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ERASMUS+ VIRTUAL EXCHANGES
PROJECT 101193619



LEARN · COLLABORATE · MINT

Social Impact NFTs: young people and organisations making change together

A guide to the SINFT platform: what it is, how it works, and why it matters for youth, youth workers, civil society and social enterprises across Europe.

SINFT
SOCIAL IMPACT NFT

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SINFT.NET

ABOUT THIS PUBLICATION

Social Impact NFTs: young people and organisations making change together

A guide to the SINFT platform for young people, youth workers, youth organisations, NGOs, social enterprises, start-ups and European stakeholders.

Project	**Social Impact NFTs: Empowering youth to make a social impact by creation of NFTs (SINFT)**
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FOREWORD

Why we built SINFT

Anita Gagovska
Executive Director, Poraka Nova
SINFT project coordinator

Young people across Europe care deeply about their communities. What they often lack is not motivation, but the tools, skills and partners to turn a good idea into something that lasts.

The organisations that work with them face a parallel problem. Youth organisations, NGOs and social enterprises carry out essential work with uncertain funding, small teams and limited access to new technology. Many of them watch digital innovation happen around them without a clear way in.

SINFT, Social Impact NFTs, is a project of the **Erasmus+ Virtual Exchanges** programme. It starts from a simple idea: bring these two groups together in a shared space where they can learn, collaborate and create. Young people bring creativity, digital fluency and fresh perspectives. Organisations bring missions, experience and responsibility. Together, on the SINFT platform, they design digital artworks that tell the story of a social cause, publish them as NFTs and use the proceeds to fund real activities in their communities.

We were careful from the beginning. NFTs carry a reputation shaped by hype and speculation, and we did not want to add to it. That is why the platform puts **learning before minting**: twenty-eight free courses, from communication and citizenship to blockchain and social entrepreneurship, prepare every participant before they create anything. It is why the marketplace is curated, why every sale shows exactly where the money goes, and why only verified organisations can mint and sell.

This publication explains the platform in full: its purpose, its features and the way young people and organisations work together inside it. We hope it will be useful to youth workers looking for new methods, to organisations searching for new ways to sustain their work, to young people who want to make a difference, and to everyone who believes that technology should serve people and communities.

SINFT is the result of the work of ten partner organisations from six countries: North Macedonia, France, Cyprus, Georgia, Ukraine and Moldova. I would like to thank every trainer, developer, youth worker and young participant who contributed to it.

Shape the future. Mint the change.

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BEFORE YOU START

How to use this publication

This publication explains the SINFT platform from three angles: **the idea** behind it, **the platform** and everything it can do, and **the collaboration** between young people and organisations that turns digital creativity into social impact.

You do not need to read it from cover to cover. Each chapter stands on its own, and the table below suggests where to start depending on who you are. Chapters are grouped into four parts, and the annexes collect the full course catalogue, technical specifications and a glossary of terms.

If you are…	Start with	You will find
A young person who wants to make a difference	Ch. 05 Learn · Ch. 06 Collaborate · Ch. 10 Journeys · Ch. 14 Getting started	How to progress from free courses to a Lab team and to your first NFT campaign
A youth worker or trainer	Ch. 05 Learn · Ch. 09 Working together · Ch. 13 Trust and safety	The curriculum, your role as facilitator, and how young people are protected
A youth organisation, NGO or CSO	Ch. 02 Social Impact NFTs · Ch. 07 Mint · Ch. 08 Following the money · Ch. 11 Value	How to become a verified Lab Creator and fund your mission with NFTs
A social enterprise or start-up	Ch. 02 · Ch. 08 · Ch. 11 · Ch. 12 Impact model	NFT-based fundraising, transparent revenue sharing and impact measurement
A policy maker, funder or EU stakeholder	Ch. 01 Why SINFT · Ch. 03 Partnership · Ch. 12 Impact model · Ch. 15 Looking ahead	How SINFT contributes to European youth, digital and social economy priorities
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Signposts used in this publication

HOW IT WORKS

Short explanations of a platform function or rule.

IN PRACTICE

Examples, tips and stories from the way the platform is used.

KEEP IN MIND

Limits, risks and responsibilities worth knowing about.

A NOTE ON THE EXAMPLES

The Innovation Labs named in this publication (such as *Zero Waste Pioneers* or *Bridge Builders Network*) are illustrative examples of the kind of Labs the platform is designed for, prepared for the pilot phase. The personal journeys in Chapter 10 are illustrative composites, written to show how the platform is meant to be used. Screenshots show the platform at the time of writing; the interface may evolve.



PART I · THE IDEA

Why SINFT exists

Young people want to change their communities. Civil society organisations need new ways to sustain their work. New technologies are reshaping how value moves online. SINFT connects these three realities in one platform.

IN THIS CHAPTER

01 Three gaps, one response
02 Learn, Collaborate, Mint
03 Project objectives
04 Why a virtual exchange
05 Alignment with European priorities
06 Who SINFT is for

1.1 · CONTEXT

Three gaps, one response

SINFT was designed in response to three gaps that partner organisations see every day in their work with young people and civil society.

A

Motivation without a pathway

Many young people care about the environment, inclusion, mental health or their neighbourhood, but have few concrete ways to act on it. Volunteering opportunities are local and often short-term. Skills such as project planning, advocacy and digital communication are rarely taught in a practical, connected way.

B

Missions without resources

Youth organisations, NGOs and social enterprises do essential work with small teams and project-based funding. When a grant ends, activities often stop. Few have the time or expertise to experiment with digital fundraising, and many feel left behind by new technologies.

C

Technology without purpose

Blockchain, NFTs and generative AI are mostly discussed in terms of speculation, profit or risk. Young people use these tools daily but are rarely invited to shape how they could serve the common good, and civil society is mostly absent from the conversation.

SINFT treats these as one problem with one response: **a shared digital space where young people gain skills, organisations bring missions, and both use technology responsibly to fund real social change.**

1.2 · THE MODEL

Learn, Collaborate, Mint

The whole SINFT experience follows three steps. Each step prepares the next, and each has its own part of the platform.

STEP 1

Learn

Free online courses across six topics, from communication and citizenship to blockchain and social entrepreneurship. Completing courses earns **credits**, **certificates** and new **roles**.

LMS MODULE

STEP 2

Collaborate

In **Innovation Labs**, international teams of young people work with a verified organisation on a shared social mission: the story, the visuals, the campaign.

INNOVATION LABS

STEP 3

Mint

The Lab turns its ideas into AI-assisted artworks, mints them as NFTs and lists them on the SINFT marketplace. Every sale sends **70% to the mission**.

NFT MODULE

> "Each NFT tells a story, from environmental action to community support, and is sold to raise real funds for your cause."
>
> From the SINFT platform

1.3 · PURPOSE

Project objectives

SINFT, *Social Impact NFTs: Empowering youth to make a social impact by creation of NFTs*, is an Erasmus+ Virtual Exchanges project (2025–2028) carried out by ten organisations from six countries.

MAIN OBJECTIVE

To empower young people (including those from marginalised communities) by providing them with the knowledge, skills and resources to create social impact NFTs, which will be in service of youth organisations in order to create social impact. By doing so, young people will be able to use their creativity and entrepreneurial spirit to address social issues that affect their communities.

Specific objectives

01 To provide an **online platform for training, collaboration, design and sales of Social Impact NFTs**, based on blockchain technology and artificial intelligence, to learn about the latest technology opportunities.

02 To **empower young people, marginalised communities and social entities to create NFTs** in collaboration with relevant stakeholders.

03 To **support the marketing of NFTs** created by teams of young people, marginalised communities and social entities, to provide sustainability for their social causes.

04 To **help nonprofits incorporate NFT e-commerce** into their websites.

05 To **raise awareness of the opportunities** offered by digitalisation, NFTs, blockchain and AI to increase social impact.

06 To **increase collaboration and social dialogue** between young people and stakeholders from around Europe, connected by similar social causes.

1.4 · FORMAT

Why a virtual exchange

The Erasmus+ Virtual Exchanges action supports online, people-to-people activities that build intercultural dialogue and soft skills among young people from EU Member States and third countries associated to the Programme, and young people from third countries not associated to the Programme. SINFT brings together partners from **EU Member States and third countries associated to the Programme** (France, Cyprus and North Macedonia) and from **third countries not associated to the Programme, Neighbourhood East (Region 2)** (Georgia, Ukraine and Moldova).

In SINFT, the virtual exchange is not a series of video calls. It is built into the platform itself:

WHY IT MATTERS

Intercultural exchange works best when people do something meaningful together. A shared mission, a shared deadline and a shared result turn a group of strangers into a team.

SINFT uses co-creation of an NFT campaign as the reason to collaborate, and the platform as the place where it happens.

- young people from different countries take the **same courses** and earn the same credits and certificates;
- they meet in **Innovation Labs**, where mixed international teams plan a campaign together using shared forums, files, calendars and messaging;
- they create a **shared product**, an NFT collection for a real cause, which gives the exchange a concrete purpose and outcome;
- they join **webinars and mentoring sessions** with experts from across the consortium.

SINFT VIRTUAL EXCHANGES IN NUMBERS

28 online courses (2 intro + 26 topic) + 50 live sessions webinars and mentoring = 78 virtual exchanges + ≤150 Innovation Labs = up to 228 virtual exchanges

The live programme of 50 webinars and mentoring sessions runs for around 14 months from November 2026, following the pilot of the platform in the first week of November 2026. Every Innovation Lab, up to a maximum of 150, is itself a virtual exchange: an international team working together online on a shared mission.

1.5 · POLICY CONTEXT

Alignment with European priorities

SINFT contributes to several European policy frameworks. The table shows where the platform's functions connect to them.

Framework	How SINFT contributes
EU Youth Strategy 2019–2027 Engage · Connect · Empower	Young people engage in civic action through Labs, connect across six countries and are empowered with skills, credentials and a real fundraising tool.
European Youth Goals	#3 Inclusive Societies · #4 Information and Constructive Dialogue · #8 Quality Learning · #9 Space and Participation for All · #11 Youth Organisations and European Programmes.
Digital Education Action Plan 2021–2027	Free, high-quality online learning; development of digital skills including AI and blockchain literacy; ethical and safe use of technology.
DigComp 2.2 · EntreComp · LifeComp EU competence frameworks	Digital, entrepreneurial and personal-social competences developed across the curriculum and in Labs. A detailed mapping is given in Chapter 11.
Social Economy Action Plan (2021)	New digital fundraising and revenue models for social economy organisations, and the capacity to use them.
UN Sustainable Development Goals	Each Lab mission links to one or more SDGs. Courses explicitly cover aligning projects with the SDGs (see Chapter 12).

1.6 · TARGET GROUPS

Who SINFT is for

The platform is open to individuals and organisations. During registration, every user chooses whether they join as an **individual** or on behalf of an **organisation**. This single choice shapes what they can do later.

INDIVIDUALS

Young people

Aged 18–30: students, volunteers, young creators and digital artists, aspiring social entrepreneurs. They learn, earn credits and roles, join Labs and co-create campaigns.

Youth workers, trainers and educators

Use the courses with their groups, guide young people through the learning path and facilitate Lab work.

ORGANISATIONS

Youth organisations, NGOs and CSOs

Represented by a youth worker or staff member. Once verified, they can create Innovation Labs, lead missions, mint NFT collections and receive funds.

Social enterprises and start-ups

Mission-driven businesses that want to test NFT-based revenue and engage young talent around a social cause.

SUPPORTERS

Anyone, including visitors without an account, can browse campaigns on the marketplace and support a mission by buying an NFT.

STAKEHOLDERS

Universities, local authorities, funders and EU institutions interested in digital youth participation, innovative fundraising and transferable models.

02

PART I · THE IDEA

Social Impact NFTs, explained

An NFT can be a speculative collectible, or it can be a transparent, story-driven way to support a cause. This chapter explains the technology in plain language and shows what makes a Social Impact NFT different.

IN THIS CHAPTER

01 What an NFT is

02 What makes an NFT a Social Impact NFT

03 Why NFTs for civil society

04 How SINFT is different

05 Why Solana

06 Risks, and how SINFT responds

2.1 · BASICS

What an NFT is

An NFT, or non-fungible token, is a unique digital record stored on a blockchain that certifies who owns a particular digital item and where it came from.

"Fungible" means interchangeable: one euro coin can be swapped for another without any difference. A **non-fungible** token is the opposite. Each one is unique and cannot be replaced by another. That makes NFTs useful for representing one-of-a-kind items such as a digital artwork.

An NFT has three parts. On the SINFT platform, all three are created inside an Innovation Lab.

1

The artwork

A digital image created by the Lab team, on SINFT with the support of AI image generation.

2

The metadata

Title, description, the campaign it supports and the rules for distributing the funds.

3

The token

A record "minted" on the Solana blockchain that links the artwork and metadata to an owner.

4

The owner

Whoever buys the NFT holds it in a digital wallet. Each transfer is publicly recorded.

HOW IT WORKS · MINTING

Minting is the act of recording a digital file on a blockchain as an NFT. Once minted, the record cannot be secretly altered. Anyone can verify when it was created, by which collection, and who owns it now. A **collection** groups related NFTs under one theme or campaign. A **smart contract** is a small program on the blockchain that automatically executes rules, such as how the money from a sale is split.

2.2 · DEFINITION

What makes an NFT a Social Impact NFT

Technically, a Social Impact NFT is a normal NFT. What makes it different is everything around it. On SINFT, an NFT is a Social Impact NFT when:

- **It is tied to a mission.** Every collection belongs to a campaign that explains the social need, what the funds will support and who is behind it.
- **It tells a story.** The artwork expresses the cause visually. It was designed by the people working on that cause.
- **It was created collaboratively.** Young people and an organisation co-created it in an Innovation Lab.
- **Its money flow is predefined and visible.** Before buying, the supporter sees exactly how much goes to the mission, to the young creators and to reinvestment in new Lab credits.
- **It is issued by a verified organisation.** Only organisations approved by the SINFT consortium can mint and list NFTs.
- **It is the result of learning.** Creators reach the minting stage only after completing the SINFT learning path.

> A Social Impact NFT is less a product and more a receipt with a story: proof that you supported a cause, designed by the people who are working on it.

2.3 · RATIONALE

Why NFTs for civil society

NFTs are not a replacement for grants, donations or membership fees. They add a complementary channel with some useful characteristics for organisations that work with young people.

Characteristic	What it means for a youth organisation or NGO
Transparency	Sales and fund distribution are recorded on a public blockchain. Supporters can verify where their money went, which builds trust.
Storytelling	An artwork is a powerful way to communicate a cause. It can be shared, exhibited and used across a campaign's social media.
Youth engagement	Creating NFTs is a concrete, motivating task for young people. It combines art, technology, teamwork and civic purpose.
Reach	A marketplace is open to supporters anywhere, not only to the local community or existing donors.
Something in return	The supporter receives a unique digital artwork and a permanent record of their contribution, not just a thank-you email.
Skills that last	Staff and volunteers learn practical digital skills, from AI tools and wallets to digital marketing, which are valuable beyond the campaign.

2.4 · APPROACH

How SINFT is different

SINFT deliberately avoids the features that gave NFTs a bad reputation. The comparison below summarises the design choices.

	Typical open NFT market	SINFT
Purpose	Trading, speculation, collecting	Funding a social mission
Who can mint	Anyone with a wallet	Verified organisations that completed the learning path
Preparation	None required	28 free courses, from ethics to blockchain
Creators	Individual artists or anonymous projects	International teams of young people with an organisation
Content	Open, rarely moderated	Curated; the consortium controls what is published

Money flow	Set by the seller, often unclear to buyers	Predefined: 70% mission · 29% young creators · 1% reinvested in new credits for Innovation Labs
Personal data	Often linked to public wallet activity	No names or e-mails on-chain; text is depersonalised before minting

2.5 · TECHNOLOGY

Why Solana

SINFT NFTs are minted on the **Solana** blockchain. The choice matters for a social project in three ways.

- **Low transaction costs.** Minting and transferring an NFT on Solana typically costs a fraction of a cent, so fees do not eat into the funds raised for a mission.
- **Lower energy use.** Solana uses a proof-of-stake model, which needs far less energy per transaction than proof-of-work blockchains. This answers one of the most common concerns about NFTs.
- **Speed and clear pricing.** Transactions confirm in seconds. On the SINFT marketplace, supporters can pay in **USDC**, a stablecoin pegged to the US dollar, or in **SOL**, Solana's own currency. Prices are shown in both, so they are easy to understand and less exposed to crypto price swings.

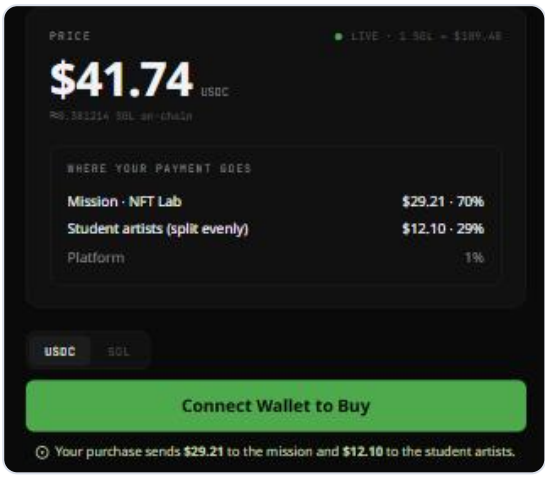


Figure 2.1 Every listing shows the price in USDC, its equivalent in SOL, and where the payment goes.

2.6 · RESPONSIBILITY

Risks, and how SINFT responds

Working responsibly with NFTs means naming the risks openly. The consortium identified the following concerns and designed specific responses into the platform.

Concern	Why it matters	How SINFT responds
Speculation and hype	NFT prices have been volatile, and some projects promised unrealistic returns.	NFTs are presented as support for a cause, not as investments. They are sold once, with no resale option, and can be paid in a dollar-pegged stablecoin (USDC). Ethical marketing is a full course.
Scams and phishing	Wallets and marketplaces are frequent targets of fraud.	A closed, curated marketplace; only verified organisations can sell; wallet safety and digital security are taught before minting.
Environmental impact	Proof-of-work blockchains use a lot of energy.	SINFT uses Solana, a proof-of-stake network with low energy use per transaction.

Permanence and privacy	Data written to a blockchain cannot be deleted.	No names or e-mails are passed to the NFT component. Text is depersonalised before it is written on-chain. Off-chain data can be erased on request.
Financial transactions	Participants should not be exposed to financial risk.	Minting, listing and receiving the mission's funds are restricted to adult representatives (18+) of verified organisations. Lab Members use a wallet only to receive their share of sales.
AI and intellectual property	AI-generated art raises questions of originality, style imitation and ownership.	Courses on IP, digital rights and ethics; Terms and Conditions cover ownership of user content and the use of AI tools.
Unrealistic expectations	Sales are never guaranteed.	SINFT presents NFTs as a complementary channel and teaches marketing, community building and impact reporting to support campaigns.

KEEP IN MIND

Rules on crypto-assets, taxation and fundraising differ between countries. Organisations that receive funds through the marketplace should check how these revenues are treated under their national legislation and in their own statutes. The EU's Markets in Crypto-Assets Regulation (MiCA) generally does not cover unique, non-fungible NFTs, but national rules on donations, accounting and tax still apply.

03

PART I · THE IDEA

The SINFT partnership

SINFT, an Erasmus+ Virtual Exchanges project, was built by a consortium that brings together youth organisations, NGOs, universities and a technology company. Each partner contributed expertise to the curriculum, the platform and the community around it.

IN THIS CHAPTER

01 Six countries

02 The partners and their expertise

03 How the platform was co-created

3.1 · GEOGRAPHY

Six countries

The consortium brings together organisations from **EU Member States and third countries associated to the Programme** (France, Cyprus and North Macedonia) and from **third countries not associated to the Programme, Neighbourhood East (Region 2)** (Georgia, Ukraine and Moldova), as defined in the Erasmus+ Programme Guide. This mix is intentional: it gives young people the chance to work with peers whose daily realities, challenges and perspectives differ from their own.

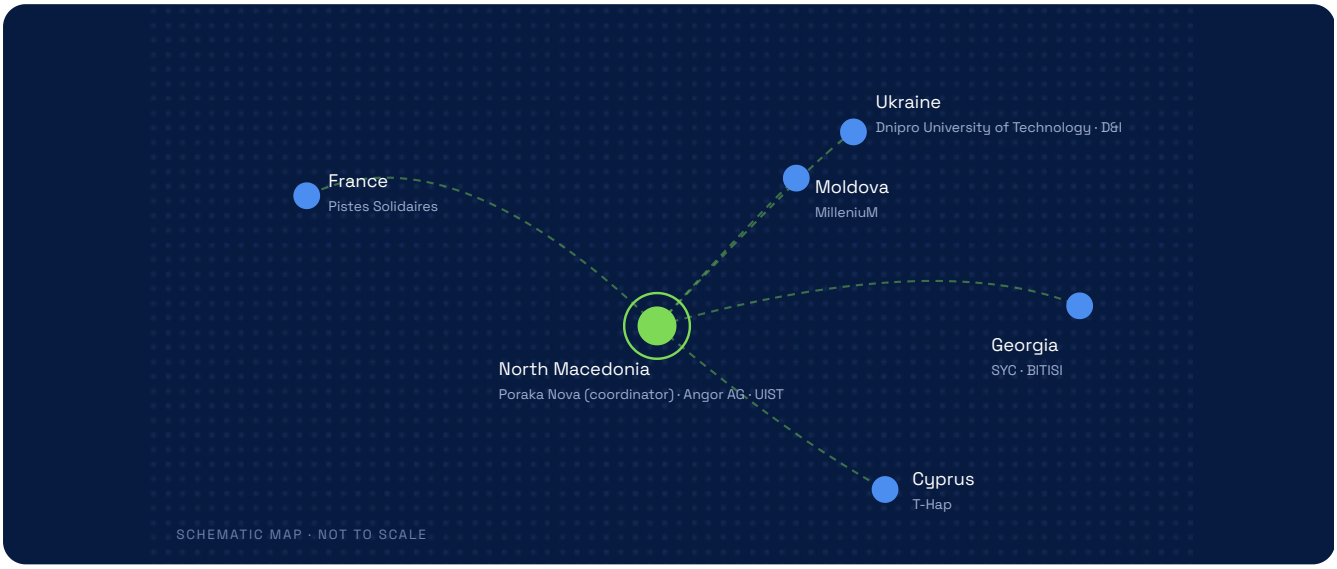


Figure 3.1 The SINFT consortium: ten partners in six countries.

10
partner organisations

6
countries: 3 Member States or associated, 3 Neighbourhood East

28
free courses co-created by the partners

20+
trainers and experts contributing content

3.2 · CONSORTIUM

The partners and their expertise

The partners combine three kinds of expertise: **youth work and civil society**, **academic and pedagogical knowledge**, and **technology**. The table shows the expertise each partner brings to the SINFT platform, above all to its learning content.

Partner	Country	Expertise contributed to the platform and its content
Poraka Nova Association New Generation Social Innovators for Inclusion	North Macedonia	Social innovation, inclusion, psychology and social entrepreneurship. Content on critical thinking and problem solving, socially inspired creativity and innovation, monetisation and sustainability of NFT campaigns, and ethical branding and content.
Angor AG IT and R&D company	North Macedonia	Software development, blockchain and AI technologies. Technical know-how behind the learning module and the NFT module, and content on NFT creation and minting, monetisation, and digital literacy and AI.

UIST "St. Paul the Apostle" University of Information Science and Technology	North Macedonia	Academic expertise in information and communication sciences, blockchain and data protection. Content on emotional intelligence, digital literacy and online safety, blockchain technology and NFT foundations.
Pistes Solidaires	France	European youth work, non-formal education and youth participation. Content on local youth participation, validating and prototyping ideas, partnerships and sustainability, and legal and ethical foundations.
T-Hap	Cyprus	Training and social entrepreneurship. Content on communication and teamwork, and on understanding social entrepreneurship and social business models.
Student-Youth Council (SYC)	Georgia	Youth participation, advocacy and civic engagement. Content on digital participation and online expression, advocacy campaigns, and project planning.
BITISI Youth organisation	Georgia	Youth leadership and organisational behaviour. Content on organisational skills and on youth leadership and initiative-taking.
MilleniuM Training and Development Institute	Moldova	Citizenship education, media literacy and intercultural youth work. Content on the citizenship education framework, critical and media literacy, and global solidarity and inclusive communication.
Development and Initiative (D&I) NGO	Ukraine	Youth policy, volunteering and partnership building. Content on youth participation at national and European level, and on partnership building with youth organisations and NGOs.
Dnipro University of Technology	Ukraine	Academic expertise in digital marketing and international cooperation. Content on digital literacy and online safety, social media marketing, community and e-mail, and SEO and analytics.

3.3 · PROCESS

How the platform was co-created

The SINFT platform was not designed by developers alone. Its functions are based on the project application and were refined through a series of online and offline consortium meetings, where youth workers, trainers and technical partners agreed together on how young people and organisations should progress, collaborate and create.

01

Curriculum co-creation

Partners mapped the competences needed to create a responsible social impact campaign and divided them into six topics. More than twenty trainers and experts wrote the courses.

02

Rules of progression

The consortium agreed on difficulty levels, credits, roles and the conditions for creating and joining Labs, so that minting is always the result of learning.

03

Platform development

Angor AG built the learning module, a set of custom plugins and a proprietary NFT module and marketplace, with a modular architecture that can grow.

04

PART II · THE PLATFORM

The platform at a glance

SINFT is one platform with two connected modules: a learning environment where people build skills and form teams, and an NFT module where teams create, mint and sell their work. This chapter gives the big picture before we look at each part in detail.

IN THIS CHAPTER

01 Two modules, one platform
02 Where to find it
03 The front page
04 Users, roles and permissions
05 Registration
06 The personal dashboard

4.1 · ARCHITECTURE

Two modules, one platform

The SINFT platform has a **modular architecture**. Its parts can be developed independently, new modules can be added without rebuilding the whole system, and the modules talk to each other through custom-built communication protocols. For users, this complexity is invisible: they log in once and move between learning, collaboration and NFT creation with the same account.

MODULE 1 · SINFT.NET

Learning (LMS) module

Front page and public pages
About, experts, courses, Labs, blog, contact

Registration and authentication
Individuals and organisations, single sign-on

MOOC repository
28 courses, learning path, credits, roles, certificates

Live sessions
Webinars and mentoring sessions, joined via Zoom

Innovation Labs
Team workspaces for shared missions

Administration
Platform management, course creation, verification of organisations

MODULE 2 · MARKETPLACE.SINFT.NET

NFT module

Campaign builder
Mission description and fund split for each Lab

AI-supported NFT ideation
Turning Lab discussions into artwork concepts

AI-powered NFT generation
Integrated AI image generation services

Minting and collections
Recording artworks as NFTs on Solana

Campaign landing pages
A dedicated, shareable page for each Lab's campaign

SINFT marketplace
Curated, proprietary, with automatic fund distribution

CONNECTED SERVICES

The live sessions area of the learning module hosts **webinars and mentoring sessions**, which run through Zoom, connected to the platform with attendance reporting. A dedicated **e-mail service** sends service notifications (course completion, deadlines) and newsletters.

BUILT FOR SINFT

Many features do not exist in standard learning platforms. They were developed as **custom plugins**: learning path, credit tracker, custom roles, Innovation Labs, forum categories, file sharing and custom registration. See Annex B.

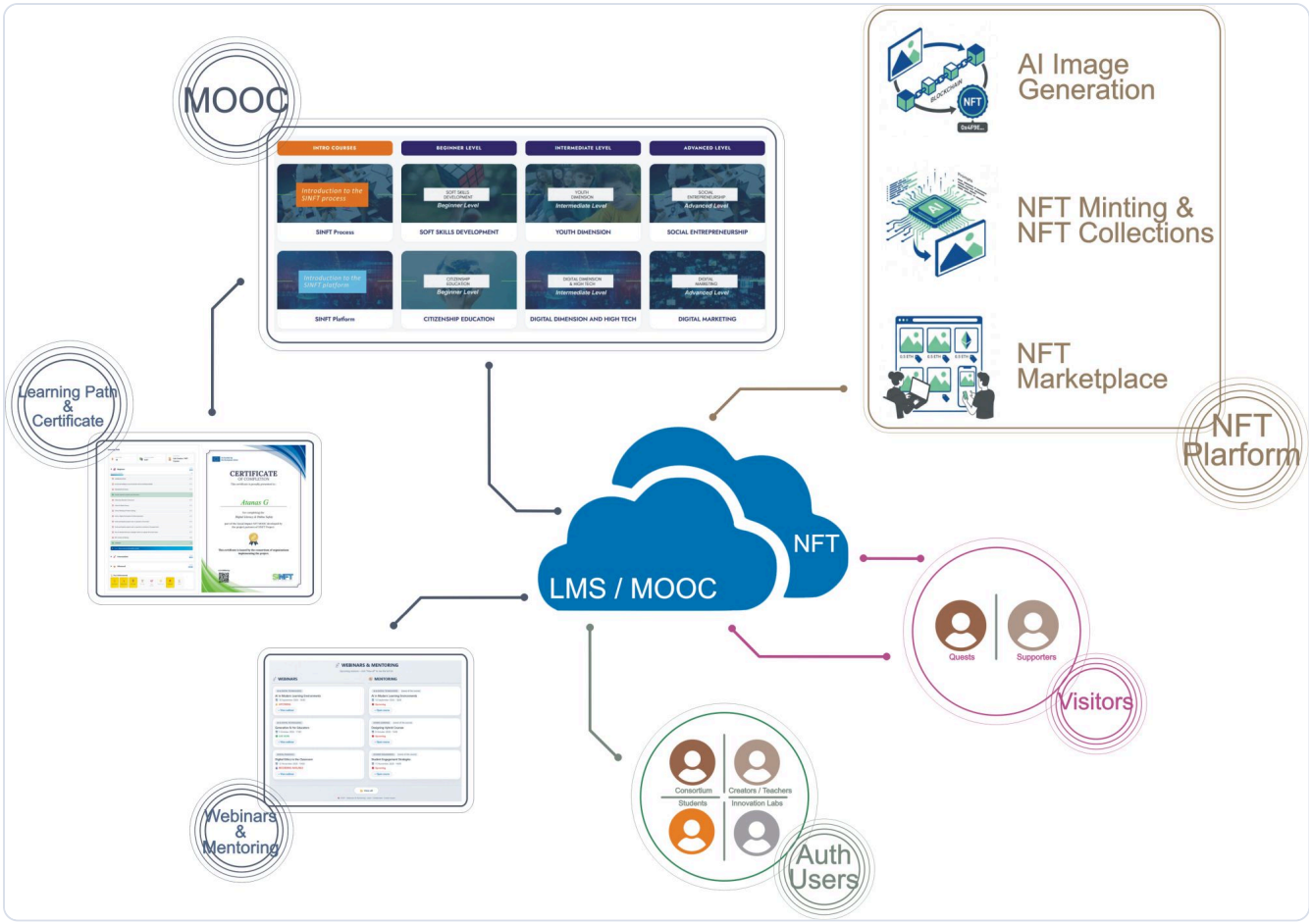


Figure 4.1 The SINFT platform concept: the LMS/MOOC module at the centre, connected to the NFT module (AI image generation, minting and collections, marketplace), webinars and mentoring, the learning path and certificates, and two kinds of users, visitors and authenticated users.

4.2 · ACCESS

Where to find it

LEARNING AND LABS

sinft.net

The main entry point. Course catalogue, registration, the personal dashboard, Innovation Labs, blog, webinars and certificate verification.

CAMPAIGNS AND MARKETPLACE

marketplace.sinft.net

Open to visitors for browsing campaigns and buying NFTs. Registered users reach its advanced functions from the main platform, with the same login.

The front page

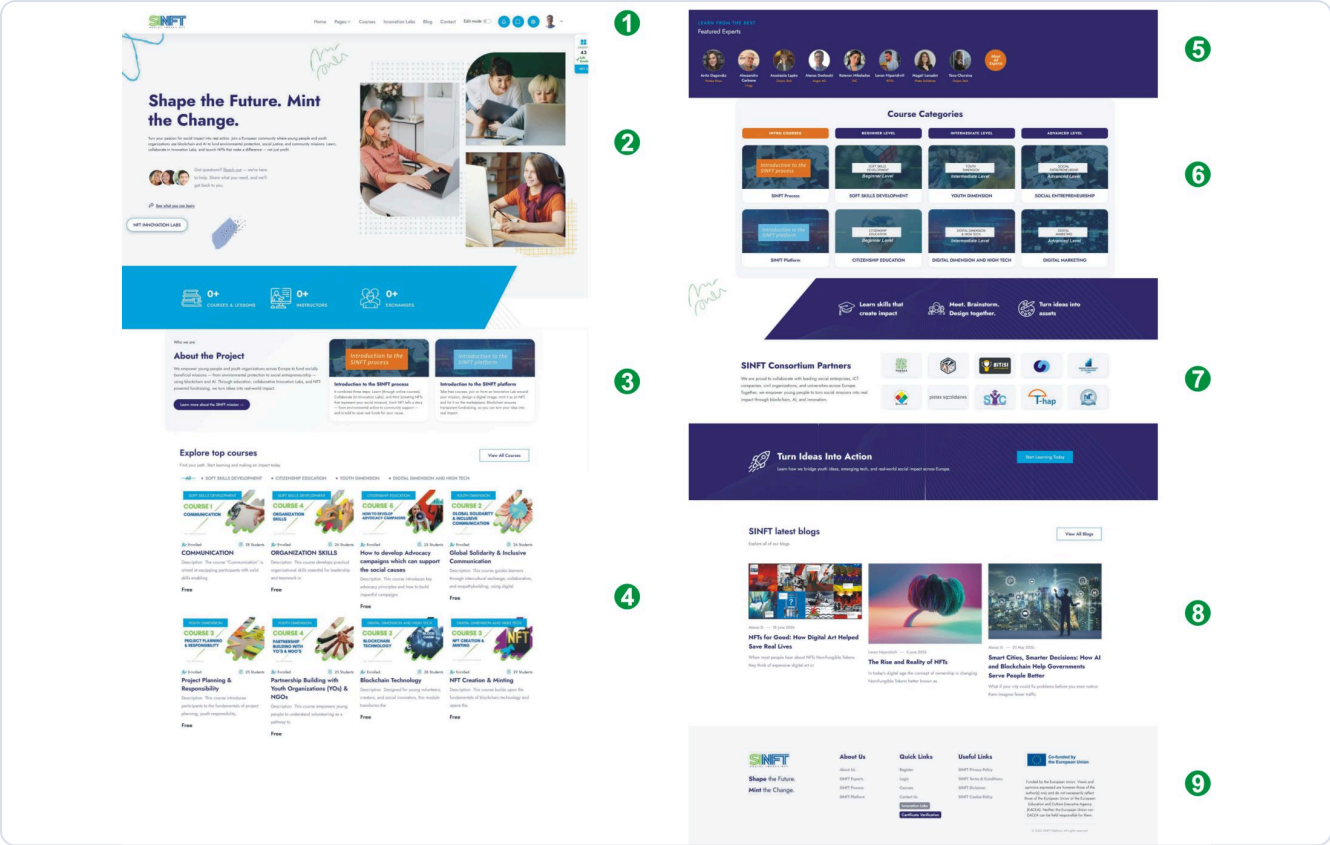


Figure 4.2 The SINFT front page (shown in two halves), with its main sections numbered.

The front page has two jobs. It is the **landing page** where visitors discover the project and the value of joining, and it is the **single access point** to every other service: courses, Labs, the NFT module, networking and the exchange of digital assets.

Section	What it does
Header	Navigation, login and registration, and a small panel showing the user's credits and current role, with shortcuts to the dashboard and NFT section.
Hero	The slogan “Shape the Future. Mint the Change.” and links to key areas.
About the project	A short introduction with links to the two free intro courses.
SINFT process	The three steps: Learn, Collaborate, Mint.
Featured courses	Selected courses with image, description and price (always free).
Categories	The six topics, marked by difficulty level.
Featured experts	Trainers who created the courses.
Innovation Labs	The most recently created Labs.
Live sessions	Upcoming webinars (open to all) and mentoring sessions (for registered users).
Partners, blog, footer	Consortium logos, latest articles, policies, contact and the EU disclaimer.

4.4 · PERMISSIONS

Users, roles and permissions

What a person can do on SINFT depends on two things: **who they are** (an individual or an organisation, chosen at registration) and **what they have learned** (the role earned by completing courses). Roles are assigned automatically by the platform when the conditions are met.

ANYONE

Visitor

Browses public pages, the course catalogue, Labs and the marketplace. Can attend webinars and buy NFTs.

REGISTERED

Learner

Takes courses, joins mentoring sessions, earns credits and certificates, and tracks progress on the dashboard.

AFTER INTERMEDIATE

Lab Member

Joins existing Innovation Labs, co-creates campaigns and sees the Lab's campaign materials.

AFTER ADVANCED · ORGANISATIONS

Lab Creator

Creates a Lab, leads the mission, generates, mints and lists NFTs. Requires consortium verification.

Action	Visitor	Learner	Lab Member	Lab Creator
Browse courses, Labs, blog and marketplace	✓	✓	✓	✓
Attend webinars	✓	✓	✓	✓
Attend mentoring sessions	–	✓	✓	✓
Buy an NFT on the marketplace (wallet required)	✓	✓	✓	✓
Enrol in courses, earn credits, certificates and roles	–	✓	✓	✓
Join an Innovation Lab	–	–	✓	✓
Work in a Lab: forum, files, calendar, wiki, messages	–	–	✓	✓
Contribute ideas and artwork concepts to the campaign	–	–	✓	✓
Create an Innovation Lab (one per creator)	–	–	–	✓
Connect a wallet and receive a share of sales	–	–	✓	✓
Generate artworks, mint collections and list NFTs	–	–	–	✓
Remove members for inappropriate behaviour	–	–	–	✓

HOW IT WORKS · VERIFICATION

The Lab Creator role is available only to users who registered as an **organisation represented by a youth worker or staff member**, completed all courses up to the Advanced level, and were **approved by the SINFT consortium**. Approval can be withdrawn at any time if the platform is used inappropriately. Wallet-based actions such as minting and listing are restricted to these adult (18+) organisation representatives.

Registration

Registration takes a few minutes. All fields are required, along with a unique password and an active e-mail address. Besides standard information, the form asks for data the platform needs to work, most importantly whether the user is an **individual** or an **organisation**. Anyone not registering on behalf of an organisation chooses “Individual”.

1. **Fill in the registration form**
   Personal details, user type (individual or organisation) and password.
2. **Accept the platform policies**
   Privacy Policy, Terms and Conditions and Cookie Policy are presented as mandatory documents. Consent is recorded with a timestamp.
3. **Confirm your e-mail address**
   Click the link in the confirmation e-mail. Registration is complete only after confirmation (check your spam folder).
4. **Start learning**
   Enrol in the intro courses and Beginner courses. Access to the NFT module uses the same credentials.

A custom registration plugin adds the SINFT-specific fields and runs background checks against bots and unauthenticated login attempts, alerting administrators when needed.

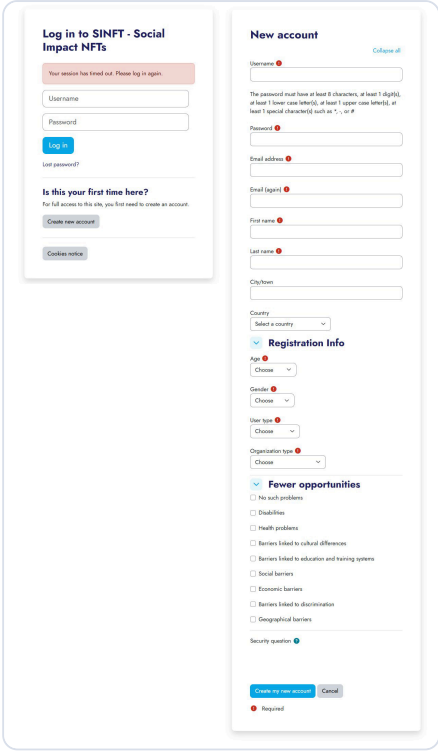


Figure 4.3 Login and registration forms.

The personal dashboard

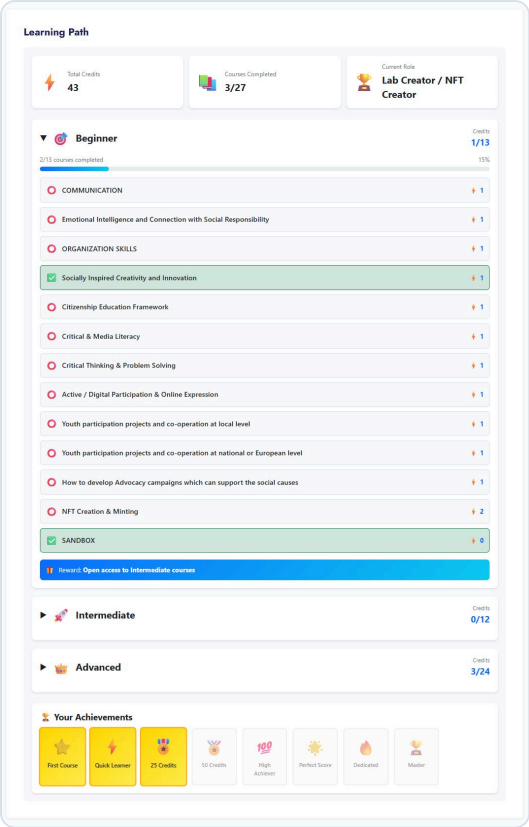


Figure 4.4 The dashboard shows credits, current role, the learning path by level and achievements.

After logging in, every user has a personal dashboard that brings together everything they need to know about their progress:

- **Credits**: the current balance earned by completing courses;
- **Role**: Learner, Lab Member or Lab Creator;
- **Learning path**: every course grouped by level, with its status (completed or not) and the schedule;
- **Milestones and achievements**: badges that mark progress towards the next role.

From the profile, users can add their social networks, manage e-mail preferences and newsletters, and submit data protection requests (access, erasure, portability) at any time.

IN PRACTICE

The dashboard makes progress visible. Seeing how close they are to becoming a Lab Member is often what motivates a learner to finish the next course.

05

PART II · THE PLATFORM · STEP 1

Learn: the SINFT learning journey

Everything on SINFT starts with learning. Twenty-eight free, self-paced courses take participants from communication and citizenship to blockchain, social entrepreneurship and digital marketing, and each completed course moves them one step closer to working in an Innovation Lab.

IN THIS CHAPTER

01 Learning before minting
02 The learning path
03 Credits
04 Roles
05 Certificates
06 Intro courses
07 The six topics and 26 courses
08 Webinars and mentoring
09 Using SINFT with a group

5.1 · PRINCIPLE

Learning before minting

The primary role of the learning module is to store and present the SINFT educational programme, a MOOC developed collaboratively by the partners, and to turn it into a pathway towards real action.

All courses are **free for life** for registered users and **self-paced**, so learners can fit them around school, work or volunteering. Each course is divided into modules and lessons, presented as pages, books, presentations, videos, images or a combination. Materials are of two kinds:

RESOURCES

Multimedia content that learners study: texts, images, videos, presentations, case studies and readings.

ASSIGNMENTS

Interactive elements that require activity: quizzes, tasks, reflective exercises and interactive H5P activities.

To complete a course, a learner marks the required sections as done, passes the test tasks and passes the final quiz. Completion is recorded automatically and triggers **credits**, a **certificate** and, at key milestones, a new **role**.

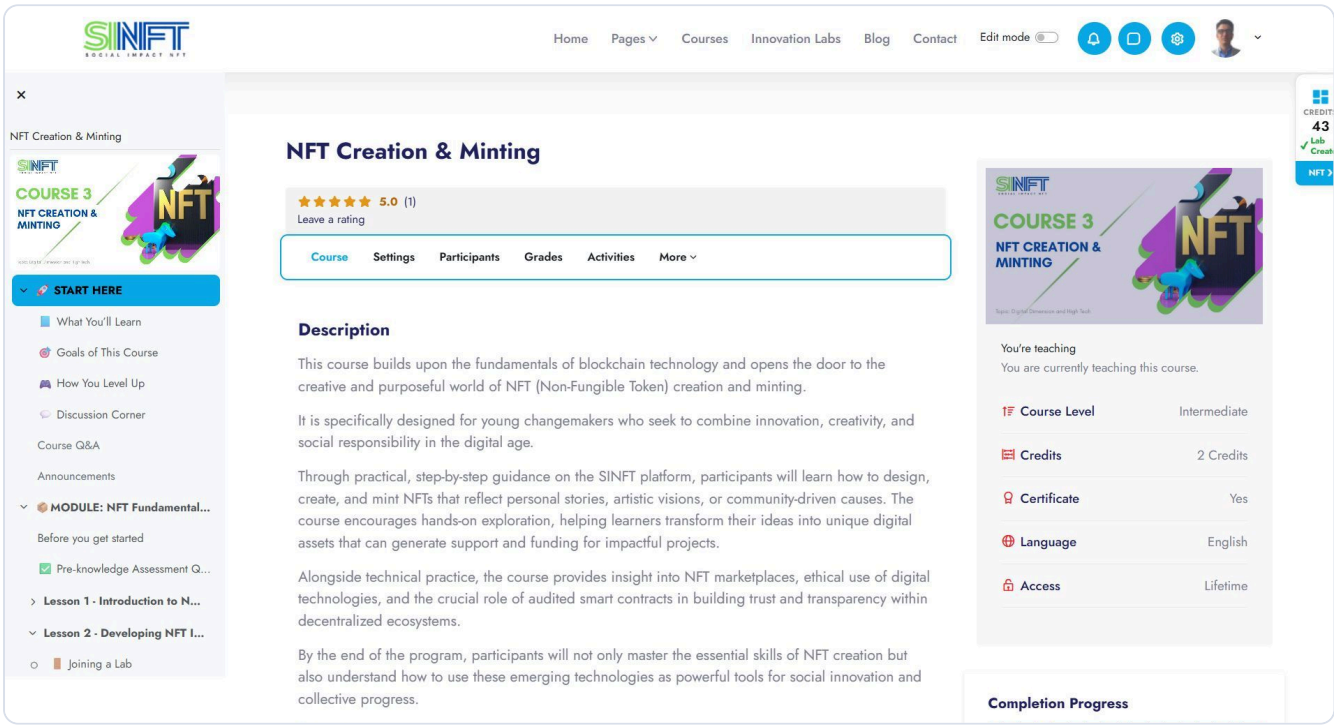


Figure 5.1 Part of a course on SINFT, showing modules, lessons and materials.

5.2 · PROGRESSION

The learning path

Courses are grouped into six topics, and each topic belongs to a difficulty level. Levels unlock in order: a learner can join Intermediate courses only after completing **all** Beginner courses, and Advanced courses only after completing all Intermediate courses. Beginner courses have no restrictions. A custom *Learning Path* plugin tracks enrolment and completion and enforces these rules.

INTRO	BEGINNER	INTERMEDIATE	ADVANCED
2	11	7	8
courses	courses	courses	courses
SINFT Process SINFT Platform	T1 Soft Skills (5) T2 Citizenship Education (6)	T3 Youth Dimension (4) T4 Digital & High Tech (3)	T5 Social Entrepreneurship (5) T6 Digital Marketing (3)
Open to everyone	No restrictions	Complete → LAB MEMBER	Complete → LAB CREATOR*

* For users registered as organisations and verified by the consortium.



Figure 5.2 Course categories on the platform, arranged by level.

IN PRACTICE · WHY LEVELS?

The order is intentional. Soft skills and citizenship come first because they shape how people work together and choose causes. Youth work and technology come next because they prepare learners for Labs. Entrepreneurship and marketing come last because they are what a Lab Creator needs to run a campaign. By the time anyone mints an NFT, they have covered ethics, safety, data protection and responsible marketing.

5.3 · MOTIVATION

Credits

Each course carries a number of **credits** that are added to the learner's balance when the course is completed. Courses at higher levels carry more credits. A custom *Credit Tracker* plugin keeps the balance up to date, and it is always visible in the header and on the dashboard.

Credits are not money and cannot be bought. They are the platform's way of turning learning into the ability to act. Learners **earn** them by studying and **contribute** them when they join or create a Lab. Lab Creators then **spend** them on the steps of NFT creation, placement and listing.

CREDIT ECONOMY

Earn	Completing courses (more at higher levels)
Join a Lab	6 credits, contributed to the Lab
Leave early	3 credits returned if you leave before NFT creation starts
Create a Lab	12 credits, assigned to the Lab
Create NFTs	The Lab's pooled credits fund generation, minting and listing

HOW IT WORKS · WHY POOLING MATTERS

Because every member contributes credits, a larger team means a larger shared budget. The system is calibrated so that a small Lab (one creator and two members) can produce about **5 to 7 NFTs**, and a full Lab (one creator and nine members) up to **15 NFTs**. Every member's learning literally becomes part of the collection.

5.4 · RECOGNITION

Roles

Roles are assigned automatically by the *Custom Roles* plugin, which monitors course completion.

LAB MEMBER

Awarded on completing all Beginner and Intermediate courses. Allows the learner to join existing Innovation Labs and take part in the campaign work of those Labs.

LAB CREATOR

Awarded on completing all Advanced courses, for users registered as organisations. Once the organisation is verified by the consortium, it can create a Lab, and generate, mint and list NFTs.

5.5 · CREDENTIALS

Certificates of completion



Figure 5.3 Example certificate of completion.

For every course completed, the learner receives a **Certificate of Course Completion** issued by the consortium of organisations implementing the project. Each certificate carries a **unique code and QR code**, which anyone, for example an employer or a university, can check at any time on the platform's certificate verification page.

Certificates make non-formal learning visible. Learners can add them to their CV, LinkedIn profile or portfolio, and youth workers can use them alongside other recognition tools.

KEEP IN MIND

SINFT certificates recognise completion of non-formal online courses. They are not formal academic qualifications or ECTS credits. Their legal status and conditions are described in the platform's Terms and Conditions and Disclaimer.

5.6 · FIRST STEPS

Intro courses

Two short intro courses are the front door to SINFT. They are open to everyone and recommended before anything else.

Introduction to the SINFT Process · *What is SINFT?*

Explains the idea behind the project: how learning, collaboration and minting connect, what a Social Impact NFT is, and how young people and organisations create impact together.

Introduction to the SINFT Platform · *How to use the platform*

A practical, video-supported walkthrough in four sections: a platform overview, registration and the dashboard, how courses and levels work, and how Innovation Labs work, including the conditions for joining and creating them.



Figure 5.4 The two intro courses on the platform.

5.7 · CURRICULUM

The six topics and 26 courses

The following pages present each topic and its courses: who created them, how long they take and what they cover. Course length is indicated as suggested by the authors. Because the courses are self-paced, learners can go faster or slower. Together, the 26 topic courses add up to roughly 300 hours of suggested learning

time.

Topic	Level	Courses	Focus
T1 · Soft Skills Development	Beginner	5	Communication, emotional intelligence, critical thinking, organisation, creativity
T2 · Citizenship Education	Beginner	6	Civic values, media literacy, digital participation, youth projects, advocacy
T3 · Youth Dimension	Intermediate	4	Leadership, global solidarity, project planning, partnerships
T4 · Digital Dimension and High Tech	Intermediate	3	Digital safety, AI, blockchain, NFT creation and minting
T5 · Social Entrepreneurship	Advanced	5	Social business, prototyping, sustainability, law and ethics, monetisation
T6 · Digital Marketing	Advanced	3	Branding, social media, community, e-mail, SEO and analytics

> "Each module consists of interactive lessons, practical assignments and live webinars, ensuring a balanced mix of theoretical knowledge and hands-on experience."
>
> SINFT MOOC content plan

T1

TOPIC 1 · BEGINNER LEVEL · 5 COURSES

Soft Skills Development

Strengthens communication, teamwork, emotional intelligence, critical thinking, organisation and creativity: the personal foundation for working in an international team on a social mission.

WHY IT MATTERS FOR THE LAB

Lab work is teamwork across languages and cultures. These courses prepare learners to listen, disagree constructively, plan and come up with ideas together.

Communication

MARIAELENA ROMANINI AND ALESSANDRO CARBONE, T-HAP · 6 WEEKS · 4 H/WEEK · 24 H

Effective interpersonal and digital communication with peers and stakeholders, and successful cooperation in teams.

- Collaboration and teamwork: online tools, diverse and multicultural teams, team dynamics
- Communication skills: tips for peers and stakeholders, storytelling for impact
- Digital etiquette: online ethics, cultural sensitivity, safe digital practices

Emotional Intelligence and Connection with Social Responsibility

MERSIHA ISMAJLOSKA, UIST "ST. PAUL THE APOSTLE" · 4 WEEKS · 3–5 H/WEEK

Emotional intelligence as a foundation for social responsibility, youth empowerment and ethical digital engagement, including the creation and promotion of Social Impact NFTs.

- Foundations of EI in social innovation
- Self-awareness: values, strengths and limits
- Empathy and emotional regulation in groups
- Personal and professional growth plan (EU Lifelong Learning framework)

Critical Thinking and Problem Solving

MARTINA DURLJANOVA, PORAKA NOVA · 3 WEEKS (OR 6 LIGHTER WEEKS)

Analysing social problems beyond their symptoms, questioning narratives, mapping power and stakeholders, and reframing issues into actionable challenges that feed NFT ideation.

- Module 1 · Critical thinking: narratives and stereotypes, root causes, local and global systems, power and privilege, ethical dilemmas, framing your challenge
- Module 2 · Problem solving: understanding the problem, exploring solutions, communicating strategically, planning next steps

Organisation Skills

ZURABI GOSHADZE, BITISI · 2–3 WEEKS · 8 H

Leadership styles, decision-making, delegation and time management for creative and social impact projects.

- Leadership styles and self-awareness
- Taking initiative and decision-making
- Delegation and balancing tasks
- Time management and inclusive leadership

Socially Inspired Creativity and Innovation

ANITA GAGOVSKA, PORAKA NOVA · 2–4 WEEKS · 2–5 H/WEEK · WITH MENTOR GUIDANCE

Unlocking creative potential to generate NFT ideas for social good, combining art, technology and advocacy, and building the adaptability needed in a changing world.

- Module 1 · Creativity: creative mindsets, thinking outside the box, remix culture, NFT art and storytelling for causes, from idea to prototype, innovation in NFT utility, co-creation
- Module 2 · Adaptability: embracing change, resilience, learning agility, blending tradition and innovation, future-readiness

T2

TOPIC 2 · BEGINNER LEVEL · 6 COURSES

Citizenship Education

Promotes democratic values, active participation, inclusion and social responsibility, both offline and online, and shows how young people can turn civic values into campaigns.

WHY IT MATTERS FOR THE LAB

Every Lab starts with a social cause. These courses help learners understand their communities, choose causes responsibly and campaign for them ethically.

Citizenship Education Framework

ALEXANDRA ISAICUL, MILLENIUM · 2–3 WEEKS · 2–4 H/WEEK

Citizenship as rights, responsibilities, participation and shared values, in democratic and digital spaces, including NFTs as a form of civic expression.

- What is citizenship education?
- Digital citizenship education

Critical and Media Literacy

ALEXANDRA ISAICUL AND VITALIE CIRHAN, MILLENIUM · 3–4 WEEKS · 2–4 H/WEEK

Understanding and evaluating media, and creating meaningful digital content that promotes social causes safely and authentically.

- Digital tools for civic expression
- Youth-centred digital content for social causes
- Safe and responsible online activism
- Engaging audiences through authenticity and storytelling

Active and Digital Participation and Online Expression

KETEVAN LOMADZE, STUDENT-YOUTH COUNCIL · 4 WEEKS · 3–4 H/WEEK

Becoming an active, ethical contributor to digital civic life: algorithms and filter bubbles, misinformation, digital storytelling and measuring engagement.

- Digital participation and citizenship
- Media literacy: algorithms and information
- Ethics of online expression
- Digital storytelling for impact
- Digital safety, privacy and wellbeing
- Launching a digital initiative and measuring engagement

Youth Participation Projects and Co-operation at Local Level

NICOLAS CONDOM, PISTES SOLIDAIRES · 4 WEEKS · ~3 H/WEEK

Engaging local communities through participatory approaches: mapping needs and resources, designing inclusive projects and partnering with municipalities, NGOs and schools.

- Understanding your community
- Tools for community mapping
- Designing local participation projects
- Partnerships and mobilising resources
- Measuring impact at local level

Youth Participation Projects and Co-operation at National or European Level

MARIIA KOTSIURBA, DEVELOPMENT AND INITIATIVE · 6 H OVER 3–4 WEEKS

How young people influence decisions nationally and in Europe, from youth policy structures to cross-border projects, and how blockchain can serve as proof of impact.

- Best practices from European and global initiatives
- Co-creating projects across borders (NFTs for social good)
- SDGs and European values
- Advocacy and influencing policy
- Measuring and reporting impact

How to Develop Advocacy Campaigns that Support Social Causes

KETEVAN MIKELADZE, STUDENT-YOUTH COUNCIL · 4 WEEKS · 3–4 H/WEEK

Advocacy principles and campaign planning from issue to action, including NFTs, social media and Web3 as tools for awareness, fundraising and mobilisation.

- Advocacy and social change
- Identifying causes and building a case
- Goals and stakeholder ecosystems with NFTs
- Choosing tools and channels
- NFTs for awareness, fundraising and mobilisation
- Measuring impact and addressing challenges

T3

TOPIC 3 · INTERMEDIATE LEVEL · 4 COURSES

Youth Dimension

Highlights young people as changemakers: leadership, intercultural collaboration, project planning and partnership with youth organisations and NGOs.

WHY IT MATTERS FOR THE LAB

Completing this level (together with Topic 4) unlocks the Lab Member role. These courses prepare learners for exactly what they will do in a Lab: take initiative, work across cultures, plan and partner.

Youth Leadership and Initiative-Taking

LEVAN NIPARISHVILI, BITISI · 2–3 WEEKS · 8 H

Exploring identity as a changemaker, taking initiative in social projects, mobilising peers and leading ethically without formal authority.

- Identifying as a changemaker
- Taking initiative in social projects
- Mobilising peers for a cause
- Practising peer leadership

Global Solidarity and Inclusive Communication

ALEXANDRA ISAICUL, MILLENIUM · 2–3 WEEKS · 6–7 H

Intercultural exchange, empathy and co-creation of international youth campaigns, using digital storytelling tools including NFTs.

- Intercultural exchange and shared youth challenges
- Co-developing international youth projects
- Storytelling and empathy through digital creativity

Project Planning and Responsibility

KAKHABER LOMADZE, STUDENT-YOUTH COUNCIL · 2 WEEKS · 10 H

Designing, organising and managing a small social impact project, from SMART objectives to risk management, and applying it to NFT-based initiatives.

- Introduction to project planning
- From ideas to objectives
- Steps and timeline
- Roles, responsibility and teamwork
- Risk management and problem solving
- Implementation and reflection

Partnership Building with Youth Organisations and NGOs

MARIIA KOTSIURBA, DEVELOPMENT AND INITIATIVE · 2–3 WEEKS · 7–8 H

Volunteering as a pathway to participation, and the skills to collaborate with youth organisations and NGOs locally, nationally and internationally.

- Volunteering and youth participation
- Local and national volunteering
- International volunteering and digital solidarity
- Building partnerships with youth organisations
- From volunteering to leadership

T4

TOPIC 4 · INTERMEDIATE LEVEL · 3 COURSES

Digital Dimension and High Tech

Introduces the technologies behind SINFT (AI, blockchain, smart contracts and NFTs) with a strong focus on safety, ethics and hands-on use of the platform.

WHY IT MATTERS FOR THE LAB

Before anyone creates an NFT, they understand how it works, what the risks are and how to stay safe. The NFT Creation and Minting course is taught directly on the SINFT platform.

Digital Literacy and Online Safety

ANASTASIIA LAPKO (DNIPRO UNIVERSITY OF TECHNOLOGY), ATANAS GODZOSKI (ANGOR AG), ALEKSANDAR KARADIMCHE (UIST) · 3–4 WEEKS · 15–18 H

Navigating the digital world responsibly, using large language models such as ChatGPT and Gemini for creative and social problem-solving, and learning from real case studies.

- Module 1 · Digital footprints and identity, protecting yourself online, intellectual property and ethics
- Module 2 · AI for the common good: meet LLMs, from prompts to social impact, AI for planning
- Module 3 · Digital tools in business, education and NGOs

Blockchain Technology

JOVAN KARAMACHOSKI AND ALEKSANDAR KARADIMCHE, UIST · 3–4 WEEKS · 15–18 H

Decentralisation and distributed ledgers, cryptocurrencies versus tokens, wallets and transactions, smart contracts, and the ethics of AI, blockchain and NFTs.

- Blockchain and decentralisation
- Digital money and assets: cryptocurrencies, tokens and wallets
- Smart contracts: code that executes
- Ethical implications of AI, blockchain and NFTs

NFT Creation and Minting

ATANAS GODZOSKI AND ALEKSANDAR KOLOV (ANGOR AG), ALEKSANDAR KARADIMCHE (UIST) · 4–5 WEEKS · 7–9 H/WEEK

Step-by-step practice on the SINFT platform: designing NFTs that reflect a cause, setting up wallets securely, minting, and navigating marketplaces, with attention to audited smart contracts.

- Introduction to NFTs: token, ownership, metadata
- Creating NFTs on the SINFT platform
- Setting up and using digital wallets
- Minting on the SINFT platform
- The NFT marketplace

T5

TOPIC 5 · ADVANCED LEVEL · 5 COURSES

Social Entrepreneurship

Equips learners to design sustainable, mission-driven solutions: social business models, validation and prototyping, partnerships, legal and ethical foundations, and monetisation.

WHY IT MATTERS FOR THE LAB

A campaign is a small social enterprise. These courses teach how to make it viable, legal, ethical and sustainable, including how to price NFTs and plan revenue for a cause.

Understanding Social Entrepreneurship

MARIAELENA ROMANINI AND ALESSANDRO CARBONE, T-HAP · 6 WEEKS · 4 H/WEEK · 24 H

Social business models compared with other models, spotting entrepreneurial opportunities in social problems, and using NFTs as a tool for sustaining social causes.

- Module 1 · Social entrepreneurship, social business models, opportunities at community level
- Module 2 · Glossary, the social business model canvas, from idea to plan, the network business model canvas

Validating and Prototyping Ideas

MAGALI LANSALOT, PISTES SOLIDAIRES · 4 WEEKS · 12 H

Turning ideas into testable concepts: lean and design thinking, user feedback, low-cost prototypes and iteration.

- From idea to concept
- Understanding needs and testing assumptions
- Creating a prototype
- Getting feedback and iterating
- Presenting your prototype

Partnerships and Long-Term Sustainability

MATHIEU DECQ, PISTES SOLIDAIRES · 4 WEEKS · 12 H

Building partnerships across sectors and planning long-term sustainability, including fundraising through NFTs and Web3 mechanisms.

- Partnerships with NGOs, CSOs and social businesses
- Fundraising and innovation: digital tools and NFTs
- Engaging donors and institutions
- Community support and long-term sustainability

Legal and Ethical Foundations

MATHIEU DECQ, PISTES SOLIDAIRES · 4 WEEKS · 12 H

Legal and ethical principles for social and digital entrepreneurship: intellectual property, data protection, digital rights and ethical design in Web3.

- Legal and ethical principles in social innovation
- Intellectual property and digital rights
- Data protection, privacy and responsible technology
- Ethics in the digital era: AI, Web3 and social impact

Monetisation and Sustainability

ATANAS GODZOSKI, ALEKSANDAR KOLOV (ANGOR AG), ANITA GAGOVSKA, ROSICA STOJKOVSKA ZHIVKOVSKA (PORAKA NOVA) · 2 WEEKS · 10 H

Designing NFT collections that generate sustainable revenue for social causes: pricing models, recurring donations, royalties, campaign tactics and sales funnels.

- Module 1 · Revenue strategies: pricing for impact, recurring donations, the cause as core message, royalties
- Module 2 · Campaign tactics: pre-launch, giveaways, collaborations, limited editions
- Module 3 · Sales funnels: from awareness to support

TOPIC 6 · ADVANCED LEVEL · 3 COURSES

T6 Digital Marketing

Enables learners to promote campaigns ethically and effectively: branding, content, social media, community, e-mail, advertising, analytics and impact reporting.

WHY IT MATTERS FOR THE LAB

An NFT nobody sees raises no funds. These courses teach Lab teams how to reach supporters honestly, and how to report back on what their support achieved.

Branding, Content and Ethics

ROSICA STOJKOVSKA ZHIVKOVSKA, PORAKA NOVA · 2 WEEKS · 10 H

Authentic, ethical brands that connect creativity with social purpose, a landing page for each NFT collection, and visual storytelling that keeps the cause central.

- Module 1 · Ethical marketing: transparency, no overhype, the cause at the centre, inclusivity
- Module 2 · Branding: project identity, brand story, positioning, buyer personas
- Module 3 · Content: visuals, copy, short videos, storytelling for each NFT

Social Media Marketing, Community and E-mail

YANA CHURSINA, DNIPRO UNIVERSITY OF TECHNOLOGY · 3 WEEKS · 12–15 H

Planning social media strategies, building communities around shared values and running purposeful e-mail campaigns with tools such as Mailchimp and Meta Business Suite.

- Social media strategy and visibility
- Building an online community
- E-mail essentials: driving action

SEO and Analytics

YANA CHURSINA, DNIPRO UNIVERSITY OF TECHNOLOGY · 3 WEEKS · 12–15 H

Paid and organic promotion, key metrics, tools such as Google Trends and Meta Business Suite, and data storytelling for transparent impact reports.

- Digital ads and organic reach
- Analytics made easy
- Reporting impact: telling the story with data

5.8 · LIVE LEARNING

Webinars and mentoring

Self-paced courses are complemented by a programme of **50 live sessions**, webinars and mentoring sessions with trainers and experts from the consortium, running for around **14 months from November 2026**, after the platform is piloted in the first week of November 2026. The sessions have their own place in the learning (LMS) module: a dedicated *Webinars and Mentoring* area, organised by topic, where participants find the schedule, session details and recordings, and join directly via Zoom. Upcoming sessions are also announced on the front page under *Live Sessions*, and attendance is reported back to the platform.

50	~14	Open	Login
live sessions: webinars and mentoring	months of live programme, from November 2026	webinars: open to everyone, no account needed	mentoring: for registered users of the platform

The two formats have different audiences. **Webinars are open to everyone**, without an account: they are a low-threshold way for the wider public to meet the people behind SINFT and discover its topics. **Mentoring sessions are reserved for registered users**: they give learners and Lab teams practical, personal support with their learning, projects and campaigns.

Experts include university professors, IT specialists and NGO leaders. Their profiles are presented on the **SINFT Experts** page, and many also write for the platform's **blog**.

SESSION FORMATS

Webinars · open to everyone

Thematic sessions linked to the six topics, with recordings where available. No account needed.

Mentoring · registered users

Smaller, practical sessions supporting learners and Lab teams with their projects and campaigns. Login required.

Virtual exchange

Every live session counts as a virtual exchange under the Erasmus+ Virtual Exchanges programme: participants from different partner countries meet, share experiences and form teams.

5.9 · FOR YOUTH WORKERS

Building and leading a Lab team

The youth worker representing an organisation is the bridge between the learning module and the Innovation Lab. They do not only create the Lab on the platform; they build the team behind it, keep it together and lead it towards a finished campaign.

1. **Select a local team**
   The youth worker chooses a group of young people from their own community to work on the organisation's cause, and guides them through the learning path until they reach the Lab Member role.

2. **Establish the Lab and recruit the team**
   As Lab Creator, the youth worker sets up the Innovation Lab, describes its mission and invites the local young people to join it.

3. **Open the Lab to international members**
   The same Lab stays open to young people from other partner countries who find the cause close to their own interests and want to contribute. Local and international members then work side by side as one team.

4. **Organise the team and assign roles**
   The youth worker organises the team, assigns roles (for example researcher, storyteller, visual lead, prompt writer, community manager) and makes sure every member knows what is expected of them.

5. **Motivate and keep everyone contributing**
   Throughout the campaign, the youth worker encourages members, recognises their contributions and keeps the team focused on the cause and the timeline.

6. **Communicate in the Lab**
   All team communication takes place inside the Innovation Lab: the Lab chat (peer-to-peer messages with notifications), the forum for announcements and discussions, and the shared calendar and files. This keeps the work transparent, visible to every member and protected within the platform.

KEEP IN MIND · WHEN A MEMBER DOES NOT CONTRIBUTE

As the owner of the Innovation Lab, the youth worker can remove participants who do not contribute to the campaign. This is done **upon a joint decision of the whole team**, not by the youth worker alone, so that the process stays fair and transparent. Members can also be removed for inappropriate behaviour.

06

PART II · THE PLATFORM · STEP 2

Collaborate: Innovation Labs

Innovation Labs are the heart of SINFT. A Lab is a private team workspace where an organisation and a group of young people from different countries work together on every part of a campaign: the cause, the story, the visuals and the activities the funds will support.

IN THIS CHAPTER

01 What a Lab is
02 Creating a Lab
03 Finding and joining a Lab
04 Inside a Lab: the toolkit
05 The life of a Lab
06 Example Labs
07 Good practice for Lab teams

6.1 · CONCEPT

What a Lab is

An Innovation Lab is where learning becomes action. It is a team, a mission and a shared workspace in one.

A TEAM

Up to ten people

One Lab Creator from a verified organisation and up to nine Lab Members, often from several partner countries.

A MISSION

One social cause

Each Lab is built around a clearly described need: environmental, social, economic or community-related.

A WORKSPACE

Private tools

Forum, file sharing, calendar, wiki and messaging, visible only to the team, plus a portal to the NFT module.

Each Lab also counts as one of the project's **virtual exchanges** under the Erasmus+ Virtual Exchanges programme: up to **150 Innovation Labs** can be created, adding to the 78 virtual exchanges delivered through the 28 online courses and 50 live sessions. In a Lab, the team discusses the campaign description, defines the visual identity of its NFTs, plans related activities and prepares the materials that will feed NFT creation. Labs are where young people and organisations stop being separate target groups and become colleagues.

> "Innovation Labs are the place where international teams of young people work together on all aspects of the campaigns they want to finance through the SINFT platform."
>
> SINFT platform documentation

6.2 · LAB CREATORS

Creating a Lab

Only organisations can create Labs. This ensures that every mission is backed by an accountable entity that can receive funds and is responsible for the young people it works with. To create a Lab, the user must meet **all four conditions**:

1. **Be registered as an organisation**
   represented by a youth worker or staff member.
2. **Hold the Lab Creator role**
   by completing all courses up to and including the Advanced level.
3. **Be approved by the consortium**
   Approval can be withdrawn at any time in case of inappropriate use.
4. **Have 12 credits**
   which are assigned to the Lab when it is created. Each creator can run one Lab at a time; deleting a Lab means losing its credits.

HOW IT WORKS · THE LAB DESCRIPTION

When creating a Lab, the creator writes the **Lab description**. It is the first thing potential members read and the basis of the future campaign. A good description explains:

- the goal of the campaign;
- the social, economic or environmental need it responds to;
- the activities the funds will support;
- who will benefit;
- what kind of team members are needed.

The creator also adds **tags** (for example *ecology*, *inclusion*, *wellness*) and an image, so the Lab can be found by interested learners.

6.3 · LAB MEMBERS

Finding and joining a Lab

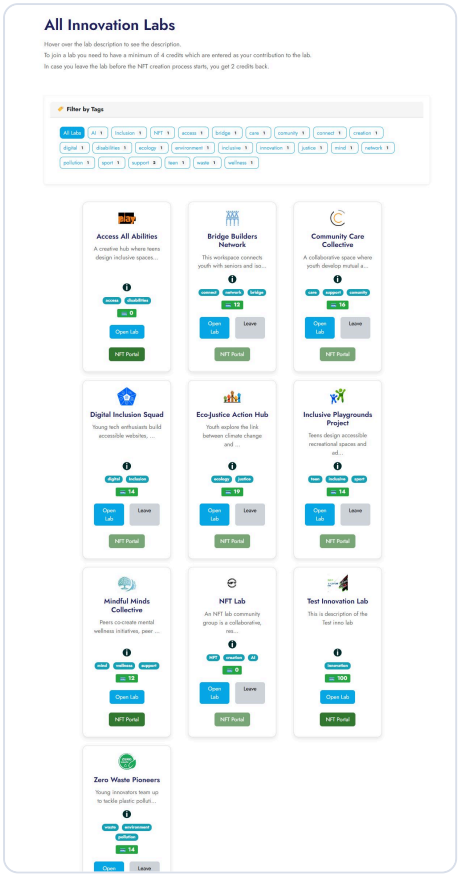


Figure 6.1 The list of Innovation Labs, with tag filters, descriptions and credits.

The most recently created Labs appear on the front page, and all Labs are listed in the **Innovation Labs** section, reached from the main menu. Learners can filter Labs by tag, read each mission (hover over the description to see the full text), and see the credits pooled in each Lab.

Who can join

Any user with at least the **Lab Member** role (all Beginner and Intermediate courses completed) can join an existing Lab by clicking *Join Lab*.

What it costs

Joining requires a minimum of **6 credits**, which are contributed to the Lab's shared budget for NFT creation.

Leaving and removal

A member who leaves **before the NFT creation process starts** gets **3 credits** back. The Lab Creator can remove a member for inappropriate behaviour, or for not contributing to the campaign, upon a joint decision of the whole team.

IN PRACTICE

Choose a Lab whose cause you genuinely care about. Your motivation will carry you through the campaign, and supporters can tell when a story is authentic.

6.4 · WORKSPACE

Inside a Lab: the toolkit

All Labs share the same structure. Every tool is **visible only to Lab members**, which gives teams a safe space to discuss ideas before anything is made public. An *NFT Portal* link connects the Lab to its campaign in the NFT module.

Tool	What the team uses it for
Lab description	The mission statement written by the creator: goal, need, activities to be funded.
Announcements and forum	Announcements, discussions and exchange of opinions. A custom plugin adds post categories, so threads can be grouped, for example by *Research*, *Visual ideas* or *Promotion*.
File sharing	Uploading documents, images and PDFs into thematic folders and subfolders, with access permissions controlled by the team.
Shared calendar	Meetings, deadlines, tasks and campaign activities, in one place across time zones.
Wiki for NFT ideas	A collaborative page where members collect, refine and vote on concepts for the artworks.
Peer-to-peer messages	Private messaging between team members, with notifications for new messages.
NFT Portal	The bridge to the Lab's campaign in the NFT module, where ideation, generation and minting take place.

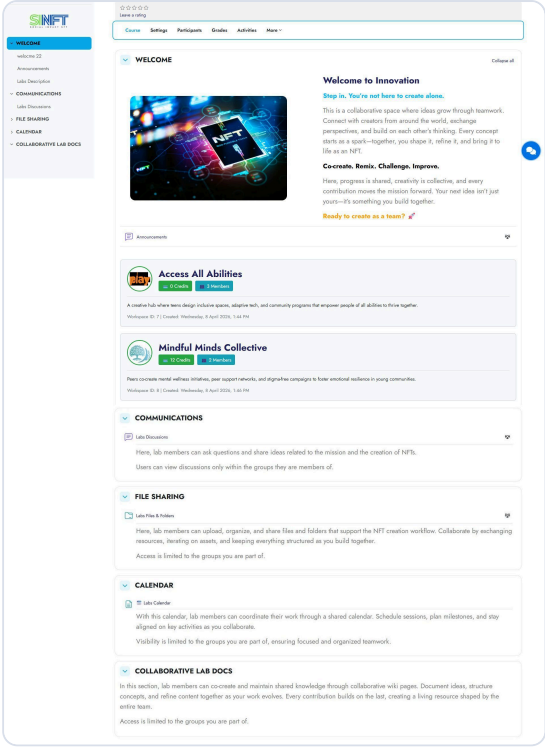


Figure 6.2 An Innovation Lab seen by a team member: welcome, description, communication, file sharing, calendar and collaborative wiki.

HOW IT WORKS · ISOLATION BY DESIGN

The *Innovation Labs* plugin was developed specifically for SINFT. It creates ad-hoc groups for joint missions, displays each Lab's resources only to its members, checks eligibility for creating and joining Labs, and handles credits when users create, join or leave a Lab.

6.5 · PROCESS

The life of a Lab

Every Lab is different, but most go through seven phases. The platform supports each one, and the courses prepare members for them.

	Phase	What happens	Tools · related courses
1	**Form the team**	The creator opens the Lab and describes the mission; members join; everyone introduces themselves and agrees how to work.	Description, forum · *Communication, Global Solidarity*
2	**Understand the cause**	The team researches the problem, its root causes and who is affected, and maps stakeholders.	Files, wiki · *Critical Thinking, Local Participation*
3	**Ideate**	Members propose themes, symbols, styles and stories for the artworks, and the utility the NFTs could offer supporters.	Wiki, forum · *Creativity and Innovation*
4	**Create**	Ideas are turned into prompts and artworks with AI support, reviewed together and refined.	NFT module · *NFT Creation and Minting*
5	**Launch**	The creator mints the collection on Solana and lists the NFTs on the marketplace with prices.	NFT module · *Monetisation*
6	**Promote**	The team runs the campaign on social media, e-mail and in the community, telling the story behind each NFT.	Calendar · *Branding, SMM, Advocacy*
7	**Deliver and report**	Funds reach the mission; the organisation carries out the activities and reports back to supporters on the results.	Marketplace data · *SEO and Analytics*

6.6 · EXAMPLES

Example Labs: the kind of missions SINFT supports

The following Labs are **illustrative examples**, prepared to show the range of causes SINFT can support and to test the platform. They are not yet running campaigns: real Labs will be created by verified organisations from the pilot phase onwards.

Zero Waste Pioneers

WASTE · ENVIRONMENT · POLLUTION

Young innovators tackling plastic pollution, running campus recycling drives and developing circular-economy solutions.

Eco-Justice Action Hub

ECOLOGY · JUSTICE

Youth exploring the links between climate change and social equity, and co-designing grassroots campaigns.

Bridge Builders Network

CONNECT · NETWORK · BRIDGE

Connecting young people with seniors and isolated groups through tech literacy, intergenerational storytelling and community care.

Community Care Collective

CARE · SUPPORT · COMMUNITY

Youth building mutual-aid networks, neighbourhood support systems and volunteer initiatives for local families.

Digital Inclusion Squad

DIGITAL · INCLUSION

Young tech enthusiasts building accessible websites and screen-reader-friendly tools, and hosting workshops to close the digital divide.

Access All Abilities

ACCESS · DISABILITIES

A creative hub where teens design inclusive spaces, adaptive tech and community programmes for people of all abilities.

Inclusive Playgrounds Project

TEEN · INCLUSIVE · SPORT

Teens designing accessible recreational spaces and adaptive sports programmes.

Mindful Minds Collective

MIND · WELLNESS · SUPPORT

Peers co-creating mental wellness initiatives, peer-support networks and stigma-free campaigns to build emotional resilience.

WHAT THESE LABS HAVE IN COMMON

Each mission is concrete, local enough to deliver, and visual enough to inspire artworks. Each also names **who** does the work (young people) and **who** benefits (families, seniors, people with disabilities, peers, the environment). That is the formula for a strong Lab.

6.7 · TEAMWORK

Good practice for Lab teams

Agree a team charter early

In the first week, agree on a working language, how often you meet, how decisions are made (for example by consensus or vote in the forum) and how you will handle disagreement.

Give everyone a role

Typical roles: researcher, storyteller, visual lead, prompt writer, community manager, reporter. Roles can rotate.

Mind the time zones

SINFT teams can span three time zones, from France to Georgia. Use the shared calendar and asynchronous tools (forum, wiki) so nobody is excluded.

Keep the cause at the centre

Before every design decision, ask: does this help supporters understand and care about the cause?

Include everyone

Check that quieter members, non-native speakers and people with limited connectivity can contribute. The forum and wiki make it easier for everyone to contribute in their own time.

Protect people

Do not share personal data, photos of people without consent, or sensitive details about beneficiaries in Lab materials or artworks.

07

PART II · THE PLATFORM · STEP 3

Mint: from idea to NFT

The NFT module is where a Lab's work becomes visible to the world. In three guided steps (Cause, Generate, Mint), the team turns its mission into a collection of artworks on the Solana blockchain and offers them to supporters on the SINFT marketplace.

IN THIS CHAPTER

01 Who can do what
02 The workflow at a glance
03 Step 1 · Cause: the campaign builder
04 Ideation: from discussion to concept
05 Step 2 · Generate: AI-assisted artwork
06 Step 3 · Mint: collections on Solana
07 The SINFT marketplace
08 Buying an NFT: the supporter's view
09 Curation and responsible AI

7.1 · ACCESS

Who can do what

Access to the NFT module depends on the permissions users bring with them from the learning module. Registered users reach the NFT module from the main platform, using the same credentials.

VISITORS AND GUESTS

See the module's home page and the marketplace: all NFTs and collections, the campaign behind each one, what a purchase would support, and the option to buy.

LAB MEMBERS

Everything visitors see, plus the materials of the campaigns designed in the Labs they belong to. They contribute ideas and concepts through the Lab, and connect a wallet to receive their share of sales.

LAB CREATORS

Full access: campaign builder, AI generation, minting, collections and listing. Minting and listing are performed by the verified organisation's adult representative.

7.2 · OVERVIEW

The workflow at a glance

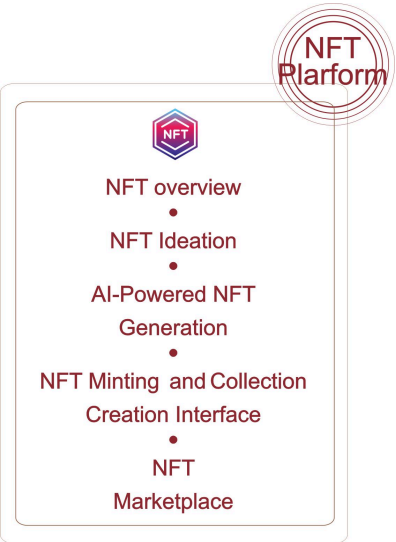


Figure 7.1 Functions of the NFT module.

1. **Cause · set up the campaign**
   Name the mission, explain what the funds will accomplish, and confirm how sales are distributed.
2. **Ideate · shape the concepts**
   Draw on the Lab's discussions, wiki and files to define themes, styles and stories.
3. **Generate · create the artworks**
   Use AI prompts, with built-in prompt help, or upload the team's own scans and drawings.
4. **Mint · record on the blockchain**
   Create a collection and mint each artwork as an NFT on Solana.
5. **List · offer to supporters**
   Set prices and publish the NFTs on the SINFT marketplace, where every sale funds the mission.

HOW IT WORKS · CREDITS AS A BUDGET

Every activity related to creating, minting and listing NFTs uses credits earned in the learning module and pooled in the Lab. Generation credits are shown in the NFT module's header. A small Lab can typically create 5 to 7 NFTs, and a full Lab up to 15.

7.3 · STEP 1 · CAUSE

The campaign builder

Each Lab has a **campaign** in the NFT module. The campaign builder guides the Lab Creator through three steps, shown as a progress bar at the top of the screen: CAUSE GENERATE MINT . A summary of the campaign shows how many artworks have been generated, minted, listed and sold.

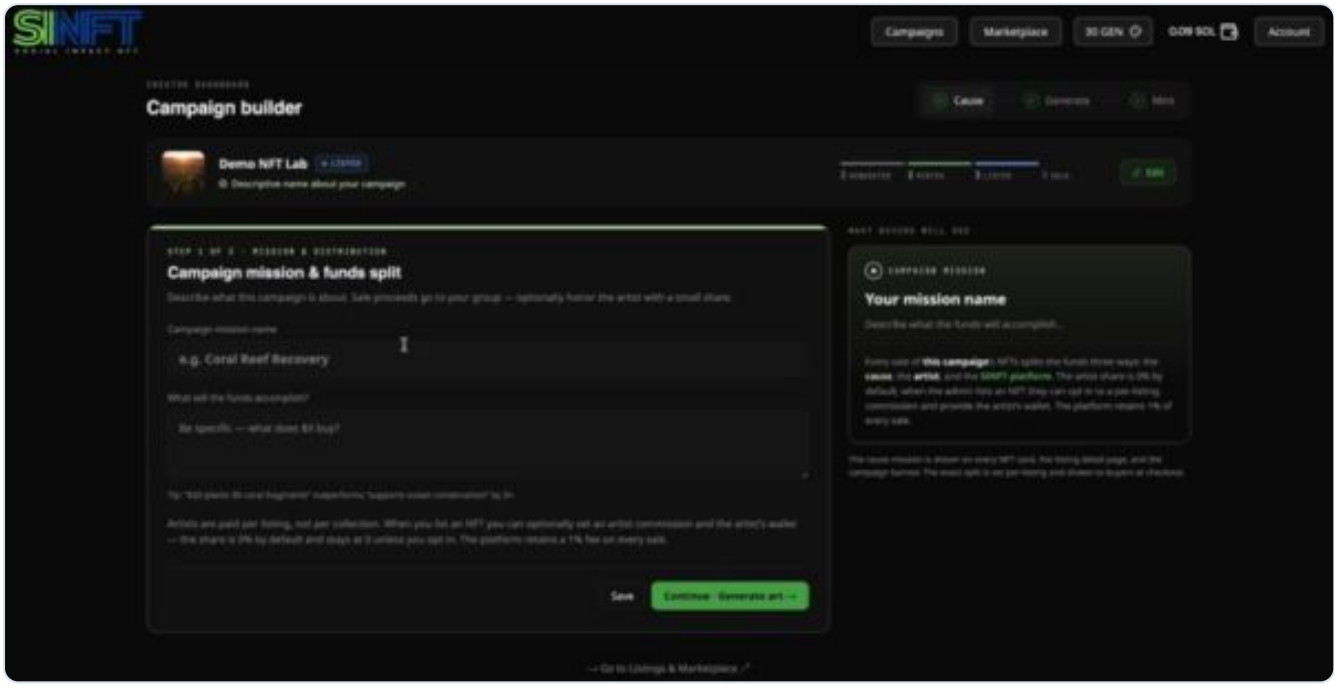


Figure 7.2 Step 1 of the campaign builder: campaign mission and funds split, with a live preview of what supporters will see.

Mission name and purpose

The creator gives the campaign a clear name (for example *Coral Reef Recovery*) and describes what the funds will accomplish. The builder encourages specificity: **what does one dollar buy?** For example: "€10 plants 5 m² of coral reef" or "€25 covers a workshop for one family".

What supporters will see

A live preview panel shows the mission exactly as it will appear to supporters on every NFT card, the listing page and the campaign banner. The fund distribution is displayed on each listing and at checkout, so supporters always know where their money goes (see Chapter 8).

7.4 · IDEATION

From discussion to concept

NFT ideation is the creative process of developing concepts for the artworks: identifying themes, symbols, artistic styles and possible utilities that resonate with supporters. The goal is NFTs that are visually appealing **and** carry a narrative and meaning.

In SINFT, ideation draws most heavily on the **materials and discussions created and shared in the Innovation Lab**: the research in the file-sharing folders, the debates in the forum and the concepts collected in the Lab wiki. This is where the young members' perspectives shape the final product most directly.

AI support helps teams move from discussion to concept: suggesting variations on a theme, translating an idea into a visual description, or proposing prompts. Inside the generator, a **"Help me write a prompt"** function turns a rough idea into a detailed description.

IN PRACTICE · QUESTIONS FOR IDEATION

- What single image captures our cause?
- What symbols, colours or traditions from our countries could we draw on, respectfully?
- Should the collection tell one story in several chapters, or show many perspectives?
- Who is our supporter, and what would they be proud to own?
- Could the NFT offer something extra: an invitation, a thank-you event, access to updates?

7.5 · STEP 2 · GENERATE

AI-assisted artwork

AI-powered generation uses machine-learning models to produce digital artworks from text descriptions. It lets teams without professional illustrators explore a wide range of styles quickly, and gives every member, not only those who can draw, a way to contribute visually.

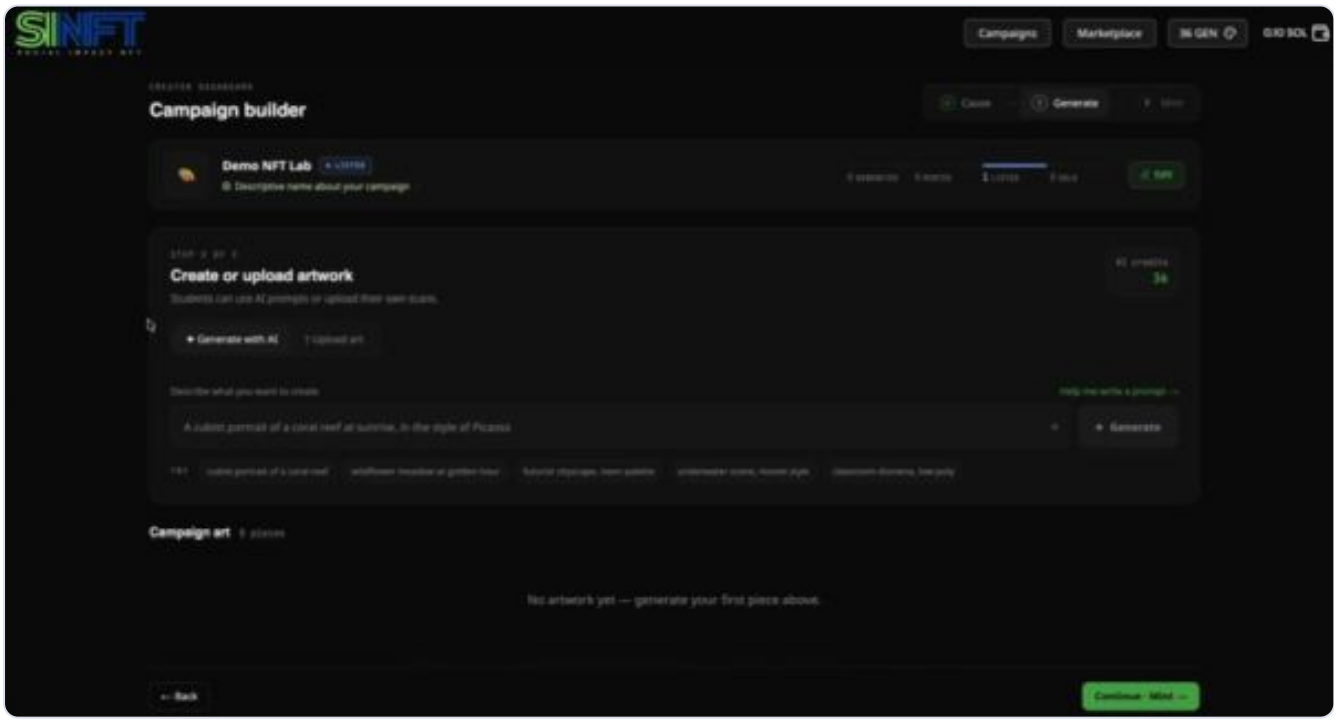


Figure 7.3 Step 2: "Create or upload artwork". Teams can generate with AI or upload their own scans; example prompts help them start.

Two ways to create

- **Generate with AI.** Describe what you want to create, for example a subject, a mood, colours and a style, and generate. Example prompts (*wildflower meadow at golden hour*, *classroom diorama, low-poly*) show what is possible.
- **Upload.** Teams can upload their own drawings, paintings or photos. This is a good option for Labs that want hand-made art, or to combine traditional and digital techniques.

Iterate as a team

Generated artworks appear in the campaign's **Campaign art** gallery. The team reviews them together, for example in the forum or a live meeting, refines the prompts and selects the pieces that best tell the story. Each generation uses generation credits, which encourages careful prompting.

7.6 · STEP 3 · MINT

Collections on Solana

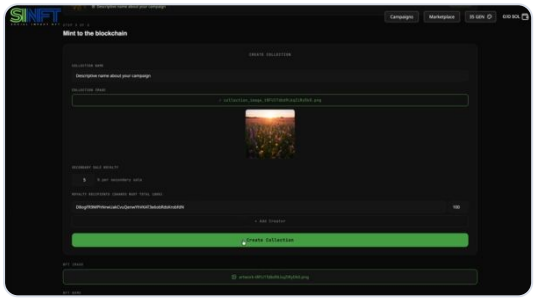


Figure 7.4 Step 3: creating a collection and minting artworks.

Minting turns digital files into NFTs by recording them on the blockchain, making them verifiable and ready to be offered to supporters. In the **Mint to the blockchain** step, the Lab Creator:

1. **Creates a collection**
   with a name and a collection image. A collection groups the Lab's NFTs into one themed series.
2. **Confirms the distribution of sales**
   The distribution of every sale is defined **automatically**: **70%** to the mission, **29%** to the creators (the Lab members) and **1%** reinvested in new credits for Innovation Labs. The creators' 29% is divided equally according to the number of creators in the Lab, so no manual settings are needed.
3. **Mints each artwork**
   with its image, name and description. Metadata such as ownership and smart-contract rules is embedded at this point.

KEEP IN MIND · PRIVACY ON-CHAIN

Anything written to a blockchain is permanent. SINFT automatically processes and depersonalises user-submitted text before it is written on-chain, and no names or e-mail addresses are passed to the NFT component. Teams should still avoid personal details in titles and descriptions.

The SINFT marketplace

Rather than relying on an open, third-party marketplace, the consortium developed and integrated a **fully proprietary marketplace** within the SINFT platform. This gives the consortium complete control over what content can be published and offered, and lets the marketplace be designed around causes rather than collectors.

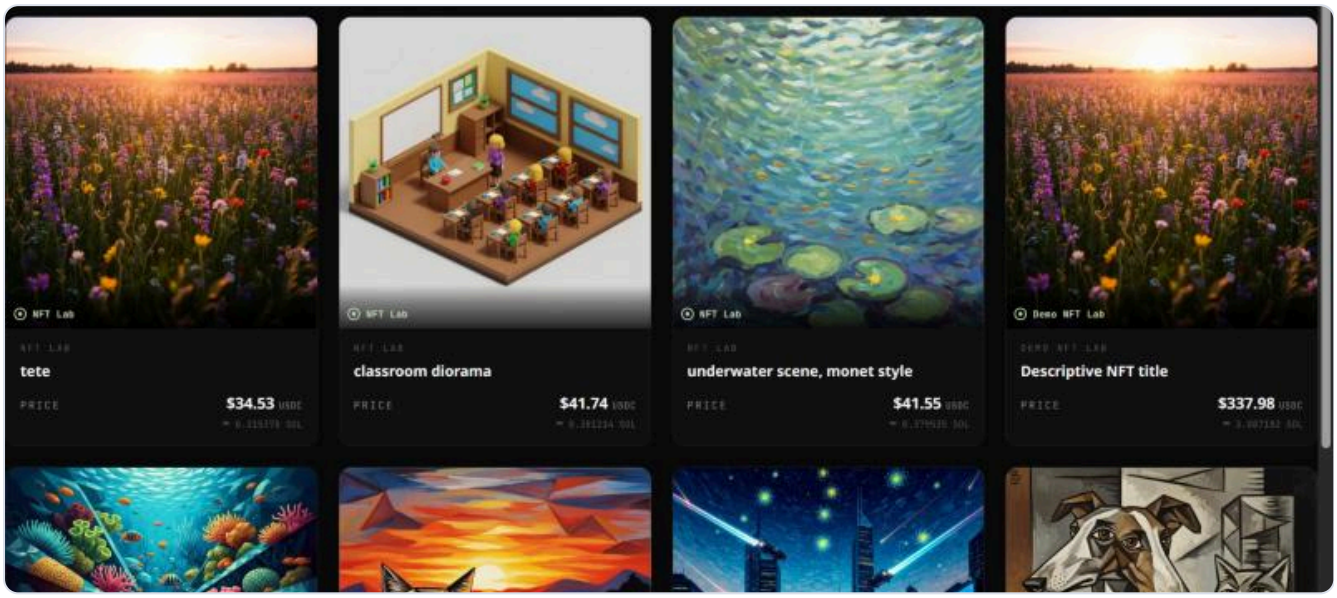


Figure 7.5 The marketplace: artworks created by Lab teams, each linked to the cause it supports, with prices in USDC and SOL.

Campaigns view

All campaigns with their status (draft, generated, minted, listed) and platform-wide figures: active campaigns, artworks live and total raised.

Browse by cause

Supporters can filter by campaign, see how many listings each has and what it could raise, and sort by *most impactful*, *newest* or price.

Listing page

The artwork, the campaign it supports, its description, the price, where the payment goes and the on-chain details (mint address, collection, sale split).

HOW IT WORKS · A LANDING PAGE FOR EVERY CAMPAIGN

Every campaign in the NFT module has its own **landing page**. It brings together everything a supporter needs in one place: the mission and what the funds will accomplish, the Lab behind it, the full collection of NFTs with their prices, how each sale is distributed, and the campaign's progress (artworks generated, minted, listed and sold, and the amount raised).

Because each landing page has its own address, it is the natural link for promotion. Lab teams share it on social media, in newsletters and in their advocacy, and organisations can link to it from their own websites, bringing NFT-based support directly to their existing audiences. The *Branding, Content and Ethics* course includes a lesson on creating a landing page for each organisation's NFT collection.

7.8 · SUPPORTERS

Buying an NFT: the supporter's view

Supporting a campaign does not require a SINFT account, but it does require a Solana-compatible crypto wallet. The process takes a few minutes:

1. **Choose a cause**
   Browse the marketplace or a campaign page, and read the mission.
2. **Pick an artwork**
   Open the listing to see the story behind it and where your payment goes.
3. **Connect a wallet**
   Click *Connect Wallet to Buy*, and choose to pay in **USDC** or **SOL**.
4. **Confirm the purchase**
   Approve the transaction in your wallet. The split is executed automatically.
5. **Own and share**
   The NFT appears in your wallet. Share it to spread the campaign.

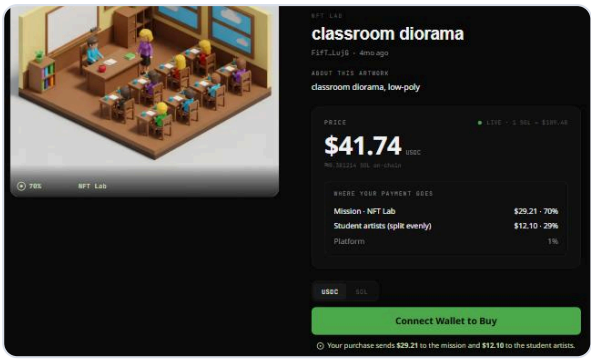


Figure 7.6 A listing page. Before buying, the supporter sees exactly how the payment is distributed.

7.9 · RESPONSIBILITY

Curation and responsible AI

Because SINFT controls its own marketplace, the consortium can ensure that what is published is appropriate, respectful and aligned with each campaign. Lab teams share this responsibility. The platform's Terms and Conditions set the rules on ownership of user-generated content and the use of AI tools. In addition, the following principles are recommended for every Lab:

- **Be original.** Avoid prompts that copy the recognisable style of living artists or reproduce existing works, logos or characters.
- **Respect people.** Do not generate images of real, identifiable people, and never use photos of beneficiaries without explicit consent.
- **Respect cultures.** Draw on traditions with care, and involve team members from the culture concerned.
- **Be honest.** State in the description that an artwork was created with AI assistance, and explain the human ideas behind it.
- **Keep it relevant.** Every artwork should connect visibly to the cause. Supporters buy the story, not just the image.
- **Check before minting.** Minting is permanent. Review titles, descriptions and images as a team before they go on-chain.

08

PART II · THE PLATFORM

Following the money

Trust is the currency of any fundraising effort. On SINFT, the distribution of every sale is predefined, executed automatically and shown to the supporter before they pay. This chapter explains where the money goes and what it means for organisations and young creators.

IN THIS CHAPTER

01 The 70 / 29 / 1 distribution
02 Worked examples
03 Setting the price of an NFT
04 How the creators' share is divided
05 Transparency you can verify
06 What organisations should prepare

8.1 · DISTRIBUTION

The 70 / 29 / 1 distribution

When an NFT is sold on the SINFT marketplace, the payment is split automatically between three recipients. The allocation is predefined, so no one has to transfer money by hand after the sale.



70%

The mission. Goes to the organisation that runs the Lab, to fund the activities described in the campaign.

29%

The creators. Divided equally among the Lab members who co-created the collection, recognising their work.

1%

Reinvestment. Not a platform fee: it is reinvested in new credits for Innovation Labs, so that more teams can create campaigns. 1% is the lowest share the system can technically set.

HOW IT WORKS · SHOWN AT CHECKOUT

Every listing page contains a box titled **"Where your payment goes"**, which shows the amounts in dollars for the mission, the student artists (split evenly) and the 1% share (labelled "Platform" on the marketplace, and reinvested in new Lab credits), and repeats the split in the on-chain details. Under the buy button, a one-line summary confirms, for example: *"Your purchase sends $29.20 to the mission and $12.10 to the student artists."*

8.2 · EXAMPLES

Worked examples

The table shows how sales at different price points are distributed. The last column assumes a Lab with five members sharing the creators' portion.

Sale price	Mission (70%)	Creators (29%)	Reinvestment (1%)	Per creator (5 members)
$20	$14.00	$5.80	$0.20	$1.16
$50	$35.00	$14.50	$0.50	$2.90
$100	$70.00	$29.00	$1.00	$5.80
Collection of 10 × $50	**$350.00**	$145.00	$5.00	$29.00

Payments on the marketplace can be made in USDC, a stablecoin pegged to the US dollar, or in SOL; prices are shown in both. Network transaction fees on Solana are very small and are not included above.

Setting the price of an NFT: a worked example

The most convincing price is one that supporters can connect to something real. A good method is to start from the cost of a concrete unit of the mission, and then calculate the price so that this full amount reaches the mission.

THE SITUATION

An organisation runs a **day care centre for elderly people**. The monthly fee is **€500 per person**. Some attendees pay privately because they can afford it, and some are subsidised by the government. But there is a group of older people who receive no subsidy **and** cannot afford the fee. The Lab decides that each NFT in its collection will cover **one year of day care for one of these people**.

1. **Define the unit of impact**
   One NFT = one year of day care for one person: 12 months × €500 = **€6,000**. This is the amount the mission must receive from each sale.

2. **Account for the creators' share and the reinvestment**
   Because the mission receives 70% of every sale, the price must be set so that 70% equals €6,000. Price = €6,000 ÷ 0.70 = **€8,571.43**, which can be rounded to **€8,600**.

3. **Check the split**
   At €8,571.43, the sale is distributed as €6,000.00 to the mission (70%), €2,485.71 to the creators (29%) and €85.71 reinvested in new Lab credits (1%).

4. **Build the collection**
   A collection of **15 NFTs represents 15 elderly people** who can attend the centre for a full year. Each artwork can tell the story of the centre, its activities or the value of care in later life, always without identifying the people concerned.

	One NFT	Collection of 15 NFTs
Price	€8,571.43	€128,571.43
Mission (70%): annual day care fees	€6,000.00	€90,000.00 · 15 people for one year
Creators (29%), divided equally	€2,485.71	€37,285.71
Reinvestment in new Lab credits (1%)	€85.71	€1,285.71

KEEP IN MIND · WHY NOT SIMPLY ADD 30%?

Adding 30% to €6,000 gives €7,800, but the mission would then receive only 70% of €7,800 = €5,460, which is €540 short of a year's fees. Always **divide the cost by 0.70** instead: this guarantees that the mission receives the full amount.

IN PRACTICE · OFFERING SMALLER UNITS

The same method works for any unit. To make support accessible to more people, a Lab can add NFTs for **one month of care** (€500 ÷ 0.70 ≈ €714) alongside the annual ones. Prices are listed in USDC or SOL at the current exchange rate.

8.4 · CREATORS' SHARE

How the 29% is divided

The creators' share is calculated **automatically**, based on the number of creators (Lab members) in the Innovation Lab. The 29% of each sale is divided **equally** among them, so every member who co-created the collection receives the same portion, whatever their role in the team.

Each creator receives their share directly in their own wallet. Nobody needs to calculate or transfer anything by hand: the platform applies the split at the moment of the sale. A larger team means more people share the 29%, while the mission's 70% and the 1% reinvestment stay the same.

NFTs are sold once, on the SINFT marketplace. There is **no resale option**, so every distribution follows the same predefined rule.

CREATORS' SHARE OF A $50 SALE

Creators in the Lab	29% share	Per creator
3	$14.50	$4.83
5	$14.50	$2.90
10	$14.50	$1.45

In every case, $35.00 goes to the mission and $0.50 is reinvested in new Lab credits.

8.5 · TRUST

Transparency you can verify

Traditional fundraising asks supporters to trust the organisation's reports. SINFT adds a layer that does not rely on trust alone:

- **Before the purchase**, the split is displayed in dollars on the listing.
- **During the purchase**, the smart contract executes the split automatically. No intermediary handles the funds.
- **After the purchase**, the transaction, mint address and collection are recorded on the Solana blockchain and can be checked with any public blockchain explorer.
- **At campaign level**, the campaigns view shows artworks generated, minted, listed and sold, and the amount raised.

> Blockchain shows that money reached the mission. Only the organisation can show what the money achieved. Both are part of a good campaign.

8.6 · READINESS

What organisations should prepare

Receiving funds through NFT sales is new for most civil society organisations. Before launching a campaign, Lab Creators should consider the following points with their boards and accountants.

Area	Questions to settle

Wallet custody	Who controls the organisation's wallet? Is the recovery phrase stored securely and known to more than one responsible person? Is the wallet used only for the organisation?
Statutes and governance	Do the organisation's statutes allow this type of income? Does the board need to approve the campaign?
Accounting and tax	How will income in USDC or SOL be recorded and converted? How is it treated for tax and reporting purposes in your country?
Creators' share	Does every Lab member have a Solana-compatible wallet set up to receive their share of sales? Members should set up and secure their wallets at the start of the Lab.
Use of funds	What exactly will the mission share fund? How and when will the organisation report back to supporters and Lab members?
Risk	What happens if sales are lower than expected? NFTs should complement, not replace, other funding sources.

KEEP IN MIND

This publication does not provide legal, tax or financial advice. Rules on crypto-assets, fundraising and taxation differ between countries and change over time. Organisations should seek local professional advice before receiving funds through the marketplace.

09

PART III · TOGETHER FOR IMPACT

How young people and organisations work together

SINFT is built on a partnership between two groups that need each other. Young people bring energy, creativity and digital fluency. Organisations bring missions, experience and accountability. This chapter explains how the platform turns that complementarity into a working relationship.

IN THIS CHAPTER

01 What each side brings
02 Who does what
03 Levels of youth participation
04 The youth worker as facilitator
05 Collaborating across borders
06 Safeguarding
07 Common pitfalls

What each side brings

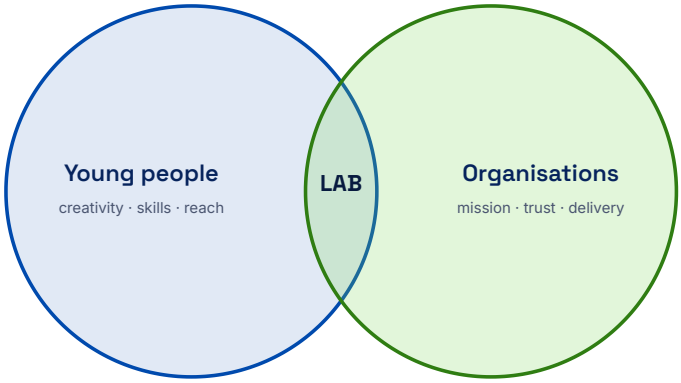
A SINFT Lab works because neither side could do it alone. Young people without an organisation have ideas but no accountable structure to receive funds and deliver activities. Organisations without young people have missions but often lack the time, creativity and digital skills to reach new audiences.

YOUNG PEOPLE BRING

- fresh perspectives on social problems and how to talk about them;
- creativity, visual thinking and storytelling;
- everyday fluency with digital tools, social media and AI;
- networks of peers, the future supporters of a campaign;
- intercultural experience, especially in mixed-country Labs;
- time, energy and the motivation to learn by doing.

ORGANISATIONS BRING

- a real mission, rooted in a community they know;
- legal accountability and the ability to receive and manage funds;
- experience in delivering activities and reporting on them;
- youth workers who can guide, mentor and protect;
- credibility with supporters, partners and local institutions;
- continuity: the mission continues after the campaign ends.



9.2 · ROLES

Who does what

The table summarises the typical division of responsibilities over the life of a Lab. L marks who leads an activity, C who contributes, and A who approves or oversees it.

Activity	Lab Creator (organisation)	Lab Members (young people)	SINFT consortium
Verifying the organisation	–	–	A
Defining the mission and writing the Lab description	L	–	–
Building the team and agreeing ways of working	L	C	–
Researching the cause and the community	C	L	–
Ideation: themes, symbols, stories, utility	C	L	–
Writing prompts and selecting artworks	C	L	–
Setting up the campaign and prices	L	C	–
Minting and listing NFTs (wallet actions)	L	–	–
Content moderation on the marketplace	L	–	–
Promoting the campaign	C	L	–
Receiving funds and delivering the activities	L	C	–
Reporting results to supporters	L	C	–

IN PRACTICE

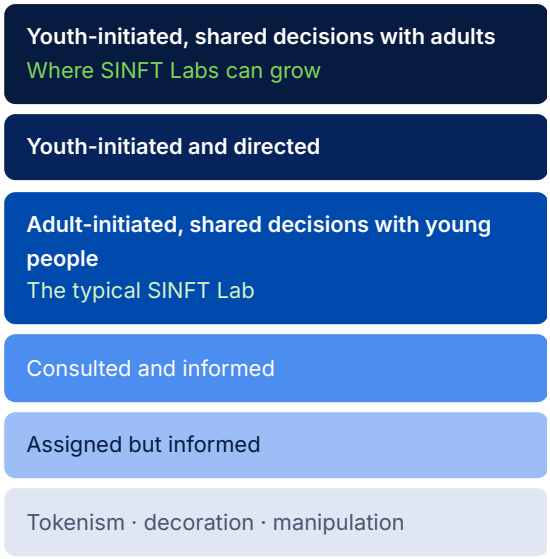
Notice where young people lead: research, ideation, creation and promotion, the parts of a campaign where creativity and peer networks matter most. The organisation leads where accountability matters most: the mission, the money and the delivery. This division is what makes SINFT both empowering and safe.

9.3 · PARTICIPATION

Levels of youth participation

Youth work distinguishes between participation that is genuine and participation that is only symbolic. Roger Hart's well-known "ladder of participation" runs from manipulation and tokenism at the bottom to projects that young people initiate and lead, sharing decisions with adults, at the top.

SINFT is designed to support the upper rungs. In a Lab, adults (the organisation) initiate the mission, but decisions about the story, visuals and campaign are shared, and young people lead most of the creative work. Over time, some Labs can move further up: a group of young people approaches an organisation with their own idea, and the organisation opens a Lab to support it.



Adapted from R. Hart, *Children's Participation: From Tokenism to Citizenship*, UNICEF, 1992.

9.4 · FACILITATION

The youth worker as facilitator

In most Labs, the Lab Creator is a youth worker or staff member representing the organisation. Their role is less "project manager" and more **facilitator**: creating the conditions in which the team can do its best work.

Hold the space

Set clear, shared rules, welcome every member personally, and keep discussions respectful and inclusive. Notice who is silent and invite them in.

Hold the mission

Keep the cause in focus, share knowledge about the community, and connect the team with the people the campaign will serve.

Hold the frame

Manage the timeline, credits and decisions, take responsibility for wallet actions, funds and reporting, and step in when something goes wrong.

A FACILITATOR'S CHECKLIST

- Kick-off meeting held, team charter agreed
- Roles distributed and visible in the wiki
- Calendar populated with milestones
- Every member's wallet set up to receive their share
- Ideation and artwork selection decided together
- All texts checked for personal data before minting
- Promotion plan shared with every member
- Results reported back to the team and to supporters

9.5 · VIRTUAL EXCHANGE

Collaborating across borders

Many Labs bring together young people from different partner countries. This is one of SINFT's greatest strengths, and it requires some care.

Language

Agree on a working language, usually English, and allow members to draft in their own language and translate. Encourage short, clear messages.

Context

A cause can look very different from Bitola, Chișinău, Tbilisi or Pau. Invite members to describe how the issue appears in their community, as part of the research phase.

Rhythm

Mix asynchronous work (forum, wiki, files) with a few well-prepared live meetings. Record key decisions in writing.

Culture

Use the intercultural skills from *Global Solidarity and Inclusive Communication*. Be curious about differences in communication styles, humour and attitudes to hierarchy.

Visibility

Make the international dimension part of the story. A collection created by young people from five countries is itself a message of solidarity.

9.6 · PROTECTION

Safeguarding

SINFT brings young people aged 18–30 into online collaboration with adults from different organisations. Safeguarding is built into the platform and should also be part of each organisation's practice.

BUILT INTO THE PLATFORM

- Only consortium-verified organisations can create Labs
- Verification can be withdrawn for inappropriate use
- Lab content is visible only to members
- Creators can remove members for inappropriate behaviour or, upon a joint team decision, for not contributing
- Minting, listing and the mission's funds are handled by adult organisation representatives

GOOD PRACTICE FOR ORGANISATIONS

- Apply your organisation's youth protection and code-of-conduct policies to Lab work
- Keep communication in Lab channels rather than private apps
- Agree clear rules on respectful communication
- Never request personal data that is not needed
- Know how to report concerns to the consortium

9.7 · LESSONS

Common pitfalls, and how to avoid them

Pitfall	How to avoid it
The organisation decides everything, and young people just execute	Give members real decisions: the story, the visuals and the promotion plan. Use the forum for open votes.

The mission is vague (“help the environment”)	Use the critical thinking and problem-solving tools to narrow it down to a specific, local, fundable need.
Momentum fades after the first weeks	Set a clear timeline with milestones in the calendar, and celebrate small wins, such as the first generated artwork.
Beautiful art, no story	Write the description first. Every artwork must explain what it says about the cause.
Launch without promotion	Plan promotion before minting. Each member commits to sharing the campaign with their own network.
Silence after the sale	Report back to supporters and members on what the funds achieved. This builds trust for the next campaign.

10

PART III · TOGETHER FOR IMPACT

Journeys through SINFT

What does SINFT look like from the inside? The four journeys in this chapter follow different people through the platform, from their first course to a funded mission. The people are illustrative composites; the steps, rules and features are real.

IN THIS CHAPTER

01 Mila, a first-time learner
02 Giorgi, a young digital creator
03 Ana and her youth organisation
04 Sophie, a supporter
05 One campaign, four perspectives

ABOUT THESE STORIES

Mila, Giorgi, Ana and Sophie are fictional characters, written to show how the platform is meant to be used. Their Lab, *Bridge the Gap*, is an invented example. All platform functions, conditions and figures described are those of the SINFT platform at the time of writing.

10.1 · LEARNER

Mila, a first-time learner

M

Mila, 19 · Bitola, North Macedonia

First-year university student · volunteers at a local youth centre · likes drawing, unsure about "crypto"

Mila hears about SINFT at her youth centre, where a youth worker suggests the group take the courses together. She is curious but sceptical: are NFTs not just a scam?

1 **Week 1 · Registration and intro courses**

Mila registers as an **individual**, confirms her e-mail and accepts the platform policies. She completes *Introduction to the SINFT Process* and *Introduction to the SINFT Platform*. The idea of funding a cause rather than speculating changes her mind.

2 **Weeks 2–10 · Beginner level**

With her group, she works through Soft Skills and Citizenship Education. *Critical Thinking and Problem Solving* and *Critical and Media Literacy* are her favourites. Every course adds credits and a certificate to her dashboard.

3 **Weeks 11–18 · Intermediate level**

Youth Dimension and Digital Dimension follow. In *Blockchain Technology* she learns how NFTs actually work, and in *Digital Literacy and Online Safety*, how to protect herself online. When she completes the last Intermediate course, her dashboard shows a new role: LAB MEMBER .

4 **Joining a Lab**

She browses the Innovation Labs, filters by the tag *connect*, and joins *Bridge the Gap*, contributing 6 of her credits. As a Lab Member, she contributes to research, ideas and artwork, while the organisation handles minting and listing. She also sets up a wallet, through which she will receive her share of sales.

> What Mila gains: certificates for 20 courses, a team of peers from four countries, her first real campaign, and the confidence to explain blockchain to her parents.

10.2 · CREATOR

Giorgi, a young digital creator

G

Giorgi, 24 · Tbilisi, Georgia

Graphic design graduate · freelance illustrator · active in a student-youth council

Giorgi already uses AI image tools in his work. He wants to use his skills for something meaningful and to work with people from other countries.

1 **A fast start**

Giorgi moves quickly through the Beginner and Intermediate courses. *Socially Inspired Creativity and Innovation* challenges him to think about NFT utility, not just aesthetics.

2 **Joining *Bridge the Gap***

As a Lab Member, he joins the same Lab as Mila. In the forum, he offers to be the team's **visual lead**.

3 **Leading ideation**

He sets up a page in the Lab wiki where members post symbols that represent "connection between generations" in their culture. Mila suggests hands knitting together; a member from Moldova proposes a shared table; a member from France, a bridge of light.

4 **From words to prompts**

Giorgi turns the best ideas into prompts, uses the *Help me write a prompt* function, and teaches the others how to refine them. Mila uploads a scan of her own drawing, which becomes the centrepiece of the collection.

5 **After the sale**

Giorgi receives his equal portion of the creators' 29% share, adds the collection to his portfolio and shares the campaign with his professional network.

10.3 · ORGANISATION

Ana and her youth organisation

A

Ana, 34 · Chișinău, Moldova

Youth worker and project coordinator at a small NGO working with young people and older adults

Ana's organisation runs intergenerational digital-skills workshops: young volunteers teach older people to use smartphones and video calls. The grant that funded the workshops ends in three months.

1 **Registering as an organisation**

Ana registers on behalf of her NGO. Over several months, she completes all 28 courses. The Advanced level, especially *Monetisation and Sustainability* and *Legal and Ethical Foundations*, helps her prepare the board for the idea.

2 **Verification**

With the LAB CREATOR role earned, the SINFT consortium reviews and approves her organisation. Meanwhile, the board agrees how NFT income will be recorded, who controls the organisation's wallet, and makes sure every Lab member will have a wallet to receive their share.

3 **Opening the Lab**

Ana creates *Bridge the Gap* using 12 credits, writes a clear description ("$40 funds one two-hour workshop for eight older people"), tags it *connect*, *generations* and *digital*, and welcomes eight members from four countries.

4 **Facilitating**

She holds a kick-off meeting, sets milestones in the calendar, invites two older workshop participants to share their stories with the team, and makes sure every member has a role.

5 **Minting and listing**

In the campaign builder, she sets up the mission, creates the collection, mints the twelve selected artworks and lists them at prices from $25 to $80.

6 **Delivering and reporting**

As sales come in, 70% reaches the NGO's wallet. Ana schedules new workshops, photographs them (with consent), and posts an update to supporters and the Lab: "Your NFTs funded nine workshops for 72 older people."

10.4 · SUPPORTER

Sophie, a supporter

S

Sophie, 41 · Lyon, France

Works in communications · has a crypto wallet from an earlier experiment · cares about loneliness among older people

Sophie sees a post shared by one of the Lab members: an artwork of a bridge of light connecting a young and an old hand.

1 **Discovering the campaign**

She opens the SINFT marketplace without creating an account, reads the mission of *Bridge the Gap* and browses the collection.

2 **Checking where the money goes**

On the listing, she sees that of the $50 price, $35 goes to the mission, $14.50 to the young artists and $0.50 is reinvested in new credits for Innovation Labs.

3 **Buying**

She clicks *Connect Wallet to Buy*, pays in USDC and confirms in her wallet. The artwork appears in her wallet a few seconds later.

4 **Staying involved**

She shares the artwork on social media and, two months later, receives the update about the nine workshops. She buys a second NFT as a gift.

One campaign, four perspectives

	Mila	Giorgi	Ana	Sophie
Role	Learner → Lab Member	Lab Member, visual lead	Lab Creator	Supporter
Main platform areas	Courses, dashboard, Lab	Lab wiki, generator	Courses, Lab, campaign builder, minting	Marketplace
Gives	Ideas, a drawing, research	Design skills, prompting	Mission, facilitation, accountability	Funds, visibility
Gets	Skills, certificates, a team, a voice	Purpose, portfolio, network, income share	Funding, new volunteers, digital capacity	A unique artwork, verified impact

THE POINT

No one in this story could have achieved the result alone. The platform's rules made sure each person arrived prepared: learning before Labs, Labs before minting, verification before money.

11

PART III · TOGETHER FOR IMPACT

Why SINFT is useful

Every group that takes part in SINFT gains something different. This chapter sets out the value for each of them, and shows how the competences developed on the platform map onto the European frameworks used in education and youth work.

IN THIS CHAPTER

01 For young people
02 Competences in European frameworks
03 For youth workers and educators
04 For youth organisations, NGOs and CSOs
05 For social enterprises and start-ups
06 For communities and society

11.1 · YOUNG PEOPLE

For young people

For a young person, SINFT is a free, structured route from “I care about this” to “I helped make this happen”, with skills and recognition along the way.

Skills that matter
From communication and critical thinking to AI, blockchain, project planning and digital marketing: a broad set of competences valued by employers and civil society.

Recognition
A verifiable certificate for every course, and credits and roles that show progress. These are concrete proof of non-formal learning for CVs and applications.

Real experience
Working in an international team on a real campaign, with real deadlines and a real result: experience that is hard to get elsewhere at a young age.

A network
Peers from six countries, youth workers, trainers and experts: connections that can last well beyond a single Lab.

A voice
The chance to shape how a cause is told and seen, and to turn personal concern into public action.

A share
An equal portion of the 29% creators' share of every sale from the Lab's collection, recognising creative work.

11.2 · RECOGNITION

Competences in European frameworks

The SINFT curriculum and Lab experience develop competences described in three European reference frameworks. Youth workers and organisations can use this mapping to plan learning, reflect with participants and describe outcomes in reports and recognition tools.

Framework	Competence areas	Where SINFT develops them
DigComp 2.2 Digital competence	Information and data literacy	Critical and Media Literacy; Digital Participation; Lab research
	Communication and collaboration	Communication; Lab forum, wiki, files, calendar and messaging
	Digital content creation	AI-assisted artwork; prompting; branding and content courses; copyright and licences
	Safety	Digital Literacy and Online Safety; wallet security; data protection
	Problem solving	Critical Thinking and Problem Solving; using AI and blockchain to solve real problems
EntreComp Entrepreneurship competence	Ideas and opportunities	Spotting opportunities in social problems; creativity; vision; valuing ideas; ethical and sustainable thinking
	Resources	Mobilising resources and others; financial and economic literacy (pricing, revenue split)
	Into action	Taking the initiative; planning and management; working with others; learning through experience

LifeComp Personal, social and learning to learn	Personal	Self-regulation, flexibility and wellbeing (Emotional Intelligence; Adaptability)
	Social	Empathy, communication and collaboration in multicultural Lab teams
	Learning to learn	Growth mindset, critical thinking, managing learning in a self-paced learning path

HOW IT WORKS · USING THE MAPPING

At the start of a learning path, ask participants to rate themselves on a few competences from the table; repeat at the end of their Lab. The difference is a simple, meaningful way to show learning outcomes, and a good starting point for reflection conversations.

11.3 · YOUTH WORKERS

For youth workers and educators

- **A ready-made, free curriculum** of 28 courses written by experienced trainers, which can be used independently or blended with group sessions.
- **A new method** that combines non-formal education, digital creativity and civic action in one motivating project.
- **Built-in progress tracking** through dashboards, credits, roles and certificates.
- **A safe, structured environment** for international collaboration, with private Labs and clear rules.
- **Professional development** in AI, blockchain and digital marketing, topics many youth workers want to understand better.
- **A community of practice** with youth workers from six countries, through webinars, mentoring and Labs.

11.4 · CIVIL SOCIETY

For youth organisations, NGOs and CSOs

Value	What it means in practice
A new funding channel	NFT campaigns complement grants and donations, and reach supporters beyond the organisation's usual circle.
Transparency by default	The predefined split and on-chain records help build trust with supporters and partners.
Digital capacity	Staff gain hands-on experience with AI, blockchain, digital marketing and data, with free training.
Youth engagement	A motivating, concrete way to involve young volunteers in the organisation's mission, and to recruit new ones from other countries.
Visibility and storytelling	A collection of artworks is a lasting communication asset for the cause, usable far beyond the marketplace.
International network	Connections with partner organisations and young people across EU Member States, associated third countries and Neighbourhood East (Region 2).

Low risk to try	No platform fees and no development costs; the 1% share of sales is reinvested in new credits for Labs. The main investment is the time spent learning and facilitating.

11.5 · SOCIAL ECONOMY

For social enterprises and start-ups

Mission-driven businesses can use SINFT to test digital revenue models in a safe, supported setting, before investing in their own Web3 infrastructure. The Social Entrepreneurship and Digital Marketing topics offer practical tools, such as the social business model canvas, prototyping methods, pricing strategies and sales funnels, that apply well beyond NFTs.

Social enterprises also gain access to a pool of motivated young people with relevant skills, and to a network of NGOs and universities in six countries: potential partners, clients and future team members.

IN PRACTICE · IDEAS FOR SOCIAL ENTERPRISES

- A limited-edition collection celebrating a product launch, with proceeds funding a community programme
- NFTs that give supporters access to events or behind-the-scenes updates
- A Lab co-designing the visual identity of a new social initiative with young people

11.6 · SOCIETY

For communities and society

Ultimately, the value of SINFT is measured in the communities where missions are delivered. Every successful campaign funds real activities, such as recycling points, workshops, inclusive spaces and support networks. Beyond the funds, SINFT contributes to:

Active citizenship

Young people who see that their action has visible results are more likely to stay engaged.

Digital inclusion

Free training in emerging technologies, open to anyone with an internet connection.

Stronger civil society

Organisations with new skills, new supporters and more diverse funding.

Solidarity across borders

Young people from programme and partner countries working as one team.

12

PART III · TOGETHER FOR IMPACT

Making an impact together

How does a course on emotional intelligence end up funding a recycling point or a workshop for older people? This chapter sets out the logic that connects the platform's activities to change in society, and offers practical indicators for measuring it.

IN THIS CHAPTER

01 The theory of change
02 The ripple effect
03 Missions and the SDGs
04 Measuring impact
05 Reporting impact to supporters

12.1 · LOGIC

The theory of change

A theory of change describes how and why an intervention is expected to lead to the desired change. SINFT's can be summarised in one sentence: **if young people and organisations learn together, collaborate on a real mission and have a transparent tool to fund it, then they will create visible social impact and become more capable, connected and engaged actors of change.**

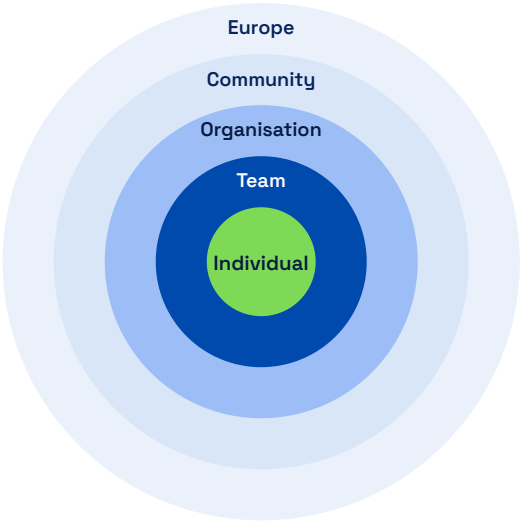
INPUTS	ACTIVITIES	OUTPUTS	OUTCOMES	IMPACT
10 partners, 6 countries	Online learning	Courses completed, certificates issued	New competences	Active, digitally empowered youth
28 free courses	50 live sessions	Lab Members and Creators	Intercultural understanding	Resilient civil society
Trainers and experts	Innovation Labs	78 + up to 150 virtual exchanges	Stronger organisations	Positive change in communities
LMS and NFT modules	AI-assisted creation	Labs formed	Funded community activities	Solidarity across Europe
Erasmus+ Virtual Exchanges funding	Minting and listing	NFTs minted and sold	Lasting partnerships	
	Campaign promotion	Funds raised		

Key assumptions

The theory holds if: young people find the learning path motivating enough to reach a Lab; organisations have the time and support to facilitate Labs well; campaigns reach enough supporters; and funds are used and reported as promised. Each assumption is addressed by a platform feature, from credits and roles, to the marketing courses and the transparent split.

12.2 · SCALE

The ripple effect



SINFT's impact spreads outwards like ripples in water.

- **Individual:** a young person gains skills, confidence and recognition.
- **Team:** a Lab learns to collaborate across cultures and creates something together.
- **Organisation:** an NGO gains digital capacity, new volunteers and new funding.
- **Community:** funded activities improve lives locally: cleaner spaces, less isolation, more inclusion.
- **Europe:** a transferable model for digital youth participation and civil society funding, and stronger ties between EU Member States, associated third countries and Neighbourhood East.

12.3 · GLOBAL GOALS

Missions and the Sustainable Development Goals

Lab Creators are encouraged to link each mission to one or more UN Sustainable Development Goals (SDGs). This helps teams sharpen their mission, connects local action to a global agenda, and gives supporters a familiar reference. For example, the illustrative Labs presented in Chapter 6 would map onto the SDGs as follows:

Lab	Main SDGs
Zero Waste Pioneers	SDG 12 Responsible consumption and production SDG 14 Life below water
Eco-Justice Action Hub	SDG 13 Climate action SDG 10 Reduced inequalities
Bridge Builders Network	SDG 10 Reduced inequalities SDG 3 Good health and well-being
Community Care Collective	SDG 11 Sustainable cities and communities SDG 1 No poverty
Digital Inclusion Squad	SDG 4 Quality education SDG 10 Reduced inequalities
Access All Abilities	SDG 10 Reduced inequalities SDG 11 Sustainable cities and communities
Inclusive Playgrounds Project	SDG 3 Good health and well-being SDG 11 Sustainable cities and communities
Mindful Minds Collective	SDG 3 Good health and well-being

Illustrative mapping, proposed by the editors for the example Labs in Chapter 6.

12.4 · EVIDENCE

Measuring impact

Much of SINFT's impact can be measured with data the platform already collects, complemented by short surveys and the organisations' own reports. The table proposes a set of indicators at three levels.

Level	Indicator	Source
Platform	Registered users, by type (individual or organisation) and country	LMS data
	Course enrolments, completions and certificates issued	LMS, certificate register
	Users reaching Lab Member and Lab Creator roles	Custom Roles plugin
	Webinar and mentoring attendance	Webinar service reports
Labs and campaigns	Labs created; members per Lab; countries per Lab	Innovation Labs plugin
	Artworks generated, minted, listed and sold	NFT module, campaigns view
	Funds raised for missions; creators' shares distributed	Marketplace, blockchain records
	Number of supporters per campaign	Marketplace

People and communities	Self-assessed competence gains (DigComp, EntreComp, LifeComp)	Pre/post survey
	Participants reporting increased civic engagement or intercultural understanding	Survey, reflection sessions
	Activities delivered with campaign funds; people reached	Organisation reports
	Organisations reporting new skills, supporters or volunteers	Organisation survey

12.5 · ACCOUNTABILITY

Reporting impact to supporters

The marketplace proves that money reached the mission. Closing the loop, by showing what the money achieved, is the organisation's responsibility and its best investment in future campaigns. A good impact update is short, concrete and visual:

- **What we raised:** the amount and the number of supporters;
- **What we did:** the activities, with dates and places;
- **Who benefited:** numbers and, with consent, a short story or quote;
- **Who made it happen:** the Lab team, by first name and country;
- **What comes next:** the next step, or the next campaign.

The *SEO and Analytics* course ("Reporting impact: telling the story with data") teaches how to turn these elements into clear infographics and short reports.

EXAMPLE UPDATE

"Thank you!"

Thanks to 31 supporters of our *Bridge the Gap* collection, we raised $364 for the mission.

Between March and May, it funded **9 workshops** where young volunteers helped **72 older people** learn to make video calls with their families.

Created by Mila, Giorgi and seven other young people from four countries.

Illustrative example

13

PART IV · IN PRACTICE

Trust, safety and data protection

A platform that works with young people and handles digital assets must earn trust. SINFT treats data protection and security as core features. This chapter summarises the governance, documents and technical measures that protect users.

IN THIS CHAPTER

01 Legal governance
02 Your rights and the platform policies
03 Consent
04 Security measures
05 Protecting privacy on the blockchain
06 Compliance at a glance

13.1 · GOVERNANCE

Legal governance

Between March and July 2026, the consortium carried out a comprehensive data protection and security review of the platform, covering both the learning module and the NFT component, against the **General Data Protection Regulation (GDPR, EU 2016/679)**, the **ePrivacy Directive (2002/58/EC)** and Erasmus+ data governance requirements. No significant data incidents occurred during the review period.

JOINT CONTROLLERS

Poraka Nova (project lead) and Angor AG (technical administrator) jointly decide on the purposes and means of processing. A **Joint Controllership Agreement** under GDPR Art. 26 allocates their responsibilities for data subject rights, breach notification, processor agreements and compliance monitoring.

DATA PROTECTION CONTACT

Although a Data Protection Officer is not legally required, the consortium appointed **Aleksandar Karadimche (UIST)** as Data Protection Contact. He advises both controllers, monitors compliance and is the contact point for users' data protection questions.

INTERNATIONAL TRANSFERS

The platform is hosted on infrastructure outside the European Economic Area. Any international data transfer relies on the **2021 EU Standard Contractual Clauses** (Module Two) in the hosting provider's Data Processing Addendum, supported by a **Transfer Impact Assessment**.

13.2 · TRANSPARENCY

Your rights and the platform policies

All user-facing legal documents were reviewed and brought to version 1.1. They are published on the platform and linked from the footer of every page.

Document	What it covers
Privacy Policy	Who the joint controllers are, what data is processed and why, the Data Protection Contact, international transfers and safeguards, and how to exercise your rights.
Terms and Conditions	Account registration and user roles; ownership of user-generated content; academic integrity and the use of AI tools; legal status and conditions of certificates; consequences of account termination; governing law.
Cookie Policy	A full list of cookies by name, type, duration, purpose and origin, including platform cookies and embedded YouTube and Google Docs content.
Disclaimer	Joint controllers, the Data Protection Contact, the status of certificates and qualifications, and governing law.

IN PRACTICE · EXERCISING YOUR RIGHTS

Registered users can submit requests for **access**, **erasure** and **portability** of their data directly from their profile, at any time. Questions can be sent to the consortium at contact@porakanova.org.

13.3 · CONSENT

Consent

Consent is implemented with the learning platform's native policy management system, without third-party plugins. Every user must actively accept three mandatory documents, the **Privacy Policy**, the **Terms and Conditions** and the **Cookie Policy**, before accessing the platform. Consent is recorded with a timestamp and user identifier.

Guests see an informational notice that does not imply consent through continued browsing. All YouTube videos embedded in courses were audited and switched to the **privacy-enhanced embed format**, which reduces third-party tracking while keeping full functionality.

13.4 · SECURITY

Security measures

- **Encrypted passwords** and collection of only the basic data needed for the platform to work.
- **Role-based access control** with least-privilege principles across all user categories.
- **Protection against attacks:** attempted SQL injection probing was detected and confirmed as blocked by the platform's database security layer; further perimeter protection has been evaluated.
- **Bot and spam control** through registration controls and a custom plugin that alerts administrators to suspicious login attempts.
- **E-mail authentication** (SPF, DKIM and DMARC) on the project domain, protecting users against spoofed messages.
- **Automated monitoring** of connectivity, deployed after a network routing issue was identified and fixed.

13.5 · BLOCKCHAIN

Protecting privacy on the blockchain

Because blockchain records are permanent and public, the consortium carried out a **Data Protection Impact Assessment (DPIA)** for the NFT component, as required by GDPR Art. 35 for new technologies. Its key decisions:

1. **Limited roles on the blockchain**
   Learners only view the marketplace. Lab Members connect a wallet solely to receive their share of sales; they do not mint or list NFTs. This significantly reduces the risk profile.
2. **Adults from verified organisations only**
   NFT features are restricted to adult (18+) users from approved organisations, enforced at platform level.
3. **Depersonalisation before minting**
   User-submitted text is processed and depersonalised before it is written on-chain.
4. **No direct identifiers on-chain**
   No names or e-mail addresses are passed to or stored by the NFT component.
5. **Erasable off-chain data**
   All off-chain personal data (user identifiers, images, metadata) is stored where it can be deleted after a valid erasure request.

13.6 · STATUS

Compliance at a glance

Area	Status
Joint controllership documented and executed	COMPLETE
Data Protection Contact appointed	COMPLETE
International transfer mechanism (SCCs) confirmed; Transfer Impact Assessment completed	COMPLETE
User-facing documents updated to version 1.1	COMPLETE
Consent implementation with three mandatory policies	COMPLETE
Privacy-enhanced YouTube embeds across the platform	COMPLETE
Security issues identified during the review resolved	COMPLETE
Records of processing activities (GDPR Art. 30)	COMPLETE
DPIA for the NFT and blockchain component	COMPLETE

Internal compliance documents (Joint Controllership Agreement, Transfer Impact Assessment, GDPR Compliance Record and DPIA) are held in the project's confidential compliance archive.

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PART IV · IN PRACTICE

Getting started

Ready to begin? This chapter turns everything in this publication into practical steps: one path for young people and individual learners, one for organisations, and answers to the questions people ask most often.

IN THIS CHAPTER

01 For young people and individual learners

02 For organisations

03 Campaign readiness checklist

04 Frequently asked questions

14.1 · INDIVIDUALS

For young people and individual learners

1

Register at sinft.net

Choose **Individual** as user type, accept the policies and confirm your e-mail.

2

Take the two intro courses

SINFT Process and *SINFT Platform* explain the idea and show you how everything works.

3

Complete the Beginner level

Soft Skills and Citizenship Education: 11 courses. Collect credits and certificates on your dashboard.

4

Complete the Intermediate level

Youth Dimension and Digital Dimension: 7 courses. You become a LAB MEMBER .

5

Choose and join a Lab

Browse Innovation Labs by tag, read the missions and join one with at least 6 credits.

6

Co-create

Research the cause, share ideas in the wiki, help create the artworks and promote the campaign.

7

Keep learning

Advanced courses in Social Entrepreneurship and Digital Marketing are open to you too, and webinars run all year.

8

Share your achievement

Add your certificates and the collection to your CV and portfolio, and tell your network what your team achieved.

14.2 · ORGANISATIONS

For organisations

1

Appoint a representative

Choose a youth worker or staff member who will represent the organisation, complete the courses and facilitate the Lab.

2

Register as an organisation

Choose **Organisation** as user type during registration.

3

Complete the learning path

All levels, up to and including Advanced. This earns the LAB CREATOR role and the credits needed for a Lab.

4

Get verified

The SINFT consortium reviews and approves the organisation. Meanwhile, prepare internally (see the checklist below).

5

Create your Lab

Spend 12 credits, write a clear mission, add tags and an image, and invite young people to join.

6

Facilitate the team

Kick-off, charter, roles, calendar. Guide research and ideation and keep the mission in focus.

7

Build, mint and list

Use the campaign builder: set the cause, generate or upload artwork, create the collection, mint and set prices.

8

Deliver and report

Use the funds as promised, then report the results to supporters and to your Lab team.

14.3 · READINESS

Campaign readiness checklist

Before minting, Lab Creators can use this checklist with their team.

MISSION AND TEAM

- The mission is specific, local and fundable
- We can say what $1, $10 and $100 will buy
- Every member has a role and has contributed
- Every Lab member has a wallet set up to receive their share of sales
- Every member knows the Lab's rules and timeline

ORGANISATION

- The board has approved the campaign
- The organisation's wallet is set up and secured
- We know how income in USDC or SOL will be recorded
- We have checked national rules on fundraising and tax
- We have a plan for using and reporting the funds

ARTWORKS AND CONTENT

- Each artwork connects visibly to the cause
- No identifiable people, logos or copied works
- Titles and descriptions contain no personal data
- AI assistance is acknowledged in descriptions
- The team has reviewed everything before minting

LAUNCH AND PROMOTION

- Prices agreed by the team
- Launch date set in the Lab calendar
- Campaign landing page checked; posts and e-mails linking to it prepared in advance
- Every member commits to sharing with their network
- A date for the first impact update is set

Frequently asked questions

Is SINFT really free?

Yes. All courses, certificates, Labs and tools are free. There are no platform fees: 1% of each NFT sale is reinvested in new credits for Innovation Labs. Supporters pay the price of the NFT plus a very small Solana network fee.

Do I need to know anything about crypto?

No. The courses start from zero, and the technical topics come only at the Intermediate level, after communication, citizenship and critical thinking.

Who can join?

SINFT is designed for young people aged 18–30, youth workers and organisations. Learners can study, earn credits and certificates, and contribute to a Lab. Minting and listing NFTs are handled by representatives of verified organisations.

Do I need a crypto wallet?

Learners do not. **Lab Members and Lab Creators both need a wallet**: Lab Members to receive their equal share of the creators' 29%, and Lab Creators (on behalf of the organisation) to mint, list and receive the mission's funds. Supporters need a Solana-compatible wallet to buy.

Can an individual create a Lab?

No. Labs can only be created by organisations verified by the consortium, so that every mission is backed by an accountable entity.

How long does it take to reach a Lab?

It depends on your pace. The Beginner and Intermediate levels together take a few months at a few hours per week. Studying with a group helps.

Can we upload our own art instead of using AI?

Yes. The campaign builder lets you generate with AI or upload your own scans, drawings or photos.

What happens if I leave a Lab?

If you leave before NFT creation starts, 3 of your contributed credits are returned to you.

Who owns the artworks?

Ownership of user-generated content is set out in the Terms and Conditions. When an NFT is sold, the buyer owns the token. Rights to the underlying artwork follow the platform's terms.

Are NFTs an investment?

Not on SINFT. NFTs are a way to support a cause and receive a unique artwork in return. They are sold once on the SINFT marketplace, with no resale option, and should not be bought as an investment.

Are the certificates recognised?

They certify completion of non-formal online courses and can be verified online with a unique code. They are not formal academic qualifications.

How do I contact the team?

Use the contact page on sinft.net or write to contact@porakanova.org.

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PART IV · IN PRACTICE

Looking ahead

SINFT runs as an Erasmus+ Virtual Exchanges project until 2028, but it was designed to last longer and to inspire others. This chapter looks at what makes the platform sustainable, how the model can be transferred, and what organisations and policy makers can take from it.

IN THIS CHAPTER

01 Built to last

02 A transferable model

03 Recommendations for organisations

04 Recommendations for policy makers and funders

05 An invitation

15.1 · SUSTAINABILITY

Built to last

Several features of SINFT support its continuation beyond the funding period:

Open, reusable content
The 28 courses are free and self-paced. They do not depend on live delivery, so they can serve new learners long after they were written, and can be updated as technologies evolve.

A self-reinforcing cycle
Learning generates credits, credits power Labs, Labs generate campaigns, and campaigns attract new learners and organisations. The 1% share of every sale is reinvested in new credits for Innovation Labs.

Modular architecture
New modules, courses, languages or integrations can be added without rebuilding the platform.

A network of organisations
Ten partners and a growing number of verified organisations form a community that can keep Labs running and bring in new young people.

15.2 · TRANSFER

A transferable model

The core idea of SINFT, **learn first, then collaborate across generations and borders, then fund the mission transparently**, is not limited to NFTs or to the six partner countries. Elements that other initiatives can adopt include:

- **Progressive unlocking:** linking access to real responsibilities with completed learning.
- **Credits as contribution:** making each participant's learning a visible share of the team's resources.
- **Organisation-led, youth-powered teams:** accountability with the organisation, creativity with young people.
- **Transparent splits:** showing supporters exactly where their money goes, before they pay.
- **Curated, purpose-built marketplaces** rather than open platforms designed for speculation.

15.3 · PRACTICE

Recommendations for organisations

1. **Start with learning, not with minting**
   Invest time in the courses. The quality of a campaign depends on the team's understanding of the cause, the technology and the ethics.
2. **Let young people lead the creative work**
   Hold the mission and the money; share the story and the visuals.
3. **Prepare your organisation**
   Board approval, wallet custody, accounting and wallets for every Lab member should all be in place before the first sale.

4 **Treat NFTs as one tool among many**

Combine campaigns with grants, donations and local fundraising, and use the artworks across all your communication.

5 **Close the loop**

Report results to supporters and Lab members. Trust earned in one campaign is the foundation of the next.

15.4 · POLICY

Recommendations for policy makers and funders

Recommendation	Why
Support digital literacy in emerging technologies for youth workers	Youth workers are key multipliers, but many lack training in AI and blockchain. Programmes like SINFT show demand and a workable format.
Recognise non-formal digital learning	Verifiable course certificates and competence mappings deserve a place in recognition and validation systems.
Clarify rules for civil society organisations receiving crypto-asset income	Uncertainty over accounting and tax treatment is a barrier for NGOs. Clear national guidance would help them experiment responsibly.
Fund platforms, not only projects	Shared digital infrastructure built in one project can serve many organisations long after, if its maintenance is supported.
Invest in virtual exchanges with a shared purpose	Exchanges built around co-creating something real produce deeper collaboration and learning than exchanges based on discussion alone.

15.5 · AN INVITATION

Whether you are a young person with an idea, a youth worker looking for a new method, or an organisation with a mission that needs support, there is a place for you on SINFT.

Start with the free intro courses at **sinft.net**, browse the campaigns at **marketplace.sinft.net**, or write to **contact@porakanova.org** to bring your organisation on board.

Shape the future. Mint the change.

ANNEX A

Course catalogue

All courses are free, self-paced and available at sinft.net to registered users. Suggested length as indicated by course authors.

No.	Course	Level	Authors / organisation	Length and pace
0	**Introduction to the SINFT Process**	Intro	SINFT consortium	Short
0	**Introduction to the SINFT Platform**	Intro	SINFT consortium	Short
T1.1	**Communication** Soft Skills Development	Beginner	Mariaelena Romanini and Alessandro Carbone, T-Hap	6 weeks · 4 h/week · 24 h
T1.2	**Emotional Intelligence and Connection with Social Responsibility** Soft Skills Development	Beginner	Mersiha Ismajloska, UIST "St. Paul the Apostle"	4 weeks · 3–5 h/week
T1.3	**Critical Thinking and Problem Solving** Soft Skills Development	Beginner	Martina Durljanova, Poraka Nova	3 weeks (or 6 lighter weeks)
T1.4	**Organisation Skills** Soft Skills Development	Beginner	Zurabi Goshadze, BITISI	2–3 weeks · 8 h
T1.5	**Socially Inspired Creativity and Innovation** Soft Skills Development	Beginner	Anita Gagovska, Poraka Nova	2–4 weeks · 2–5 h/week · with mentor guidance
T2.1	**Citizenship Education Framework** Citizenship Education	Beginner	Alexandra Isaicul, MilleniuM	2–3 weeks · 2–4 h/week
T2.2	**Critical and Media Literacy** Citizenship Education	Beginner	Alexandra Isaicul and Vitalie Cirhan, MilleniuM	3–4 weeks · 2–4 h/week
T2.3	**Active and Digital Participation and Online Expression** Citizenship Education	Beginner	Ketevan Lomadze, Student-Youth Council	4 weeks · 3–4 h/week
T2.4	**Youth Participation Projects and Co-operation at Local Level** Citizenship Education	Beginner	Nicolas Condom, Pistes Solidaires	4 weeks · ~3 h/week
T2.5	**Youth Participation Projects and Co-operation at National or European Level** Citizenship Education	Beginner	Mariia Kotsiurba, Development and Initiative	6 h over 3–4 weeks
T2.6	**How to Develop Advocacy Campaigns that Support Social Causes** Citizenship Education	Beginner	Ketevan Mikeladze, Student-Youth Council	4 weeks · 3–4 h/week
T3.1	**Youth Leadership and Initiative-Taking** Youth Dimension	Intermediate	Levan Niparishvili, BITISI	2–3 weeks · 8 h
T3.2	**Global Solidarity and Inclusive Communication** Youth Dimension	Intermediate	Alexandra Isaicul, MilleniuM	2–3 weeks · 6–7 h
T3.3	**Project Planning and Responsibility** Youth Dimension	Intermediate	Kakhaber Lomadze, Student-Youth Council	2 weeks · 10 h

T3.4	**Partnership Building with Youth Organisations and NGOs** Youth Dimension	Intermediate	Mariia Kotsiurba, Development and Initiative	2–3 weeks · 7–8 h
T4.1	**Digital Literacy and Online Safety** Digital Dimension and High Tech	Intermediate	Anastasiia Lapko (Dnipro University of Technology), Atanas Godzoski (Angor AG), Aleksandar Karadimche (UIST)	3–4 weeks · 15–18 h
T4.2	**Blockchain Technology** Digital Dimension and High Tech	Intermediate	Jovan Karamachoski and Aleksandar Karadimche, UIST	3–4 weeks · 15–18 h
T4.3	**NFT Creation and Minting** Digital Dimension and High Tech	Intermediate	Atanas Godzoski and Aleksandar Kolov (Angor AG), Aleksandar Karadimche (UIST)	4–5 weeks · 7–9 h/week
T5.1	**Understanding Social Entrepreneurship** Social Entrepreneurship	Advanced	Mariaelena Romanini and Alessandro Carbone, T-Hap	6 weeks · 4 h/week · 24 h
T5.2	**Validating and Prototyping Ideas** Social Entrepreneurship	Advanced	Magali Lansalot, Pistes Solidaires	4 weeks · 12 h
T5.3	**Partnerships and Long-Term Sustainability** Social Entrepreneurship	Advanced	Mathieu Decq, Pistes Solidaires	4 weeks · 12 h
T5.4	**Legal and Ethical Foundations** Social Entrepreneurship	Advanced	Mathieu Decq, Pistes Solidaires	4 weeks · 12 h
T5.5	**Monetisation and Sustainability** Social Entrepreneurship	Advanced	Atanas Godzoski, Aleksandar Kolov (Angor AG), Anita Gagovska, Rosica Stojkovska Zhivkovska (Poraka Nova)	2 weeks · 10 h
T6.1	**Branding, Content and Ethics** Digital Marketing	Advanced	Rosica Stojkovska Zhivkovska, Poraka Nova	2 weeks · 10 h
T6.2	**Social Media Marketing, Community and E-mail** Digital Marketing	Advanced	Yana Chursina, Dnipro University of Technology	3 weeks · 12–15 h
T6.3	**SEO and Analytics** Digital Marketing	Advanced	Yana Chursina, Dnipro University of Technology	3 weeks · 12–15 h

ANNEX B

Technical specifications

Architecture

The SINFT platform uses a modular architecture: a middle ground between monolithic and fully distributed designs. Parts of the platform can be developed independently (even by different teams), new modules can be added easily, and modules communicate through custom-developed protocols. The learning module is built on the Moodle learning management system; the NFT component runs on the Solana blockchain.

Component	Functions	Address
LMS / Education module	Front page and public pages; registration and authentication; MOOC repository; learning path, credits, roles and certificates; live sessions area for webinars and mentoring sessions; Innovation Labs; administration panels for platform management and course creation	sinft.net
NFT module	Campaign builder; a landing page for each campaign; AI-supported ideation; AI image generation; minting and collection creation; proprietary marketplace with automatic fund distribution	marketplace.sinft.net (direct access for visitors; advanced functions via the LMS)

Custom local plugins

Plugin	Function
Custom registration	Extends registration with SINFT-specific fields (including user type); background logic against bots and unauthenticated login attempts, with alerts to administrators.
Learning Path	Tracks enrolment and completion; blocks enrolment in higher-level courses until lower-level courses are completed.
Credit Tracker	Tracks each learner's credit balance and adds earned credits with every completed course.
Custom Roles	Monitors course completion and assigns the Lab Member and Lab Creator roles when conditions are met.
Innovation Labs	Ad-hoc team workspaces for joint missions; isolated display of resources; eligibility checks for creating and joining Labs; credit handling on creation, joining and leaving.
Forum Categories	Extends the forum with post categories and grouping of posts by category.
File sharing	File sharing within Labs, with folders and subfolders and controlled access permissions.

External services

Service	Use
Webinar service (Zoom)	Creating and hosting webinars and mentoring sessions, programmatically connected to the platform, with attendance reporting.

E-mail service	Service e-mails (course completion, assignment deadlines, notifications) and marketing communication (newsletters, information), connected via API.
AI image generation	Integrated AI services for NFT ideation and artwork generation.
Solana blockchain	Minting NFTs and collections; executing sales and the automatic distribution of funds.

Infrastructure

Module	Hosting
LMS module	VPS server with an 8-core processor and 12 GB RAM, scalable to 24 GB depending on load; sized for 200 concurrent users, with a much larger number of registered users. Includes server management and required software packages.
NFT module	Cloud server tailored to the NFT module's software components, with automatic scaling according to load.
Location and transfers	Hosted on infrastructure outside the EEA, under the 2021 EU Standard Contractual Clauses, with a Transfer Impact Assessment (see Chapter 13).

ANNEX C

Glossary

AI (artificial intelligence)
Technologies that perform tasks normally requiring human intelligence. On SINFT, AI supports ideation and image generation.

Blockchain
A shared, tamper-resistant digital ledger that records transactions across many computers. It underpins NFTs and cryptocurrencies.

Collection
A group of related NFTs published together under one theme or campaign.

Credits
SINFT's internal learning units, earned by completing courses and contributed to Labs to fund NFT creation. Credits are not money.

Campaign
A Lab's fundraising effort in the NFT module, consisting of a mission, a collection and listings.

DPIA
Data Protection Impact Assessment, required by GDPR Art. 35 for processing that is likely to be high-risk, such as new technologies.

GDPR
General Data Protection Regulation (EU) 2016/679, the EU's data protection law.

Innovation Lab
A private team workspace on SINFT where an organisation and young people work together on a social mission.

Lab Creator
Role for verified organisations that completed all courses up to the Advanced level. Can create Labs, mint and list NFTs.

Lab Member
Role for users who completed all Beginner and Intermediate courses. Can join Labs.

LMS
Learning management system: the software that hosts courses, tracks progress and issues certificates.

Marketplace
The SINFT platform's own curated space where NFTs are listed and bought.

Metadata
Information attached to an NFT, such as its title, description, collection and rules for distributing funds.

Minting
Recording a digital file on a blockchain as an NFT.

MOOC
Massive open online course: a free, open online learning programme designed for large-scale participation.

NFT (non-fungible token)
A unique digital record on a blockchain that certifies ownership and authenticity of a digital item.

Prompt
A text description given to an AI model to generate content such as an image.

Smart contract
A program on a blockchain that automatically executes predefined rules, such as splitting a payment.

Social Impact NFT
An NFT tied to a social mission, co-created in a Lab, issued by a verified organisation, with a predefined, visible distribution of funds.

SOL
The native cryptocurrency of the Solana blockchain; one of the two currencies accepted on the SINFT marketplace.

Stablecoin / USDC
A crypto-asset designed to keep a stable value; USDC is pegged to the US dollar. Supporters can pay for SINFT NFTs in USDC or SOL.

Solana
A proof-of-stake blockchain with fast, low-cost transactions, used by SINFT for minting and sales.

Virtual exchange
Online, people-to-people learning activities that connect young people across countries for intercultural dialogue and skills development.

Wallet
Software that stores the keys used to hold and transfer crypto-assets and NFTs, and to sign transactions.

Web3
A vision of the internet based on decentralised technologies such as blockchain, giving users more ownership of data and assets.

SINFT

SOCIAL IMPACT NFT

SINFT brings young people and organisations together to learn, collaborate and create digital artworks that fund real social missions.

LEARN

28 free courses on soft skills, citizenship, youth work, digital technologies, social entrepreneurship and digital marketing.

COLLABORATE

50 live sessions and up to 150 Innovation Labs, where international teams of young people and verified organisations work on shared missions.

MINT

AI-assisted NFT creation and a curated marketplace where 70% of every sale goes to the mission, 29% to the young creators and 1% back into new Lab credits.

THE SINFT CONSORTIUM

PORAKA NOVA

pistes solidaires

T-hap

SYC Student-Youth Council

BITISI YOUTH ORGANISATION

DNIPRO UNIVERSITY of TECHNOLOGY 1899

DEVELOPMENT AND INITIATIVE

MILLENIUM

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