

TEASER

SPORTCONNECT - DIGITAL NETWORK FOR SPORT PROXIMITY.

Objective

To enhance, through digital technology, the proximity, collaboration and exchange between sports entities from different countries.

Target audience

Sports entities and clubs, such as regional entities, municipalities, parish councils, clubs and sports entities of federating and non-federated sports, sports and physical activity promoters and individuals, such as managers, coaches, delegates, sports managers, among others.

Main Product:

1) Digital Exchange Platform:

Development of an online platform where the various entities will be connected, share good practices, knowledge, organize joint events and exchange experiences. In this way, several sectors and sub-sectors will be created on the platform, divided by modality and interests, in order to enhance the creation of bridges between partners with mutual interests.

In this sense, the following spaces should be created in order to enhance proximity according to interests:

- 1.1- **Entities:** integration of all interested entities, regional entities, municipalities, sports clubs and entities, companies in the sports sector, which will be divided by their areas of activity, modalities and interests;
- 1.2- **People:** integration of all interested parties, managers, coaches, teachers, referees, athletes, divided by modalities that work in the area of sport (coaches, physical trainers, physiotherapists, athletes, among others) to be able to expose their CV and enhance international recruitment;
- 1.3- **Events:** Sharing and dissemination of events, tournaments and competitions in the various modalities, levels and gender in order to better promote the initiatives and even be able to invite teams from the network to participate in them;
- 1.4- **Training:** Sharing and dissemination of knowledge, through the sharing of the various congresses, seminars, webinars, which allows to make known all the training and capacity building of the network partners, increasing the dissemination of initiatives and increasing the sharing of knowledge between partners;
- 1.5- **Companies:** technology companies in the field of sports, which can exhibit their products and services in order to increase the knowledge of existing products and services in network partners.
- 1.6- **Sports calendar:** Promote and share relevant dates for international sport (European Day of Physical Activity, among others);

Possible Consortium members:

- Urban and regional authorities;
- municipalities and parish councils;
- Sports federations;
- Clubs and Sports entities;
- Sports enterprises;
- Sports University and research.