



Funded by the
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ERASMUS+ ACCREDITED PROJECT
“**Interacting in a Sustainable School**”
LOGO DESIGN RULES

GENERAL RULES AND REGULATIONS

1. Geniko Likio Hortiati announces the contest to design a logo to be used in the **project “Interacting in a Sustainable School”**.
2. The aim of this contest – is to choose the most suitable project “**Interacting in a Sustainable School**” graphic sign which will be used in the official documents.
3. By participating in the contest, participants agree to abide by the rules and conditions as established below.

II. CONTEST RULES

4. Participants of the contest must be the students, individuals/groups of individuals (hereafter “contest participants”) from the countries that are participating in the project (Spain, Italy, Greece).
5. The contest is open for all age groups.
6. One contest participant can submit a number of ideas.
7. Logo Design Features
 - 7.1. The logo should be submitted with a graphical view, the computer programs can be used or it can be drawn. The drawing must be stylized and suitable for the logo and in a digital form.
 - 7.2. Logo versions must be: (1) – one colour or (2) a colourful logo (no more than 6 main colours).
 - 7.3. The graphic sign (logo) can be submitted on the A4 format or using these electronic formats: .tiff, .jpg, .pdf, .png, .bmp. etc....
 - 7.4. The graphic view of the logo must keep its attractiveness when used with no colours and smaller graphic view must contain the main features of recognition.
 - 7.5. If the title of the project “**Interacting in a Sustainable School**” is used in the logo, it should be written in English and it should create a dynamic completeness together with all symbols. Project acronym **I.S.S.** can be used instead of full project title.
 - 7.6. The graphic sign (logo) has to be an original creation (created by an individual or group of individuals); it cannot break any laws or rights of third parties, for example, it cannot break any authors rights, patents, trademarks; it cannot break any laws of slander, honor and dignity, as well as privacy, publicity, human rights and it cannot break any religious, ethnical, racial, national moral regulations.

- 7.7. The graphic sign cannot be published earlier and it must be created for this particular contest.
- 7.8. The contest participant can submit a short description of the sign and the meaning of colours and objects used in the logo.
- 7.9. The logo should resemble the project's activities and image, include the project title or acronym of the project **“Interacting in a Sustainable School“**, the flags or other symbols of partner countries – Spain, Italy, Greece; Erasmus+ sign or symbol; it has to be visually attractive, positive, simple and non-vulgar.

III. CONTEST GUIDELINES

1. The contest has two stages.
 - 1.1. Every school partner holds the logo contest and chooses one (1) winner logo which should be submitted to the contest organiser – GENIKO LIKIO HORTIATI by 22th October 2023. A digital version of the logo should be submitted by the e-mail chrydri@gmail.com
 - 1.2. By 25/October/2023 contest organiser – Geniko Likio Hortiati sends links for voting to each coordinator of all countries to be shared within their schools. The voting will be held online and will be open until 27/October/2023 at 11.59 p.m. The final results will be announced by e-mails by 28/October/2023. Each country will get different link for voting. None of the countries will have a possibility to vote for their own logo.