

EULEP Skills Competition (Catalan Node)

Participant Guidelines – 2025 Edition

General Guidelines for Participation

Objective

The EULEP Skills Competition celebrates innovative, real-world applications of **Artificial Intelligence (AI), Virtual Reality (VR), and Digital Transformation and Organizational Change (SI)** developed by participants in the EULEP training programme.

The Skills Competition aims to bridge the gap between VET learning and professional practice, recognize excellence, and connect professionals with the regional innovation ecosystem.

Who Can Participate?

- Professionals who have enrolled in and completed the [EULEP Capacity Building training](#) (Sept–Nov 2025).
- Participants may apply individually or in teams (up to 3 people) from the same company.
- Participation is optional but highly encouraged for all EULEP learners.

Competition Tracks

Participants must choose one of the following themes:

- **Artificial Intelligence (AI):** Business Process Optimization for SMEs
- **Virtual Reality (VR):** Application of Immersive Technologies in SMEs
- **Digital Transformation and Organizational Change (SI):** Digital Transformation Strategy for Organizational Innovation

Key Dates

| Phase | Date |
|-----------------------------------|------------------------|
| Registration Opens | 15 September 2025 |
| Submission Window | November 1 to 30, 2025 |
| Jury Evaluation | December 2025 |
| Winner Announcement | Dec 2025 – Jan 2026 |
| Award Ceremony (EDIH Event) | 26 February 2026 |
| EULEP Final Conference (Brussels) | 4-5 March 2026 |

Prizes

- One winner per track (AI, VR, SI). The jury may decide to award more than one prize per category depending on the quality of the projects.
- Recognition at the regional [European Digital Impulse Hub \(EDIH\)](#) event held in Terrassa.
- Invitation to present at the EULEP Final Conference in Brussels, Belgian (full travel and accommodation covered)
- Visibility and recognition in project communication channels and networks

Jury & Decision Process

- A 6 member Jury will be constituted, from the CVET Innovation and Digitalization ecosystem in Catalonia, with members from the UOC, Terrassa Chamber of Commerce, and Terrassa City Council)
- Projects are scored independently and then reviewed collectively
- Tie-breaker based on Business Impact & Sustainability → if still tied, a majority vote decides
- Jury decisions are final and binding

- The jury members undertake to maintain strict confidentiality over all information and documentation relating to the submitted projects. The information they access during the evaluation process may not be copied, disclosed or used for purposes other than the evaluation of the competition. The intellectual property rights belong exclusively to the participating authors or entities; the jury may not make any use or claim thereof. Furthermore, the juries must act impartially and refrain from evaluating projects in which there is a conflict of interest. The duty of confidentiality will remain in force indefinitely, even after the end of the competition and the publication of the results.

Support for Participants

- Optional mentorship opportunities available through Eulep trainer, as well as, UOC, and Terrassa City Hall and Chamber of Terrassa networks such as Digital Impulse Hub www.digitalimpulsehub.eu
- Access to tools and templates to support project development
- Dedicated communication channels for updates and visibility

How to Enter

- Submit your project between November 1 and 30, 2025 through the Moodle course page within one of the three EULEP Training pathways.

Questions?

Contact your EULEP training coordinator or project partner for guidance. Stay tuned to [official channels](#) for updates!

Specific Guidelines for Each Competition Track

Artificial Intelligence (AI): Business Process Optimization for SMEs

AI Track Submission Format

Skill Competitions Submissions must be submitted as a PDF report, slide deck, or video presentation, and should include:

1. Description of the challenge or problem
2. Proposed solution applying EULEP training (AI)
3. Implementation plan (steps, resources, timeline)
4. Expected outcomes and impact
5. Reflection on how EULEP content was integrated

AI Track Evaluation Criteria (100 pts total)

| Criterion | Maximum Points | Description |
|--|----------------|---|
| Relevance of the challenge | 20 points | The extent to which the proposal addresses a concrete and meaningful business or societal need |
| Innovation and creativity | 20 points | Originality and innovativeness in the proposed solution, particularly in the use of AI, VR, or SI |
| Feasibility and implementation plan | 20 points | Practicality of the solution, including a clear roadmap, resource use, and consideration of constraints |
| Business Impact and sustainability | 20 points | Anticipated effectiveness and longevity of the solution, including business development or economic benefits, as well as environmental or social benefits |
| Communication and presentation | 10 points | Clarity, coherence, and quality of the submission and supporting materials |
| Integration of EULEP learning outcomes | 10 points | Evidence of applying concepts, tools, and knowledge from the EULEP training modules |

Specific Guidelines for Each Competition Track

Virtual Reality (VR): Application of Immersive Technologies in SMEs

VR Track Submission Format

Skill Competitions Submissions must be submitted as a PDF report, slide deck, or video presentation, and should include:

1. Description of the challenge or problem
2. Proposed solution applying EULEP training (AI)
3. Implementation plan (steps, resources, timeline)
4. Expected outcomes and impact
5. Reflection on how EULEP content was integrated

VR Track Evaluation Criteria (100 pts total)

| Criterion | Maximum Points | Description |
|--|----------------|---|
| Relevance of the challenge | 20 points | The extent to which the proposal addresses a concrete and meaningful business or societal need |
| Innovation and creativity | 20 points | Originality and innovativeness in the proposed solution, particularly in the use of AI, VR, or SI |
| Feasibility and implementation plan | 20 points | Practicality of the solution, including a clear roadmap, resource use, and consideration of constraints |
| Business Impact and sustainability | 20 points | Anticipated effectiveness and longevity of the solution, including business development or economic benefits, as well as environmental or social benefits |
| Communication and presentation | 10 points | Clarity, coherence, and quality of the submission and supporting materials |
| Integration of EULEP learning outcomes | 10 points | Evidence of applying concepts, tools, and knowledge from the EULEP training modules |

Specific Guidelines for Each Competition Track

Digital Transformation and Organizational Change: Digital Transformation Strategy for Organizational Innovation

Digital Transformation Track Submission Format

Skill Competitions Submissions must be submitted as a PDF report, slide deck, or video presentation, and should include:

1. Proposed solution applying EULEP training (AI)
2. Implementation plan (steps, resources, timeline)
3. Expected outcomes and impact
4. Reflection on how EULEP content was integrated

Digital Transformation Track Evaluation Criteria (100 pts total)

| Criterion | Maximum Points | Description |
|--|----------------|---|
| Innovation and creativity | 20 points | Originality and innovativeness in the proposed solution, particularly in the use of AI, VR, or SI |
| Feasibility and implementation plan | 30 points | Practicality of the solution, including a clear roadmap, resource use, and consideration of constraints |
| Business Impact and sustainability | 30 points | Anticipated effectiveness and longevity of the solution, including business development or economic benefits, as well as environmental or social benefits |
| Communication and presentation | 10 points | Clarity, coherence, and quality of the submission and supporting materials |
| Integration of EULEP learning outcomes | 10 points | Evidence of applying concepts, tools, and knowledge from the EULEP training modules |