

Itinerarius: Your Gateway to Opportunity

A centralized digital space
connecting young people
with cultural and educational
experiences across Europe.

**Built for Youth.
Powered by Organizations.**



The Opportunity Gap

Every year, thousands of life-changing initiatives are launched.
Yet, the youth who need them most often never hear about them.



Enter the Itinerarius Platform

Centralized Hub

All cultural and educational opportunities in one single, searchable space.



Borderless

Find life-changing activities regardless of your geographical location.



Transparent

Built to remove barriers for youth with fewer opportunities.



One Platform, Two Missions

For Youth

Discover your next adventure.

- Direct access to learning, mobility, and cultural exchanges.



For Organizations

Amplify your impact.

- Improve digital reach, publish activities instantly, and connect with eager participants.

Your Passport to New Experiences

Itinerarius is your direct gateway to international mobilities, training courses, and local learning experiences.



Training &
Mobility Pass

100% Accessible.

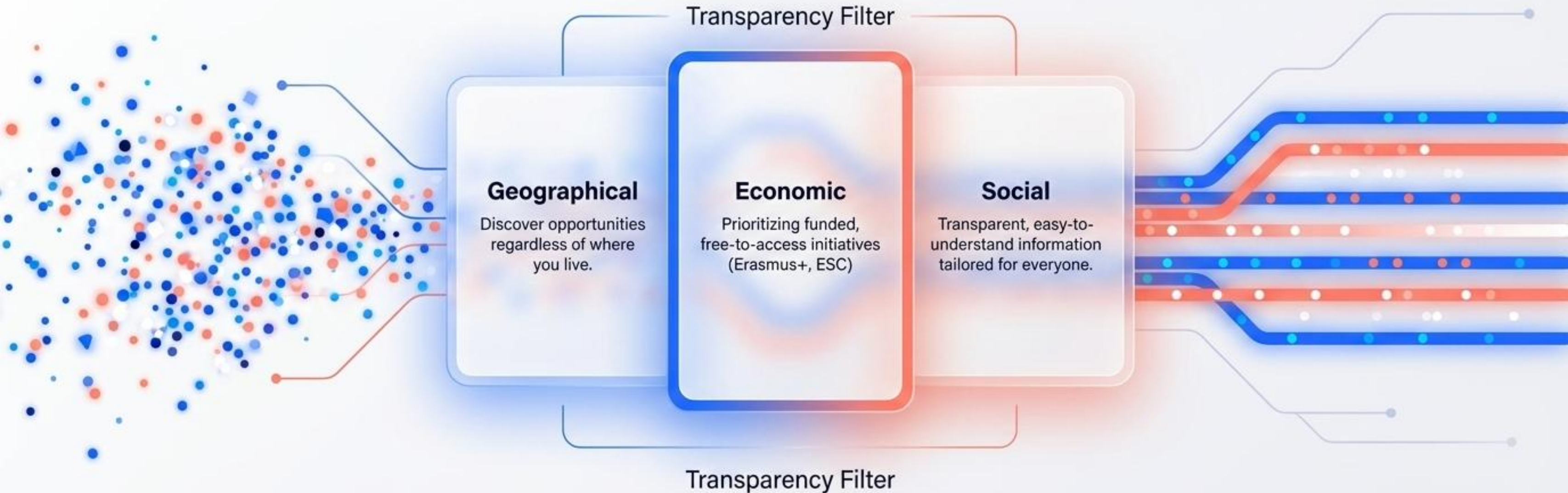
The vast majority of opportunities featured—including Erasmus+ and European Solidarity Corps (ESC) activities—are completely **FREE** or very low cost.



Volunteering & Learning Ticket

Breaking Down the Walls

True accessibility means more than just a website.
We are actively removing the barriers that hold back youth with fewer opportunities.



Amplify Your Reach & Impact

Stop struggling alone to reach your audience. Itinerarius gives local, regional, and national NGOs the digital tools to be seen.



Publish Erasmus+, ESC, and local activities instantly.



Connect directly with youth actively seeking opportunities.



Improve your digital reach without needing a massive marketing budget.

More Than Just a Website: A Collaborative Network

Itinerarius is backed by a sustainable network of 20+ organizations actively upgrading their digital skills to better serve you.

1. Training

Mastering content creation under the European DigComp 2.2 framework.

2. Networking

Building long-term, cross-border cooperation mechanisms.

3. Growth

Sharing resources so no entity struggles alone.

Built By Us, Tested By You

This platform isn't just handed down; it was built collaboratively from the ground up by the people who actually use it.



Phase 1: Co-Designed



Created alongside numerous cultural and educational organizations.

Phase 3: Authentic Media



Populated with rich digital content, videos, and photos created directly by the participating organizations.

Phase 2: Real-World Testing



Rigorously tested by youth
Rigorously tested by youth and youth workers to ensure zero operational friction.