



OP3.2 Mobility platform – M18 report

First step in order to develop the Mobility Platform has been to define the [application needs](#) and explore the different commercial proposition that were collected. This task has allowed to better define the platform specifications and discussion has concluded that an online application will be a most friendly-user tool.

The final step of need development has been driven jointly with [the subcontracted IT team](#), from Junior Atlantique, the Junior Enterprise of IMT Atlantique (French Engineer school). The Mobility Platform Output was thus developed in an agile procedure. A local group of users within UBO, a second one at the European level with mainly people from the Outreach Subcommittee has been actively solicited to test the application and give some feedbacks on its definition / functioning.

The application SEA-EU Around is hosted by UBO. The code has been developed under Git and all the reusable elements will be released during Spring 2021.

The Mobility Platform Output is accessible on [3 different interfaces](#):



and a web version available [here](#).

A legal assistance has been subcontracted to a specialised valorisation service for the University affairs, to check the juridical validity of [conditions of use](#) of the application (that can [be downloaded here](#)).

At the end, the SEA-EU-Around application aims to facilitate the connection between the members of the SEA-EU community (which brings together 120,000 students and 1,700 staff), both online and in real life, around 3 main functionalities:

- **Discover:** Cultural and linguistic exchange with students from the 6 universities of the alliance.
- **Collaborate:** Putting students or teachers in contact with each other on academic criteria, to find a pair, a working group, for training or research.
- **Meet:** Meeting and mutual aid between members of the community during mobilities.

The application is reserved for the SEA-EU community; a university address is required to create an account.

The application is based on a classical profile matching process: the application proposes you some new friends. Members need to “like” each other to be able to chat together. Just join us and swipe to discover the SEA-EU community!

Finally, a Motion design to promote the application has been produced:

<https://www.youtube.com/watch?v=ijokjJS3Ufc>

