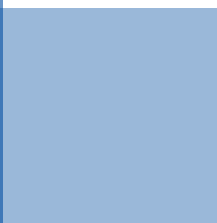
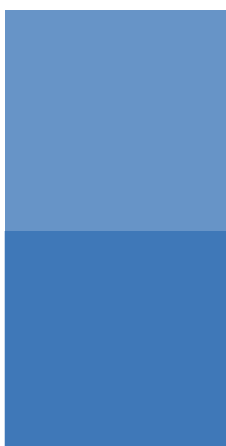


# YOUTH E-PARTICIPATION MATTERS

## TRANSFERRING LOCAL YOUTH PARTICIPATION IN DECISION-MAKING PROCESSES TO THE DIGITAL SPHERE



Study Session

European Youth Centre - Strasbourg, France

10<sup>th</sup>- 16<sup>th</sup> October, 2021

*This report gives an account of various aspects of the study session. It has been produced by and is the responsibility of the educational team of the study session. It does not represent the official point of view of the Council of Europe.*

DDP-YD/ETD (2022) 11

Strasbourg, 17 January 2022

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# INTRODUCTION

## Previous study session

# "W(e)-participate: Harnessing digital innovation for youth participation" 2020



### Aims

The previous study session took place in 2020 and aimed to create a common understanding of youth e-participation and digital youth participation among youth workers and to examine and exchange good practices on the field to promote its implementation.



### Outcomes

The 2020 study session was an opportunity to learn more about digital youth participation in decision-making processes. It was an occasion to exchange experiences and identified good practices in this field. The participants learned about different tools for digital youth participation and discussed their functionalities and the application of these tools to implement youth participation practices at their local level.



### Open questions

The session also opened many questions that needed to be assessed and discussed in-depth, for example in terms of the safety, accessibility, inclusiveness of youth e-participation, as well as its advantages and weaknesses compared to its standard alternative. In the evaluation of the study session, the participants expressed the need for further developments in this topic. They would like to find answers for the questions raised, take part in practical labs on the use and application of different youth e-participation solutions, build models for their implementation and discuss mainstreaming them with the decision-makers at the local, regional, national and European levels.

# Executive summary

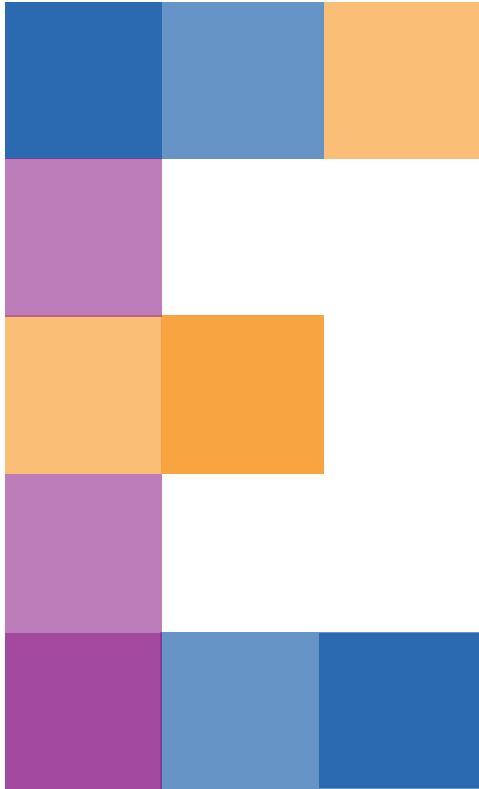


The study session “Youth e-participation matters – Transferring local youth participation in decision-making processes to the digital sphere” aimed to highlight the importance of youth e-participation and equip youth workers, municipality representatives and youth leaders with practical knowledge on the applicability, transferability and implementation of different digital solutions for youth participation in decision-making processes at the local level.

This activity was built on the results, experience and knowledge acquired during the previous study session, outcomes of which are described on the previous page.

During this study session, participants were able to learn about opportunities and threats behind youth e-participation and examine existing good practices and tools for e-participation during practical workshops.

Moreover, participants had the opportunity to reflect on the quality process and implementation strategies of youth e-participation in terms of cooperation with local stakeholders, community building or sustainability. Some of the main outcomes were the co-creation of a list of values and principles of youth e-participation and the achievement of a common understanding of how youth e-participation can support youth participation in decision-making processes at the local level.



# The organisers

The logo for DYPALL, consisting of the word 'DYPALL' in a bold, blue, sans-serif font. The letters 'D', 'Y', and 'P' are a darker blue, while 'A', 'L', and 'L' are a lighter blue. A vertical blue line is positioned to the right of the text.

[dypall.com](http://dypall.com)

DYPALL Network organised this study session in cooperation with the Youth Department of the Council of Europe. DYPALL Network (Developing Youth Participation at Local Level) is a European platform of over 70 civil society organisations and local authorities from more than 30 countries, that aims to involve young people in decision-making processes at the local level, and thus enable municipal and regional authorities to address the needs and interests of youth, engage young people as active actors of problem-solving and increase the level of ownership, commitment and involvement of an essential part of our communities.

YP Lab is a resource and mobility centre within DYPALL Network with the focus on research development and capacity building in the field of local youth participation.

The link  
with the  
Council of  
Europe

The Youth Department of the Council of Europe elaborates guidelines, programmes and legal instruments for the development of coherent and effective youth policies at local, national and European levels. It provides funding and educational support for international youth activities aiming to promote youth citizenship, youth mobility and the values of human rights, democracy and cultural pluralism. It seeks to bring together and disseminate expertise and knowledge about the life situations, aspirations and ways of expression of young Europeans. The Youth Portal of the Council of Europe also contains an overview of information about the work of the youth sector, the Council of Europe's youth policy, the current projects and activities.

[www.coe.int](http://www.coe.int)





## About the report



This report is an outcome of the study session “*Youth e-participation matters - Transferring local youth participation in decision-making processes to the digital sphere*”, organised by DYPALL Network together with the Youth Department of the Council of Europe from 10th – 16th October 2021 in the European Youth Centre in Strasbourg.

This report gathers and summarises the main information about the session including its objectives, participants, general programme flow, key outcomes and follow-up strategies, as well as the overall evaluation of the session.

It should not only give the reader a general overview of the session developments but also help to understand the conclusions and experiences shared during the session, as well as, to open new questions for future activities.

## Objectives



- To discuss and compare the essential issues of youth participation and e-participation such as: access, impact, opportunities and threats;
- To introduce examples of digital tools for e-participation and reflect on how to make them more youth-friendly and applicable to local realities;
- To collect the values and principles of youth e-participation referring to existing models and principles of youth participation;
- To vision effective strategies for implementation of youth e-participation process in decision-making at the local level;
- To share the practices and experiences of participants in regard to e-participation.

# About the

# participants

**130** APPLICATIONS

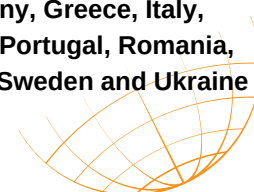
from

**30** COUNTRIES



**21** PARTICIPANTS SELECTED

from **Albania, Armenia, Azerbaijan, France, Germany, Greece, Italy, Malta, Poland, Portugal, Romania, Serbia, Spain, Sweden and Ukraine**



**AVERAGE AGE**  
of participants

**28**



from **20 y.o.** to **44 y.o.**

The study session welcomed participants who were interested in developing their competencies working with youth e-participation at the local level. They mostly had previous experience with digital tools, mainly related to e-participation. Some of them have already discussed an opportunity to implement e-participation solutions for youth at the local level with local authorities.

Additionally, the participants were part of the following groups:

- **Youth workers and educators working in the field of youth participation;**
- **Youth leaders and young people with interest in youth participation, Young representatives of local youth councils and similar participation structures;**
- **Young developers of e-participation solutions;**
- **Local authority representatives with responsibilities in youth issues.**





# The programme

The programme of the activity was designed by the preparatory team of the study session together with the external trainer indicated by the Youth Department of the Council of Europe during the preparatory meeting in Strasbourg. It took into account the different backgrounds and experiences of participants, as well as their needs and expectations.

---

The first day of the activity was dedicated to welcoming the participants and introducing them to the dynamic of the study session. The main objective of this day was to create a solid common ground on the topic of youth participation before reflecting on youth e-participation.

## DAY 1

“What is youth participation?” and “How do I participate?” were essential questions to start the discussion and later share challenges faced by young people, youth workers, local authorities and young developers.

After this introduction, there was the moment to start talking about youth e-participation: participants' experience was the starting point to debate on how the transference of youth participation to the digital sphere can overcome the challenges faced by the participants.



# The programme



The second day of the activity was dedicated to the practical approach to implementing the youth e-participation process: it was time to dive into what e-participation is. After analysing e-participation through the RMSOS model, some participants were able to present their practices regarding youth e-participation and how they approached the process in their local contexts.

## DAY 2

During the afternoon, an external expert Eva Henkens from Tree Company delivered two sessions about what is and how to design a successful youth e-participation process using tested methods and available digital tools.



# The programme



During the morning of the third day, the invited experts presented two existing e-participation platforms. Alexandra Chandran from CitizenLab and Eva Shepherd from OPIN presented their platforms' philosophy and gave the participants the opportunity to practice the platforms during practical workshops.

## DAY 3

Following this learning process, there was the opportunity to better understand the topic at the theoretical level, and, right after, to put into practice the knowledge experiencing the platforms with the support of the experts.

After the inputs received during the workshops, the participants had time to reflect and dedicate the rest of the day to creating young personas that would use the e-tools, understanding their needs as users, and summarising the discussion by creating 10 tips for a youth-friendly e-participation.



# The programme



---

The fourth day started with a free morning and continued with a co-creation moment. This moment consisted of an Idea Market with small workshops led by the trainers on topics related to youth e-participation, brought from facilitators and participants in a co-creation process.

## DAY 4

After this, funding opportunities were presented by the European Youth Foundation to inspire the participants with possible ways of implementing what was reflected during the week.

---

On the fifth and last day of the study session, the participants built action plans and discussed the possibility of working together on projects after leaving Strasbourg. After the evaluation and conclusion of the week, there was still time to visit the Palace of Europe and understand the role of the Council of Europe better.

## DAY 5



# LEARNING POINTS

# MY PARTICIPATION

## as a starting point

With this study session, DYPALL Network aimed to create a shared understanding of digital participation among youth workers, municipality representatives and youth leaders. The study session created an exchanging environment to explore the challenges and opportunities of digital participation, as well as to understand how to integrate e-participation and e-tools into the reality of the local community in a strategic way. The organisers agreed on the need of building, first of all, a common understanding of youth e-participation as a starting point and, in order to determine the latter, they first allow the participants to reflect on their own local citizen role and try to analyse specific elements that influence their participation.

In particular, 4 macro-areas have been presented within the participation sphere:

CULTURAL PARTICIPATION  
SOCIAL PARTICIPATION

ECONOMIC PARTICIPATION  
POLITICAL PARTICIPATION

### Cultural and social sphere:

During the pandemic, there was the necessity to find out alternative ways to express their needs, therefore they started to identify different ways of participation and various approaches in order to maintain their active role in the society. Some participants expressed they feel recognised participating at the social level: this area gives them the space for personal realization and creates opportunities to concretise objectives and needs.

### The participants' reflection on their participation as active citizens

### Economic and politic sphere:

Some participants, as youth workers, have to keep a neutral profile when their activities happening in the political sphere.

The political area is seen as something challenging to take part in, this field sometimes creates distance and doesn't provide a completely transparent environment.

# Identifying challenges...

After a reflection about personal participation and an exchanging moment of the views and perspectives among participants with different backgrounds, the study session proceeded with the definition of challenges and obstacles in decision-making processes.

Participants reflected on possible degrees of participation and had the chance to evaluate briefly the degree of youth participation. They were invited to brainstorm on challenges and possible ways of ensuring a fuller and meaningful participation of young people in their realities.



## CHALLENGES

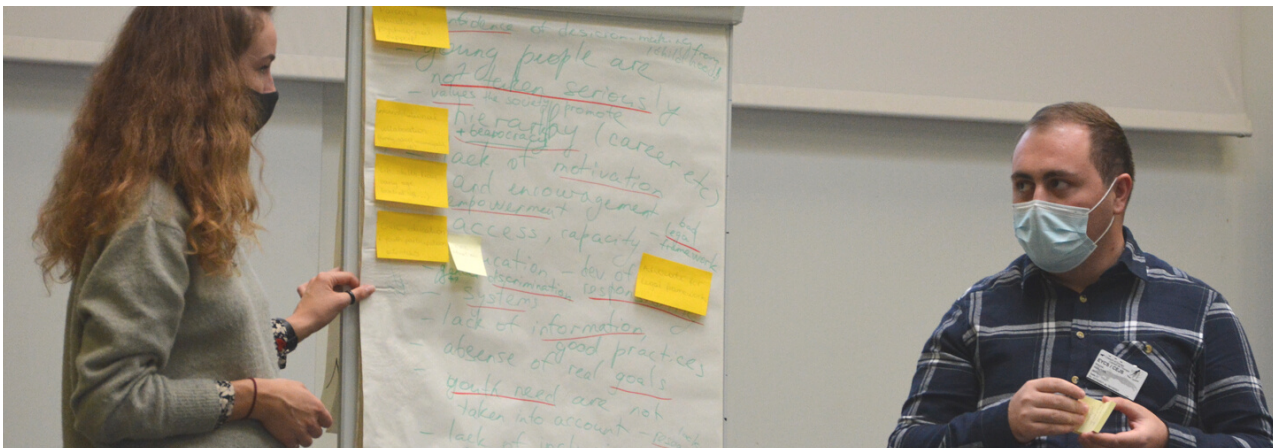
### in the participating processes

- Confidence in participating in decision-making processes;
- Hierarchy and bureaucracy within the decision-making processes;
- Lack of engagement and motivation, lack of accessibility and tools provided by educational institutes;
- Lack of good practices, support systems and information about participation;
- Lack of researches about youth needs and goals;
- Absence of mutual trust between policymakers and young people.



## ...to find solutions

The group was asked to provide main steps and proposals on how the participatory process could be improved in order to give more meaningful and inclusive youth participation, making a comparison between traditional forms and new creative forms of it.



## SOLUTIONS

in order to empower young people

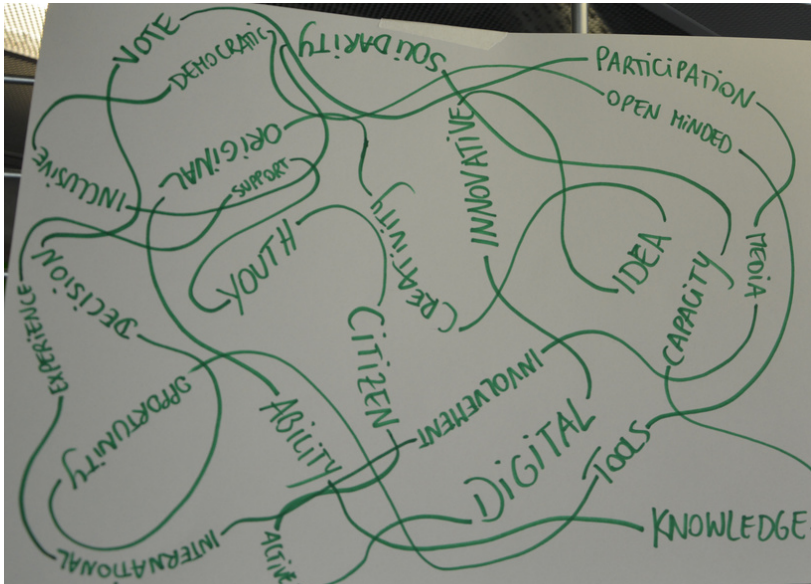
in participation processes

- There should be a network of interinstitutional entities (family, schools, organisations, municipalities) offering education and sensibilization about how to participate in the community;
- The community should provide a practical and concrete involvement, such as civic education programs;
- Encourage mechanisms' system based on a step by step procedure, in order to advocate youth with skills and competencies to actively participate in their communities;
- Creation of smart platforms:
- Increasing the youngster's percentage in local and governmental institutions.



Before defining youth e-participation, the participants tried to express ideas and reflections using their creativity in order to take a slight step into the study session core. The definitions might be general, but this process created a valuable first approach to the identification of such complex content and might be a source for a reflection.

# Understanding youth e-participation

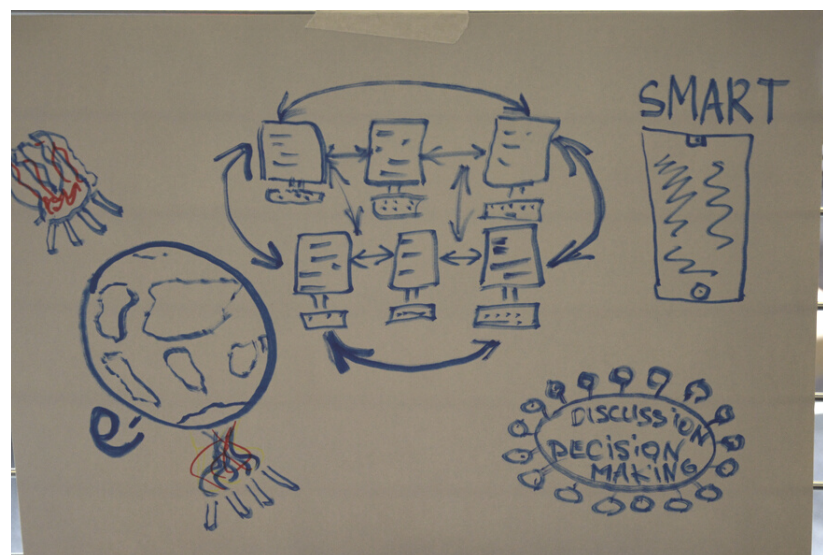


## Mental map

Starting from a mental map, the participants reflected on what could be the characteristics of e-participation.

## Keywords

Some participants expressed their idea of youth e-participation using keywords, creating images and points of reflection.



# RMSOS

## for evaluating youth e-participation

In order to further debate different aspects of e-participation and to understand what are the conditions of a successful e-participation project, the organisers exploited the relevance of the RMSOS model.

As happened in the previous study session, the use of this model created an occasion to reflect on the proposed case studies, following the 5 criteria of RMSOS: **Rights, Means, Space, Opportunities and Support**. The model offers a perfect occasion to reflect on youth e-participation based on the participants' experiences.

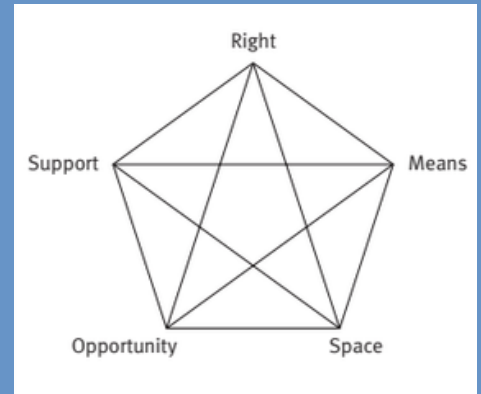


Illustration from the Revised European Charter on the Participation of Young People in Local and Regional Life

Here are some of the assessments of the proposed projects related to youth e-participation:

### RIGHTS

Considering the legal framework:

- Right to be aware of how to participate in the decision-making process and to be involved in it;
- Right to be involved in consultation processes;
- Right to participate in the consultation phase;
- Right to take part in the implementation phase.

### MEANS

- Access to the project (logistically and geographically), being properly digital-equipped;
- Inclusion recruitment (online and offline, targeting the group);
- Training for youth representatives.

### SPACE

- Targeting the audience and creating a working framework to identify the needs better;
- Allowing a physical space;
- Ensuring inclusiveness through online and offline tools (online forms, offline documents);
- Including the M&E (Monitoring and Evaluation) process to ensure the functionality and efficiency of the project.

### OPPORTUNITIES

- Local authorities should provide advice on competencies and skills;
- Local authorities should give space for debate and amendments;
- The evaluation of the implementation process is required to allow young people to take conscious decisions;
- The sustainability of the recommendation documents is necessary to create a global community.

### SUPPORT

- Educational and moral support from the community;
- Collaborative partnership;
- Facilitation provided by experts;
- support from the Human Resources.





# GOOD PRACTICES

## from the participants

An important step to understanding what is the conception that young people have nowadays concerning digital youth participation in decision-making processes is to look closely at our national level. Together with the participants, during the activity, we tried to identify which practices of youth e-participation are already part of their everyday life and what are their main highlights and drawbacks.

The participants of this study session have varied backgrounds and have very different roles in their communities such as young people, youth workers, local authorities and young developers. The organising team decided to have a moment where participants with these different experiences could share their practices within youth e-participation.

Panagiota Argyri is a mathematics teacher in a high school in Athens and a researcher on the topic of youth e-participation. In the framework of the program *Open Schools for Open Societies*, she invited her class to develop a project named "Citi.zen Z+". This project combined the learning of the knowledge required in Panagiota's subject with the reflection about community problems in light of sustainable development goals.

After identifying the problems in their community, the students could propose solutions based on their research. The results were shared in their online community in Open Schools for Open Societies. Using e-tools in the research phase and an e-platform in the sharing results phase put the students in touch with the process of youth e-participation in a place they are used to: school. Introducing the usage of e-tools in the places where young people usually are can create societies where e-participation is natural.



Panagiota Argyri,  
from Greece



Cristian Briceag,  
from Portugal

Cristian Briceag is a Portuguese project manager at MyPolis. MyPolis is a Portuguese gamified e-platform where young people can have a say and communicate with their local authorities.

After the ideation process, youngsters can create their proposals on the platform. There, the proposals can be voted on and commented on by other young people and policymakers. There are rankings in the platform to stimulate participation (the more active a youngster is in the platform, the higher he gets in the ranking) and the winners can earn prizes from the municipality. The platform team promotes digital assemblies between the youngsters with published and voted proposals and the policymakers.

MyPolis realised that the key goal to promote action is to encourage a healthy and active relationship between political representatives and young people.



# Internet Governance Forum Greece 2021

Youth e-participation in policy-making processes

IGF<sub>EA</sub>



European Youth Centre Strasbourg

entre Européenne  
eunesse Stras



MOUVEMENT  
CONTRE  
LE DISCOURS  
DE HAINE

Les jeunes  
pour les  
droits  
de  
l'Homme  
en ligne



NO HATE  
SPEECH  
MOVEMENT

YOUTH CAMPAIGN FOR HUMAN RIGHTS

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Kostantina Nathanail,  
from Greece

Konstantina Nathanail is a Greek youth worker and student living in Germany. She brought the IGF (Internet Governance Forum) network to Greece. This network is a multi-stakeholder policy platform, initiated by the United Nations with the aim of exchanging information and sharing good policies and practices relating to the Internet and technologies.

The big goal in Greece is to make young people be seen as stakeholders. This way, IGF promotes “Youth Dialogues” which is a relevant space for youth representatives elected in schools and policymakers to discuss the integration of young people in decision-making processes and other problems young people identified.

However, IGF is aware that youth representatives represent a reality of privileged young people and they want to focus on ways of including young people with different backgrounds that are and aren't in the educational system. In order to increase the credibility of the youth representatives, IGF helps them structure their speeches near the policymakers in preparatory meetings.



## 1 Roadmap summary

### Solution 1: Touristic routes

Following up on the DMS (destination management system) platform that the Region of Peloponnese has started to develop for the whole region, which includes both Tripolis and Corinthos, the cities will complement the areas that are not covered with a specific focus on the digital aspect. Two portals (one per city) will be developed with **virtual reality possibilities** that will suggest alternative touristic routes in each city giving a state-of-the-art dimension to the touristic product and an innovative, personalised experience to visitors. Tailored avatars will respond to each visitor's need and will cover all aspects of travel/visit demands, namely cultural, religious, agricultural, environmental, etc. Each portal will then direct visitors to either city respectively.

### Solution 2: Active citizens platform

Three core issues are of key importance to the cities with the purpose of improving citizens' daily life and engaging them in an active and creative way. A portal or additional functionalities to existing city daily management platforms will be developed so as to entail the **reuse and exchange** of old material/products/objects; the **recycling bins mapping**; and the **recording of volunteering initiatives** with the possibility for active citizens to register, choose the ones that suit them, organise their own, and manage the variety and big number of initiatives and actions.

Intelligent Cities Challenge

1 2 3



European Youth  
Centre Strasbourg

Centre Européen de  
Jeunesse Strasbourg



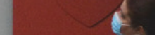
Les jeunes  
pour les  
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en ligne



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YOUTH CAMPAIGN FOR HUMAN RIGHTS ONLINE

FOR MORE NATIONAL CAMPAIGNS  
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Zoi Mylona  
from Greece

Zoi Mylona is a Greek representative of the local authority in the Tripolis municipality's south of Greece. In the framework of the project *Intelligent Cities Challenge*, they are developing a portal for the citizens. In this portal, citizens can consult different information such as the location of recycling bins in the city or the volunteering initiatives that will happen soon.

The municipality also wants to make this portal a space to structure youth participation. If a youngster has an idea about sport improvement, they can publish it on the portal and an appointment will be arranged with the person in the municipality in charge of the sports department. An important point with this initiative is that it is transparent that the youngsters should take responsibility for the implementation of the proposal in Tripolis. This way, youngsters can have an active role and understand how budgeting and implementation processes work.





Eva Henkens, Consultant at Tree Company, from Belgium

## Youth e-participation process

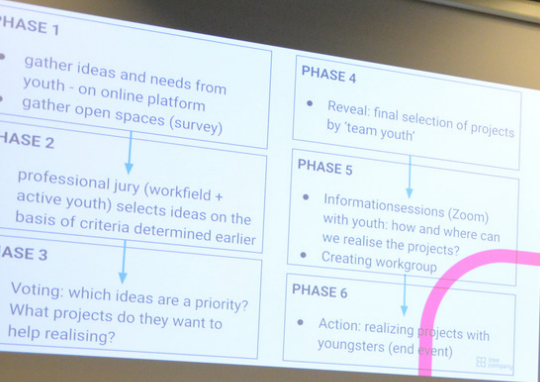
### TREE COMPANY



Tree Company defines itself as "an innovation agency for online democracy". They are a group of digital experts with a focus on online information and participation, their main task is to oversee an online participation project and develop user-friendly platforms to involve citizens via digital applications with the aim to get a stronger, more transparent and supported policy. The platform wants to support organisations, governments and companies with digital solutions to address these challenges together with informed and involved citizens.

### *The contribution to the study session*

Eva Henkens is one of the digital experts within the Tree Company team. She facilitated a session dedicated to understanding the process of youth e-participation, giving basics on existing good practices and showing different types of online tools to create it.



**Thanks to the intervention, the participants had the opportunity to:**

- Understand why online participation is a valuable tool:
  - it's transparent, accessible and flexible
  - it allows you to reach a broad audience
  - it's customized (it enables you to adjust the tool to the target group)
  - it's a perfect mix between online and offline participation
  - it provides informed choices (asking questions or launching central themes for a meaningful interaction)

**THE HOURGLASS METHOD:**

To give more people the chance to participate and blurring the line between on- and offline participation

- Get in touch with a participatory online process:
  - use an "asynchronous session" that lays a broad foundation of contributions and offline interaction between participants
  - use a live "synchronous session" that encourages deepened process and reach a wider group
  - close the process with the "decision or control moment", when the participants vote on the projects and conclude with the communication of the results

- Try to build a youth e-participation process, using the "building blocks" method:
  - step 1: gather ideas and needs from youth
  - step 2: select the contents with a professional jury
  - step 3: create and inform the working groups to start realizing the project





Alexandra Chandran, Head of partnership at CitizenLab, from Belgium

## E-tools workshop



The platform is a community engagement toolbox developed by CitizenLab, a start-up from Brussels with several international awards for social innovation. Due to the implementation of Natural Language Processing algorithms, it provides the operator with turns the inputs from the citizens into clear and structured data. CitizenLab defines itself as an e-democracy platform for governments and communities that aims to manage their inputs efficiently and make decisions based on real-time data.

### *The contribution to the study session*

Alexandra Chandran accompanied the participants in the discovery of the CitizenLab platform, introducing its working method and explaining how it provides a high standard of accessibility through its toolbox of tools and methods.





**Thanks to the intervention,  
the participants  
had the opportunity to:**

**THE ENGAGEMENT LADDER:**  
The platform is based on an engagement process based on a degree of influence

Understand how the platform reaches a community engagement:

- using accessible tools of information (newsletter, multimedia and policy information)
- providing consultancy through scenarios analysis, surveys and pollings
- basing the decision-making processes on co-production and co-decision (voting, mapping and participating in online workshops)

**THE WORKSHOP:**  
Participants were asked to plan and present a community engagement project, experiencing the platform.

Set up an engagement project analysing a specific scenario:

- gather the values and principles of the community
- set the objectives and the goals of the project
- using the on- and offline tools to engage people and raise awareness about the project
- mapping the community with polls, surveys, offline public events and online tools
- analyse the feedback and announce the results



**Eva Shepherd**, Research Fellow at Nexus - Institut for Cooperation Management and Interdisciplinary Research and coordinator of the DIGY PROJECT, from Germany

## E-tools workshop

### OPIN.ME



OPIN is a free or charge European toolbox for youth e-participation projects, from which organisations can choose depending on their needs and projects. The platform provides all the stages of a project, such as features for digital and mobile participation, intelligent community management, offline events and multimedia information. The toolbox is developed to support quality participation by design and it provides practical tips and a decision support tool that help to plan and find the right tools for a specific purpose.

### *The contribution to the study session*

Eva Shepherd represented Nexus as the coordinator of the DIGY Project and OPIN.ME platform (open youth e-participation platform). She presented the objectives of the project and the functionalities of the online tools.





**Thanks to the intervention,  
the participants  
had the opportunity to:**

- Receive an invitation to the OPIN Community in order to have an overview of the stages of the project and discover the toolbox that is developed to support quality participation by design. They share practical tips on how the toolbox supports the planning of the community's purposes.
  
- Discover the Erasmus+ Strategic Partnership project “DIGY – Digital youth participation made easy” which delivers qualification and capacity building for initiators of digital youth participation projects. The participants get in touch with the e-learning materials integrated into the OPIN platform, such as a professional online toolbox for digital youth participation that is already available in 10 European languages.

***THE WORKSHOP:*** ■ Test the OPIN platform:

Participants had an interactive approach that allowing them to have an insight into the functions of the online tool

- setting up the characteristics of a new project
- scheduling the project's agenda
- deciding on possible offline events to promote the project

# PERSONA:

## for a youth-friendly e-participation

After an enriching immersion in the practice of different digital platforms with the support of relevant experts from various backgrounds, the participants were asked to transfer the acquired knowledge into their realities. They had the proper time to reflect in groups on how to make e-participation processes and digital tools youth-friendly, shaping the profile of a young person that is active in the youth e-participation process.

In particular, the participants underlined the following inputs as a starting point for designing a youth-friendly platform:

- The design should be appealing, smart and of immediate understanding. Based on less reading, the information should be communicated through a language of icons, images and videos
- The platform should be customisable: it should offer personalisable templates and give the possibility to create a personal profile
- Safety & Security are fundamental aspects: the platform should ensure data protection and provide a safe environment that monitoring and filtering the activities
- Networking and sharing opportunities: the platform should encourage an interactive space, providing forums, channels and tools to promote exchanging of ideas and opinions between the users
- Broad accessibility: the platform should be based on an equal system. It should guarantee the comprehension for all the users (considering the languages) and give a resource space for free

- 1 Consider differences in the users' groups - i.e. incorporating web tools for language translation
- 2 Before choosing the platform, first define project objectives, check for existing methods and tools, collect facts and reviewed data
- 3 Define and be transparent about specific goals, target groups and process
- 4 Mind security issues, privacy and data protection
- 5 Pay attention to monitoring and evaluation (i.e. set indicators to measure impact, track participation, deliver follow-up and integrate user feedback)
- 6 Keep the design simple, user-friendly, fun & interactive, also by rewarding participation and gamification
- 7 Include educational elements across the participatory process when possible (i.e. pop-ups with information, schemes, curiosities)
- 8 Combine online and offline methods
- 9 Provide manuals and support on platform usage
- 10 Provide regular communication and gather feedbacks between participants and moderators



# 10 TIPS

## for a youth e-participation process

The learning process that involved the group of participants during this study session gave the opportunity to make a reflection on the applicability and concrete transferability of digital solutions at their local level. They were able to value some of the possible processes and strategies of implementing youth e-participation and gained a critical sense in this field.

Identifying all the values, tips and principles of youth e-participation is challenging. However, the participants tried to collect possible good practices for implementing a good e-participation process. These 10 tips summarise the intention of transferring e-participation and e-tools into the reality of the local community in a strategic way.



# Conclusions

The study session was itself a platform for youth workers, youth leaders and local authorities to develop a common understanding of youth e-participation processes, identify and discuss its opportunities and strength points, reflect on the possible criteria that make e-participation processes and e-tools youth-friendly and debate on some of the existing good practices in this field.

At the end of the session, the participants developed follow-up activities to be implemented at the local level in order to disseminate the outcomes of the session and mainstream digital youth participation in decision-making processes. The group highlighted the contribution made by the contents of the activity:

- It helped to visualize how digital tools can provide meaningful support to empower active participation for young people in their communities. will start a potential collaboration;
- They started to reflect on how e-participation and e-tools can be applied to their local realities in a strategic way;
- They became aware of the great potentiality of e-participation and this reflection fostered them to spread their motivation, promoting the digital sphere in educational spaces and organizations;
- It encouraged potential collaboration between them in order to work together on projects with the same aims and target;
- It opened the space for reviewing and reflection moments: after returning home, the participants will take a step back to deepen and explore the real needs of youth in their local realities and, only after this analysis, they will run a project;
- They will include the session's outcomes in the implementation of their projects, focusing on how to approach and engage youth with digital tools and innovative ways of participation.



# Conclusions

The very diverse group of participants of the session was reflected in its evaluation. There was a slight discrepancy within the expectations, some participants would expect more non-formal methodologies, less content-focused activities, while others expected more theoretical inputs.

The session also concluded with reflections that might be considered as an interesting follow-up:

- How to build and sustain a community of young users through a strategic approach;
- Identify the challenges in the process and ways to overcome them;
- How to involve different stakeholders: municipality officers decision-makers, young leaders, young people, youth workers in the youth e-participation process;
- Take time to discover the privacy and cybersecurity part of the youth e-participation process.

In the framework of this study session, DYPALL Network aimed to raise its experience and expertise in the field of digital youth participation. This was and is still one of the principal aims for the future. This session gave the opportunity to significantly increase these experiences and it provides the possibility to share this knowledge and some expertise in the topic of youth e-participation in decision-making processes through training and consultations at the local and international level.





# Appendix 1.

# PARTICIPANTS

## List of participants

### *Albania*

Jon Kola - United Nations Youth Association Albania

### *Armenia*

Harry Tsatryan - European Youth Press

Khachik Abajyan - Youth for Development Foundation

### *Azerbaijan*

Ayshan Hatamli - AzEngU

### *France*

Maureen Aubert - Apt Musique & développement Miki Ishii

### *Germany*

Diana Fedotova - Internationaler Bund Berlin-Brandenburg gGmbH

Konstantina Nathanail - Internet Governance Forum Greece

### *Greece*

Panagiota Argyri - Evangeliki Model High School of Smyrna

- Department of Secondary Educational Studies of National Kapodistrian University of Athens

Zoi Mylona - Municipality of Tripolis

### *Italy*

Ayah Ghazawna - Volontariato Diaconia Valdese

Roberto Rossetto - APG Agenzia per la Promozione dei Giovani

Valentine Salutt - Youth leader

### *Malta*

Karen Vella - Active Youth International



# Appendix 1. PARTICIPANTS

## *Portugal*

Carlos Manuel Ramos Saraiva Paz - Portuguese Institute for Sport and Youth

Cristian Briceag - MyPolis

## *Romania*

Andreea Barbu - GEYC

## *Serbia*

Mila Lukic - Foundation ARKA

## *Spain*

Cristina Molina Campos - FIBGAR - Baltasar Garzón International Foundation

## *Sweden*

Jamila Zeynalzade - Parlayaq Foundation



# Appendix 1.

# PARTICIPANTS

## **Team members**

Anastasiia Petrova, Youth for Exchange and Understanding, Ukraine

David Cardoso, DYPALL Network, Portugal

Gianluca Rossini, Europiamo ETS, Italy

Mateusz Hoffmann, DYPALL Network, Poland

Sara Bottesin, DYPALL Network, Portugal

Laszlo Földi, External Trainer appointed by the Council of Europe, Hungary

## **Council of Europe Secretariat**

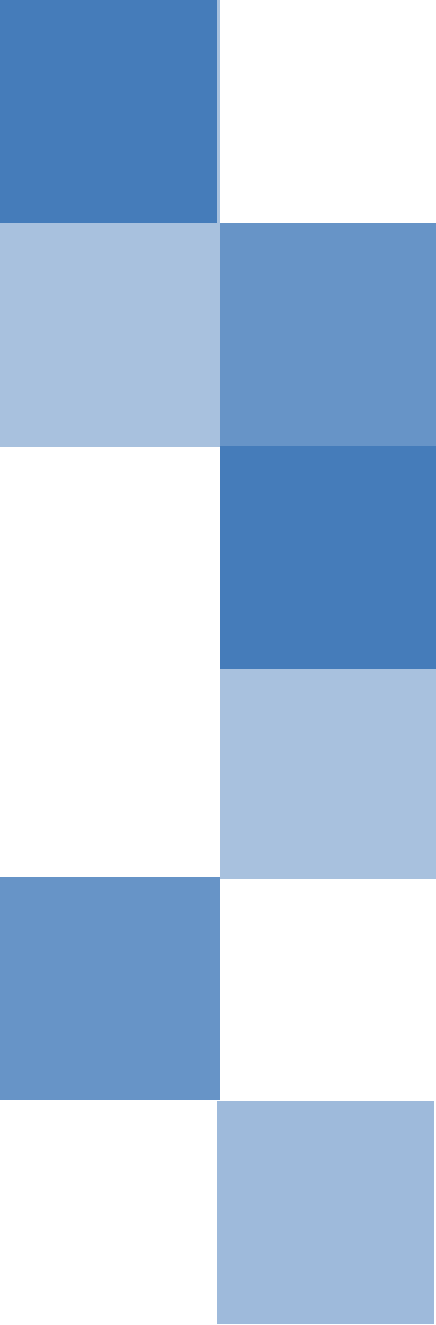
Margit Barna, European Youth Foundation

Nina Kapoor, programme assistant, Youth Department

Patrick Norlain, programme assistant, Youth Department

Sarah Walter, Deputy to the Executive Director of the European Youth Centre Strasbourg

Stefan Manevski, Educational Advisor, Youth Department



# Appendix 2.

# PROGRAMME

Study session “*Youth e-participation matters - Transferring local youth participation in decision-making processes to the digital sphere*”

Study session organized by DYPALL Network in cooperation with the Youth Department of the Council of Europe  
European Youth Centre Strasbourg  
10th – 16th October 2021

## **Programme**

### ***Sunday, 10th October 2021***

Arrival of participants

20:00 Dinner

21:00 Welcome evening

### ***Monday, 11th October 2021***

07:30 - 9:15 Breakfast

09:30 Opening with Introduction to study session, presentation of the team and the participants, presentation of the programme, aims and objectives, working rules

11:15 Break

11:45 My participation today

13:15 Lunch

15:00 Challenges of youth participation in decision-making

16:30 Break

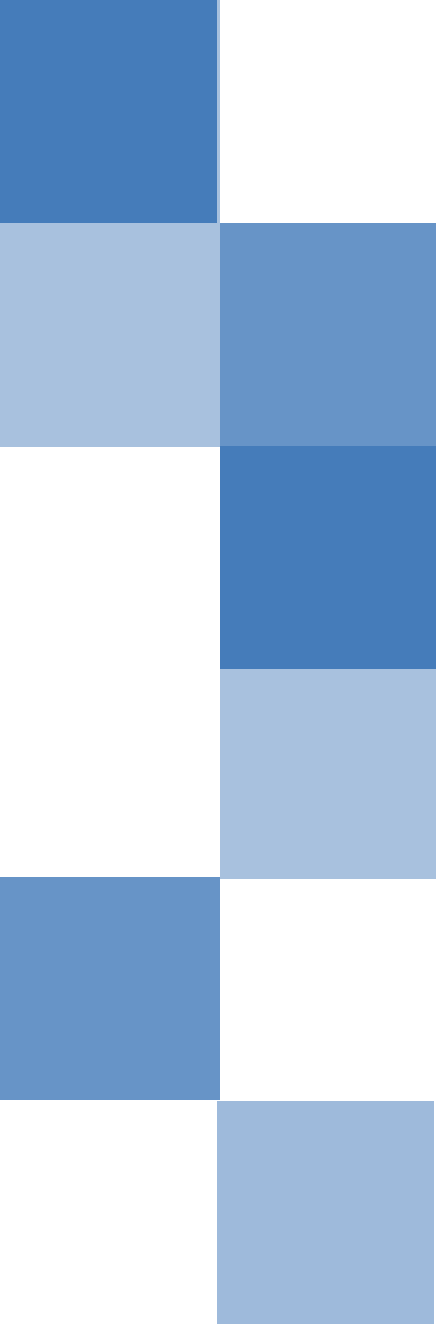
17:00 What is e-participation in the light of youth participation challenges

18:30 Group debriefing on the day's contents

19:00 - 20:30 Dinner

21:00 Welcome evening





# Appendix 2. PROGRAMME

## ***Tuesday, 12th October 2021***

07:30 - 9:15 Breakfast

9:30 Presentation of CoE commitments on youth participation, RMSOS model

11:15 Break

11:45 Participants' good practice workshops

13:15 Lunch break

15:00 The e-participation process, Tree Company workshop

16:30 Break

17:00 Designing an e-participation process, Tree Company workshop

18:30 Group debriefing on the day's contents

19:00 - 20:30 Dinner

## ***Wednesday, 13th October 2021***

7:30 - 9:15 Breakfast

09:30 E-tools workshop with Citizenlab

11:15 Break

11:45 E-tools workshop with OPIN

13:15 Lunch break

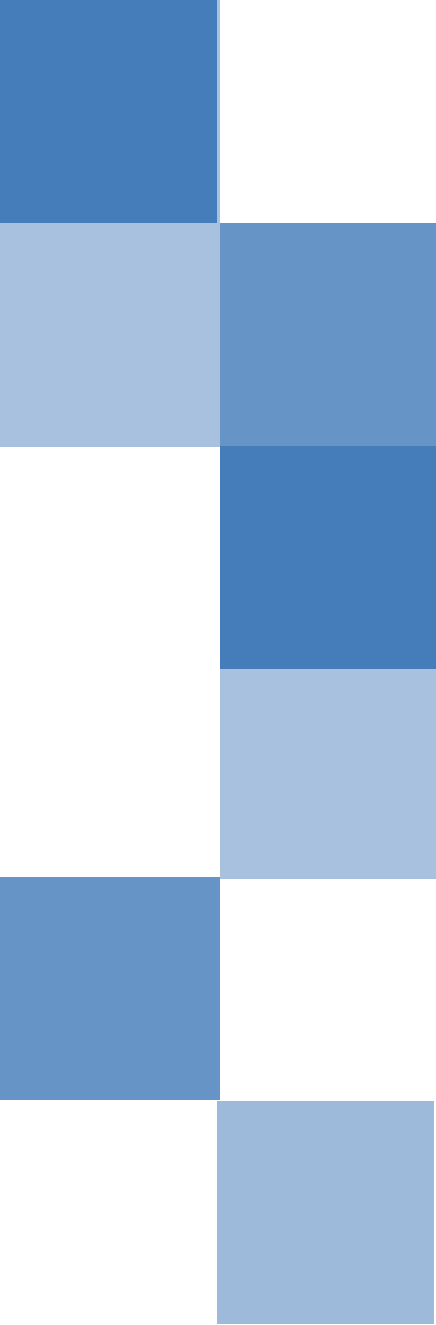
15:00 PART 1: how to make e-participation and e-tools youth-friendly

16:30 Break

17:00 PART 2: how to transfer e-participation and e-tools in participants' realities

18:30 Group debriefing on the day's contents

20:00 Dinner in the city centre



# Appendix 2. PROGRAMME

## ***Thursday, 14th October 2021***

07:30 - 9:15 Breakfast

9:30 FREE MORNING

13:15 Lunch break

15:00 Open space

16:30 Break

17:00 European Youth Foundation

18:30 Group debriefing on the day's contents

19:00 - 20:30 Dinner

## ***Friday, 15th October 2021***

7:30 - 9:15 Breakfast

09:30 Next steps - personal planning

11:00 Break

11:30 Harvesting and conclusions, Evaluation

13:15 Lunch break

14:30 Visit to *Palais de l'Europe*

19:00 Farewell dinner

## ***Saturday, 16th October 2021***

7:30 - 9:15 Breakfast

Departure of participants

# Appendix 3.

## DEFINITIONS

### of youth

### e-participation

During the application and selection process, participants of the study sessions were asked to define youth e-participation in their own words in order to give the team members a general overview of their perspectives about this field.

Later on, part of these definitions became a gallery presented during the first day of the study session to create a sort of walking into the e-participation for participants to reflect on their opinions about it at that stage.

On the following pages, we present the graphics of the definitions proposed by the participants.





# E-participation

is an effective and broad tool that enables young people to participate actively and easily in the **decision-making** process.

It enables a more democratic approach and involves as many people as possible in the *participatory governance* process.

Khachik, 23, Armenia

It represents participation through online web-based applications



- collaborative work
- dialogue
- presentation
- cross-border communication

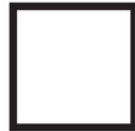
to gather:

input  
opinions  
views



An innovative way

to build up the new system of values and social communications



In which the youth

can represent their commitment and involvement towards the decision-making at any level (local, european, world)



Mariia, 24, Germany

## I believe that

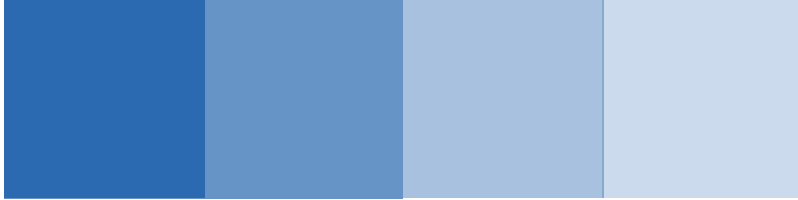
a **vital** part of youth e-participation

consists of effectively harnessing the great understanding and use of social media and other *open digital platforms* by young people to address

the **lack** of participation and

involvement in policymaking.

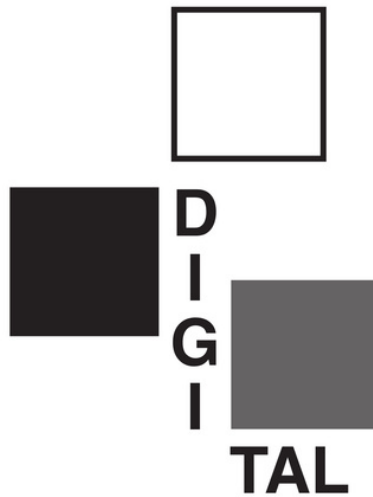
Thereby, taking part and action towards policy-making is moved **online** and made available to a greater audience and can involve **innovative** and more **interactive** means.



**Active**  
participation in all topics concerning youth

via **active**  
use of digital tools and platforms.

Milan, 35, Serbia



youth participation  
is a process of young people

taking part in  
*social, political  
and cultural*

lives



Jamila, 25, Sweden







Being  
Digital

...

Youth e-participation is the means through which young people contribute to

/shaping social movements

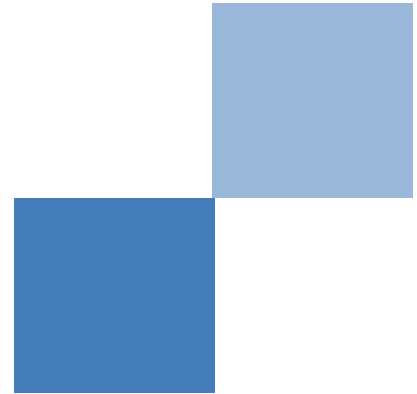
/discourses engaging in current and upcoming global challenges

as well as in advancing societal resilience and

innovative social change.

innovative  
innovative  
innovative

Cristina, 23, Spain

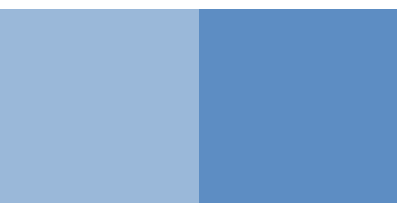


Participation remains  
one of the *democracy pillars*



*youth  
e-participation*

is one of the  
fundamental pre-conditions  
for culture-building  
around the accelerated  
digital advancement the societies are facing.



# In my viewpoint

“ E ”

*means the using information and communication technologies (ICTs) for services in our lives.*

E - participation

includes using ICTs or digital tools

*as means of mediation for active participation in any actions of the community that we are living in*

Panagiota, 42, Greece

It can be connected

technologies

The use of information and communication technologies to broaden and deepen youth participation by enabling them to connect with each other

to the use of

information and communication

to promote the

to promote

the inclusive and conscious participation of citizens in decision making

in decision making

inclusive and

conscious participation of citizens

Jon, 21, Albania



I believe  
youth e-participation is  
when young people  
manifest their interests,

act on them and  
participate in any  
activity/project through  
online platforms.

Matilde, 17, Portugal

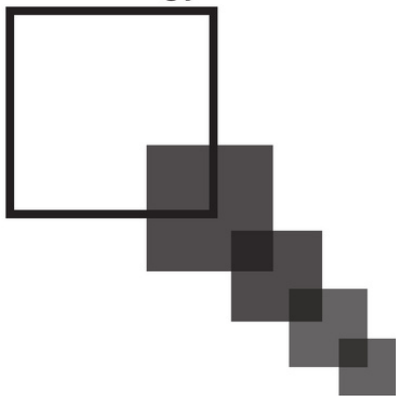


Youth e-participation  
is

the opportunity of  
sharing,

becoming involved  
and taking action

through the use of  
internet-based technology.



Cristian, 25, Portugal








*Youth e-participation is*

a

***new***

(digital) and convenient format  
of interaction for young people



with



***actors/subjects***  
of society

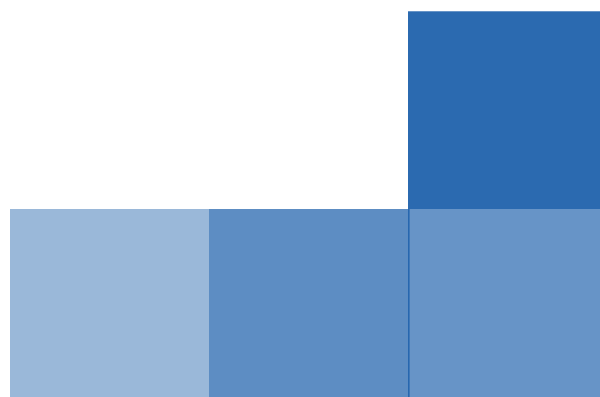
(individuals, institutions, movements, groups, and the like)

*which involves the use of  
innovative instruments to  
**advocate for rights,***

promote important  
public topics,

address social issues,  
etc.

Ruben, 24, Russia





**DYPALL**  
DEVELOPING YOUTH PARTICIPATION  
AT LOCAL LEVEL

