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HERACLES Group joins forces with Science For You to develop an online application for children with disabilities

An initiative under the auspices of the Ministry of Education and Religious Affairs

True to its commitment to help strengthening the social fabric and stand firmly by our fellow citizens, especially children in need, **HERACLES Group** collaborates with Science For You (SciFY) to effectively support children with disabilities and their equal participation in recreation, education and every aspect of life.

Defending the right of every child to engage in play and fully develop their skills, HERACLES Group undertakes the initiative of funding an online game for children with disabilities, which will be **under the auspices of the Ministry of Education and Religious Affairs**.

More specifically, as part of the **Corporate Social Responsibility program “One more feat”**, the Group joins forces with SciFY with the aim to create and offer free of charge an online game specifically designed for children with disabilities. The game will be developed in cooperation with established organisations and Special Schools (ELEPAP, Hadjipaterion CSRC, Centre of Social Welfare of Attica, Special School of Agria in Magnesia etc.). The objective of this program is both the entertainment as well as the physical, social, mental and emotional development of children with disabilities.

Ms. Zeta Makri, Deputy Minister of Education and Religious Affairs, stated “HERACLES Group and Science For You for children with disabilities are working together setting an excellent example of awareness-raising and implementing corporate social responsibility on important issues, such as the sensitive area of special education and the education of children with learning difficulties and disabilities. As Deputy Minister of Education, responsible for special education, I applaud this initiative, which will be under the auspices of the Ministry of Education, which fosters the concepts of inclusion and digital accessibility via an online game designed for children with disabilities. This digital application seals the mutual commitment to the equal participation of all children in every aspect of everyday life, technology and knowledge and consolidates the prospects for the development of digital recreation, learning and expression programs through specific scientific tools. Besides, special education highlights games as a means of recreation, information sharing and knowledge assimilation”.

Ms Evi Ioannidou, Communication & Public Relations Manager at HERACLES Group, pointed out “For all of us at HERACLES Group, social contribution is inextricably linked to our corporate culture. Through our collaboration with SciFY, we are offering meaningful social work to children with disabilities and making our vision of equal access to knowledge and technology for all children come true. Through this

initiative, we are giving the opportunity to these little heroes of everyday life to do the obvious for every person at their age...to play. We stand by them proud of their journey and pledge to continue our multifaceted social actions, aiming to build a more humane and more sustainable world for every child to live in and dream”.

Mr. Vassilis Giannakopoulos, Marketing and Social Impact Manager at SciFY, said “Imagine if someone forbade your child or your nephew from playing. Or only allowed them to play no more than two hours per week. And this went on for years. Does this sound like an exaggeration to you? Yet, this is the reality for most children with disabilities, such as cerebral palsy, quadriplegia, etc. Their need for play is vast and unfortunately unmet. Thanks to the support of HERACLES Group and our network of partners, we can finally create a game that will offer them joy, fun and opportunities to develop their skills, always in cooperation with their caregivers”.

It is noted that the award-winning non-profit organisation SciFY has been bringing innovative solutions to everyday life through technological developments since 2012. With a view to enhancing accessibility to technology for children with disabilities, SciFY has the expertise to bring as many children as possible into contact with the digital world and its innumerable possibilities.