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# EGALITARIAN

## PARTICIPANT GUIDE

**PROJECT CYCLE 2:**

August 2024 to January 2025



Co-funded by the  
European Union



Erasmus+



**Partners:**



**AALBORG UNIVERSITET**



**UnB**



**Universidade do Minho**



[www.egalitarian.eu](http://www.egalitarian.eu)

*Hey, participant of the  
**ERASMUS+ EGALITARIAN** programme!*

*This guide will introduce you to the 2<sup>nd</sup> Cycle of  
ERASMUS+ EGALITARIAN Programme.*

*The cycle starts with the kick-off event  
**“Egalitarian SDG Challenge: Waste Summit  
Copenhagen 2024”** which introduces the  
students joining projects from the fall (spring in  
Brazil) 2024 and is scheduled to take place in  
Copenhagen, Denmark, on **August 26-30, 2024.***

*We are looking so much forward to having all of  
you onboard this ERASMUS+ experience!*



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# 1

## Overview of the ERASMUS+ EGALITARIAN Programme



Status before 2018

0



Current status

1

*We are here to help build the next steps of evolution of the situation of the Waste Pickers and Waste Management in Brasilia, with projects and solutions that can also be applied in many other places in Brazil and in the world.*

2

## General Context

*Egalitarian can be described as a student-driven initiative that brings together diverse talents to develop solutions to improve the waste management and the life of waste pickers in Brasília, aligned with the 2030 Agenda's goals. Each semester, students undertake different projects within this framework, aiming at maximum impact. So what we want is to enable students to work across countries and disciplines, on real-world problems related to the Sustainable Development Goals. We want to contribute to finding sustainable solutions, and one particular focus area digital solutions for improving waste management and the life of waste pickers in Brasilia.*

*Egalitarian has four partners: University of Brasilia, Saxion University of Applied Sciences, University of Minho and Aalborg University.*

*Erasmus+ is a funding scheme from the European Union, which supports collaboration partnerships - and one of the projects that receive support is Egalitarian. So it is Erasmus+ that makes it possible for us to develop the projects and have the workshops with students and professors from the universities.*

## Joining as an ERASMUS+ EGALITARIAN student

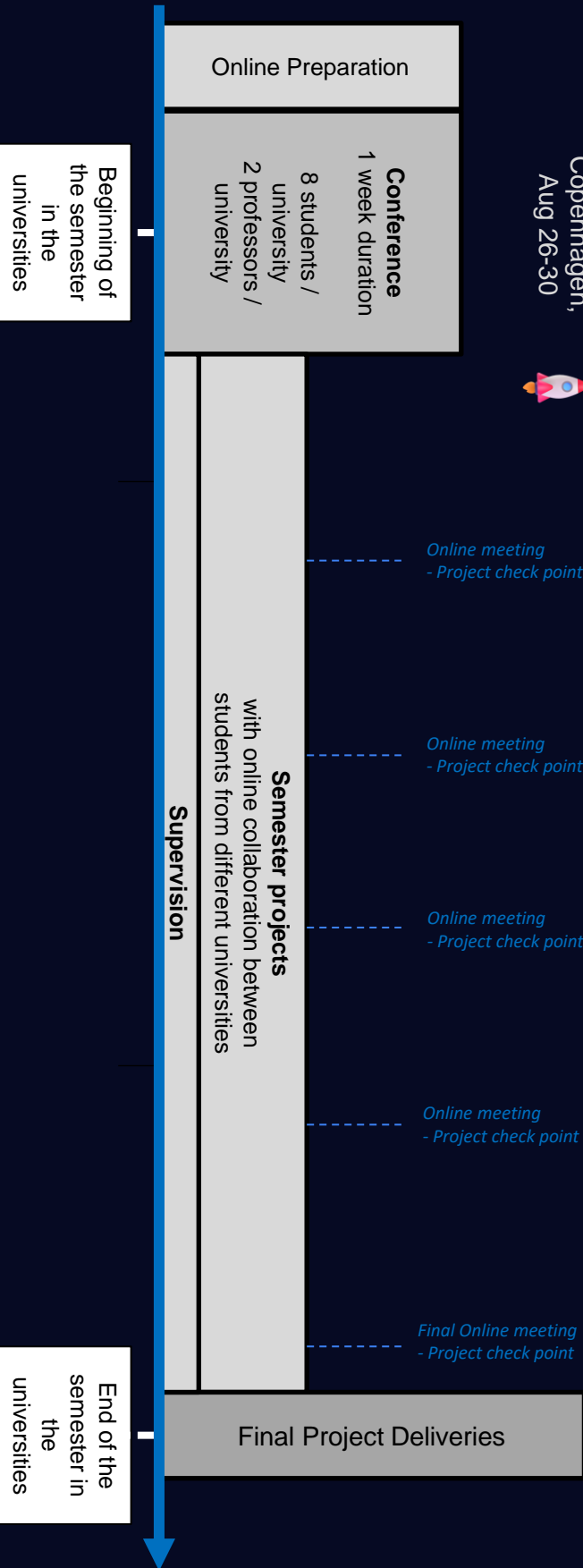
*By joining the trip to Copenhagen, you will be part of the EGALITARIAN ERASMUS+ programme. Your enrollment starts at the event (Late August 2024) and finishes when you deliver your semester project in the fall (January 2025). After the trip in August, you will bring the project scope and idea to your university/country, get more people onboarded in the project and execute your semester project in the context discussed and agreed in Copenhagen. During the semester, you will collaborate online with students from Denmark, Brazil, Portugal and the Netherlands (you will have met students from these countries in Copenhagen :)*

*On the following page, you can check the timeline of activities involving the ERASMUS+ EGALITARIAN students.*

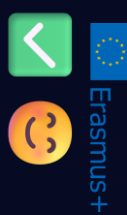


# Aug/24

Copenhagen,  
Aug 26-30



# Jan/25



## KEY DATES\*:

- By July 31: Expected **pre-event info distribution on teams & themes**
- August 26-30: **Physical Event in Copenhagen** 🚀
- September 16, 16:00-18:00: **Online Check Point & Coworking 1**
- September 30, 16:00-18:00: **Online Check Point & Coworking 2**
- October 21, 16:00-18:00: **Online Check Point & Coworking 3**
- November 18, 16:00-18:00: **Online Check Point & Coworking 4**
- January 12: **Final Deadline for Project Report\*\* Submission**
- January 13, 16:00-18:00: **Final Project Presentation** 🏆

\*Dates of check points might change, but any rescheduling will be made with good notice (at least one week before).

\*All timeslots scheduled on CET timezone

\*\*two reports are needed: (i) Project report (the same you deliver to your teacher at your university); (ii) collaboration report, made together with all international students in your theme describing how the team collaborated and how their results integrate together.

# 2

Event in Copenhagen,  
Aug 26-30, 2024

# 2.a)

Event in Copenhagen, Aug 26-30, 2024

# SCHEDULE

## CAPTION:

- Official program
- Unofficial program (optional activities; may have expenses not included)

## Day 1: August 26, 2024

**Meet at Aalborg University Copenhagen, Auditorium (1.008)**

**Focus:** Welcome to EGALITARIAN

9:30 Breakfast & Registration

10:00 Welcome to EGALITARIAN (by Mateus and Severen)

10:30 Our focused problems/projects (by Yas, Pedro, Erik, & Iara)

11:30 Lunch + 1st integration dynamics (Nicholas/Marc lead)

12:30 Workshop on collaboration, teamwork and setting up teams (Team Brazil)

13:30 Teamwork begins

15:30 Checkpoint with team leaders

16:00 Official Picture of the Day at AAU entrance

16:15 End of official day

16:00-17:00 Chill, Gym or Swim at Sydhavn

17:45 We walk from AAU CPH to Teglholmen (Teglholmens Østkaj) to take waterbus 992 to Nyhavn, departing at 18:02.

19:00 We pick something to eat at Broens Street Food

**CAPTION:**

- Official program
- Unofficial program (optional activities; may have expenses not included)

**Day 2: August 27, 2024**

**Meet at Aalborg University Copenhagen, Room 0.091.**

**Focus:** Teamwork, planning EGALITARIAN projects cycle 2

09:00-09:30 Breakfast

09:30-11:30 Teamwork

11:30-12:33 LUNCH at AAU Canteen

12:33-16:00

•Group 1 (50% of our people) leaves from AAU to go to ARC

•Group 2 (50% of our people) go to room and continue teamwork

At 16:00-16:30 Checkpoint for Group 2

16:30 Free Evening

## CAPTION:

- Official program
- Unofficial program (optional activities; may have expenses not included)

## Day 3: August 28, 2024

**Meet at Aalborg University Copenhagen, Room 0.091.**

**Focus:** Teamwork, planning EGALITARIAN projects cycle 2

09:00-09:30 Breakfast

09:30-10:00 Teamwork

10:00-11:00 Lecture on reusing waste (by Michael Jørgensen)

11:30 Teamwork

11:30 - LUNCH

12:33-16:00

- Group 2 (50% of our people) leaves from AAU to go to ARC
  - Group 1 (50% of our people) go to room and continue teamwork
- At 16:00-16:30 Checkpoint for Group 1

- Who were at ARC spends a few minutes on the top of ARC (Copenhill), then just walks to Reffen.
- Those who were at AAU: walk from AAU CPH to Teglhølmens Østkaj to take waterbus 992 to Reffen, departing at 17:02. We arrive at 18:02 at Reffen.

**CAPTION:**

- Official program
- Unofficial program (optional activities; may have expenses not included)

**Day 4: August 29, 2024**

**Meet at Aalborg University Copenhagen, Room 0.091**

**Focus:** Teamwork, planning EGALITARIAN projects cycle 2

09:00-09:30 Breakfast

09:30-11:30 Teamwork

11:30-12:30 **LUNCH**

12:30-16:00 Teamwork

16:00-16:30 Checkpoint

Free Evening (maybe a Thursday bar)

## CAPTION:

- Official program
- Unofficial program (optional activities; may have expenses not included)

## Day 5: August 30, 2024

Meet at Aalborg University Copenhagen, Auditorium (1.008).

**Focus:** Students present their work of the week in an Open day

(Open) 08:45 Breakfast and Registration

(Open) 09:15 Welcome and introduction by Mateus Halbe Torres

(Open) 09:25 The role of students on building impact to the world -  
by Jens Myrup Pedersen

(Open) 09:55 EGALITARIAN Projects' Plan Presentation (by students)

(Open) 12:00 Round-off of EGALITARIAN open event

(Open) 12:05 LUNCH with networking

13:30-14:00 – Event wrap-up, feedback and closing of EGALITARIAN

14:00-15:30 Treasure hunt!

14:00 MC Meeting - Leadership meeting for consolidation of the  
plan and final discussions (Professors and student leaders)

17:00 Final dinner and out in the night



# 2.b)

Event in Copenhagen, Aug 26-30, 2024

## ACCOMMODATION

**The accommodation is managed and booked by your university.** Therefore, you need to be in touch with your professors and supervisors to get any updates on accommodation.

The accommodation recommended by AAU is the hostel a&o Copenhagen Sydhavn. Address link:

<https://maps.app.goo.gl/QgnHCHb1orSFUtr6>

For those who stay there, you will be accommodated in a hostel room. A complete room list will follow. Bed linen and towels will be available when you arrive, so you don't have to bring them.

The hotel will be booked from August 25 (check-in) to August 31 (check-out). Check-in at the hotel will be open from 3pm. Check-out at the hotel need to be done until 10am.

# 2.c)

Event in Copenhagen, Aug 26-30, 2024

## TRANSPORTATION

### ARRIVING IN COPENHAGEN

#### **By Plane**

The main airport in Denmark is Copenhagen Airport (CPH), called Kastrup, located around 2.5km from the city but easily accessible by metro or train.

Another close international airport is in Malmö (MMX). From there it is only a 1.5h train ride to the central station in Copenhagen (København Hovedbanegård).

#### **By train or Bus**

The arrival is most likely at Copenhagen Central Station, also called København Hovedbanegård or København H.

In the next page, we talk about how to get to the event location and to the recommended hostel, which are at walking distance to each other.

## How to get to the event location and recommended hostel

To get to Aalborg University Copenhagen Campus - or to the recommended hostel, which is at walking distance from AAU – you can use public transportation:

- From the airport: You will first need to get to the Central Station (København H) by train (or Norreport by Metro (M2)), then take an S-train (A or E) to Sydhavn (~36.00 DKK) or Metro (M4) to Sluseholmen.
- From Copenhagen Central Station (in Danish København Hovedbanegård): You will need to take the S-Train (A or E towards Køge) to Sydhavn (~18 DKK) or Metro (M4) to Sluseholmen.

Transportation from the hostel to AAU will be easy as the hostel is at walking distance from the university. Some other transportations might be covered by the event, but participants will need to be prepared to take some transportations by themselves (e.g., from Airport to the hostel). We recommend the installation of DSB and Rejseplanen Apps on your phone. It is also an idea to consider to buy a Rejsekort (the card that allows you to use easier the check-in/check-out machines at the stations).



Tickets are the same for busses, trains and metro and depend on how many zones you cross

You can either buy city passes (tickets that gives you unlimited public transport trips within certain time) or separated tickets in stations or on the [DSB](#) or [DOT](#) App\*

You can also find detailed itineraries to travel in Copenhagen with the Rejseplanen App ([iOS](#); [Android](#))

# 2.d)

Event in Copenhagen, Aug 26-30, 2024

## MEALS

**Breakfast** will be provided and sponsored by Aalborg University 30 minutes before the beginning of each day.

✅ **Covered for everybody**

**Lunch** will be served at the university canteen.

✅ **Covered for everybody**

**Afternoon coffee breaks** will be at our event rooms.

✅ **Covered for everybody**

As part of the social activities in the unofficial program, we have some scheduled dinners :) It will be in nice places in the city (check the schedule). Dinner payment depends on the policy at your university. We hope to see everyone there. All locations will have options for people w/ dietary restrictions.

🤔 **Check with your university if any dinner is covered**

# 2.e)

Event in Copenhagen, Aug 26-30, 2024

## ADDRESSES

Aalborg University Campus Copenhagen:

<https://maps.app.goo.gl/pCSaGeLxjnKgJrmy7>

Recommended hostel (a&o Copenhagen Sydhavn):

<https://maps.app.goo.gl/QgnHCHb1orSFUttr6>

ARC: <https://maps.app.goo.gl/K52xQoqfxVaZbCR88>

IDA: <https://maps.app.goo.gl/rXumB7y86WfqRiZFA>

Reffen: <https://maps.app.goo.gl/9A7Xc8SaLgfEmqh17>

# 2.f)

Event in Copenhagen, Aug 26-30, 2024

## COMMUNICATION

The official communication of the event will be done via Discord.

It is important that everyone joins the channel through the link:

<https://discord.gg/Sj9PspY99d>

The daily communication will be done via Whatsapp group.

It is important that everyone joins the channel through the link:

[whatsapp link made private in the public doc]

# 2.g)

Event in Copenhagen, Aug 26-30, 2024

## TIPS FOR THE TRIP

- It is recommended that you come to the trip with a internet package that allows roaming in Denmark. This will make your experience easier. However, you can also buy a SIM card in Denmark.
- The official currency in Denmark is the Danish Krone (DKK). P.S.: Denmark is one of the most digitalized countries in the world and cash is **not** the main choice of payment for most businesses. Therefore, an international credit card will allow you to successfully pay almost everywhere!
- The temperatures in Denmark for the period of the trip will usually vary from 13°C to 26°C Celsius. So it is one of the best moments to enjoy Copenhagen! Sunrise at around 6:00 and sunset at around 20:00.
- **Important:** It is essential that you take out proper insurance for the trip. This is relevant, as the health systems differ from country to country, and you need to make sure you are covered while you are in the trip. If you have any doubts, your local coordinator can assist you in this regard. However, you will need to cover these expenses yourself (or according to the policy of your university).

# 2.h) IMPORTANT STUFF TO BRING

- Laptop, since it will be used during the projects.
- Credit card / Money for other expenses that you will need to pay on your own, such as transport to/from the airport, local bus/subway tickets, dinner, additional food and drinks, optional cultural activities, pocket money etc..
- To the Technical Visit, it will be necessary to wear t-shirt, **pants and closed shoes**. So remember to bring them.
- There will be internet access at the University (Eduroam) and the hotel where you'll be staying. To have internet outside of these locations, you will need to have roaming from your original internet provider, or you can purchase a SIM card, which can be found at the airport or in a convenience store.
- **Important:** it is very important that all the participants read the *Semester Project and Collaboration* section of this guide before going to the trip.



# 2.i)

## Contact Information and Emergencies

- In case of emergencies in Copenhagen or while you are in any side trip in Europe, please contact your university supervisor
- For local support, you can contact via whatsapp Severen Fernandes (Project Manager ERASMUS+ EGALITARIAN) [phone number made private in the public doc] and severenjf@es.aau.dk
- Or Mateus Halbe Torres (Lead Strategic Advisor to the Management Committee & Co-founder of ERASMUS+ EGALITARIAN) [phone number made private in the public doc] and mhoto@es.aau.dk
- Jens Myrup Pedersen: jens@es.aau.dk (Denmark - ERASMUS+ EGALITARIAN Programme Coordinator)

# 2.j)

Event in Copenhagen, Aug 26-30, 2024

## Social Media

- Website: [www.egalitarian.eu](http://www.egalitarian.eu)
- LinkedIn: [www.linkedin.com/company/egalitarian/](http://www.linkedin.com/company/egalitarian/)
- Instagram: [www.instagram.com/egalitarian.eu/](http://www.instagram.com/egalitarian.eu/)



Enjoy Copenhagen! 😊



# 3

## Semester Project and Collaboration

# 3.a) Collaboration and Project Scopes

The ERASMUS+ EGALITARIAN program aims at engaging students to **solve challenges in sustainability, notably focusing on the Waste Management and Waste Pickers issues in Brasília**. Our main goal is to contribute to environmental and social sustainability. If you would like to know more the main context, you can always read here: <https://egalitarian.eu/about/main-context>

In the following pages, we will talk about specific projects.

To achieve this, **collaboration** is in the heart of EGALITARIAN. Internationally and locally, we join forces to make the best results. As a student, you will have a team with people from your university, and this local team will interact to other people and other teams from different universities/countries.

Therefore, effective and timely communication, teamwork spirit, intercultural understanding and focus on building excellent results are essential principles.

# 3.a) Collaboration and Project Scopes

**Preliminary\*** view on who is going to work on what. This might change before the event and, in some rarer cases, during the event if needed.

		EDUCATION	PROJECT
	Iara Gomes Andrade	Production Engineering	EDUCADO
	Luiza Oliveira de Araujo	Production Engineering	Assess/Reduce Company's Carbon Footprint
	Brenda Alves Cordeiro	Production Engineering	Assess/Reduce Company's Carbon Footprint
	Ricardo Accorsi Casonatto	Production Engineering	Data Management System for Cooperatives
	Cainã Valença de Freitas	Software	PUMA
	Yasmim Bezerra Oliveira Altoé	Production Engineering	Portfolio Management
	Pedro Gonçalves Prazeres	Production Engineering	Portfolio Management
	Luís Guilherme Borges Monteiro	Software	PUMA
	João Vitor Silva Garcia	Energy Engineering	Assess/Reduce Company's Carbon Footprint
	Antônio Augusto Maciel Guimarães	Production Engineering	Data Management System for Cooperatives
	Bárbara Isabel Ribeiro da Silva	Industrial Management and Engineering	Assess/Reduce Company's Carbon Footprint
	Mariana de Oliveira Carvalho	Industrial Management and Engineering	Assess/Reduce Company's Carbon Footprint
	Ana Luísa da Silva Machado	Industrial Management and Engineering	Assess/Reduce Company's Carbon Footprint
	Raquel Costa Dantas	Industrial Management and Engineering	Assess/Reduce Company's Carbon Footprint
	Beatriz Filipa Lima Silva	Industrial Management and Engineering	Assess/Reduce Company's Carbon Footprint
	Francisca Oliveira Nunes	Industrial Management and Engineering	Assess/Reduce Company's Carbon Footprint
	Inês Gonçalves Araújo	Industrial Management and Engineering	Assess/Reduce Company's Carbon Footprint
	Dinis Carneiro Correia Junior	Industrial Management and Engineering	Assess/Reduce Company's Carbon Footprint
	Branco Schoenaker	Public Administration	Assess/Reduce Company's Carbon Footprint
	Ivo de Vries	Climate and Management	Assess/Reduce Company's Carbon Footprint
	Helin Çelik	Public Administration	PUMA indicators
	Tess Nijhof	Public Administration	PUMA indicators
	Izak Chamoen	ICT	Assess/Reduce Company's Carbon Footprint
	Oleksandr Kuprii	Applied Computer Science	Data Management System for Cooperatives
	Jacub Kleszczewsk	Fashion & Textile Technologies	Data Management System for Cooperatives
	Weronika Kaźmierczyk	Fashion & Textile Technologies	Data Management System for Cooperatives
Anna Kuszcz	Fashion & Textile Technologies	Data Management System for Cooperatives	
	Frederik Bode Thorbensen	Software	EDUCADO
	Bence Szabó	Software	EDUCADO
	Nicklas Vistoft Kleemann	Software	EDUCADO
	Frederik Højland	Software	EDUCADO
	Alexander Luca Zambelli Svensson	Software	EDUCADO
	A S M Lutfor Rahman Rabbi	Technoanthopology	[Thesis]

# Assessment and Reduction of a Company's Carbon Footprint: Strategies for Environmental Sustainability

## Problem

Many companies lack robust and standardized methodologies to quantify carbon emissions generated by their activities, including direct emissions such as fossil fuel combustion and indirect emissions such as electricity use and solid waste generation. Without accurate assessment, companies continue to significantly contribute to greenhouse gas emissions, exacerbating environmental issues such as climate change. Additionally, without precise data and quantitative analyses, companies face difficulties in making informed decisions on how to implement effective carbon reduction strategies.

## Purpose

The purpose of the project is to contribute to corporate sustainability by helping companies identify and reduce their carbon emissions. The project aims to map business processes and collect data to quantify carbon emissions, developing practical tools such as software and Excel spreadsheets to measure the carbon footprint. Additionally, there is the possibility of conducting quantitative analysis of the current scenario and projections of future scenarios, with the development of screen prototypes and interfaces to facilitate the use of the tools. The project also seeks to include the comparison of the carbon footprints of different companies to identify best practices and opportunities for improvement.

## Expected Impacts

- **Measurement Tools:** Development of practical tools that assist in measuring indicators and facilitate decision-making.
- **Environmental Management Improvement:** Detailed mapping of business processes and necessary data to quantify carbon emissions, providing a clear and comprehensive view of emission sources.
- **Comparison Between Companies:** Comparison of the carbon footprints of different companies, enabling the identification of best practices and improvement opportunities.

## Stakeholders

- **Participating Companies:** Companies that will have their carbon footprints evaluated and receive recommendations to reduce them.
- **University of Brasilia (UnB):** Institution involved in the management of the project, contributing knowledge and resources to the project's execution.
- **University of Minho (UMinho):** Students who will develop and apply the necessary tools and analyses for the project.
- **Teachers and Supervisors:** Educators who supervise and guide the development of the project, ensuring that strategic and educational objectives are achieved.

# Data Management System for Cooperatives

## Problem

Cooperatives currently face a significant challenge in the accurate collection and storage of data during and after the sorting process. This inefficiency compromises their overall productivity and hampers the ability to conduct impactful analysis. The consequence is a hindrance in negotiating additional collection zones, subsequently limiting the potential for expanding operations to other parts of the city.

## Purpose

Address the data accuracy issues faced by cooperatives during waste sorting processes by developing an integrated waste management system to provide a comprehensive, data-driven view of the work conducted within these cooperatives.

## Expected Impacts

- **Improving the flow of information in the cooperative:** Enhance data collection so that the flow takes place automatically and without interference
- **Data awareness for waste pickers:** Ensuring that waste pickers understand the relevance of data in their daily lives
- **Improved data collection in the cooperative:** Promote data collection to improve data analysis
- **Increased efficiency in the cooperative from a data perspective**

## Stakeholders

- **Waste Pickers:** Users who will have access to their individual data
- **Cooperatives:** Institutions that employ the waste pickers.
- **Cooperative Managers (Waste Pickers):** Users of the data system and who will analyze the data to make business decisions
- **University of Brasília (UnB):** Institution involved in the management and implementation of the project, contributing knowledge and resources to the project's execution.
- **Aalborg University (AAU):** International partner collaborating with teams responsible for the Techno Anthropology studies.
- **University of Minho (UMinho):** Students who will develop and apply the necessary tools and analyses for the project.
- **Teachers and Supervisors:** Educators who supervise and guide the development of the project, ensuring that strategic and educational objectives are achieved.



# Data Management System for Cooperatives

## Products and Activities Developed

2023

- **Research into the reasons for the difficulty in collecting data:** Understanding the reasons why this data is currently not being collected
- **Market Research:** Understanding the requirements that, when met, add greater value to the materials sold
- **Data collection with the cooperative:** Understanding all the data collected
- **Bibliographical research into technologies in cooperatives:** understanding technologies on the market
- **Web screen design:** Version 1 of screen prototyping

2024

- **Bibliographical research into technologies in cooperatives:** understanding technologies on the market
- **Identifying the Supply Chain:** Identification of the entire supply chain from disposal to recycling
- **Supply chain improvement proposal:** suggested supply chain optimization projects
- **Screen design:** refinement of the Web screens and definition of the App
- **App and Web requirements**

# Educado

## Problem

With the closure of the Estrutural open dump, waste pickers in the Federal District began working in cooperatives, which improved their working conditions. However, this transition resulted in a significant reduction in the individual income of the waste pickers, as the volume of materials available for sorting in the cooperatives was smaller than in the open dump. Besides the low income, the lack of financial knowledge among the wastepickers was identified as an additional factor hindering their access to basic living conditions. Therefore, Educado arises to address the significant barrier that many individuals face in seeking personalized and quality education, especially those without access to formal educational opportunities.

## Purpose

The Educado software aims to provide financial education to waste pickers, enabling them to better manage their resources and ensure a decent livelihood. Aligned with the United Nations Sustainable Development Goals, especially the eradication of poverty (SDG 1) and the promotion of quality education (SDG 4), Educado intends to expand economic opportunities and contribute to a sustainable and inclusive future. Thus, the purpose of the project is to develop a digital learning platform that offers personalized content in an accessible and didactic manner. This software is designed to support educators and content creators. The facilitation of creating, promoting, and distributing educational materials allows people in low-income contexts to develop and obtain better life and job opportunities.

## Expected Impacts

- **Expanded Access to Education:** Providing access to quality educational materials for people who do not have easy access to educational institutions.
- **Improvements in Living Conditions:** Assisting users in developing new skills and knowledge that can improve their living conditions and job opportunities, contributing to a positive societal impact in the long term.
- **Promotion of Content Creators:** Enabling educators and content creators to reach a larger audience, promoting the diversity of educational material available.

## Stakeholders

- **Waste Pickers:** End users who will use the platform to access educational content.
- **Cooperatives:** Institutions that employ the waste pickers.
- **Content Creators:** Educators and specialists who will create and distribute educational material through the platform.
- **University of Brasilia (UnB):** Institution involved in the management and implementation of the project, contributing knowledge and resources to the project's execution.
- **Aalborg University (AAU):** International partner collaborating with teams responsible for the technical development of the software.
- **Teachers and Supervisors:** Educators who supervise and guide the development of the project, ensuring that strategic and educational objectives are achieved.

# Educado

## Products and Activities Developed

2020

- **Business Model for Waste Pickers Education via Mobile Application:** A business model and a commercialization structure for the application were defined to make its development feasible.
- **Interviews with Potential Users:** Interviews were conducted with potential users to identify their needs and expectations. This survey was crucial to guide the functionalities to be developed in the prototype.
- **Development of a Personal Finance Course:** A diagnosis of the target audience's needs was made, and the pilot personal finance course was developed.
- **Functional and Non-functional Requirements gathering:** Detailed the functional and non-functional requirements of the financial education course in the application, describing the stakeholders, constraints, use case diagram, and course structure.

2021

- **Interviews with Waste Pickers about App Content:** Interviews were conducted with potential users to identify their needs and expectations regarding the content.
- **Refinement and Validation of Functional and Non-functional Requirements:** Detailed the functional requirements of the mobile education system.
- **Creation of Educado Web:** Developed the web platform allowing the creation of courses and the insertion of titles, descriptions, images, and sections with text, image, and audio content.
- **Creation of Educado Mobile:** Developed the mobile application allowing the viewing and consumption of courses entered on the web platform in a simplified and objective manner.
- **Implementation of Basic Features:** Included features such as course creation, multimedia content insertion, and course viewing in the mobile application.
- **Mapping of Possible Partners for Content Production:** Identified and established partnerships with organizations and individuals capable of producing relevant content for the Educado platform.

2022

- **Usability Evaluation:** Usability tests were conducted to identify necessary improvements in the interface and user experience. These evaluations showed the need for enhancements before launching the prototype into production.
- **Requirements gathering:** Detailed the requirements for content validation and user retention in the app.
- **Analysis of Mobile Applications for Personal Finance Management:** Analyzed the existing mobile market for financial management applications, identifying strengths and weaknesses that could be incorporated or avoided in Educado's development.
- **Improvements in Educado Web:** Adjustments to the interfaces for better usability in the content creation process, as well as login, registration, and content creator approval flow functionalities.
- **New Features in Educado Mobile:** Development of new screens and functionalities such as exploring courses, login, registration, profile, and exercises, with visual and audio mechanisms for the inclusion of diverse individuals.
- **Delivery of Prototype 2.0:** Prototype 2.0 was delivered with various improvements and new features, still requiring additional development cycles to consider aspects like financial viability and security.
- **Validation of the Developed App with Waste Pickers:** New usability tests were conducted to evaluate the implemented improvements and collect feedback from end users to guide future developments.

# Educado

## Products and Activities Developed

2023

- **First course creation:** Personal finance videos to implement the first course inside the app.
- **Requirements gathering and prioritization:** Personas definition for the user of the Educado App.
- **User journey mapping:** All possible system flows and states so it is possible to visualize scenarios where the user can have a smooth experience.
- **New user interface for the app and website:** New interface design with the definition of color, typography, and other styles to help developers implement.
- **Delivery of the new app and website:** Development of the new app and website version based on the UI and user journeys, and handoff for the waste pickers.

2024

- **Content creator manual:** Summary of the instructions manual of how to upload the classes into the app in a friendly approach to the possible content creators.
- **Courses list and interest validation:** Research with the waste pickers to identify the courses interests and allow them to find educational value in the process.
- **Content creator contact:** Identify possible contact of content creators or partnerships to produce courses.
- **Usability test:** App and web analysis with waste pickers and content creators to validate both systems and identify improvements opportunities.
- **Requirements gathering and prioritization:** Performance analysis of app and website development in 2023 to identify requirements that needs change and new requirements to the next development semester.
- **Analysis of the app and website systems:** Visual dashboard to report errors and improvement opportunities based on usability tests and surveys with waste pickers and content creators.

# Sustainable Module for PUMA Platform

## Problem

In the realm of sustainability projects facilitated by the PUMA Platform, a critical challenge arises in effectively measuring and showcasing the tangible impact of these initiatives. Currently, there is a lack of a dedicated system that assess and quantify the outcomes and benefits generated by sustainability projects and stakeholders.

## Purpose

Development of a specialized module that systematically evaluate and quantify the impact of sustainability projects, and stakeholders, providing a data-driven representation of their sustainable impact..

## Expected Impacts

- **Enhanced Transparency:** The sustainable impact from companies and projects will be easier to see and understand
- **Improved Project Selection:** Organizations, professors and students can use the impact module to select initiatives aligned with their sustainable goals.
- **Social Impact assessment tool:** Having a social impact assessment tool available for scale use.

## Stakeholders

- **Government:** Governmental bodies that would like to assess their environmental impact.
- **NGOs:** NGOs that want to assess their own social impact, in order to identify weak spots on their work.
- **Private and public companies:** Companies that need to assess their sustainable impact, for reviews and improvements.
- **Teachers and students:** Teachers and students that want to work their projects with companies and institutions that have a good sustainable score.

# Sustainable Module for PUMA Platform

## Products and Activities Developed

2024

- **Software Engineering Report:** Document containing all the software diagrams created and the initial acceptance criteria for the requirements to add the module to the platform.
- **High-Fidelity Prototypes:** Created to provide a vision of how the module would be implemented within the PUMA platform.
- **Sustainability Indicators:** Document containing the indicators that were used as a basis for the Trees.
- **Decision Trees -** Trees with 5 multi-choice questions for SDGs 1 to 9.
- **Forms and Dashboard:** Forms containing the questions and indicators, representing the prototype and visual representation of the results.
- **Measuring sustainability in projects:** Questions were developed for all SDGs.

# 4

## Final Delivery and Programme Conclusion

# Final Delivery and Programme Conclusion

*Your ERASMUS+ EGALITARIAN journey starts when you decide to join the trip;*

*You go to the trip, then you have to make your semester project during the semester about some of the EGALITARIAN projects (or contribute equivalently as agreed with your university);*

*After doing the project, you make your final presentation and submit your report to your local teachers. You also need to submit\* it to **EGALITARIAN** via this link: <https://egalitarian.eu/final-project-delivery>*

*After having all your deliveries received and approved by teachers, you have concluded your ERASMUS+ Programme. Then you get the ERASMUS+ EGALITARIAN Programme certificate to acknowledge your great engagement and achievement.*

\*two reports are needed: (i) Project report (the same you deliver to your teacher at your university); (ii) collaboration report, made together with all international students in your theme describing how the team collaborated and how their results integrate together.





# EGALITARIAN



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