<div style="text-align: center; border: 1px solid red; border-radius: 15px; display: inline-block; padding: 10px;">

Partner search

</div>

Creative Europe - Culture Sub-programme:
http://eacea.ec.europa.eu/creative-europe/funding_en

Strand/category of the Culture Sub-programme	Creative Europe – Culture – Cooperation strand
Deadline of the strand	27 November 2019
Deadline for confirming your interest in this partnership	10 November 2019

Cultural operator(s)

Name	**Company**: Ticontenu **Project**: Toufoula kids
Short description	Toufoula kids is the new generation publisher of content, it connects kids to their natural and social environment both on digital and physical world. https://youtu.be/g0gVS37fOaA https://www.youtube.com/watch?v=JMakq_EYD7Y https://www.youtube.com/watch?v=8XClloeuAiM (with frensh and english subtitels)
Contact details	Awatef Mosbeh awateftoufoulakids@gmail.com awatefmorbiket@icloud.com **Phone** : +21655515940

Project

Field(s)	**We want to work with organisations interested by Creative Edtech Content for children = Mixed Digital Content for kids (Educational Games - Printed book+magazine - Augmented reality content and Video Animation)**
Description	Today's children are immersed in a virtual world through their addiction on screens and are losing their manual abilities to discover their real environment. Toufoula kids reassures parents without frustrating children by offering a balanced educational experience that encourages them to discover our civic-oriented content using Toufoula's trademarked characters as a Printed Magazine linked to a Digital Content with Augmented Reality Games through mobile applications. Toufoula's characters will also be the heroes of our special edition prints with exclusive content such as interactive games and augmented storybooks.

Partners searched

Countries	All
Profile	We are in search for a strategic partnership that can help us: - To target Arabic speaking Kids in Europe (refugees' kids, Diaspora, etc.) - To test the product and improve the creative quality through partnerships with book or game publishers - To involve the augmented reality and virtual reality technologies for the creation of educational content 1- Schools and Educational institutions 2- Book publisher 3- Games Publisher 4- NGOs (Foundations - Humanitarian NGOs - children NGOs) 5- Governmental Sector