ARTIFICIAL INTELLIGENCE
HOW CAN YOUTH TAKE PART?

ONLINE SEMINAR
23-27 November 2020

https://worksup.com/app#id=AIYOUTH2020

PROGRAMME
OUTLINE

In the framework of the German Presidency of the Council of Europe

THE SEMINAR

The seminar is positioned within a wider framework of different steps already taken by the Council of Europe for making the link between AI and democratic citizenship. Its role is to further transform the conclusions of the seminar on AI and young people, by exploring issues, challenges and roles that potential stakeholders can have to secure the participation of young people in AI decision making processes at all levels. The seminar will provide space for learning and knowledge sharing around two key questions:

- *What do young people need to know to feel part of the social, technological and political processes around AI?*
- *What should public and private actors in AI take into account to allow for participation spaces for and by young people, the digital natives?*

In this framework, the seminar aims at sharing knowledge and experiences and to identify action and advocacy points for youth participation in AI processes/ governance.

Objectives
- To map stakeholders and processes involved in AI governance relevant for youth
- To identify policy gaps that prevent youth from taking part in AI governance
- To strengthen the role of the youth sector in advocating for the active participation of young people in AI
- To develop approaches and resources for AI literacy for the youth sector.

Outputs
- Draft policy brief/ youth declaration and youth and AI
- Conceptual and practical framework for educational resources
- Expand/ create a group of youth experts and resource persons
- Identify the main points of an action plan for follow-up of the seminar

Participants

A total of 60 participants will be invited to attend the seminar from**:**
- Youth organisations including youth councils and international youth organisations
- Public authorities related with either youth policies or youth work
- Academic and research institutions
- Young people in the private sector (e.g. companies and start-ups)

FORMAT

The seminar will be held fully online in Bluejeans or a webinar platform to be communicated. The programme is constructed as a process that is particularly suited to follow all the sessions even if each session should have a value on its own. Participation in the full activity is this highly recommended (a certificate will be provided to those attending 80% of the activity).

The programme is designed according to the principles and expertise of the youth sector of the Council of Europe with non-formal education. It will combine plenary sessions with experts input, combined with group work, peer-learning activities and collaborative tools. Active participation is highly expected.

PROGRAMME

Time	Monday 23 November	Tuesday 24 November	Wednesday 25 Nov.	Thursday 26 November	Friday 27 November
11:00 ↓ 12:45	**Opening session**, with *Matjaz Gruden*, Director of Democratic Participation, Council of Europe *Alice Bergholz*, Chair of the Advisory Council on Youth - **AI and Human Rights** – How AI impacts on the rights of young people, with *Fabio Chiusi* (Algorithm Watch) - Expectations from organisers and participants - The seminar programme and methodology	**AI Governance and Youth** - Mapping spaces of AI governance, by *Veronica Stefan* (Digital Citizens) **Council of Europe** standards for AI - AI in the agenda of the Parliamentary Assembly, by *Ziya Altunyaldiz*, Chair of the Sub-Committee on Artificial Intelligence and Human Rights - Presentation by *Clementina Barbaro*, secretary to the Ad Hoc Committee on Artificial Intelligence, and - *Emilija Gagrcin*, Advisory Council on Youth	**How to overcome gaps in democratic participation and human rights?** - Introduction by *Ron Salaj* - In working groups How to mobilize and why take part? What should be done? - Involving children and young people, *Sandra Cortesi*, Berkmann Klein Center for Internet and Society	**Peer Learning Space** Participants-led workshops about experiences and attempts to democratise AI - AI and gaming - Big data and predictive analytics - ... - ...	**Preparing the Declaration on AI and Youth** - Advocacy priorities, demands and actions **Action Plan for follow-up** - Resources for AI Literacy (Youth Workers, Young People) - Activities for further - learning and action
16:00 ↓ 18:00	**AI governance and Us** - Lessons learnt so far, input and discussion with *Jonnie Penn*, University of Cambridge - The viewpoints and experiences of the seminar participants in working groups	**Youth Participation in AI governance** Principles of youth participation applied to AI Youth policy priorities for AI governance, by *Rita Jonusaite*, European Youth Forum - Round-table discussion with *Ron Salaj* and *Dan McQuillan* **Working groups** on policy principles of AI governance relevant for young people	**Free afternoon** Webinar of the European Law Students Association **AI and HUMAN RIGHTS** (optional attendance from 16:00 to 17:00 in Facebook)	**What is AI Literacy?** (And the role of youth work and non-formal education) - Intro by *Sanna Reponen* University of Helsinki and by *Margareta Chesaru*, UiPath **Working groups** on - Competences - Resources - Activities - Role of the youth sector - Inter-sectoral cooperation	Presentation of conclusions and action plan **Closing session with** - *Ivan Hromada*, Chair of the European Steering Committee for Youth - *Matthias Heinz,* Deputy Permanent Representative of Germany, Chair of the Committee of Ministers of the Council of Europe - *Antje Rothemund*, Head of the Youth Department **Evaluation and closing of the seminar**