	Erasmus+ KA2: Strategic Partnerships	2018-1-DE02-KA202-005110	01 November 2018 - 31 October 2020	Enhancing inclusion capacity of educational organisations / institutions providing VET with information and communication technologies (ICT) - EICON	6,000 €
Maynooth University	H2020	857159 - SHAPES – H2020 – SC1-FA-DTS – 2018-2020	01 November 2019 - 31 October 2023	SHAPES – Smart and Health Ageing through People Engaging in Supportive Systems	240.000 €
Universidad de Salamanca	Erasmus+ KA2: Cooperation for innovation and the exchange of good practices - Knowledge Alliances	621534-EPP-1-2020-1-ES-EPPKA2-KA	01 November 2020 - 31 October 2023	Artificial Intelligence, Innovation & Society, the future of medicine / AIIS	74.140 €
Folkuniversitetet, Stiftelsen för Kursverksamhet vid Uppsala Universitet	Erasmus+ Programme, Key Action 2: Strategic Partnerships	2020-1-SE01-KA202-077844	01 October 2020 - 30 November 2022	Enhanced Quality Assurance in the Financial Training - EQAFIT	29.158 €
Comune di Torino	European Social Fund and the EU Programme For Employment and Social Innovation “EASI”	VS/2021/0191	17 May 2021 - 16 May 2023	Social Innovation EcosystEm Development - SEED	27.550 €

Applicant Organization	European institution, service responsible, and programme	Agreement no.	Project duration	Title of the action	Amount of the grant for SciFY (in EUR)
CAMARA OFICIAL DE COMERCIO INDUSTRIA, SERVICIOS Y NAVEGACION DE VALENCIA	Erasmus+ KA220-VET - Cooperation partnerships in vocational education and training	KA220-VET-CCFD9340	01 November 2023 - 31 October 2025	AI4Green SME	34.380 €
FRAUNHOFER GESELLSCHAFT ZUR FORDERUNG DER ANGEWANDTEN FORSCHUNG EV (Fraunhofer)	Digital Europe Programme (DIGITAL)	101146490 — DeployAI — DIGITAL-2022-CLOUD-AI-B-03	01 January 2024 - 31 December 2027	DeployAI	813.065 €
European Citizen Action Service	CERV	Grant Number 101147200	01 June 2024 - 31 May 2026	Inclusive Digitization in the EU - IDEU	18.355 €
Plataforma de Voluntariat de la Comunitat Valenciana (PVCV)	Erasmus+ KA220-YOU - Partnerships for cooperation in the youth field	Project No.2024-1-ES02-KA220-YOU-000253869	01 October 2024 - 30 September 2026	Virtual and TECHnological VOLunteering as a tool to promote civic values and social entrepreneurship - VolunTECH	39.620 €
Dublin Chamber of Commerce	Erasmus+ KA220 VET Cooperation Partnerships / Small Scale Partnerships	Project number: 2025-1-IE01-KA220-VET-000350615	01 November 2025 - 31 October 2028	Strategic partnership to educate managers towards the use of Ethical Artificial Intelligence in European Corporations - EAI Corp	64.450 €

Administrative and Contact Information

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Type of Organization	Private Not-for-Profit Company
Is the partner org. a public body?	No
Is the partner org. a non-profit?	Yes

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