

SCREEN2SOUL

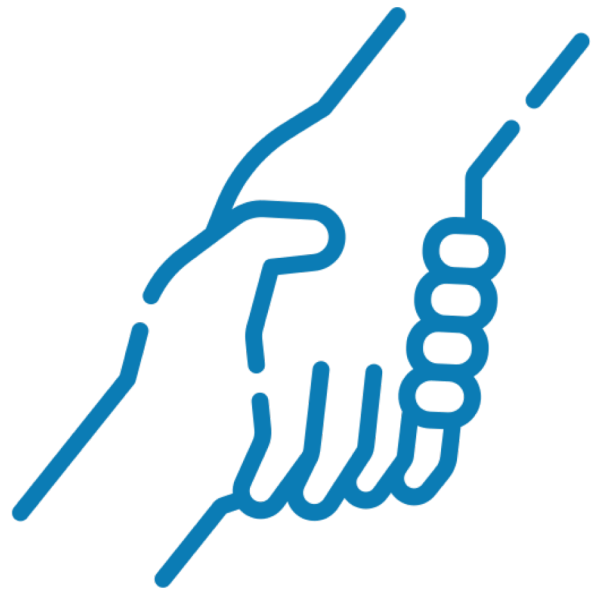
EDTECH, WITH SOUL

OUR PROJECT: FROM CHALLENGE TO SOLUTIONS

Screen to Soul is an innovative startup with a social mission

OUR CHALLENGE

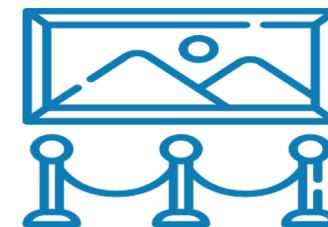
Develop **digital platforms** and **tools** that touch the soul of those who use them, protecting them from potential dangers and addictions while promoting the **inclusion** of young people and adults with psychological and social difficulties



We use digital technologies to **promote** a highly **innovative relational, motor, and perceptual approach** for users, overcoming language barriers and **enabling creative processes**

FROM ACTIVITY TO IMPACT

Develop **projects within schools** of all levels, also utilizing European funds to integrate and support both disabled and non-disabled students in their **education, social inclusion, and employment pathways**



Develop **artistic and museum projects** to create inclusive and engaging experiences.

Professional training in innovative techniques based on the development of digital tools.



Develop **rehabilitation** and **qualification initiatives/projects**, as well as training and research, in collaboration with healthcare institutions

STAKEHOLDERS AND STRATEGIC RELATIONSHIPS

Our **activities, projects, and services** are developed thanks to collaboration with **public administrations, schools, and private entities**, all aligned with our **social mission**.

To enhance the **impact** of our initiatives, we implement **innovative digital platforms and applications** designed to offer an advanced experience from a relational, motor, and perceptual point of view. These tools are designed to **break down language barriers**, promoting **inclusive communication** that allows everyone to **interact** without difficulty.

The goal is to make every person, regardless of their condition, fully **participative** and **integrated** into the proposed activities, fostering an **accessible and inclusive environment** for everyone.



THE TEAM

The Screen to Soul team is made up of four co-founders and a coordinator/project manager



SIMONE DONNARI – **Art therapist** and Director of the ATLAS Center, co-founder of the Atlas Onlus Association and **co-founder and CEO** of this startup, is dedicated to **supporting and including people** with **psychological, physical, and social difficulties**, working to promote their **education, integration, and inclusion**. He uses **art therapy** as a **tool for transformation**, creating spaces where **creativity** becomes a **powerful means** for “**awakening**” and developing **personal resources**.



ALTHEO VALENTINI – **Sociologist and communicator, co-founder** of this startup, **President of ALL DIGITAL** and **Managing Director of EGINA**. With over **15 years of experience** in managing initiatives focused on **social inclusion** and **digital innovation**, he is an expert in **training design, digital education, and social research**, working to **improve the quality of services** and meet the **needs of diverse communities**.



FABIOLA ACCIARRI – **Fundraiser and career guidance specialist**, expert in the **design, management, and evaluation** of funded projects in the **social and educational sectors**. **Co-founder** of this startup, she has extensive experience in **identifying funding sources, developing fundraising strategies, and overseeing the implementation** of educational and social initiatives.



LISA DONNARI – **Co-founder** of this startup, she is a young **university student**, passionate about projects and initiatives focused on **innovation** and **social and cultural inclusion**. She dedicates herself enthusiastically to acquiring skills to contribute to the development of solutions that promote **integration** and **inclusion**.



FRANCESCO FERMANELLI - **Coordinator and project manager** of this startup, with a strong interest in **European funds** and their impact. He manages the promotion of products and solutions, overseeing commercialization and dissemination to expand the startup's impact. He identifies new **funding opportunities** to optimize resources and ensure **sustainability** and **growth** for the company.

OUR COMPETITIVE ADVANTAGE

Supporting inclusive projects with multisensory environments for creative expression and non-verbal dialogue

Our added value:

- A **unique approach** that combines technological innovation, professionalism, and experience.
- Use of **Augmented Reality**, avoiding the use of technology that leads to isolation from the outside world, such as Virtual Reality.
- Always **cutting-edge solutions**.

All these elements contribute to creating a service that exceeds customer expectations, offering a superior **perceived value**. This represents **our competitive advantage**.

Our differentiating factors:



Professional experience



Customer interactions and relationships



Modernity of services






Use of digital technology.





paINTeraction

It is an interactive experience of Augmented Reality.

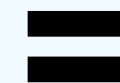
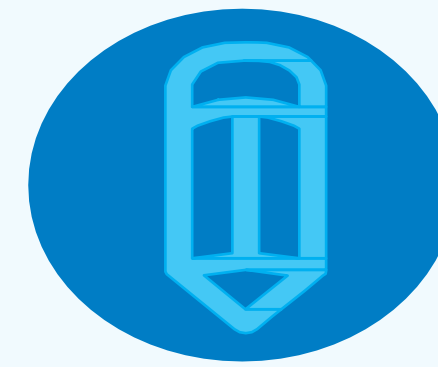
paINTeraction is an augmented reality tool that enables an **immersive** and **dynamic interaction**, using just three simple elements:

- ❑ a screen; 
- ❑ a motion-sensitive camera; 
- ❑ a computer. 

The functioning is simple and intuitive. The user sees their figure projected on the screen and can interact in real-time with visual and sound elements. This is all made possible by four unique interaction modes:

- **Light trails:** movement generates dynamic and fascinating visual effects. 
- **Moving vowels:** the vowels appear in response to the voice, creating a visual sound experience. 
- **Drawing in space:** the hands trace visible shapes on the screen, bringing creations to life in real-time. 
- **Games with geometric shapes:** interactive shapes that can be moved with the body, offering a unique playful experience. 

With **paINTeraction**, technology merges with the senses, creating an **immersive experience** that transforms movement into a unique **visual**, **auditory**, and **tactile interaction**.



The **pencil** evokes the possibility of drawing through movement, one of the key features of the software

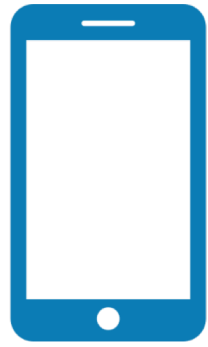
The **hand** symbolizes control and inclusion, which are essential for software that enables people with disabilities to express themselves creatively

The digital aspect (**Wi-Fi symbol**) indicates the use of augmented technology for learning and integration

paINTeraction

The logo effectively summarizes the mission of paINTeraction, which is to create an interactive and inclusive environment through movement, voice, and digital drawing

Our contacts



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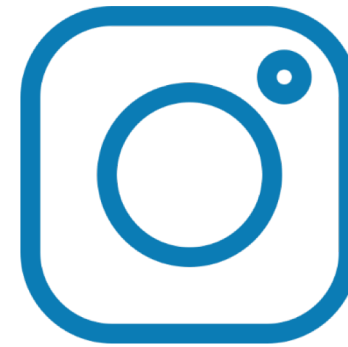
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