

EXPEDITION LOG: GREEN EXPLORER EYE

THE PIONEERS' MANIFESTO

"Travelling by plane is easy, but that's yesterday's world. **Travelling sustainably** across Europe is a **challenge, it's a collective endeavour, and it's the future.** You don't need to be a paragon of eco-responsibility to change the rules: you just need to be prepared to experiment, together."



Today, crossing the continent in a few hours' flight has become the norm. But this speed disconnects us from geographical and climatic realities. We reject the ease of the skies and choose the truth of the ground. **Throughout this project, the European network of trains, buses and car-sharing becomes our 'Terrestrial Ocean'.** It is not merely a means of transport; it is our open-air laboratory. We are not here to impose a punitive or dogmatic approach to ecology.



Our philosophy is based on **common sense, humour, resourcefulness** and collective action.

You are not merely participants here to enjoy a language course or an organised trip. **You are the Pioneers of a full-scale crash test. Your aim? To experience Slow Travel,** to test what is genuinely achievable in a carbon-free way during a youth exchange, and to document both your successes and your struggles. Your findings will be used to develop practical tools to inspire other youth organisations and challenge European institutions. **Europe is built from the ground up. The Green Explorer EYE adventure begins now.**

A THREE-PART EXPEDITION

The Green Explorer EYE adventure is a **fully gamified experience** that will guide your project **from the first day of your journey** right through **to your return home**. Your smartphone won't be a personal distraction, but your collective Logbook for measuring your impact and validating your discoveries.



Phase 1: The Outward Journey – The Slow Travel Hackathon

The journey begins on the station platform or at the coach station. **For this first leg, you'll be organised into Crews of five sailors.** On the app, your team is represented by a **Boat that moves in real time across a map of Europe** as you complete your first missions.

For 2 to 3 days, you'll experience a genuine travelling hackathon. **Your mission:** to **master the long journey, anticipate** the currents of **the transport** network, **and document** the reality of **eco-friendly travel**.



When faced with storms (delays, missed connections), the golden rule is Solidarity at Sea: crews connected across Europe will be able to help one another remotely to keep their ships afloat.



Phase 2: On Site – The Fleet's Living Lab

As you set foot at the exchange venue, the small boats will be entering the harbour. The app will automatically switch to a new mode. Individual roles will fade into the background, giving way to collective strength. **Your crews will merge to form a single European fleet of 25 participants.**

For a week, you'll be living at the heart of a Living Lab. Together, you'll explore what it means to organise a 100% green youth exchange (local food, eco-designed workshops, resource management, daily life). Your group isn't on its own: you're connected to a European Leaderboard.



You'll compete in a friendly challenge against the three other Fleets (the three other youth exchanges) who are undertaking the same experience at the same time across Europe.

- **The Climax:** This will be the highlight of the inter-exchange competition. The whole fleet will come together for a major **European Live Quiz** broadcast live on the app, based on everything you've learnt during the week. It's after this event, the following day, that the continent's best Fleet will be crowned.

Phase 3: The Return — Messages in a Bottle

The trip is coming to an end, but the mission isn't over yet. For the return journey, you'll get back on your original boats and resume your roles as sailors. The competition shifts in scale: it becomes a national contest. Crews from the same country will compete to see who has learnt the most from this experience.

Your aim during the return journey is to collate your lessons learnt and to 'throw your bottles into the sea'. You will formalise your recommendations and create tools to pass the baton on to the European authorities and other youth organisations. On arrival, the organisation that sent you (your Sending Organisation) will analyse your Logbook and reward the best national crew.

CREW ROLES (active during voyages)

To steer your ship safely to port during the transport phases (outward and return journeys), each member of your five-person crew must take on a specific responsibility. Your combined skills are the only way to keep the boat moving forward.

- **The Captain:** The guardian of team spirit. They keep an eye on the crew's morale and ensure everyone is moving at the same pace. They are the one who has the authority to officially submit evidence of your challenges via the app.

- **The Navigator:** The master of cartography. He centralises ticket sales, monitors timetables, anticipates track changes and analyses the flow of traffic across the European network. His mission is to audit transport infrastructure to highlight areas for improvement in Europe.
- **The Mermaid:** The ship's eyes and ears. Armed with her smartphone, she captures key moments, documents successfully overcome challenges and immortalises the struggles in photos and videos. She is the one who creates the raw material for our future advocacy work.
- **The Deckhand:** The guardian of the ship's resources. He ensures the crew travels sustainably (waste management, tracking single-use plastic, replenishing drinking water at stations). He proves that zero waste is possible, even whilst on the move.
- **The Pirate:** The boredom-buster. Their secret weapon is imagination. They have the daunting task of keeping the

group's energy levels high and setting the mood in the cabin by coming up with activities, games or discussions without ever relying on individual screens.



THE TWO TOOLS FOR YOUR PROGRESS

To make progress and climb the **Green Explorer EYE** leaderboard, you'll need to make use of two distinct features on your app:

- **Learning Boxes:** These are your educational navigation markers. They are activated at various stages of the project to provide you with key knowledge, statistics and facts about the environment, Europe and sustainable mobility. Opening and absorbing them is essential to excel in the final Live Quiz.

- **Missions:** These are your tools for taking action. They require you to carry out practical tasks in the field and provide evidence of your work. Each challenge is an opportunity to score team points for your crew, once validated by the game coordinators.

 **Reminder of the Marine Code:** On Green Explorer EYE, **there are no individual scores. You don't win alone; you win as a crew.** Pack your bags, sharpen your critical thinking skills and get ready to chart new courses across the Terrestrial Ocean. Safe travels to you all!

