



A. PARTNER ORGANISATION

NAME OF ORGANISATION	SMART NEST
National ID NUMBER	40003929773
European OID	E10268625
PIC NUMBER	890647308

B. PROFILE

Type of organization	Small / Medium Enterprise
Is the organisation a public body?	No
Is the organisation a non-profit?	No

C. PARTNER ORGANISATION

Full legal name (National Language)	SIA Smart Nest
Acronym	SMART NEST
Address	Stūrīša 22, Rīga, LV-1006
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Region	Central
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D. BACKGROUND AND EXPERIENCE

We have participated in a European Union granted project in the 3 years preceding this application.

List of previous projects					
Please provide a list of your previous projects for the last 4 years					
Participant	Project Reference No and Title, Funding programme	Period (start and end date)	Role (COO, BEN, AE, OTHER)	Amount (EUR)	Website (if any)
Smart Nest	Virtual Auditorium ERASMUS-EDU-2023-PI-FORWARD-LOT1 (Forward Looking Projects)	01.2024 – 12.2027	BEN	172'112 Total 1'378.070	<u>n/a</u>
Smart Nest	ERASMUS-SPORT-2023-SSCP SportEntre	10.2023-09.2025	COO	18'400	www.sportentre.com
Smart Nest	Same Same ERASMUS-SPORT-2022-SCP	01.2023. – 12.2025.	BEN	56'000	https://www.samesameproject.eu/
Smart Nest	Project no. 101134665 BLOCK-IN (Block to Injuries) Erasmus+ Sport Small Scale Cooperation Partnerships	11.2023-10.2025	BEN	15'700	<u>n/a</u>
Smart Nest	Project no. 101134020 Gym for Health (Promoting TeamGym as a tool to foster health) Erasmus+ Sport CooperationPartnerships	12.2023-11.2026	BEN	22'000	<u>n/a</u>
Smart Nest	GameS ERASMUSSPORT-2022-SSCP	01.2023. – 12.2024.	BEN	16'000	n/a
Smart Nest	ERASMUS+ KA210-ADU, 2022, “Integration of Migrants in the Labour Market”	11.2022. – 10.2024.	BEN	14'000	https://www.smart-nest.eu/imlam-e-learning
Smart Nest	KA220-SCH-1DC3F2B5 European Union citizenship at school	11.2021. – 10.2023.	BEN	32'399	https://www.euatschool/
Smart Nest	KA220-SCH-EBFCEA13 Sustainability Managers @ School	11.2021. – 10.2023	BEN	34'176	https://www.school-sustainability.eu/



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Smart Nest	Enhance the potential of Smart Working – SmartWo	01.2022. – 12.2022.	BEN	13'500	https://www.smartwo.eu/
Smart Nest	Enhancing eNtrepreneurial mindset and selfemPOWERment in Kids – ENPOW4Kids	01.2022. – 01.2024.	BEN	31'820	<u>n/a</u>



IN SHORT

SMART NEST employs the most recent **digital learning and E-learning** development solutions and intends to incorporate new and innovative tools into E-learning course modules, such as interactive videos (videos that can stop at a pre-determined time and reveal additional information, for example, to emphasize some important details or explain activities or movements). In these types of solutions, videos from stock can be taken and then interactivity is applied during the process (with this solution partners do not need professional cameras and video making skills).

SMART NEST develops visually appealing **web pages** which look great as well on mobile devices. Team now has developed more than 13 websites for different Erasmus projects and private business ventures.

Another field of experience of SMART NEST is **development of networking and communication platforms**. We have designed platform which was part www.kidpreneurship.eu project and now we are working on Sportentre.eu networking platform as well.

SMART NEST team's most preferred sport activities are **running** and overall community's physical activity. We are part of www.kontrolpunkti.lv which develops photo orienteering events.

SMART NEST SERVICES

- Developing Engaging Learning Experiences (E-learning)
- Board Game development
- Development of Outreach Materials and Related Activities
- Development of Interactive Videos
- Production of Videos (Guide style videos; E-book / Podcast style videos; Educational style videos; Animated style videos)
- Designing Web Pages
- Creation of Interactive Sports-Related Materials



A short video about all services SMART NEST offers:

https://www.youtube.com/watch?v=Ohx1Y4_IZJE

INTERACTIVE E-LEARNING



SMART NEST is focusing on the creation of **Interactive E-learning Modules** utilizing cutting-edge authoring tools. Interactive E-learning entails a lot of visual elements, such as photographs, short videos, or various quizzes. All materials have the potential to have **interactive solutions**:



These materials might be either informal education materials (adult self-education, quizzes and tests to test knowledge) or placed on any freely accessible webpage. Furthermore, these Interactive E-learning Materials may be made responsive to mobile devices, thus if the project's target audience is heavily reliant on mobile devices, materials can be made responsive to them.

INTERACTIVE E-LEARNING / VIDEOS IN SPORTS

SMART NEST can create Interactive E-learning Modules using contemporary authoring tools, which may be used as outstanding off-court or theoretical teaching material for **SPORTS**. Trainees can use it at home to practice various moves or playouts in **team sports**. The following examples demonstrate how to study player roles in team sports and how to utilize drag and drop technologies to learn through knowledge quizzes (templates of exercises where user should put players in the right positions). These resources are also appropriate for parents, so that parents may better comprehend what their children are learning and help them understand the fundamentals so that they arrive at the training more prepared.



Interactive video technology may be utilized to teach sports tactics. The interactive film may be paused at any time and an extra "layer" of information (targeted) can be added to explain the significance of a movement, position, or grip. This additional information can take the shape of text, a picture with or without hotspots, or even a video (so You will have a video included in the video).

SMART NEST and its founder Juris Riekstins have vast experience working with business start-ups, preparing and evaluating business concepts, business models, and business strategies. Juris Riekstins is also actively working in the field of Entrepreneurial Mind-Set, with various learning resources in the works on the subject.

SMART NEST can evaluate the project's continuous quality assurance, which is a score-based evaluation that is performed throughout the proposal's implementation life cycle.

SMART NEST KEY AREAS

- **IDEAS & PROJECTS** Smart Nest is constantly growing its network. We always have at least one collaboration project concept in mind, which we develop, and we invite You to join our network. Smart Nest is intended for mutual cooperation; we create our own ideas, but we are glad to join Your project ideas and provide value with our core expertise.
- **INTERACTIVE E-LEARNING** Interactive E-learning Course Modules that have been developed can also be used in formal education because they support the SCORM protocol, can only be used with permission if they are published on a learning management system (LMS), and can give teachers all the data they need to evaluate students.

SMART NEST focuses on creating Interactive E-learning Modules utilizing cutting-edge authoring tools. Most Interactive E-learning Course Modules include a lot of visual content, such as photographs, brief videos, or different quizzes. All contents can have interactive elements such as "Click & reveal" or "HotSpot buttons", quizzes and tests, interactive videos, and so on. Materials can be informal (often published on the web and mobile devices) or formal (typically published on Learning Management Systems) and then provide information to teachers via the SCORM protocol.



SMART NEST is now a part of six strategic partnerships whose anticipated outputs include Interactive E-learning Modules:

To see more information about e-learning modules [click here!](#)



ENTREPRENEURSHIP & MIND-SET

SMART NEST and Juris Riekstins, the founder of SMART NEST, has vast experience in the formulation and evaluation of business start-ups, business models, and business strategies. Since 2013, Juris Riekstins has evaluated more than 800 business plans, mentored more than 200 business start-ups, offered business counselling, and tracked the implementation of their business plans throughout the course of the first two years.



NETWORKING PLATFORMS

Smart Nest has designed and is capable of developing Networking Platforms. Networking platforms enable communication, the launch of dialogues, the exchange of experiences, and the sharing of data and media. The Smart Nest team has created an expanding KIDPreneurship Project network that connects school and corporate representatives and may be utilized to contact these target groups.



DISSEMINATION

At our company, we take pride in our team of marketing experts who excel in strategic planning, targeted outreach, and innovative communication techniques. With their extensive knowledge and experience, they can effectively disseminate project results to a large audience. Trust our experts to navigate the intricacies of marketing, ensuring your project achieves maximum visibility and impact.



[@allthingsmart](#)



[@migrantwomenempowerment](#)



<https://www.youtube.com/watch?v=QX9vGt1T8bk&t=16s>



BOARD GAMES

Recognizing the immense potential of games as tools for learning, Smart Nest has crafted educational board games tailored to various subjects and age groups. Board games are structured recreational activities that involve players following a set of rules to achieve specific objectives. These games come in a wide variety of themes and complexity levels, catering to different age groups and interests. What makes board games particularly valuable in the classroom is their ability to make learning fun, engaging, and interactive.

Incorporating board games into school lessons can have several educational benefits. They encourage critical thinking, problem-solving, strategic planning, and teamwork, fostering cognitive and social skills development. Board games also provide a context for applying and reinforcing knowledge from various subjects, such as mathematics, history, science, and language arts, in a practical and memorable way.

Furthermore, board games promote a sense of competition and motivation, making students eager to participate and learn. They can also improve communication skills as players must explain their strategies and make decisions collaboratively. Additionally, board games can be used to teach important life skills like patience, sportsmanship, and adaptability.

To see more information about board games [click here!](#)



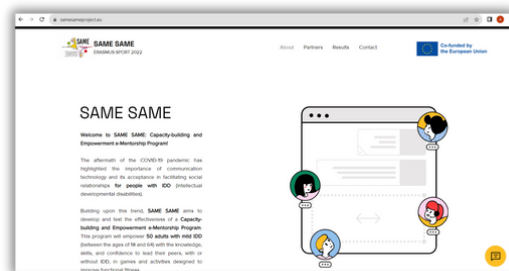


WEBPAGE DESIGN

Smart Nest's approach to web design for their partners is characterized by a keen focus on brand identity and messaging. We work closely with our partners to ensure that every web page we create aligns seamlessly with the projects values, vision, and overall branding strategy.

Here are some examples of our work:

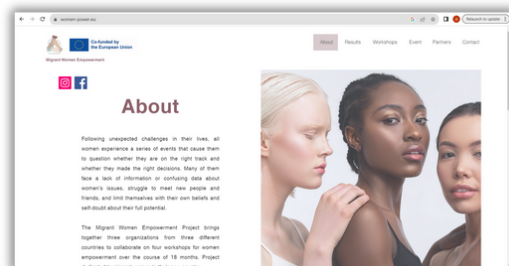
<https://www.samesameproject.eu/>



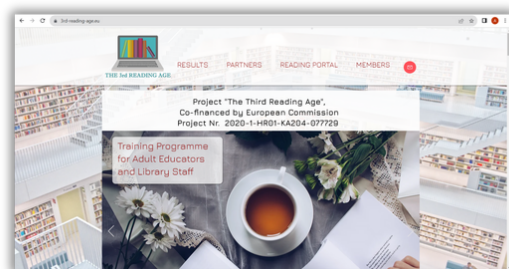
<https://www.euatschool.eu/>



<https://www.women-power.eu/>



<https://www.3rd-reading-age.eu/>





VIDEOS

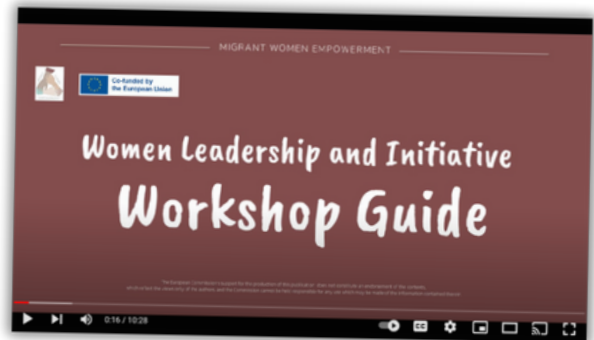
Smart Nest excels in producing a wide range of video content tailored to diverse needs. We create simple videos, animated videos, and educational videos, each with a unique focus and purpose.

- **Simple Videos:** Smart Nest's simple videos are designed to convey information concisely and effectively. Whether it's a promotional video, an explainer video for a concept, or a brief message to the audience, these videos are characterized by clarity and engaging storytelling.
- **Animated Videos:** Smart Nest's animated videos are a creative and engaging way to bring concepts to life. These videos are ideal for businesses looking to explain intricate processes, tell engaging stories, or captivate audiences with unique visuals.
- **Educational Videos:** Smart Nest personnel are continually enhancing their expertise and practice in **educational video creation**, in addition to developing Interactive E-learning course models. Educational videos are made up of videos shot by the company or acquired from stock footage, with appropriate music added. Most crucially, the videos include voice-over audio developed with the most recent artificial intelligence capabilities. The finished product can be distributed through many platforms, such as YouTube, TikTok, Instagram or it can be updated with interactivity, resulting in even more diverse videos. Besides, these videos can be updated with interactivity and used in sports projects **Sport | Smart Nest**.
- **Interactive videos:** Smart Nest's interactive videos are designed to captivate audiences by allowing them to make choices and shape the narrative. These videos often feature decision points or clickable elements that lead to different story outcomes. This not only makes the content more engaging but also encourages viewers to explore various aspects of a story or concept.
- **Podcast style video:** During the project, we produced an engaging e-book/podcast-style video titled "Digital Literacy in the Workplace: A Vital Skill for Migrants." This podcast serves as a comprehensive guide to navigating the intricate world of digital literacy in the workplace.



- **Guide style video:** As part of the project, 2 videos were developed. The first is a 10-minute guide video designed to assist individuals interested in organizing workshops aimed at enhancing the leadership qualities of migrant women. In addition, a concise 2-minute promotional video was created specifically for Instagram. Instagram, known for its broad reach, served as the ideal platform to share this visually captivating video. The goal was to generate interest, encourage participation, and amplify the impact of the initiative.

To see more information about different types of videos [click here!](#)





KEY PERSONS INVOLVED IN PROJECTS

Mr. JURIS RIEKSTINS

Mr. Juris Riekstins holds a Master of Business Administration degree. He has over 15 years of experience in business plan preparation, financial advising, business development finance acquisition, and project management. Juris has experience in coordinating KA2 proposals, developing educational and training materials in several fields, and creating interactive E-learning materials. J. Riekstins is in charge of creating the E-learning modules and courses. J. Riekstins has served as project manager in a number of local and international projects supported by the EU and other international financial agencies. Over the last 10 years Juris has successfully managed and coordinated projects with the total funding portfolio for more than 26 million EUR. J. Riekstins has established his own production and service businesses.

Ms. MARIA GRINAVICA

Ms. Maria Grinavica is an accomplished professional with a diverse educational and professional background. She holds an MBA in Global Marketing and Business Administration and is currently pursuing her second master's degree in International Cooperation, Development, and Finance at Unitelma Sapienza. Additionally, Ms. Grinavica is certified in digital marketing and graphic design. Her expertise centers on digital marketing, content creation, corporate communications, project management, and small-business development. Ms. Grinavica's proficiency in digital marketing, in particular, equips her with the skills necessary to manage project distribution effectively. She has actively participated in numerous business-related conferences and events, highlighting her commitment to continual learning and professional development. Notably, she shared insights from her entrepreneurial journey during a speech at the EU Knowledge Valorization Week, demonstrating her capacity for thought leadership in her field.

Ms. INGA UVAROVA

Mrs. Inga Uvarova holds a Master's degree in economics and is a PhD candidate in business management. Mrs. Inga Uvarova has over 20 years of expertise in the preparation, management, evaluation, and monitoring of international projects and business plans. She teaches the study courses "Entrepreneurship," "Basics of Business," and "Project Management." She is a mentor and coach for new company start-ups, and she has mentored several young entrepreneurs that are developing business ideas.



Ms. KLINTA KALNEJA-ANE

Ms. Klinta Kalneja-Ane holds both a certificate in project management for use in state administration and municipal institutions, as well as a Master of Social Sciences in Library and Information Science. She has worked at the Jelgava City Library for 10 years, 8 of those years as a project manager, where she prepared and coordinated projects and created intellectual content for them. Working as a project specialist, she creates E-learning content using the Adobe Captivate authoring tool.

Ms. SANTA GRINAVICA

Santa Grinavica is a project specialist with a wide range of expertise in both creative and analytical fields. Her skill in content creation involves making engaging materials that appeal to different audiences in various formats. In digital design, she focuses on creating attractive and easy-to-use designs for different digital platforms. Santa is also skilled in game design, where she creates both board games and interactive digital games, combining good game mechanics with interesting stories. Her work in digital module creation includes making educational and informational content that is both informative and engaging. An important part of her skills includes project proposal writing, where she analyzes survey data to help team create strong proposals.



F. LEGAL REPRESENTATIVE

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City	Riga



G. CONTACT PERSON

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Family name	Grinavica
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