

PARTNER SEARCH FORM

for

Digital Europe Programme (DEP)

- ☒ I offer my expertise to participate as a Partner in a DEP Project
- ☐ I am planning to coordinate a Project and I am looking for Project Partners

TOPICS OF INTEREST

- TOPIC IDs: DIGITAL-2026-SKILLS-10-EDTECH
- TOPIC Deadline: 01 October 2026 – 17:00 CEST (Brussels)
- Deadline for the expressions of interest:

PARTNER INFORMATION

▪ **Description of the Legal Entity:**

- Higher Education ☐
- Research Institution ☐
- Public Administration ☐
- Industry / SME ☒
- NGO ☐
- Other: ☐

Please specify:

▪ **Description and expertise of the team:**

- The organisation's stated areas of expertise and potential contribution include VR/XR and immersive technologies, inclusive education and accessibility, neurodiversity and functional diversity, human-centred experience design, user validation, definition of real-world use cases and pilots, impact measurement and technology transfer to educational and/or support contexts. Minifunkids combines expertise in inclusive education, neurodiversity and functional diversity with immersive technologies, innovation and organisational transformation.
- Detailed team composition, named experts, qualifications, years of experience and specific project responsibilities:
- María Jesús Garrido Sánchez, Founder and CEO, has more than 15 years of professional experience working with children with developmental difficulties and special educational needs. She holds Higher Vocational Education qualifications in Early Childhood Education, Social Integration, and Physical and Sports Activities. Her professional

background provides Minifunkids with strong expertise in child development, inclusion, accessibility and the adaptation of experiences to diverse motor, cognitive, sensory and educational needs. She leads the pedagogical and inclusive vision of Minifunkids and the definition of VR/XR experiences for children with neurodiversity and functional diversity. English level: B1.

- Antonio Jurado, Director of Transformation, brings more than 30 years of professional experience in banking, business management, organisational change and digital transformation. At Minifunkids, he focuses on strategy, transformation, operational development, scalability and the implementation of technology-based solutions in real environments. English level: C1.
- The Minifunkids team has experience in approximately 10 real-world implementations with organisations from educational, social, therapeutic, public and sports environments, including San Juan de Dios, Autismo Sevilla, Neurolinkia, Dos Hermanas City Council and the Royal Andalusian Football Federation, among others. This experience supports the team's capacity to define real use cases, implement and validate immersive solutions with users and professionals, gather feedback and transfer innovation into operational environments.
- Together, the team can contribute expertise in inclusive XR/VR, accessibility, neurodiversity and special educational needs, human-centred design, definition of real-world use cases, user validation, pilot implementation, impact-oriented assessment and the transfer of immersive innovation to educational and support environments.

▪ **Potential role in the project:**

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|-----------------------|-------------------------------------|
| ▪ Technology provider | ☒ |
| ▪ Data provider | ☐ |
| ▪ Research | ☐ |
| ▪ Training | ☐ |
| ▪ Dissemination | ☐ |
| ▪ Other: | ☒ |

Please specify:

Inclusive EdTech, XR/VR, accessibility and user-centred pilot validation specialist.

Expertise / competence needed in case of searching for Project Partners:

▪ **Other areas of interest for collaboration:**

XR/VR and immersive learning; inclusive and accessible EdTech; assistive technologies; neurodiversity and special educational needs; human-centred digital solutions; real-world educational pilots; user validation and impact assessment; transfer of immersive technologies to educational and support environments.

▪ **Already experience in EU funded projects as a:**

- Coordinator: ☐ YES ☒ NO
- Partner: ☐ YES ☒ NO

▪ **Project experience and track record:**

Minifunkids has carried out approximately 10 real-world implementations of VR/XR-based solutions with organisations operating in educational, therapeutic, social, public and sports environments. These include San Juan de Dios, Autismo Sevilla, Neurolinkia, Dos Hermanas City Council and the Royal Andalusian Football Federation, among other organisations.

This track record has provided Minifunkids with practical experience in transferring immersive technologies into real operational settings, defining use cases according to different user needs, adapting experiences for children with neurodiversity and functional diversity, and working with professionals and organisations involved in their education, development and support.

The organisation's experience covers the practical application of immersive technology across motor, cognitive, sensory and educational contexts, with a particular focus on inclusion, accessibility and user-centred experiences.

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