



## Regional Competition for Europe: Innovative Digital Solutions for an Accessible Europe

ITU-EC Forum for Europe “Accessible Europe: ICT for ALL”  
12-14 December 2018 in Vienna, Austria



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ITU and European Commission have joined efforts to hold the first edition of “**Accessible Europe: ICT for ALL**”, ITU-EC Forum for Europe which will take place from 12-14 December 2018 in Vienna, Austria. As an integral part of this Forum a Regional Competition on Innovative Digital Solutions for an Accessible Europe is being organized.

Information and Communication Technologies (ICTs) have a vital role for ALL people’s empowerment and represent an enabler for inclusion in the society. For persons with disabilities (PwD) ICTs can remove barriers and help them to have an independent life, enjoy education, get a job or participate in cultural event or political processes. Therefore, it is crucial to join efforts at an institutional and international level to identify and remove accessibility barriers to enable human development and social inclusion of Persons with Disabilities (PwD) – and **promote innovative solutions that leverage the opportunities of ICT to foster equal inclusion of all and reduce the digital divide, particularly for Persons with Disabilities, enabling them to participate in and benefit from the Information and Knowledge Society.**

We look forward to **submissions to the competition – in form of available solutions – by 29 November 2018.**

Winners will receive the opportunity to present their solutions during the ITU-EC Forum for Europe “Accessible Europe: ICT for ALL.”

For more details on the event and competition, please visit the event website at [www.itu.int/en/ITU-D/Regional-Presence/Europe/Pages/Events/2018/AE/AccessibleEurope.aspx](http://www.itu.int/en/ITU-D/Regional-Presence/Europe/Pages/Events/2018/AE/AccessibleEurope.aspx), where information on the agenda, registration, logistics, and other useful links are available and constantly updated.

Please be informed that there is no participation fee.



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## **Background**

ITU's Regional Competition for Europe on **Innovative Digital Solutions for an Accessible Europe** aims at promoting the creation and development of new solutions involving digital and mobile applications for any type of platform. This competition is primarily focused on developing innovative and creative solutions to benefit persons with disability, bringing more social inclusion and interaction, comfort and quality of life to their daily routine through assistive technologies.

It is expected that new concepts of digital and mobile applications are developed for use by people with sensory, mobility and cognitive disabilities, which may involve services on the web or be integrated into mobile devices including wearables, peripherals or hardware devices developed by the participant. It is mandatory that the digital or mobile application be developed for most known operating systems for use on smartphones, tablets and widely available assistive accessibility devices or systems/platforms.

The first edition of the **Regional Competition for Europe on Innovative Digital Solutions for an Accessible Europe** seeks submissions on **Solutions that are developed or in final stage development to benefit people with disability**. The competition will help in the promotion of these solutions to reach target audience and relevant institutions for scale up. The solutions submitted to this competition will be analyzed by an evaluation committee. Each member of the committee will assign a score to each proposed solution, according to the following criteria: Creativity, User's Experience, Technology and Solution Development.

## **Participation**

To enter the contest please submit all information you have about your solution as follows:

- a. **Solution Overview:** A high level picture of the solution, containing the main components and the relation between them.
- b. **Components Description:** A detailed description of the components, how they work and how are the interfaces.
- c. **Main Use Case Scenario:** A detailed description of the main solution use case, what are the actors, the sequence of actions, the input and outputs, etc.
- d. **Sample Screens:** At least one or two solution screens and the screen flow.
- e. **Solution:** Access to the solution or application plus instructions, where applicable, to install and run the application.

For items a-c above, please provide in form of one single presentation (suggested maximum: 20 slides). The presentation, sample screens, and the solution are to be uploaded through the submission form.

## **Submission**

The contest will accept proposals from individuals and teams who will have **until 29 November 2018 to submit their proposals** to the Accessible Europe team via the electronic form at [www.itu.int/en/ITU-D/Regional-Presence/Europe/Pages/Events/2018/AE/AccessibleEurope.aspx](http://www.itu.int/en/ITU-D/Regional-Presence/Europe/Pages/Events/2018/AE/AccessibleEurope.aspx)

Please note, that all submissions will be automatically considered for the World Summit of the Information Society (WSIS) Prizes 2019.

For any queries, please do not hesitate to contact us at [EURregion@itu.int](mailto:EURregion@itu.int).



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## **Terms & Ethical Standards**

Competitors are required to maintain an ethical conduct and may be subject to disqualification. Please note that members of a competing team must control the majority of the intellectual property rights of the solution submitted to the competition and must account for the majority of the work and resources put into the creation and prototyping of the solution. Plagiarism will lead to disqualification from the competition. Employees, or persons related to ITU and event partners are excluded from participating in the competition.

## **Evaluation**

After an initial preselection, a judging committee will evaluate the solutions, through assigning scores to all the solutions according to the table of criteria with their respective weight and grade.

CRITERIA	SPECIFICATION	WEIGHT	GRADE			
			LOW			HIGH
<b>Creativity</b>	Innovation-originality of the idea	35	1	2	3	4
<b>User's Experience</b>	Size of the target public benefiting from the solution, or specialty use Impact of the solution in user's life Application with good user experience	35	1	2	3	4
<b>Solution Development</b>	Quality and finishing of the solution presented	20	1	2	3	4
<b>Technology</b>	Artificial Intelligence/Machine Learning Virtual Reality/Augmented Reality Big Data Cloud Computing Internet of Things (IoT) Payment by mobile device Other	10	1	2	3	4

$$\text{FINAL SCORE} = (\text{Creativity} \times 35) + (\text{Experience} \times 35) + (\text{Development} \times 20) + (\text{Technology} \times 10)$$

The sum of all grades obtained by each proposal, multiplied by its weight – in accordance to the formula – will be considered the final score. The solutions will be sorted in descending order of their final score, and the highest score will form the main criterion for evaluation. Final decision on winners are to be taken by the evaluation committee.





## Winning Projects

The winning projects will be awarded with a special recognition of ACCESSIBLE EUROPE. Winners as well as runner ups will be notified prior to the event, and will be given the opportunity to present their solution to an international audience of ecosystem stakeholders, institutional and industry representatives and the interested general public at the Accessible Europe event.

All participants of this regional competition are strongly encouraged to attend the ITU–EC Forum for Europe “Accessible Europe: ICT for ALL.”

The ITU and industry partners, whenever appropriate, will promote the winning projects in national, regional and international events organized in the framework of their mandate, thereby increasing business opportunities to the author/s.

