



Partner search form

For Creative Europe project applications

Call	Creative Innovation Lab 2025
Strand or category	Support to European Cooperation Projects

Cultural operator – who are you?

Name of organization	Functionnel LLC
Country	Ukraine
Organisation website	https://www.linkedin.com/in/maksym-dudyk-follow-up
Contact person	Maksym Dudyk, fonctionnel@ukr.net, +380671091137
Organisation type	Social & Research Private organisation (startup)
Scale of the organization	Number of employees: 1-5; Latest annual turnover: Pre-revenue startup.
PIC number	877384110
Aims and activities of the organisation	<p>At Functionnel LLC, we are not just building an educational product—we are responding to an urgent crisis affecting millions of children in Ukraine.</p> <ul style="list-style-type: none"> ● War-Displaced Children & Education Loss: <ul style="list-style-type: none"> • Millions of children have lost access to structured schooling due to war, displacement, and trauma. • Many struggle with concentration, PTSD, and a disrupted sense of stability, making traditional learning difficult. ● Deepening Educational Inequality: <ul style="list-style-type: none"> • The war has widened the gap between urban and rural education. • Many families in remote areas lack access to teachers, resources, and language education opportunities. ● The Digital Disengagement Problem: <ul style="list-style-type: none"> • Today’s children are immersed in entertainment-based digital content, making traditional education feel unengaging. • In war-affected areas, this leads to increased digital escapism, rather than structured learning. <p>We believe that education must meet children where they are. That’s why we are developing a game-based, AI-driven language-learning platform that is:</p> <ul style="list-style-type: none"> ✓ As engaging as digital entertainment, but designed for real learning. ✓ Accessible anywhere – from refugee shelters to rural homes. ✓ Powered by AI & adaptive learning, adjusting to each child’s individual needs. ✓ Self-hosted & scalable, allowing educational institutions and NGOs to deploy it in their own environments. <p>We specialize in EdTech, AI, and online platform</p>

* By answering “yes” you confirm that the information provided can be shared publicly by the Creative Europe Desks in the countries participating in the Creative Europe programme, in order to support your search for partners.

	development , creating scalable, inclusive, and adaptable educational solutions that ensure no child is left behind.
Role of the organisation in the project	<p>Functionnel LLC will contribute as a technical and educational technology partner, focusing on AI-powered adaptive learning, cloud-based infrastructure, and self-hosted deployment solutions.</p> <p>Our expertise includes:</p> <ul style="list-style-type: none"> ◆ AI-Powered Adaptive Learning – Developing AI embeddings and NLP models to create personalized learning experiences for children of different linguistic and cognitive backgrounds. ◆ Game-Based Learning Infrastructure – Designing interactive, Node.js/React.js-based platforms that incorporate story-driven gamification. ◆ Secure & Scalable Backend Systems – Creating cloud-based & self-hosted databases and APIs for user authentication, learning analytics, and gamification elements. ◆ Real-Time Performance Tracking – AI-driven dashboards for educators, NGOs, and researchers to analyze engagement and learning progress. ◆ Multilingual & Rehabilitation-Focused Content – Integrating rehabilitation teaching methodologies to support children with learning difficulties, PTSD, and cognitive challenges. ◆ Self-Hosting Deployment – Ensuring the platform can be deployed on local servers or private cloud environments for NGOs, schools, and partner institutions. <p>We are seeking an EU-based lead partner to handle project coordination while we focus on:</p> <ul style="list-style-type: none"> ✓ Platform development ✓ AI-driven learning solutions ✓ Content integration & personalization ✓ Ensuring deployment flexibility (cloud & self-hosted)
Previous EU grants received	<p>No previous EU grants received.</p> <ul style="list-style-type: none"> ✓ However, we successfully secured and completed a grant from the Bureau of Educational and Cultural Affairs of the US Department of State. <p>This demonstrates our ability to manage and execute funded projects at an international level.</p>

Proposed Creative Europe project – to which project are you looking for partners?

Sector or field	EdTech, Game-Based Learning, AI in Education, Language Learning, Digital Cultural Heritage, Rehabilitation Teaching,
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	<p>Digital Inclusion, Social Impact, Educational Equality, Psychological Recovery & Cognitive Training</p> <p>This project is not just about learning languages—it is about restoring children's cognitive and emotional engagement with education.</p>
Description or summary of the proposed project	<p>Project Title: AI-Powered Language Adventures for Kids: Interactive and Personalized Learning for Displaced & Vulnerable Children.</p> <p>Project Summary: Millions of children in Ukraine and beyond have lost access to structured education, safe learning spaces, and multilingual opportunities. This project will develop a mobile-first, AI-powered, game-based language-learning platform that:</p> <ul style="list-style-type: none"> ✓ Restores structured learning for displaced children, even in unstable environments. ✓ Uses AI-driven storytelling & gamification to keep children engaged. ✓ Provides real-time progress tracking for educators, NGOs, and policymakers. ✓ Ensures inclusivity, with a focus on low-income families, rural students, and children with learning difficulties. ✓ Supports self-hosting deployment, so partners (schools, NGOs, and institutions) can run the platform independently in secure environments. <p>By blending language learning with cultural storytelling, the platform will help children explore different European languages and cultures in an engaging, interactive world.</p> <p>We seek EU-based partners who share our vision of education accessibility, digital inclusion, and cognitive rehabilitation through gamified learning.</p>
Partners currently involved in the project	None yet – Seeking EU partners.

Partners searched – which type of partner are you looking for?

From country or region	EU countries eligible for Creative Innovation Lab (e.g., Germany, France, Spain, Poland, Netherlands, Italy, Belgium, Sweden).
Preferred field of expertise	<ul style="list-style-type: none"> ✓ NGOs & Non-Profits in Digital Education & Social Inclusion – To ensure the platform reaches displaced children and vulnerable communities. ✓ Educational Institutions & Universities – To provide research, pedagogical validation, and rehabilitation teaching methodologies. ✓ Cultural & Creative Organizations – To contribute storytelling, multilingual content, and digital arts integration.

	<input checked="" type="checkbox"/> EdTech Startups & Game Developers – To collaborate on platform development, gamification mechanics, and UI/UX. <input checked="" type="checkbox"/> Government & Policy Organizations – To integrate digital language education into national rehabilitation efforts.
Please get in contact no later than	March 30, 2025 (to allow time before the April 24 deadline).

Projects searched – are you interested in participating in other EU projects as a partner?

Yes / no	Yes
Which kind of projects are you looking for?	Projects related to: <ul style="list-style-type: none"> • Digital education & gamification • Language learning & multilingual education • Creative storytelling & AI-driven interactive experiences • Cultural heritage & digital inclusion initiatives • Rehabilitation teaching, cognitive recovery, & educational support for displaced children • Self-hosted & decentralized educational platforms

Publication of partner search

This partner search can be published?*	Yes (This allows more potential partners to find us through Creative Europe Desks).
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