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HOW CONFIDENT?... Artificial Intelligence, Young People and Youth Work



REPORT

of the Consultative Meeting on Artificial Intelligence,
Young People and Youth Work

22-23 January 2025
European Youth Centre, Strasbourg



How Confident?... Artificial Intelligence, young people and Youth Work – report of the Consultative Meeting, held at the European Youth Centre, Strasbourg, 22-23 January 2025

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Contents

About the report	4
Executive summary	5
Introduction	8
About the consultative meeting.....	9
The global context: AI, digital citizenship, and youth empowerment in focus.....	10
Day One.....	11
Welcome and opening of the meeting	11
Experts' perspectives.....	16
The Council of Europe Framework Convention on AI	19
Insights into AI and its impact on the youth sector.....	22
AI, young people and youth work – perspectives from the European youth sector and the Council of Europe	24
Day Two	30
Insights on AI and young people: the current state of the art	30
<i>The AI we would love</i> ...Principles and guidelines for meaningful youth participation in AI governance	31
Drafting the recommendations and roadmap	32
Recommendations for a Roadmap on AI, young people and youth work	36
Evaluation and closing.....	43
Key takeaways from the consultative meeting on AI, young people and youth work	44
Appendix 1 – Knowledge sharing	46
'Side conversations, big ideas': The participant-powered reading list.....	46
Appendix 2 – The Council of Europe's Framework Convention at a glance 🔍	50
Appendix 3 – Thematic Working Groups: Background and Scope.....	51
Working group 1: Standards and instruments in the Council of Europe	51
Working group 2: Youth policy and youth work processes.....	51
Working Group 3: Youth programme, including Education and Training activities	52
Working Group 4: Research and knowledge production	52
Appendix 4 – List of participants	54
Appendix 5 – Programme	57

About the report

This report provides an overview of the outcomes of the Council of Europe Youth Department's consultative meeting, "*How Confident...? Artificial Intelligence, Young People, and Youth Work*," held on January 22-23, 2025, at the European Youth Centre in Strasbourg. It synthesises key insights, knowledge exchanged and conclusions drawn from a diverse group of participants, including youth policy experts, youth work practitioners, AI specialists, and young people themselves. The report documents the collaborative efforts to explore the opportunities and challenges posed by artificial intelligence in relation to young people's rights and youth work practices. A central outcome of these discussions has been the development of a roadmap, which serves as a foundation for actionable policy recommendations, reflecting the collective input and aspirations of all stakeholders.

Attuning to the bottom-up approach adopted during the meeting, the methodology employed in drafting this report has been designed to ensure a nuanced and participatory reflection of the event's discussions and key messages. In combination with active participation, note-taking and desk research, one-on-one interviews were conducted with select participants, allowing for deeper insights and personal reflections to be woven into the fabric of this document.

Given that the intersection of artificial intelligence and young people remains a relatively underexplored, yet critically important field, this report seeks to contribute meaningfully to international discourse on the topic. To this end, particular care has been taken to ensure precision, detail, and clarity in presenting the ideas, concerns, and aspirations voiced during the event.

In the spirit of leaving no stone unturned – or page unturned, for that matter – this report not only captures the wisdom shared by experts and attendees but also curates a reading list of books and policy papers that emerged as stars of the conversation. One could think of it as a treasure map for the intellectually curious: these resources were either name-dropped, passionately recommended, or subtly hinted at during the meeting, offering deeper dives, fresh perspectives, and the occasional 'aha!' moment. For those who could not attend the meeting and count on the report to get a glimpse of the conversations, this list is a backstage pass to the ideas that fuelled the discussion.

This document, alongside with the roadmap developed by participants, is not merely a summary of discussions; it is an invitation to continue the conversation, a call to action, and a testament to the vibrant energy and innovative thinking that characterised the event. Above all, it is an effort to honour the voices of those who participated, ensuring that their insights resonate beyond the confines of the meeting and into the broader global dialogue on AI and youth.

Executive summary

This report documents the outcomes of the Council of Europe Youth Department's consultative meeting, "*How Confident...? Artificial Intelligence, Young People, and Youth Work*," held on January 22-23, 2025, at the European Youth Centre in Strasbourg. It builds upon the Council of Europe's longstanding commitment to addressing the implications of artificial intelligence (AI) for young people and youth work, a priority that has been central to its youth sector since 2019.

The intersection of technology and policy requires constant dialogue, multi-stakeholder collaboration, and a commitment to ensuring that AI serves humanity while safeguarding human rights, democracy, and the rule of law. Taking a proactive and forward-looking stance, the Council of Europe has been playing a crucial role in this governance, setting normative frameworks that guide AI policies while fostering international cooperation and upholding European values, such as the Framework Convention on AI, that promotes a rights-based approach to AI regulation.

In December 2019, the Youth Department organised its first seminar, "[*Artificial Intelligence and its impact on Young People*](#)"; which explored the youth sector's role in ensuring responsible AI use and fostering young people's involvement in shaping AI governance. This was followed by the 2020 online seminar, "[*Artificial Intelligence: How can youth take part?*](#)", which culminated in the [*Declaration on Youth Participation in AI Governance*](#). This landmark document outlined the importance of securing young people's active participation in AI governance processes at all levels.

Since then, the Council of Europe has continued to prioritise AI-related issues through various initiatives, including [*the Youth Action Week for Democracy \(2022\)*](#), the [*Confidence in Tomorrow event \(2024\)*](#), and study sessions at the European Youth Centres. Additionally, the [*Asia-Europe Training Seminar on Youth, Digitalisation and Intercultural Dialogue*](#) and [*the 8th Arab-European Youth Forum*](#), both held in 2024, further underscored the global dimension of these discussions; the latter resulting in the [*Luxor Declaration*](#), a youth-led, policy oriented initiative developed throughout a participatory process. In the same year, the Partnership between the European Commission and the Council of Europe published [*Insights into Artificial Intelligence and its Impact on the Youth Sector*](#), providing a comprehensive analysis of AI's implications for young people's well-being, employment, education, and civic rights.

The consultative meeting in January 2025 marked a significant milestone in this ongoing work, reaffirming the Council of Europe's commitment to supporting young people in developing AI literacy and engaging critically in the digital era, as outlined in the [*Youth sector strategy 2030*](#). This event, which brought together experts, practitioners, and stakeholders in youth policy, youth work, and AI, sought to explore the benefits and risks of AI for young people's rights, youth work and youth policy in the context of Council of Europe standards and approaches; identify principles and guidelines to mitigate risks and propose actionable measures to integrate these principles into policy and standard-setting documents, as well as into the programmes of the European Youth Centre and the European Youth Foundation.

Methodologically speaking, the consultative meeting employed a dynamic and participatory structure, ensuring a rich exchange of ideas through a balanced mix of expert input and active

participant engagement. The format combined plenary discussions, academic presentations, and interactive group work, allowing for diverse perspectives to be shared. Guest speakers and lecturers provided valuable insights, which were complemented by discussions in smaller groups, where participants engaged directly with Council of Europe practitioners from various departments. This multifaceted approach fostered an open and constructive dialogue, encouraging meaningful contributions from all attendees.

The first day of the consultative meeting set the stage for an exploration of Artificial Intelligence (AI) and its implications for young people, youth work, and youth policy. Following opening remarks from key representatives of the Council of Europe's Youth Department and the Advisory Council on Youth, participants engaged in discussions on AI's potential benefits and risks. The day concluded with a world café session where youth sector representatives and Council of Europe experts examined AI's impact from diverse perspectives, such as human rights, gender equality, hate speech, and digital transformation.

The second day shifted focus towards developing a roadmap for integrating youth perspectives into AI governance. Experts shared the latest research on AI and young people, leading to discussions on principles for meaningful youth participation in AI-related decision-making. Participants collaboratively outlined key policy proposals, standard-setting initiatives, and programmatic directions, emphasising the need for inclusive, rights-based approaches. The meeting concluded with a presentation of these proposals and reflections on the next steps.

A key outcome of the meeting was the development of a Roadmap through a participatory process, grounded in a bottom-up approach that centred the voices of young people. This process captured their concerns, reflections, and concrete proposals, ensuring their perspectives were not only heard but will also be integrated into future policy directions. The roadmap serves as a foundation for actionable policy recommendations, reflecting the collective input and aspirations of the participants of the consultative meeting.

The Roadmap has identified six key thematic areas for action:

1. **Standards and Instruments in the Council of Europe:** Strengthening legal and policy frameworks to safeguard young people's rights in the context of AI.
2. **AI Experts, Networks, and Collaboration:** Fostering partnerships and knowledge-sharing among AI experts, youth organisations, and policymakers.
3. **Capacity Building for Youth Organisations:** Equipping youth organisations with the tools and resources to navigate AI-related challenges and opportunities.
4. **Youth Worker Training, Youth Programmes, and Educational Activities:** Enhancing AI literacy and critical engagement among youth workers and young people.
5. **Youth Policy:** Integrating AI considerations into national and international youth policies.
6. **Youth Research:** Advancing research on AI's impact on young people to inform evidence-based policymaking.

Throughout the discussions, three cross-cutting principles emerged, reflecting shared concerns about the impact of AI on young people and their opportunities to engage in policy-making processes:

- **Human rights-based framework:** Ensuring that AI tools and policies uphold human rights, inclusion, and non-discrimination, while mitigating risks to peaceful, cohesive, and democratic societies.
- **Cross-Sector and Interdisciplinary Approaches:** Promoting collaboration across public, private, and civil society sectors, as well as between fields such as technology, human rights, and education, to ensure AI supports access to human and social rights.
- **Youth Participation and Co-Creation:** Empowering young people from diverse backgrounds to actively participate in the development, implementation, and review of AI policies and technologies.

Overall, the discussions of the consultative meeting highlighted several critical insights and conclusions regarding the governance, impact, and future of AI in relation to young people and youth work. Below are the key takeaways and conclusions:

AI is not a monolithic technology but a spectrum of evolving computational paradigms, fundamentally shaped by human design and data. Its governance is being shaped by international institutions, including the Council of Europe, the United Nations, and the European Union, yet young people and civil society remain underrepresented in these processes. This gap is particularly concerning given AI's profound impact on young people's rights, democracy, and societal structures.

The Council of Europe has sought to address this gap by promoting youth engagement and advocating for inclusive, multi-stakeholder approaches to AI governance. A global, legally coherent framework is essential to balance innovation with the protection of human rights, democracy, and the rule of law. A "technology-neutral" approach, focusing on principles like transparency, accountability, and fairness, ensures adaptability to future advancements while safeguarding ethical standards.

AI's impact on democracy and human rights is profound, with risks including misinformation, bias, and the monopolisation of AI technologies. Effective oversight, risk management, and mechanisms for redress are crucial to preserving human autonomy and fundamental rights. Additionally, the environmental and geopolitical challenges posed by AI's energy consumption and resource demands require strategic policymaking and international cooperation.

Young people are key agents of change in the AI landscape. As digital natives, they must transition from passive consumers to active participants in AI governance. Strengthening AI literacy and providing opportunities for young people to contribute to policy development are vital steps toward ensuring that AI aligns with democratic values and social justice.

In conclusion, embedding young people's voices in AI governance is essential to creating a future where technology serves all members of society equitably. The Council of Europe's ongoing efforts, including the Framework Convention on AI and its commitment to meaningful youth participation, underscore its leadership in fostering ethical, inclusive, and rights-based AI development.

Introduction

As digital technologies reshape the fabric of societies, the exercise and fulfilment of human rights have become deeply intertwined with individuals' capacities to access, utilise, and critically engage with digital technologies and environments. While digitalisation offers unprecedented opportunities for engagement, development, and innovation, it also poses significant challenges to the realisation of human rights, participatory democracy, and the rule of law. These challenges have been further amplified by rapid technological advancements, particularly with the emergence of generative Artificial Intelligence (AI) tools, which are transforming virtually all spheres of human activity and interaction.

Artificial Intelligence holds immense potential to benefit humanity, yet it also carries serious risks to the enjoyment of human rights, the integrity of democratic processes, and the observance of the rule of law:

Not only do various forms of the 'digital divide' affect opportunities and experience for young people, but technological evolution has had a major impact on the ways in which young people conduct their lives as well as the ways in which others seek to relate to the young. The role and impact of robotics and artificial intelligence, the potential for digital democracy, and the importance of digital literacy for full youth participation are but some of the challenges that need to be considered and confronted.

(Council of Europe, [Youth Sector Strategy 2030](#), 2020, p. 55)

Recognising these dualities, the Council of Europe has taken a proactive and comprehensive approach to ensure that AI development and deployment are conducive to innovation while safeguarding fundamental rights and principles.

In May 2024, the Council of Europe adopted [The Framework Convention on Artificial Intelligence – Artificial Intelligence](#), the first global legally binding instrument of its kind. This Convention establishes common standards to ensure that AI systems uphold human rights, democracy, and the rule of law, while adopting a risk-based approach to mitigate potential harms throughout the lifecycle of AI technologies.

Young people are both key stakeholders and primary actors in this digital transformation. They are uniquely positioned to harness the opportunities of AI while being particularly vulnerable to its risks. Equipping young people with the competencies to engage critically and autonomously in the digital era, and to participate meaningfully in decision-making processes, is essential for fostering their autonomy and active citizenship. The Council of Europe's youth sector has long recognised this imperative, as reflected in initiatives such as the [Declaration on Youth Participation in AI Governance \(2021\)](#) and activities like the [Action Week for Democracy \(2022\)](#) and [Confidence in Tomorrow \(2024\)](#). These efforts underscore the importance of AI literacy, youth participation, and the need to address the ethical and societal implications of AI.

The Council of Europe's commitment to addressing the impact of AI on young people is further evidenced by its integration into key youth sector activities. Study sessions at the European Youth Centres, the [8th Arab-European Youth Forum](#), and the [Asia-Europe Training Seminar on](#)

[Youth, Digitalisation and Intercultural Dialogue](#) have all highlighted the centrality of AI in young people's concerns. These priorities are firmly embedded in the [Youth Sector Strategy 2030](#), which emphasises the interplay between AI, democracy, and youth participation, as reinforced by the [Reykjavik Summit Declaration](#).

About the consultative meeting

Building on this foundation, the Council of Europe Youth Department convened a consultative meeting under the theme *How confident...? Artificial Intelligence, Young People and Youth Work*, bringing together experts, practitioners, and stakeholders in youth policy, youth work, and AI matters – including youth work and human rights education practitioners – with the aim to develop a shared understanding of the impact of AI on young people's rights and to propose measures to address them through youth policy and youth work.

Specifically, the meeting aimed to:

- Explore and review the potential benefits and risks of AI on young people and the ecosystem of youth work and youth policy in Europe;
- Identify principles and guidelines to address those risks through youth policy and youth work and to ensure that AI benefits are accessible and relevant to all young people within the principles of the Framework Convention on Artificial Intelligence and Human Rights, Democracy and the Rule of Law;
- Propose measures and instruments to reflect those principles and guidelines in policy and standard-setting documents (e.g. policy guidelines and recommendations) as well as in programme orientations for the Youth Department, including the education and training programme of the European Youth Centre and the European Youth Foundation.

Participants represented the main stakeholders involved in Artificial Intelligence, youth policy and youth work in the Council of Europe, including:

- ✓ Members of the Advisory Council on Youth and of the European Steering Committee for Youth;
- ✓ Youth organisations and other civil society actors;
- ✓ Researchers and experts on Artificial Intelligence and young people;
- ✓ Other Council of Europe sectors active in Artificial Intelligence and concerned by the scope of the Consultative Meeting.



The global context: AI, digital citizenship, and youth empowerment in focus

The consultative meeting took place amidst significant international developments in the fields of AI, digital education, and youth empowerment. Notably, the Council of Europe launched the [European Year of Digital Citizenship Education 2025](#), emphasizing digital literacy and responsible technology use for young people.

Globally, the [EU AI Act](#) and UNESCO's [Recommendation on the Ethics of Artificial Intelligence](#) continued to shape discussions on ethical AI development, while the [World Economic Forum Annual Meeting 2025](#) held from 20th to 24th January 2025 in Davos highlighted the transformative role of AI in education and youth engagement. The [International Day of Education 2025](#) celebrated on January, 24, 2025 under the motto *AI and Education: Preserving Human Agency in a World of Automation* raised critical questions about 'how to protect and, ideally, elevate human agency in an age of technological acceleration'. These initiatives collectively underscore the importance of preparing young people for a digitalised future, aligning closely with the seminar's objectives.

The [Reykjavík declaration](#), adopted at the 4th Summit of Heads of State and Government of the Council of Europe in May 2023, further reinforces this global context. The Declaration highlights the critical role of AI in shaping democratic processes and calls for the active involvement of young people in AI governance to ensure that technological advancements uphold human rights, democracy, and the rule of law.

The youth perspective, as articulated in the Reykjavík Declaration and other international frameworks, serves as a vital source of expectations and legitimacy for the seminar's outcomes and the proposed roadmap. Young people's voices and experiences are essential in addressing the challenges and opportunities posed by AI, ensuring that policies and practices reflect their needs and aspirations.

European Year of Digital Citizenship Education 2025

On September 29 2024, at the 26th session of the Council of Europe Standing Conference of Ministers of Education, the Ministers of Education declared 2025 as the **European Year of Digital Citizenship Education**. This initiative aims to promote digital literacy, online safety, and responsible use of technology among young people. It aligns closely with the themes of your seminar, as it emphasizes the role of AI and digital tools in shaping young people's futures. The launch underscores the importance of preparing young people for a digitalised world, including understanding AI's ethical implications and opportunities.



Day One

Welcome and opening of the meeting

The meeting commenced with a round table introduction facilitated by Rui Gomes, Head of the Education, Training and Cooperation Division. He welcomed participants from diverse backgrounds and organisations across Europe, inviting them to share their experiences and relationship with artificial intelligence, young people and youth work. Attendees outlined their professional roles, organisational affiliations, and countries of origin. This initial exchange revealed the breadth of expertise present in the room, and also the diversity of participants' relationships with AI:

"My relationship to AI is that of love and ignorance," one participant quipped, capturing a sentiment that resonated with several others who approached the technology with equal parts fascination and uncertainty. This candid admission contrasted with those who seamlessly detailed their daily interactions with AI-powered applications or articulated their organisations' strategic involvement in AI development. The spectrum of expertise ranged from academic researchers deeply immersed in AI ethics to youth workers exploring its practical applications, creating a rich tapestry of perspectives that would inform the day's discussions. This multiplicity of viewpoints, from the cautiously curious to the technically proficient, enriched the dialogue and reflected the broader societal engagement with AI technologies.



Welcome addresses

Officially opening the meeting, Tobias Flessenkemper, Head of the Youth Department, and Maurizio Cuttin, Vice-Chair of the Advisory Council on Youth, delivered welcome addresses that set the context for the day's discussions and underscored the Council of Europe's commitment to exploring the intersection of artificial intelligence, young people, youth work and its implications for youth policy.



Creating 'spaces of and for democracy'

Tobias Flessenkemper, Head of the Youth Department

This opening address underscored the vital need to involve young people in shaping Europe's approach to artificial intelligence. The Council of Europe's unique co-management system was highlighted, where youth representatives and government officials share decision-making power equally in youth policy development – a living embodiment of the principle *"nothing about young people without young people."* This system ensures that young people are not merely consulted but are active participants in policy processes that directly affect them, including the governance of AI.

AI was framed not as an unprecedented rupture in human history but as a continuation of long-standing societal dilemmas appearing in a new guise, or, as characteristically described, *"a translation of topics that have been around for years set in a new reality."* While technological advancements are often portrayed as revolutionary, it was argued that the fundamental questions AI raises – about power, responsibility, and ethics – are not new. Instead of a binary choice between embracing or rejecting AI, participants were urged to consider how societies engage with it, and the values that should underpin its use. Nevertheless, AI, if left unchecked, could reinforce inequalities, deepen surveillance, and undermine democratic governance. In this context, the speaker emphasised the urgency of ensuring that AI development does not become an instrument for social control but rather a tool for *"spaces of, and for democracy"*.

Drawing connections to current global events, Tobias Flessenkemper placed AI within the broader context of political shifts and democratic backsliding seen in various parts of the world. He referenced the increasing use of AI-driven surveillance, the spread of disinformation, and the growing concentration of technological power within a limited number of powerful actors. These developments, he warned, highlight the risks of AI being used to manipulate public opinion, restrict freedoms, and erode trust in democratic institutions. It is against this backdrop that he called on participants to reflect on how AI could be governed in a way that safeguards democratic principles, rather than undermines them.

To further illustrate the stakes of this transformation, the speaker invoked *Overskill: The Decline of Technology in Modern Civilisation* by Eugene S. Schwartz. He echoed its warnings about the dangers of reducing human intelligence to a mechanised process, where individuals are seen not as creative beings but as mere data points within a system governed by efficiency and control. Citing Julian Huxley's notion of "*appalling meaninglessness*" and Arthur Eddington's description of man as "*a bit of star dust gone wrong*," he underscored the existential implications of a world where technology replaces human mystery with mere problem-solving. The mechanisation of thought, he warned, risks stripping individuals of their agency, reducing them to "*wetware*"—biological extensions of an artificial system that dictates choices rather than fosters genuine autonomy.

He further pointed to the growing influence of algorithms in shaping not just economies but also governance, education, and even warfare. Originally conceived as neutral problem-solving tools, algorithms now dictate what news people see, what policies are prioritised, and how cities are managed. However, Flessenkemper cautioned that these systems, while powerful, remain incapable of addressing the fundamental qualitative aspects of human life—such as morality, justice, and freedom—that are essential to a functioning democracy. While algorithms may optimise efficiency, they cannot make ethical judgments, nor can they substitute for the deliberative processes that define democratic decision-making.

Against this backdrop, the speaker issued a call to action, urging participants to critically engage with these issues and take an active role in shaping the future of AI governance. He stressed that the challenge ahead is not merely to regulate AI but to ensure that it remains a servant of democracy rather than a force that erodes it. He invited attendees to contribute to discussions on how AI can be transformed into a space that promotes inclusion, safeguards human rights, and strengthens the democratic fabric of society. By doing so, he concluded, young people could reclaim agency in the digital era and ensure that AI serves not the interests of the few, but the freedoms of all.

Harnessing technology to amplify youth engagement and civic participation

Maurizio Cuttin, Vice-Chair of the Advisory Council on Youth

"When AI is discussed, the youth perspective is often forgotten." This firm reminder of an often-overlooked reality set the stage for a discourse that challenged the prevailing tendency to sideline young voices in shaping the future of artificial intelligence.

As a representative of the Advisory Council on Youth (CCJ) part of the Council of Europe's unique co-management system, Cuttin underscored the council's pivotal role in ensuring that policies do not merely speak about young people but actively include them. He referred to *community guidelines*, invoking the need for structured principles that foster transparency, inclusivity, and ethical considerations in AI development – particularly where it affects younger generations.

Determined to move beyond symbolic engagement, he insisted, *"We want to ensure there will be real impact, real consultations."* His words carried weight, signalling an expectation of tangible change rather than performative dialogue. He further noted that the momentum of

these discussions extended beyond the Council of Europe, as nations outside its framework sought to join the process, recognising the urgency and significance of these deliberations.

"*We are here to set standards,*" he declared, urging those present to take ownership of this responsibility. In a gesture of accountability, he welcomed scrutiny and collaboration, stating plainly, "*Tell us what we can do better*". With these words, the speaker not only framed the youth perspective as essential but also positioned it as an active force in defining the ethical and regulatory landscape of AI.

Maurizio Cuttin then placed the discussion within a broader international context, highlighting the growing relevance of AI and youth engagement on the global stage. He pointed to the [Luxembourg Presidency of the Council of Europe](#)¹ (November 2024 – May 2025), noting the country's reputation as a "[smart nation](#)" - a title it has embraced through progressive digital policies.² As an example of good practice, he recalled that during Luxembourg's presidency of the European Union, it had provided free WiFi for all, demonstrating its commitment to digital accessibility. This, he suggested, served as a reminder that technology, when deployed inclusively, can empower individuals and strengthen democratic participation.

The CCJ representative also underscored the timeliness of the seminar, which coincided with the launch of the [European Year of Digital Citizenship Education 2025](#). This initiative, he explained, seeks to equip young people with the knowledge and critical thinking skills needed to navigate the digital world responsibly. In an era where artificial intelligence increasingly shapes public discourse, decision-making, and social interactions, the speaker emphasised that digital literacy must go beyond technical skills – it must foster democratic resilience. Young people, he argued, should not merely be passive consumers of digital technologies but active participants in shaping ethical and inclusive digital spaces.

Against this backdrop, the speaker invited participants to think how technology and AI would be used to enhance the activities of the youth sector and how digital tools could be harnessed to amplify youth engagement, civic participation, and advocacy. However, he also struck a cautionary note, acknowledging the phenomenon of *democratic backsliding* observed across the world. In light of this, he challenged attendees to think critically about "how to strengthen democracy" in an age where digital technologies could either reinforce or erode democratic values. To conclude, he urged participants to contribute actively to discussions and shape an action plan that would ensure AI and digital transformation serve as tools for empowerment rather than exclusion.

¹ <https://www.coe.int/en/web/portal/-/luxembourg-takes-over-presidency-of-committee-of-ministers>

² <https://innovative-initiatives.public.lu/stories/free-wifi-all-during-luxembourgs-presidency-eu>

Is it Real or is it AI? Perception, Reality, and the Future

Before the keynote speaker took the stage, participants were engaged in a teaser designed to challenge their perceptions of artificial intelligence and its ability to mimic reality. A series of images—ranging from artistic compositions to strikingly lifelike human portraits—were displayed on the screen, and attendees were asked to raise their hands if they believed the image was AI-generated or a real photograph. Laughter and murmurs of surprise rippled through the plenary as it quickly became evident that distinguishing between human-made and AI-created visuals was far from simple. In many cases, even the most discerning eyes struggled to tell the difference, illustrating just how advanced AI-driven creativity has become.

This simple yet powerful exercise underscored a crucial reality for young people in the age of AI: the lines between the artificial and the authentic are increasingly blurred. As AI technologies evolve, they are not only transforming how content is created but also reshaping how truth and identity are perceived.

For young people—who are both the most engaged consumers and future architects of this digital landscape—this raises critical questions about digital literacy, trust, and ethical responsibility.

The session set the stage for deeper discussions on AI's implications for creativity, misinformation, and the importance of equipping young people with the skills to navigate and critically engage with an AI-powered world.



Experts' perspectives

Myths and truths about Artificial Intelligence and young people

Dr. Ilkka Tuomi, Chief Scientist, Meaning Processing Ltd (Finland)

The concept of artificial intelligence (AI) is often shrouded in myths and misconceptions, leading to both overestimation and misunderstanding of its capabilities. Dr. Ilkka Tuomi delivered a thought-provoking presentation deconstructing the idea of AI as a singular, unified entity, revealing it instead as a collection of evolving computational paradigms, from logic-based systems to modern data-driven models like ChatGPT. While AI can produce impressive results, its intelligence is narrow, reliant on human data, and context-specific. Challenges such as bias and moderation limitations persist, and the idea of "AI natives" is a myth—youth need AI literacy to navigate these technologies responsibly. In this context, Dr. Ilkka Tuomi's presentation stressed the importance of education, ethical governance, and regulatory oversight, calling for greater awareness of AI's technological foundations, energy dependencies, and societal impact.

Deconstructing the myth of "AI"

Dr. Tuomi began by challenging the very notion of "AI," arguing that it does not exist as a single, unified entity. Instead, AI comprises various computational approaches that have evolved over decades. He outlined four main paradigms in AI research:

1. **Logic-Based AI (1955–1975):** This era conceived the computer as a universal logical machine, capable of reasoning akin to humans. Pioneers such as John von Neumann posited that any task deemed beyond a machine's capability could ultimately be programmed into it.
2. **Knowledge-Based AI (1970–1990):** This paradigm emphasised that intelligence depends on structured knowledge about the world. AI systems sought to represent and process such knowledge to exhibit intelligent behaviour.
3. **Data-Driven AI (1985–Present):** Machine learning techniques emerged, relying on statistical models that optimise predictions based on vast datasets. This approach underpins modern deep learning, including Large Language Models (LLMs) like ChatGPT.
4. **Symbolic Deep Learning (2017–Present):** A synthesis of knowledge representation and data-driven machine learning, this approach integrates symbolic reasoning with neural networks, representing a step toward more advanced AI applications.

Tuomi underscored that contemporary AI, including neural networks and deep learning models, is fundamentally data-driven and requires human input, human-labelled data, and statistical regularities extracted from human behaviour.

The "magic" of AI: Is it intelligent?

While AI can produce seemingly "magical" results, Tuomi stressed that its intelligence is a function of human-generated data. He referenced Arthur C. Clarke's law that "Any sufficiently advanced technology is indistinguishable from magic." However, the intelligence of AI systems remains narrow and context-dependent, confined to tasks for which they have been trained.

The reality of generative AI

One of the most significant advancements in AI has been *the Transformer architecture*, pioneered by Google in 2017. This breakthrough enabled the rise of LLMs (Large Language Models), such as OpenAI's GPT series, Google's Gemini, and DeepSeek. The exponential growth of AI models has been driven by access to vast datasets, but in 2024 a major shift occurred – the internet effectively ran out of new high-quality training data. As a result, AI development is now focusing on smaller, more efficient models and multi-step reasoning techniques, such as Chain-of-Thought prompting.

Debunking the "AI = ChatGPT" myth

Referring to the historical development of AI, Tuomi dismantled the misconception that AI is synonymous with ChatGPT or OpenAI's models. AI development extends far beyond a single company, with major contributions from Google, Meta, DeepMind, and various open-source initiatives. The historical development of AI spans decades, evolving through distinct paradigms – from logic-based systems in the 1950s to knowledge-based approaches, data-driven machine learning, and modern symbolic deep learning. Each phase has built on the last, reflecting advancements in computational techniques and our understanding of intelligence, culminating in today's sophisticated yet narrow AI systems. AI capabilities vary widely, from language processing to robotics; not all models rely on the same underlying principles.

The energy and geopolitical implications of AI

One of the most pressing concerns surrounding AI is its energy consumption and geopolitical significance. The computational power required to train state-of-the-art AI models has grown exponentially:

💡 ChatGPT-3 required 10,000 GPUs to train, whereas ChatGPT-4 used 25,000 GPUs, and future models are expected to use even more.

🌟 AI training now consumes staggering amounts of energy, with estimates that AI data centres could account for 5–15% of total U.S. electricity consumption by 2030.

🌟 The global AI industry is highly dependent on high-performance chips from companies like NVIDIA, leading to geopolitical tensions, particularly between the U.S. and China.

Tuomi highlighted that AI development is now deeply intertwined with energy policy, economic strategy, and international regulation. As AI becomes more computationally intensive, access to electricity and advanced chips will determine which nations and corporations dominate AI innovation.

The bias problem in AI


Another critical issue Tuomi addressed is bias in AI systems. Machine learning models inherently reflect the biases present in their training data. This includes:


- ❖ Cultural and linguistic biases (e.g., gendered language in English vs. Finnish, which lacks gendered pronouns).
- ❖ Ethical concerns in AI decision-making, particularly in areas like facial recognition and automated hiring.
- ❖ The risk of AI reinforcing existing discrimination, as models trained on biased data may perpetuate inequalities.


The speaker noted that while efforts to mitigate bias, such as Reinforcement Learning from Human Feedback (RLH), are improving AI alignment with ethical norms, these models still operate within human-defined parameters, raising concerns about who defines these norms and values.

Regulation, hate speech, and the role of AI in public discourse

Tuomi touched upon the role of AI in moderating online content, fact-checking, and combating hate speech. However, he warned that AI-driven moderation can be problematic:

 Platforms like Meta and OpenAI face pressures to balance freedom of expression and misinformation control.

 Algorithms that determine which opinions and facts are visible in the public sphere effectively function as de facto regulation, raising concerns about transparency and accountability.

 Citing the European Convention on Human Rights (ECHR), the speaker emphasised that freedom of thought and expression must be balanced against public safety and the prevention of harm.

The “AI native” myth

Finally, Tuomi challenged the notion that young people—often labelled “AI natives”—have an inherent understanding of AI. While youth are prolific users of AI-powered technologies, their understanding of how these systems function is often superficial. He emphasised the need for AI literacy programmes, ensuring that young people develop critical skills to navigate AI-driven digital environments responsibly.



The Council of Europe Framework Convention on AI

Vadim Pak, Secretariat of the Council of Europe's Committee on Artificial Intelligence (CAI)

Vadim Pak provided an in-depth overview of the Council of Europe Framework Convention on Artificial Intelligence, Human Rights, Democracy, and the Rule of Law, highlighting its objectives, scope, and fundamental principles (see appendix 2). His presentation underscored the Convention's role in establishing a global legal framework for AI governance, ensuring that technological advancements align with human rights, democratic values, and the rule of law. Below are the key elements of his presentation, as well as insights from the discussion that followed.

The Council of Europe has been at the forefront of artificial intelligence (AI) governance, recognising the profound implications AI has for human rights, democracy, and the rule of law. Since 2019, the Council of Europe has pursued a comprehensive approach to ensure AI technologies are developed and deployed in a manner that aligns with fundamental European values. The establishment of the Committee on Artificial Intelligence (CAI) in April 2022 marked a decisive step in this effort, building upon the work of the earlier Ad Hoc Committee on AI (CAHAI). Through an inclusive and participatory process, the CAI has integrated the voices of civil society, academia, and industry, reflecting the Council of Europe's long-standing tradition of multi-stakeholder engagement in treaty negotiations.

On 17 May 2024, a significant milestone was achieved with the unanimous adoption of *the Council of Europe Framework Convention on Artificial Intelligence, Human Rights, Democracy, and the Rule of Law*. The Convention was subsequently opened for signature on 5 September 2024 in Vilnius, underscoring the Council of Europe's commitment to shaping a global approach to AI governance. The initial signatories include Council of Europe member states such as Andorra, Georgia, Iceland, Norway, the Republic of Moldova, San Marino, and the United Kingdom. Additionally, non-member states such as Israel, the United States, and the European Union have also joined the Convention, highlighting its far-reaching international relevance.

At its core, the Framework Convention provides a comprehensive legal framework designed to uphold fundamental rights while fostering technological innovation. Recognising the global nature of AI, the Convention is open to non-Council of Europe member states, ensuring broad international cooperation. Observer states including Canada, Japan, the Holy See, Mexico, and the United States, alongside key non-member states such as Australia, Argentina, Costa Rica, Israel, Peru, and Uruguay, actively participated in the negotiation process, reinforcing the Convention's universal character.

The Convention is conceived as a complementary instrument to existing international human rights, democracy, and rule of law standards, aiming to address legal gaps that have emerged due to rapid technological advancements. Importantly, it is technology-neutral, ensuring that its provisions remain relevant despite the evolving nature of AI systems. Rather than regulating specific technologies, the Convention establishes overarching principles that guide AI governance across different domains and applications.

A critical aspect of the Framework Convention is its scope of application. It extends to both public and private sectors, acknowledging the pervasive role of AI in modern societies. While certain exemptions exist, notably concerning national security and research and development,

the Convention firmly excludes matters related to national defence, in alignment with Council of Europe statutes.

The Convention articulates a series of fundamental principles that must be upheld throughout the lifecycle of AI systems. These principles include the protection of human dignity and individual autonomy, the guarantee of equality and non-discrimination, and the safeguarding of privacy and data protection. Additionally, it emphasises the importance of transparency, oversight, accountability, and responsibility, ensuring that AI systems remain understandable, auditable, and aligned with ethical and legal norms. Innovation is encouraged, but it must be safe and reliable, minimising risks while maximising benefits for society.

To reinforce these principles, the Convention establishes mechanisms for procedural rights and remedies. Individuals affected by AI-driven decisions must have access to clear and sufficient information about the system's operation, allowing them to contest decisions that impact their rights. Moreover, an effective complaints mechanism must be available, ensuring that concerns are addressed by competent authorities. A key provision of the Convention mandates that users be explicitly informed when they are interacting with an AI system, promoting transparency and trust in AI applications.

Risk and impact management form a cornerstone of AI governance under the Convention. AI actors are required to conduct continuous risk and impact assessments, evaluating both actual and potential effects on human rights, democracy, and the rule of law. These assessments must be conducted iteratively, ensuring that AI systems remain compliant with ethical and legal standards throughout their lifecycle. The Convention also enshrines an obligation to implement preventive and mitigation measures, ensuring that identified risks are proactively addressed. In extreme cases, authorities retain the power to impose bans or moratoria on certain AI applications, establishing so-called "red lines" where AI use would pose unacceptable risks.

To support the effective implementation of these risk management obligations, the CAI is developing the *Human Rights, Democracy, and the Rule of Law Risk and Impact Assessment (HUDERIA)*. While this is a non-binding instrument, it provides detailed guidance on risk and impact assessment methodologies, assisting stakeholders in aligning AI practices with the Convention's principles.

Through this Framework Convention, the Council of Europe demonstrated its commitment to shaping AI governance in a way that safeguards human dignity and democratic values. In an era of rapid technological evolution, the Framework provides a robust legal foundation that ensures AI serves humanity while upholding fundamental rights.



Key questions and answers from the plenary

Below are some of the key questions addressed during the plenary session. Participants were particularly interested in understanding how the Convention balances innovation with human rights, its global applicability, and the role of civil society in ensuring inclusive and ethical AI governance.

➤ **How does the Convention balance innovation and regulation?**

The Convention promotes safe and reliable innovation by providing a framework that allows AI technologies to flourish while ensuring their development aligns with fundamental rights. It supports technological progress while safeguarding against harm, ensuring that AI benefits society as a whole.

➤ **Why did the Council of Europe develop a Framework Convention on AI?**

The rapid advancement of AI has created new challenges for human rights, democracy, and the rule of law. The Council of Europe recognized the need for a comprehensive, legally binding framework to address these issues while promoting ethical and responsible AI development. The Convention ensures that AI governance remains anchored in fundamental rights and complements existing international legal standards.

➤ **What is the significance of the Convention's global scope?**

Unlike other Council of Europe treaties, the Framework Convention is open to non-member states, reflecting the global nature of AI governance. By including observer states and key international partners in the negotiation process, the Convention fosters global cooperation and positions itself as a truly international instrument. This inclusive approach ensures that AI governance benefits from diverse perspectives and promotes shared standards worldwide.

➤ **What rights do individuals have under the Convention?**

The Convention guarantees individuals the right to access meaningful information about AI systems affecting them. It ensures that individuals can contest AI-driven decisions and lodge complaints with competent authorities. Additionally, transparency measures require that individuals be informed when interacting with AI systems, empowering them to exercise their rights effectively.

➤ **What role does civil society play in AI governance under the Convention?**

The Convention was developed through a multi-stakeholder process, incorporating input from civil society, academia, and industry representatives. Ongoing engagement with these stakeholders ensures that AI governance remains inclusive, transparent, and responsive to societal needs. Civil society plays a critical role in holding governments and private actors accountable, ensuring that AI systems respect human rights and democratic values.

Insights into AI and its impact on the youth sector

Veronica Stefan, Pool of European Youth Researchers, EU-Council of Europe Youth Partnership

Veronica Stefan delivered a presentation on the intersection of AI governance and the youth sector. Her input highlighted both the opportunities and challenges AI presents for young people, emphasising its growing presence in education, employment, civic engagement, and public services. The speaker underscored the urgent need for inclusive governance frameworks, pointing out that despite AI's widespread impact on youth, their participation in shaping AI policies remains marginal. Stefan advocated for greater youth involvement in AI decision-making, stressing the importance of digital literacy, ethical AI development, and policy engagement to ensure that AI serves as a tool for empowerment rather than exclusion.

AI and the youth sector: A complex relationship

The rapid proliferation of artificial intelligence (AI) has positioned it as a central force shaping societies, economies, and individual lives. In the context of young people and the youth sector, AI presents both profound opportunities and significant challenges, requiring a nuanced and structured governance framework to ensure its responsible and ethical deployment.

Young people are at the forefront of AI adoption, engaging with AI-powered technologies in education, social services, and daily life. However, while AI holds the potential to enhance personalised learning, accessibility, and social integration, it also introduces risks related to bias, discrimination, and the erosion of rights. The evolving nature of AI governance has made it imperative to involve young people in shaping policies that directly impact their futures.

AI as an enabler and a challenge

AI can serve as an enabler in multiple domains, particularly in education, where it facilitates personalised learning experiences, supports educators in designing methodologies, and streamlines administrative tasks. In youth services, AI-driven solutions, such as chatbots, can enhance accessibility to essential services for vulnerable populations. At a broader societal level, AI is expected to improve public service efficiency, healthcare delivery, and social mobility.

Conversely, AI poses critical challenges, particularly concerning social rights. Its deployment in recruitment, education, policing, welfare services, and social credit scoring has revealed deep-seated biases, often reinforcing historical inequalities rather than mitigating them. Furthermore, the intersection of AI and civic rights has raised concerns about the shrinking civic space, algorithmic manipulation of public discourse, and the role of AI in mass surveillance. The increasing sophistication of AI-generated misinformation, deepfakes, and algorithmic bias has the potential to undermine democratic institutions and public trust in information.

AI governance: The role of institutions and youth participation

Stefan underscored the Council's adoption of the Framework Convention on AI in 2024 as a milestone in ensuring a rights-based approach to AI regulation. However, she pointed out that youth participation in AI policymaking remains limited, with civil society and young people often excluded from critical decision-making processes. The speaker shared examples from her own perspective and research-related activity showcasing how the Council of Europe has been actively promoting youth engagement, fostering inclusive discussions on AI governance and advocating for a multi-stakeholder approach to policy development. Her presentation emphasised the need to align the Council's youth-focused initiatives with the rapid pace of global AI advancements, ensuring that young people are not only informed but also empowered to shape the future of AI.

Emerging youth engagement in AI governance

Since 2023, there has been a slow but notable shift towards increased youth participation in AI governance. Established youth platforms and student-led movements are taking a stance on AI-related issues. For instance, the [Encode Justice - InfluenceWatch](#) youth advocacy group has launched calls to action, while initiatives such as the [Citizens' Assembly on the Future of AI in Europe](#), held during Belgium's Presidency of the Council of the EU, have incorporated youth voices into deliberations on AI regulation. Additionally, new consultation models, such as [Stanford's Deliberative Poll method](#), are being tested in AI education to provide young people with structured avenues to contribute their perspectives.

Moving forward: Recommendations for a meaningful youth role in AI governance

To ensure authentic empowerment of young people in AI governance, several strategic actions should be taken, such as:

- Demystifying AI through accessible, plain-language resources that clarify both its benefits and risks.
- Democratising AI by shifting it from a highly technical field to one embedded in public discourse and youth-led advocacy.
- Strengthening digital critical literacy and digital citizenship to equip young people with the tools to navigate AI's complexities responsibly.
- Increasing capacity building efforts to support youth organisations in engaging meaningfully with AI governance.
- Implementing bottom-up and top-down approaches that recognise the role of both grassroots youth movements and institutional policy frameworks in shaping AI's future.

AI, young people and youth work – perspectives from the European youth sector and the Council of Europe

Perspectives from youth organisations

The inclusion of contributions and good practices from international organisations is crucial in shaping responsible and inclusive AI policies. Organisations working on youth rights, digital governance, and/or marginalised communities provide valuable insights into the real-world impact of AI technologies. Their expertise helps bridge the gap between policymakers, technology developers, and young people, ensuring that AI systems are designed and implemented with fairness, accessibility, and diversity in mind. The consultative meeting gave the floor to participants to present good practices from their respective context.

Bridging Gaps in Digital Health and Governance

Presented by Whitney Grey

Addressing digital transformation as a public health issue can have a profound impact on health and well-being beyond traditional healthcare systems. Inclusive governance mechanisms are essential to enable individuals and communities, particularly young people, to actively participate in co-designing and implementing digital health policies. The [Digital Transformations for Health Lab \(DTH-Lab\)](#) was introduced as a key initiative promoting cross-cutting collaborations, research, and innovation to ensure equitable health benefits in the digital age. Through its youth engagement efforts, including a global network of over 1,200 young people and partnerships with youth-led organizations, the Lab identified a critical gap in young people's ability to engage with digital ecosystems despite their reliance on digital technologies for health and well-being.

This good practice stresses the need to empower young people with basic and advanced digital skills, which are increasingly vital for work readiness and democratic participation. The Lab's efforts to capture diverse youth perspectives through surveys and intergenerational dialogues were highlighted, alongside its commitment to fostering digital citizenship for health. An upcoming study session with the Council of Europe Youth Centre, titled *Digital Citizenship for Health: Empowering Young People to Co-Create Tools and Innovate Solutions*, was mentioned as a key initiative to equip young people with the skills and knowledge to advocate for human rights-based health policies.

The speaker concluded by underscoring the importance of placing children, young people, women, and marginalised communities at the forefront of digital governance transformations. This approach was described as crucial for building trust, reducing biases and inequalities, and creating resilient communities. Public sector actors were urged to prioritise digital, health, and civic literacy to prevent widening gaps and to advance universal health coverage, democracy, and social justice.

Advocating for Inclusive Digital Futures

Presented by Yassine Chagh

The International LGBTQI Youth and Student Organisation ([IGLYO](#)) is a network representing over 100 member organisations across Europe. IGLYO's work focuses on advocating for the rights and inclusion of LGBTQI youth while equipping them with the skills necessary to engage in policy discussions and decision-making at European and international levels.

IGLYO highlighted its ongoing initiatives related to AI and youth, particularly in the areas of training, research, policy advocacy, and youth participation in decision-making processes. A core aspect of its digital rights advocacy addresses AI's role in hate speech and hate crime, emphasising that recent advancements in AI technology necessitate deeper engagement with policymakers and tech organisations. Through collaboration with partners such as Amnesty International and European Digital Rights (EDRI), IGLYO has been involved in projects aimed at ensuring inclusivity in digital activism and promoting responsible AI governance.

At the European policy level, IGLYO has actively lobbied the European Parliament and the European Commission. Notably, the organisation has raised concerns regarding the EU Migration Pact, which it argues facilitates the use of AI for discriminatory profiling of migrants, refugees, and BIPOC communities. Additionally, IGLYO has emphasised the importance of monitoring AI-driven social media policies to prevent harm to marginalised communities.

The organisation identified both opportunities and risks associated with AI for young people. On the positive side, AI provides essential support in language translation, accessibility for individuals with disabilities, and professional communication, particularly benefiting grassroots organisations that lack formal structures. AI tools also assist young people in navigating employment and funding opportunities by aiding in the preparation of formal applications.

However, IGLYO underscored the significant risks posed by AI to the LGBTQI community. AI-driven moderation mechanisms often result in the suppression of LGBTQI content while allowing harmful, discriminatory material to remain online. Biases embedded in AI systems reflect broader societal prejudices, leading to increased censorship, shadow banning, and the exclusion of LGBTQI individuals, particularly transgender people. Moreover, AI's application in public policies, such as migration control, exacerbates existing structural inequalities and puts vulnerable populations at greater risk.

The discussions at the consultative meeting reinforced the need for robust regulatory frameworks to mitigate AI's harmful effects on marginalised youth. IGLYO's contributions emphasised the importance of inclusive digital policies, ethical AI development, and greater representation of LGBTQI perspectives in shaping AI governance.

AI and the Law: Youth-Centred Governance and Legal Education

Presented by Jon Kola

The European Law Students' Association Albania ([ELSA Albania](#)) is an organisation dedicated to legal education, fostering cultural understanding, and promoting social responsibility among law students and young lawyers. ELSA Albania plays a crucial role in shaping discussions around AI governance and youth involvement in policymaking.

ELSA Albania highlighted its ongoing work in assessing the legal and ethical implications of AI, particularly through its research and advocacy initiatives. The ELSA Legal Research Group (ELRG) has been investigating AI's impact on human rights, youth legal frameworks, and the Council of Europe's Framework Convention on Artificial Intelligence and Human Rights, Democracy, and the Rule of Law. Additionally, through workshops and debates, ELSA Albania is actively increasing awareness and promoting youth inclusion in decision-making processes concerning AI governance.

The presentation underscored both the opportunities and risks associated with AI in the legal and youth sectors. AI has the potential to improve access to legal resources, provide personalised learning tools, and enhance efficiency in legal processes and youth outreach. However, significant risks remain, particularly concerning algorithmic biases that disproportionately affect marginalised groups, as well as concerns over data privacy and ethical considerations in AI applications targeting young people.

ELSA Albania emphasised the necessity of continuous education on AI and law, ensuring that young people are equipped with the knowledge to engage in discussions on AI governance. It also stressed the importance of incorporating youth perspectives in policymaking and fostering collaboration between legal professionals, technologists, and youth organisations to ensure ethical AI development.

Jon emphasised the need for an inclusive, transparent approach to AI governance, with young legal professionals playing a central role in shaping the policies that will define the future of AI and human rights.

A youth-centred approach to AI and Digital Citizenship in Education

Presented by Daniele Sabato

OBESSU, the Organising Bureau of European School Student Unions, advocates for school students and apprentices as essential stakeholders in decisions affecting their lives, including in the digital sphere. While OBESSU has addressed digital transition and digital education through publications like the Policy Paper on the Twin Transition, the Position Paper on the Digital Education Action Plan, and the Key Priorities for Quality Apprenticeships of the EAN (the European Apprentices Network), but also international projects like Innovation Station, which developed guidelines for online learning during the COVID-19 pandemic or the Expert Group Webinar, on integrating digital skills in apprenticeships by EAfA (the European Alliance for Apprenticeships), the organisation has yet to define a specific position on AI. This gap is being addressed through upcoming initiatives, including a 2025 Study Session at the European Youth Centre in Budapest titled *Cyber Activists: Understanding Digital Rights in the Artificial Intelligence Era*, which aims to create a toolkit for digital youth advocacy. These efforts will culminate in a comprehensive Policy Paper on Artificial Intelligence.

OBESSU emphasises a unionist, rights-focused approach to AI, recognizing the diverse needs of school students and apprentices. While acknowledging AI's potential to enhance learning and organizational efficiency, OBESSU advocates for ethical, human-centred, and explainable AI systems. Particular attention is given to the impact of social media algorithms on students' rights to information, expression, and mental health, calling for student-centred reforms in digital governance.

The organisation also explores the integration of digital competencies in education, questioning how AI tools affect traditional skills like critical thinking and how digital citizenship can be mainstreamed into curricula. OBESSU raises critical questions about the transparency of AI systems and their impact on independent thought, underscoring the need for educational frameworks that empower young people to navigate and critique digital environments effectively. Through these efforts, OBESSU seeks to ensure that AI developments prioritise the rights, well-being, and active participation of school students and apprentices.

Shaping the Future of AI with the National Youth Assembly of Ireland

Presented by Leo Galvin

The National Youth Assembly on Artificial Intelligence (NYAI), held on October 12, 2022, brought together 41 young delegates, aged 12 to 24, from across Ireland to discuss the implications of AI on society. Organised by the Department of Children, Equality, Disability, Integration, and Youth (DCEDIY) in collaboration with the Department of Enterprise, Trade, and Employment (DETE), the event was facilitated by the National Participation Office (NPO) at Trinity College Dublin.

Through workshops and discussions, the delegates focused on four key strands from Ireland's AI strategy, *AI – Here for Good*. They identified critical issues such as the trustworthiness of AI, data protection, inclusivity, and its impact on employment and public services. Concerns about AI's potential for misinformation, bias, and ethical misuse were raised, alongside its benefits in fields like healthcare, education, and transport planning.

The delegates developed and voted on 12 recommendations for AI governance, education, and regulation. Key proposals included creating an AI regulatory body, integrating AI education into the curriculum, ensuring equitable access to AI technologies, and using AI to improve public transport. The recommendations were formally presented to Minister of State Dara Calleary, TD, for consideration in shaping future AI policy.

The assembly underscored the importance of engaging young people in AI discussions, ensuring their voices contribute to policies that shape their future.

The work of the Council of Europe on AI and its relationship with young people and youth work (world café)

Valuable insights were provided by a diverse group of experts from various bodies within the Council of Europe, whose knowledge and experience greatly enriched the discussion. The session was conducted in a world café format, allowing participants to engage in small group discussions that fostered a balanced exchange of insights between guest experts and attendees.

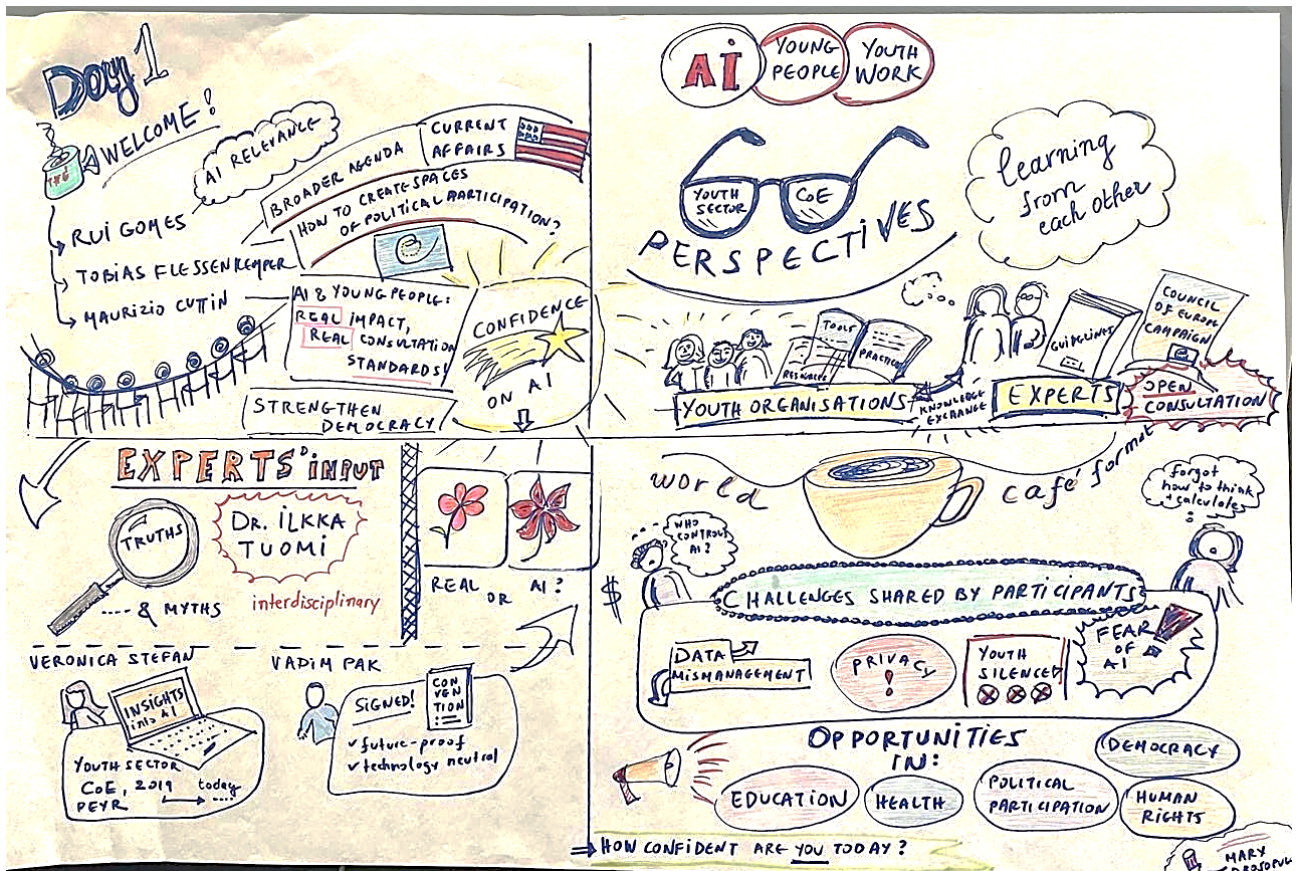
- Guillem CANO-PALOMARES, Parliamentary Assembly Committee on Legal Affairs and Human Rights - Committee on the Election of Judges to the European Court of Human Rights
- Sara HAAPALAINEN, Hate Speech, Hate Crime and Artificial Intelligence
- Hristijan KONESKI, Office of the Commissioner for Human Rights
- Giulia LUCCHESI, Freedom of Expression Steering Committee on Media and Information Society Secretariat
- Marius JITEA, Member of the Steering Committee on Media and Information Society (CDMSI)
- Albina OVCEARENCO Digital Development and Secretariat of the Committee on Artificial Intelligence
- Benedita SANTOS SILVA, Digital Transformation and Higher and further Education

The session underscored the importance of AI regulation that upholds human rights, democracy, and the rule of law. Discussions emphasised the need for research-based, ethical AI policies that address bias, data privacy concerns, and the broader societal impact of emerging technologies. Experts and participants alike acknowledged the necessity of fostering greater youth inclusion in AI governance, ensuring that young voices are represented in shaping policies that affect their futures.

In addition to their contributions, a number of key resources were referenced or recommended for further reading. These materials offer in-depth perspectives on the topics discussed and serve as essential references for anyone looking to deepen their understanding of the subject matter. The full reading list is included in the appendix 1 for further exploration.

Day Two

Insights on AI and young people: the current state of the art



Ayça Atabey, PhD candidate, Edinburgh University

The presentation, titled "(Ir)Responsible AI from Young People's Eyes: What Research Tells Us About Risks and Benefits of AI for Youth Work & Policy," explored the evolving impact of artificial intelligence on youth, focusing on policy gaps, ethical concerns, and youth engagement in shaping AI governance.

The speaker, who gave an online presentation at the plenary, highlighted existing gaps in legal and policy frameworks, referencing the Council of Europe's work and insights from the Alan Turing Institute. The presentation underscored the need for regulatory clarity, particularly regarding children's rights, AI ethics, and psycho-social implications in child-friendly justice systems. The discussion also raised concerns about definitional gaps in legal, technical, and ethical frameworks, emphasising what is at stake for young people.

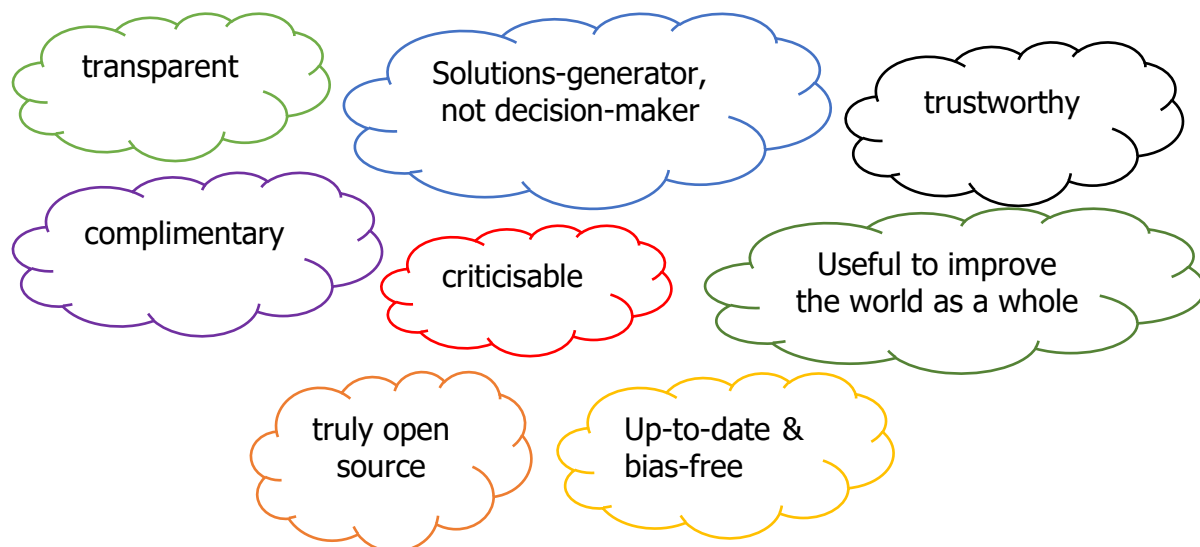
A key theme addressed was the importance of inclusivity in AI research, particularly in ensuring the voices of vulnerable youth are heard. While AI presents new opportunities for participation, it also introduces risks such as emotional distress, bias, and unintended exclusions. The potential of generative AI as a tool for youth activism was considered alongside its limitations.

The presentation identified UNCRC General Comment No. 25 as a guiding framework for AI governance, linking it to youth rights in digital spaces. It discussed interdisciplinary approaches to co-designing AI policies with young people, integrating perspectives from organisations such as the 5Rights Foundation and the Digital Futures for Children centre. AI's role in education and youth agency was examined, particularly in balancing freedom of expression with the risks of discrimination and exploitation.

Finally, the speaker highlighted the importance of societies adopting a youth-driven approach to AI policy development, ideally through participatory methods. In this way, young people could actively shape AI's future – from classrooms to parliamentary discussions – mobilising their perspectives into concrete policy actions. The concluding message challenged stakeholders to translate research insights into meaningful change, ensuring that AI development and governance are truly inclusive and responsive to youth concerns.

The AI we would love... Principles and guidelines for meaningful youth participation in AI governance

To engage participants, the session began with an interactive icebreaker, prompting them to imagine the 'AI that they would love'. The facilitator set the stage by acknowledging the growing global demand for ethical AI, referencing various voices advocating for human rights-centred approaches in AI development. The session was introduced as a continuation of the insights provided by Ayça Atabey, with a focus on envisioning a fairer, more just, and transparent AI by identifying 'one magical thing AI could do to improve their lives or the world'.



A few participants shared their reflections, setting an aspirational tone for the discussion. Their responses illustrated how perspectives on this topic can be multifaceted, dynamic and even unpredictable.

Building on this momentum, participants were divided into small groups to collectively reflect on key questions: What does the AI we aspire to look like? What challenges does it address for young people? How might it transform education, work, creativity, and social connections? Over the course of 15-20 minutes, groups engaged in dynamic discussions, refining their ideas into one or two core policy priorities necessary to realise their vision. These priorities were framed

in relation to broader themes such as human rights, democracy, education, climate action, and equality. The session culminated in a collaborative exercise where groups displayed their ideas on flipcharts, allowing participants to engage with each other's contributions through post-it comments. The facilitator synthesised recurring themes, reinforcing that this collective vision would serve as the groundwork for developing concrete policy proposals in the next phase.

Drafting the recommendations and roadmap

A key aspect of the aim and objectives of the consultative meeting was for the experts in attendance to propose measures to address the impact of AI on young people's rights, to inform the Council of Europe's policy and standard-setting documents (e.g. policy guidelines and recommendations) and the programme orientations for the Youth Department. Day two of the consultative meeting was assigned for the experts to discuss and deliberate these recommendations.

Rui Gomes, Youth Department of the Council of Europe

The session began with the speaker providing an overview of the Council of Europe Youth policy framework, starting with a reference to the *2030 Strategy of the Youth Sector*, which serves as a cornerstone for strengthening democratic participation, fostering social cohesion, and ensuring young people's access to rights. By promoting youth engagement in democratic processes, the strategy reinforces the essential role of young people in shaping inclusive, pluralistic societies. It underscores the importance of youth work, education, and policy frameworks that empower young people to become active citizens, counter discrimination, and contribute to peaceful and democratic communities. Through its priorities, the strategy provides a roadmap for addressing contemporary challenges while equipping young people with the tools to influence decision-making and drive meaningful societal change.

The session addressed the **agency of young people** within the framework of the Council of Europe's work, highlighting their role as active contributors to democratic processes rather than passive recipients of policies. Youth agency, in this context, refers to the capacity of young people to influence decisions that shape their lives and communities, ensuring that their voices translate into concrete action. Closely linked to this is the concept of **meaningful youth participation**, which was underlined as a fundamental principle. Participation must go beyond symbolic gestures, providing young people with genuine opportunities to engage in decision-making at all levels. Emphasis was placed on the need for inclusivity and accessibility, ensuring that youth from all backgrounds can contribute to shaping policies and initiatives.

Democracy was presented as a **continuous process of democratisation**, requiring ongoing efforts to make governance more inclusive, representative, and responsive. In this context, **human rights education and education for democratic citizenship** were recognised as essential in equipping young people with the knowledge, skills, and values necessary for active civic engagement. These educational approaches foster critical thinking, an understanding of rights and responsibilities, and a commitment to democratic principles. Additionally, the importance of **intercultural learning and dialogue** was highlighted as a means of fostering mutual understanding, challenging prejudice, and building more cohesive societies. This was linked to broader **peacebuilding efforts**, emphasising the role of dialogue and cooperation in addressing conflicts and promoting social harmony.

The speaker referred to the '(infra)structures' within the Council of Europe dedicated to promoting the work and priorities of the organisations. He emphasised the crucial role of young people in shaping the Youth Department's future engagement with AI. Participants were reminded that their voices and perspectives were essential in guiding the development of future actions, ensuring that youth priorities and concerns are meaningfully reflected in upcoming initiatives.



In this context, the speaker outlined the purpose of creating a comprehensive roadmap through a participatory process, explaining its significance beyond the meeting and how it would inform future policies and actions. To set clear expectations, he also clarified what was meant by 'concrete proposals,' providing illustrative examples to help participants formulate actionable recommendations.

The discussion underscored the importance of a grassroots, bottom-up approach in shaping youth policy, underlining that effective policies must be informed by the realities and experiences of young people themselves. While policy implementation often follows a top-down process, driven by institutional decisions, it was highlighted that youth participation must be embedded from the outset to ensure relevance, sustainability, and impact. The role of local initiatives, youth organisations, and community-driven efforts was particularly stressed, as these provide essential insights into the challenges and needs of young people on the ground. Without this inclusive and participatory foundation, policies risk being disconnected from the lived experiences of those they are meant to serve. The example of Greece was presented as an illustration of this dynamic, highlighting how a member-state, despite not yet officially recognising youth work as a profession and practice, draws on the Council of Europe's definitions and quality standards to shape its approach. This example demonstrated the influence of Council of Europe frameworks in guiding national policy development, particularly in contexts where formal structures are still evolving.

To conclude, participants were invited to reflect on how they could actively contribute to **monitoring the implementation of the roadmap**, ensuring that commitments translate into tangible actions. In their respective groups, they were encouraged to propose mechanisms for accountability and evaluation, reinforcing the need for continuous youth engagement in shaping and overseeing policy outcomes.

Working Groups

Following this introduction, practical information was provided regarding the session's structure. Participants were joined self-selected thematic working groups, each focusing on a specific aspect of AI and youth within the framework of the Council of Europe, with the support of expert resource persons.

- Working Group 1 examined the role of **standards and legal instruments**, including recommendations, guidelines, and conventions.
- Working Group 2 explored **youth policy and youth work** processes.
- Working Group 3 focused on AI's implications within **youth programming**, particularly in education and training.
- Working Group 4 discussed **research and knowledge production**, considering how evidence-based approaches could strengthen AI-related policies for young people.

Each working group included an introduction and overview of the Council of Europe's current programme of work in these areas. Details of the focus and scope of each working group can be found in appendix 3.

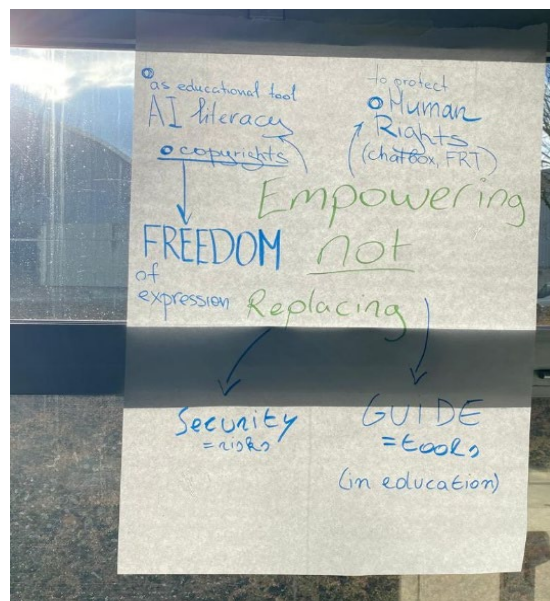
Drawing on their expertise and the input from day one of the consultative meeting, participants were invited to engage in discussions and dialogue, and to work together to formulate concrete proposals and recommendations that the Council of Europe should undertake to respond to the impact of AI on young people and the youth sector.



Presenting in plenary

All working groups were given time to structure their ideas before presenting their outcomes to the wider audience.

The recommendations developed by each working group have been compiled by the Rapporteur and secretariat of the Council of Europe's Youth Department and are presented below.



Recommendations for a Roadmap on AI, young people and youth work

The recommendations developed during the meeting, reflect the aspirations, and expectations that youth experts, youth workers, youth policy makers and youth researchers have of the Council of Europe in its work on AI on young people. The recommendations highlight the issues and proposals that the experts believe should be addressed and prioritised in the Council of Europe's forthcoming programme of work.

The recommendations are intended for decision makers at the Council of Europe - including the [Co-management](#) structure, the [Advisory Council on Youth \(CCJ\)](#), the [European Steering Committee for Youth \(CDEJ\)](#), the [Joint Council on Youth \(CMJ\)](#) and the [Programming Committee on Youth \(CPJ\)](#). Together, the recommendations will inform of a road map with programme and priorities of the Council of Europe's work on AI, young people and youth work.

The analysis of the notes from each working group resulted in six thematic areas:

1. Standards and instruments in the Council of Europe
2. AI experts, networks and collaboration
3. Capacity building for youth organisations
4. Youth worker training, youth programmes and educational activities
5. Youth policy
6. Youth research

The Rapporteur and secretariat of the Council of Europe's Youth Department have sought to consolidate these proposals into clearly defined areas of work with contextual information, an over-arching objective, the recommendations of the working group and expected results.

Throughout the discussions, several cross-cutting principles emerged, reflecting shared concerns about the impact of AI on young people and young people's opportunity to engage in policy-making processes. These cross-cutting principles have been integrated across each of the six thematic areas detailed above. The cross-cutting principles were:

- **Human Rights-based Framework** Discussions emphasised the critical importance of ensuring that the development and deployment of AI technologies uphold the principles of dignity, equality, and non-discrimination. Participants highlighted the potential risks that AI poses to sustaining peaceful and cohesive societies, particularly in relation to diversity and inclusion. They stressed the need for AI policies and practices to be informed by diverse perspectives, ensuring that marginalised and vulnerable groups are not disproportionately affected.
- **Cross Sector and Interdisciplinary Approaches** Experts at the meeting emphasised the need for cross-sector collaboration between public sector, private sector and civil society actors, and from those working across diverse fields such as technology, human rights, and education to ensure that AI tools supported access to human and social rights.
- **Youth Participation and Co-Creation** Experts at the consultative meeting called for greater involvement of young people from diverse backgrounds in the development of AI policies, technologies and in the ongoing review of the impact of AI on societies.

1. Standards and instruments in the Council of Europe

Context and Challenges:

AI policies and broader public policies affecting young people have not fully incorporated the perspectives and needs of young people, particularly those from marginalised backgrounds. Young people are frequently excluded from decision-making processes, yet they are likely to be disproportionately affected by the impact of AI – especially if they are from minority and/or vulnerable communities. Diverse youth perspectives are critical for the development of effective public policy.

Objective:

To ensure that the standards and instruments of the Council of Europe’s work on AI include a youth perspective that reflects the diversity of young people and responds to the needs and concerns of young people and the youth sector.

Actions:

Strengthening monitoring and reporting mechanisms:

- 1.1 Undertake regular and ongoing monitoring and assessment of the effects of AI on young people across member states, including a focus on biases in AI and the impact on marginalised groups, and ensure that these efforts enable young people and youth organisations to report concerns regarding AI’s impact.

Strengthen youth participation in AI governance:

- 1.2 Ensure involvement of diverse young people and youth workers in developing and reviewing the Framework Convention on AI and the work of Council of Europe entities working on AI.
- 1.3 Ensure the involvement of CMJ members as observers at the CDMSI meetings that are held in Strasbourg.
- 1.4 Facilitate structured dialogue between young people and policymakers to integrate youth perspectives in AI regulation.
- 1.5 Facilitate dialogue between private sector and young people to ensure youth perspectives are included in the AI life cycle.

Communications

- 1.6 Create and communicate youth friendly versions of the Framework Convention on AI to the European Youth Sector – to raise awareness about the risks, opportunities and importance of governance for AI.
- 1.7 Produce and communicate clear, concise and engaging insight reports on the impact of AI on democracy and human rights to the European Youth Sector.

Expected outcomes:

- Increased and meaningful youth representation in AI policymaking.

- Inclusive and rights-based youth policies on AI.
- Enhanced awareness of the Framework Convention on AI and the risks of AI to human rights and democracy across the European Youth Sector

2. AI experts, networks and collaboration

Context and challenges:

Many young people and youth practitioners have knowledge, skills and competences related to AI and many have a desire to learn more about the safe and effective use of AI in youth work and with youth organisations, especially in terms of mitigating risks to democracy and human rights. However, the fragmented nature of the youth sector means that learning and dialogue about AI is uneven.

Objective:

As part of a programme of capacity building, education, training and policy work detailed below, the Council of Europe should establish and sustain a community of practitioners and youth organisations who have knowledge, skills, competencies and interest in learning about the safe and effective use of AI in youth work and with youth organisations, in order to foster learning, dialogue and collaboration.

Proposed actions:

- 2.1 Conduct a comprehensive mapping of youth organisations and experts working with AI at national and international levels.
- 2.2 Publish a list of organisations on the Council of Europe youth department website to ensure easier and accessible connections of organisations to each other and to young people.
- 2.3 Hold frequent consultation seminars (at least once per year) among young people, youth organisations and policy makers to ensure mutual levels of knowledge, exchange and campaign development.

Expected outcomes:

- A structured database of youth organisations and experts working on AI.
- Increased collaboration and knowledge-sharing in the youth sector.

3. Capacity building for youth organisations

Context and challenges:

Youth organisations and practitioners engage with AI in diverse ways, with some at the forefront of innovation, leveraging AI for tasks such as financial management, communications, website development, and data analysis. However, AI also presents significant risks, including concerns around data privacy, ethical considerations, and equal access to technology.

The landscape of AI adoption within the European youth sector is varied, with differing levels of awareness, expertise, and resources. While AI offers new opportunities for enhancing youth

work, spaces for youth organisations to exchange experiences, explore emerging tools, and reflect on the ethical implications remain limited, highlighting the need for greater collaboration and structured support.

Objective:

To enhance the capacity of youth organisations and youth workers to use AI safely and effectively.

Proposed actions:

- 3.1 Provide AI Literacy training and capacity building (e.g. workshops, study sessions and training courses) that enables youth organisations and youth workers to learn about AI developments and use AI safely and effectively in their organisations – with a focus on practical AI tools (e.g. for finance, communications, evaluations, etc.) and the ethical and responsible use of AI (e.g. data protection, environmental footprint, prompt refinement).
- 3.2 Create a handbook or resource tools for youth organisations on AI that enables them to keep up to date with best practice AI policy, guidelines, and technological developments.
- 3.3 Establish a pool of consultants / experts that can advise youth organisations about the safe and effective use of AI in their organisations, including a focus on the opportunities and risks.
- 3.4 Encourage the European Youth Foundation (EYF) to support youth organisations through training and capacity-building initiatives on the use of AI.

Expected outcomes

- Increased knowledge, skills and competences on the the safe and effective use of AI amongst youth organisations.

4. Youth worker training, youth programmes and educational activities

Context and challenges:

AI is reshaping society, influencing how young people access information, participate in democratic processes, and interact online. While AI offers opportunities for innovation and engagement, it also raises complex challenges, including misinformation, deepfakes, online manipulation, and shifts in employment and education. Biases in AI present significant risks to minority communities and marginalised young people. Youth work is well placed to respond to these challenges by fostering critical discussions, promoting ethical AI use, and ensuring young people are equipped to navigate an AI-driven world. However, there is a need to further explore how youth work can adapt to and address AI's broader social impacts, including reinforcing offline participation, safeguarding democratic engagement and ensuring that commitments to inclusion and non-discrimination are sustained.

Objective:

Enable youth workers to engage critically with AI, equipping them with the knowledge, skills, and resources to both support young people's engagement with AI in a safe, ethical, and informed manner, and to strengthen the role of youth work and young people in responding to AI's social implications.

Capacity building for youth workers

- 4.1 Provide training for youth workers on AI literacy that complements lifelong learning and democratic citizenship e.g. safe use of AI, critical thinking and AI's relevance to important topics such as human rights, democracy, environment, diversity and equality, education, employment, etc).
- 4.2 Organise a seminar bringing together young people, youth workers, and AI experts to develop guidelines for safe AI use.
- 4.3 Establish a Training of Trainers (ToT) programme to build expertise on AI education and ethical considerations.
- 4.4 Develop a training course on addressing misinformation, deepfakes, and online manipulation for youth workers.
- 4.5 Support youth workers to work with young people on understanding the importance of participation and political engagement.
- 4.6 Sustain the Council of Europe's Human Rights Education programme – providing spaces for young people to learn about, through and for human and social rights.
- 4.7 Encourage the European Youth Foundation (EYF) to support training and capacity-building initiatives that equip youth workers to address AI's impact on political participation and community engagement, ensuring young people can actively engage in both online and offline civic spaces.

Educational resources on AI for youth workers:

- 4.8 Develop a research-informed educational resource manual or handbook and self-learning tools for youth workers to learn about AI. These should cover the technical capacity to use AI tools, the safe use of AI, the importance of ethics and critical thinking, and AI's relevance to important youth work topics such as human rights, democracy, inclusion, equality, environment, employment and education.
- 4.9 Integrate AI-related modules into existing Council of Europe educational resources and publication:
 - Update training manuals such as *Compass*, *Compasito*, *Bookmarks*, *All Different*, *All Equal* to include reference to AI
 - Develop an AI-focused T-Kit and
 - Develop an AI-focused edition of Coyote Magazine
- 4.10 Add digital competences, including AI literacy and safeguards for lifelong competences, within the Council's "Youth Work Essentials".

Incorporate AI into Council of Europe youth activities:

- 4.11 Encourage and support applications for study sessions focused on AI and ensure that the study session programme includes opportunities to learn and discuss AI-related topics, AI literacy and innovation.

- 4.12 Ensure youth activities (study sessions, training courses, etc.) are focused on human rights, democracy, inclusion and other related topics that consider the impact of AI on these agendas.
- 4.13 Support a youth-led campaign on the impact of AI on young peoples' lives (e.g. in line with the 'No Hate Speech' movement).
- 4.14 Encourage intergenerational dialogue and diverse participation in AI-related youth programs.

Expected Outcomes:

- Youth workers and young people trained in AI-related competencies, as well as on democracy and key human rights and social rights issues that may be detrimentally affected by AI.
- Increased AI literacy and critical thinking among youth workers and young people.
- A renewed and strengthened focus on human and social rights education.

5. Youth Policy

Context and challenges

Existing Council of Europe youth policies have yet to comprehensively reference or address the impact of AI on young people and the role of youth work in navigating these changes.

Objective:

Ensure that youth policy standards and support measures reflect and respond to the risks and opportunities that AI poses for young people and that the youth sector is supported to respond to the impact of AI on young people.

Actions:

Policy guidelines and standards:

- 5.1 Review and update Council of Europe youth policy guidelines to incorporate AI-related principles, emphasising inclusion, non-discrimination and democratic values.
- 5.2 Ensure that the Council of Europe youth policy support measures provide assistance and guidance on the impact of artificial intelligence on the lives of young people.
- 5.3 Facilitate intergenerational dialogue and collaboration with sectors outside youth work to integrate AI into broader social and policy discussions.
- 5.4 Develop policy guidelines for youth organisations and practitioners on the responsible use of AI, including safeguards against bias and hate speech.
- 5.5 Communicate AI-related youth policy in a clear, concise, youth-friendly language to reach diverse stakeholders.

Funding environment:

- 5.6 Advocate for dedicated funding streams from public and private funds to support youth projects that promote AI literacy and that address and respond to the impacts of AI on young people.

Expected outcomes:

- Enhanced funding and resources for youth-led AI initiatives.
- Council of Europe's Youth Policy and youth policy standards and support measures include a focus on supporting the youth sector to understand and mitigate the impact of AI on young people's lives.
- National youth policies include a focus on the impact of AI on young people.
- Youth organisations across member states are able to develop AI policies to ensure the safe and effective use of AI.

6. Youth research and knowledge production

Context and challenges:

AI's impact on young people remains under-researched, particularly in areas such as mental health, education, employment, diversity and inclusion. Research often lacks an interdisciplinary approach and insufficiently integrates youth perspectives, resulting in gaps between theory and practice.

Objective:

Promote empirical research, interdisciplinary collaboration, and knowledge-sharing to inform youth policies and practices related to AI.

Actions:

Interdisciplinary research initiatives:

- 6.1 Conduct comparative research on AI's impact on young people, incorporating youth, technological, and human rights perspectives.
- 6.2 Ensure research includes perspectives from young people, youth workers, and policymakers.

Youth-friendly research dissemination:

- 6.3 Translate research findings into accessible formats, including infographics and videos.
- 6.4 Share findings through the central AI education platform and other Council of Europe channels.

Knowledge transfer mechanisms:

- 6.5 Organise annual forums bringing together researchers, policymakers, and youth practitioners.
- 6.6 Develop a research-informed handbook for youth organisations and practitioners.

Monitoring and evaluation:

- 6.7 Establish mechanisms to monitor AI's impact on young people and assess the effectiveness of policies and interventions and use findings to inform future research and policy development.

Expected outcomes:

- Strengthened research on AI's impact on young people.
- Increased collaboration between researchers, policymakers, and youth practitioners.
- Youth-informed research outputs shaping AI-related policies and initiatives.

Next Steps – the Road Map on AI, young people and youth work

The recommendations produced during the consultative meeting will be presented in the form of a Road Map to departments of the Council of Europe that attended supported the meeting and the Council of Europe Youth Department's [Co-management](#) structures, including the [Advisory Council on Youth \(CCJ\)](#), the [European Steering Committee for Youth \(CDEJ\)](#), the [Joint Council on Youth \(CMJ\)](#) and the [Programming Committee on Youth \(CPJ\)](#).

Evaluation and closing

To conclude the session, participants took part in a brief evaluation exercise known as the Statement Game. The facilitator read out a series of statements, prompting participants to physically position themselves in the room according to their level of agreement. Those who strongly agreed moved to the inner circle, while those who disagreed stood in the outer circle, with varying levels of agreement reflected in between.

After each statement, the facilitator invited a few participants to share their perspectives, explaining their reasoning and reflecting on their experiences during the meeting. This interactive format allowed for a dynamic exchange of impressions, highlighting key takeaways, areas of consensus, and differing viewpoints. The exercise provided a structured yet open-ended way for participants to evaluate the discussions, ensuring that their feedback was actively integrated into the closing reflections of the meeting.

Overall, according to their statements, participants left the meeting 'empowered' and 'more confident' in various aspects related to AI and youth work. Many expressed a clearer understanding of artificial intelligence, its implications, and its relevance to youth policy and practice. The consultative process allowed them to deepen their confidence in engaging with AI within the youth work context, equipping them with the knowledge and tools necessary to navigate this evolving field.

Throughout the meeting, participants said that they felt actively engaged, appreciating the opportunity to contribute meaningfully to discussions. The presence of guest speakers enriched the sessions, offering valuable insights that complemented the exchange of ideas among participants. Group discussions were widely regarded as 'productive', 'participatory', and 'inclusive', fostering an environment where diverse perspectives could be shared. Many participants reported feeling comfortable expressing their opinions, thanks to a methodology that balanced structured discussions with open dialogue. This approach ensured that contributions were both heard and valued, reinforcing their confidence in shaping the Youth Department's future work. Additionally, the living and working conditions at the EYCS were seen as conducive to meaningful engagement, further enhancing their overall experience and participation in the meeting.

The meeting closed with the words of Ms Emili Khachatryan, member of the Advisory Council on Youth, who thanked participants for their active participation and insightful contributions. In her closing remarks, the Advisory Council on Youth representative affirmed her commitment to amplifying young people's voices on artificial intelligence within the work of the Council of Europe. She emphasised that the participants' insights and concerns about AI would directly inform ongoing policy discussions, ensuring that young people remain active stakeholders in shaping the Council of Europe's approach to AI development and governance. She expressed particular enthusiasm for the development of the upcoming roadmap, which will synthesise the key outcomes of the consultative meeting. In her capacity as a Council member, she pledged to actively promote these youth-driven recommendations and ensure they receive proper consideration in relevant European policy frameworks.

Key takeaways from the consultative meeting on AI, young people and youth work

A call for AI literacy, meaningful youth participation and ethical governance

Artificial Intelligence (AI) is not a singular, monolithic technology but a spectrum of computational paradigms evolving over decades. Its current manifestations, driven by machine learning and data processing, reflect human-designed structures and limitations rather than autonomous intelligence. While AI systems can produce results that appear sophisticated or even "magical," they fundamentally rely on human-labelled data, statistical correlations, and predefined objectives.

The governance of AI is being shaped by multiple international institutions, including the Council of Europe, the United Nations, the OECD, the European Union, all of which are working on regulatory frameworks to address AI's societal implications. However, these governance efforts have been largely dominated by industry stakeholders, academic institutions, and policymakers, with limited direct engagement from young people and civil society organisations. The lack of youth representation in AI governance is concerning, given that young people are among the most affected by AI-driven transformations. While AI policies and strategies frequently target youth as consumers of technology, their role in shaping AI regulations, ethics, and design processes remains minimal. This underscores the urgent need for mechanisms that integrate youth perspectives into AI governance structures, ensuring that their voices contribute to policy decisions before AI systems are deployed at scale. The Council of Europe has therefore sought to bridge this gap by promoting youth engagement, fostering discussions on AI governance, and advocating for an inclusive, multi-stakeholder approach to policy development.

Overall, the governance of AI demands a global, legally coherent framework that balances technological innovation with the protection of human rights, democracy, and the rule of law. A "technology-neutral" framework might be helpful in ensuring adaptability in the face of continuous advancements, in other words, one that does not favor or target specific technologies but instead sets general principles and guidelines that can be applied across different technological developments. In this context, a **technology-neutral approach** to AI governance means creating legal and ethical rules that remain relevant regardless of how AI evolves. Instead of regulating specific AI models, programming languages, or hardware, the focus should be on broader principles like transparency, accountability, fairness, and human rights, enabling safe and beneficial applications of AI in both public and private sectors. This ensures that regulations can adapt to future advancements without constantly needing to be

rewritten for new technologies. Such an approach avoids laws becoming outdated too quickly and allows innovation while still protecting rights and ethical principles.

The Council of Europe has been playing a crucial role in this governance, setting normative frameworks that guide AI policies while fostering international cooperation and upholding European values. As part of its broader governance efforts, the Council has developed the **Framework Convention on AI**, ensuring a rights-based approach to AI regulation.

AI's impact on democracy and human rights is profound. The deployment of AI in decision-making processes, surveillance, and online discourse can either reinforce or undermine democratic institutions. Misinformation, bias, and the monopolisation of AI technologies by a few powerful actors pose risks to democratic participation and human autonomy. Safeguarding democratic principles requires clear ethical guidelines, oversight, and mechanisms for redress when AI-driven decisions negatively impact fundamental rights.

Risk management in AI development is paramount. Effective oversight necessitates systematic risk and impact assessments, along with enforceable safeguards. The ability to contest AI-driven decisions, access meaningful explanations, and seek redress is crucial for preserving human autonomy and fundamental rights.

Energy consumption and resource allocation for AI development present pressing geopolitical and environmental challenges. The exponential growth of AI models is contingent on vast computational power, raising concerns about sustainability and accessibility. Addressing these issues requires strategic policymaking, international cooperation, and investments in energy-efficient AI architectures.

Bias in AI remains a critical concern, as models inherently reflect societal prejudices present in their training data. Ensuring fairness in AI decision-making necessitates robust mitigation strategies, ethical oversight, and inclusive participation in AI development. Additionally, AI-driven content moderation, misinformation detection, and speech regulation must strike a careful balance between protecting democratic discourse and preventing harmful manipulation.

Young people are key agents of change in the AI landscape. As digital natives, they engage with AI daily, shaping its use in social, educational, and professional contexts. However, their role must extend beyond passive consumption to active participation in AI governance. Strengthening AI literacy among young people is vital to fostering informed engagement with digital technologies and empowering them to advocate for ethical AI development. By equipping youth with critical skills and opportunities to contribute to AI policies, they can play a pivotal role in ensuring that AI aligns with democratic values and social justice.

AI's influence on the youth sector is undeniable, offering both promising opportunities and serious risks. Ensuring that young people are not merely passive consumers of AI but active participants in its governance is crucial for upholding democracy, human rights, and social justice. As AI continues to evolve, embedding youth voices in regulatory and ethical decision-making processes will be essential to creating a future where technology serves all members of society equitably.

Appendix 1 – Knowledge sharing

✦ This isn't a typical 'further reading' section. This list is a participatory collection born from the energy of the meeting itself. It is youth-friendly, just like the discussions that inspired it, and it reflects the voices of both experts and participants who shared their favourite reads. Think of it as a living, breathing snapshot of the ideas that sparked curiosity and connection during the event. Whether you're diving into a book referenced by an expert or exploring a report recommended by a fellow participant, this list is your invitation to keep the conversation going—long after the meeting has ended.

'Side conversations, big ideas': The participant-powered reading list

Beyond the formal discussions and plenary sessions, some of the most intriguing ideas often emerge in the quieter moments—over coffee breaks, shared lunches, or casual conversations before the session begins. This reading list is a testament to those spontaneous exchanges, featuring books and reports suggested by participants both inside and outside the main agenda. These recommendations, whispered over espresso or scribbled on post-it notes and napkins, reflect the collective curiosity and intellectual generosity of the group. Consider this list a curated snapshot of the ideas that sparked interest, debate, and inspiration when the microphones were off but the thinking was very much on.

For Beginners

- **"Artificial Intelligence: A Guide for Thinking Humans"** – Melanie Mitchell
A clear and accessible introduction to AI, explaining its possibilities and limitations.
- **"The AI Generation: Shaping Our Future with Artificial Intelligence"** – Matthew Dirk
Explores AI's impact on young people, education, and future career prospects.
- **"Rebooting AI: Building Artificial Intelligence We Can Trust"** – Gary Marcus & Ernest Davis
A beginner-friendly critique of AI's current limitations and ethical challenges.
- **"Raising Humans in a Digital World: Helping Kids Build a Healthy Relationship with Technology"** – Diana Graber
Discusses AI's role in children's digital experiences and how to navigate it responsibly.
- **Reports by UNICEF on AI and Children**
(*E.g., "Policy Guidance on AI for Children"*) – Available for free online, these reports examine AI's influence on children's rights and safety.

For Advanced Readers

- **"Overskill; The Decline of Technology in Modern Civilisation"** – Eugene S. Schwarz
Explores how overreliance on technology can erode human values, create environmental degradation, and ultimately undermine the very civilisation it seeks to advance.
- **"Weapons of Math Destruction: How Big Data Increases Inequality and Threatens Democracy"** – Cathy O'Neil
A deep dive into algorithmic bias and how AI can negatively impact marginalised communities, including young people.
- **"The Alignment Problem: Machine Learning and Human Values"** – Brian Christian
Explores the ethical dilemmas of AI, focusing on its real-world consequences for individuals and society.
- **"Youth and Artificial Intelligence: Where Ethics and Policy Meet"** – Council of Europe Publications
Addresses policy frameworks and the ethical concerns of AI's impact on young people.
- **"Artificial Intelligence Ethics and Child Rights"** – Various Authors (UNESCO, Council of Europe)
A policy-focused exploration of AI's implications for children and youth rights.

- **Scholarly Articles on AI Bias, Education, and Youth Advocacy**
(E.g., articles from the Journal of Artificial Intelligence Research and the AI & Society Journal).

The 'curated shelf': Inspired by the experts

The experts who joined this meeting did not just bring their own brilliance to the table – they also brought with them a wealth of knowledge shaped by the works that have influenced, challenged, or inspired them. This list captures the books, reports, and resources they referenced, recommended, or were subtly channelling throughout the discussion. Think of it as a backstage glimpse into the intellectual toolkit of those who led the conversation. Whether directly cited or quietly woven into their insights, these materials offer a deeper understanding of the ideas that shaped their perspectives—and, in turn, the dialogue itself.

Legal Affairs, Human Rights, and AI Governance (Guillem Cano-Palomares, Hristijan Koneski)

"Artificial Intelligence and Human Rights" – European Court of Human Rights Report
A detailed analysis of AI's impact on fundamental rights, with legal precedents from the European Court.

"Council of Europe Framework Convention on Artificial Intelligence and Human Rights, Democracy, and the Rule of Law"
A foundational document on AI regulation within the Council of Europe legal framework.

Gender Equality and AI (Cecile Greboval)

"Gender Equality and Artificial Intelligence" – Council of Europe Report
A policy-driven analysis of how AI systems reinforce gender biases and strategies for equality.

"The Gender Dimension of Artificial Intelligence" – European Parliament Study
Examines AI's impact on gender discrimination, employment, and policy development.

"Invisible Women: Data Bias in a World Designed for Men" – Caroline Criado Perez
A crucial text on how AI and data systems are designed with gender bias, affecting policies and technology.

AI, Hate Speech, and Hate Crime (Sara Haapalainen)

"Hate Speech and AI: Regulation and Human Rights" – Council of Europe Publication
Examines legal and policy measures to regulate AI-driven hate speech moderation.

"The Council of Europe Recommendation on Combating Hate Speech"
Provides guidelines on AI's role in monitoring and regulating hate speech within democratic societies.

"Disrupting Hate Online: AI and Automated Content Moderation" – European Digital Rights (EDRi)
Critically assesses AI's effectiveness in tackling online hate speech and its inherent biases.

Media, Freedom of Expression, and AI (Giulia Lucchese, Marius Jitea)

"AI and Freedom of Expression: Impacts, Risks, and Opportunities" – European Audiovisual Observatory Report
Discusses AI's influence on free speech, digital platforms, and journalistic integrity.

"Threats to Freedom of Expression: AI, Media, and Disinformation" – Council of Europe Publication
Analyses AI's role in disinformation campaigns and its effect on democratic discourse.

"The Age of Surveillance Capitalism" – Shoshana Zuboff
A broader perspective on AI's role in media manipulation and information control.

"SLAPPs and Democracy: The Impact of Strategic Lawsuits Against Public Participation" – Council of Europe
Explores the role of AI in facilitating disinformation, SLAPPs, and the suppression of free expression.

Digital Development, AI in Education, and Transformation (Albina Ovcearenco, Benedita Santos Silva)

"AI in Education: Promises and Implications for Teaching and Learning" – UNESCO
Analyses AI's impact on education, youth participation, and digital literacy.

"Human + Machine: Reimagining Work in the Age of AI" – Paul R. Daugherty & H. James Wilson
Explores AI's role in reshaping work, learning, and youth employment.

"Council of Europe Strategy for the Rights of the Child (2022-2027)"
A crucial document outlining AI-related risks and opportunities for young people in digital education.

"Digital Citizenship Education: Policy Guidelines" – Council of Europe
Guidelines on youth engagement with AI in education and civic participation.

Research in Youth Participation, Policy, and AI (László Milutinovits)

"Youth Participation in Internet Governance" – EU-CoE Youth Partnership
Examines how AI governance affects youth digital rights and engagement.

"AI and Young People: Challenges and Opportunities" – EU-CoE Youth Partnership
A collaborative policy paper exploring AI's societal impact from a youth perspective.

"Insights into artificial intelligence and its impact on the youth sector" – EU-CoE Youth Partnership. Based on the studies "Shapers & Shakers – Young people's voices in the world of Artificial Intelligence" by Veronica Stefan and "Automating Youth Work: youth workers views on AI" by Alicja Pawluczuk, which can be found on the website of the Youth Partnership.

"Artificial Intelligence and its Impact on Young People" – Council of Europe Youth Department
A report linking AI developments with youth rights, participation, and ethical concerns.



Appendix 2 – The Council of Europe’s Framework Convention at a glance 🔍

Key Features

- ✓ **Global Scope:** Open to non- Council of Europe member states, including observer states (Canada, Japan, Holy See, Mexico, USA) and key partners (Australia, Argentina, Costa Rica, Israel, Peru, Uruguay).
- ✓ **Legal Complementarity:** Reinforces existing international human rights, democracy, and rule of law standards while addressing emerging legal gaps due to rapid technological advancements.
- ✓ **Technology Neutrality:** Ensures that principles remain adaptable over time without regulating specific technologies.

Scope and Application

Broad Coverage: Applicable to both public and private sectors with limited exceptions (e.g., national security, research and development).

Fundamental Principles

The Convention establishes essential principles to guide AI governance:

- ❖ Human Dignity & Individual Autonomy
- ❖ Equality & Non-Discrimination
- ❖ Privacy & Data Protection
- ❖ Transparency & Oversight
- ❖ Accountability & Responsibility
- ❖ Safe Innovation & Reliability

Procedural Rights and Remedies

- **Right to Information:** Individuals must have access to relevant documentation regarding AI systems and their usage to contest AI-driven decisions.
- **Access to Remedies:** Affected individuals should be able to lodge complaints with competent authorities.
- **AI Interaction Disclosure:** Users must be notified when they are interacting with an AI system.

Risk and Impact Management

- **Mandatory Risk & Impact Assessments:** AI actors must conduct continuous evaluations of AI systems’ impact on human rights, democracy, and the rule of law.
- **Preventive & Mitigation Measures:** Authorities may impose bans or moratoria on AI applications posing unacceptable risks ("red lines").

HUDERIA Initiative: A non-binding instrument to support the Convention with detailed risk and impact assessment guidelines.

Appendix 3 – Thematic Working Groups: Background and Scope

Working group 1: Standards and instruments in the Council of Europe

The Council of Europe has long been at the forefront of establishing legal and ethical standards to safeguard human rights, democracy, and the rule of law through a series of recommendations, declarations and guidelines.

The Council of Europe's Framework Convention on Artificial Intelligence was adopted by the Committee of Ministers of the Council of Europe on 17 May 2024, becoming the first-ever internationally legally binding treaty on AI. The Framework Convention was designed to ensure that AI upholds common standards in human rights, democracy and the rule of law, and to minimise the risk of those rights and principles being undermined as a result of the use of AI. It sets out a legal framework that covers the entire lifecycle of AI systems and addresses the risks they may pose while promoting responsible innovation.

The Committee of Ministers of the Council of Europe tasked its Committee on Artificial Intelligence (CAI), with 'maintaining a transversal approach' and establishing a focus on the impact of AI as a 'cross-cutting priority'. Most Council of Europe committees, intergovernmental bodies and specialised bodies, as well as its monitoring structures, are considering the impact of AI on their field of activity. The Council of Europe & Artificial Intelligence provides an overview of the standards and instruments that the Council of Europe has developed across its wide mandate.

During the consultative meeting representatives from the Parliamentary Assembly; Office of the Commissioner for Human Rights; Hate Speech, Hate Crime and Artificial Intelligence; Freedom of Expression; the Steering Committee on Media and Information Society (CDMSI); the Secretariat of the Committee on Artificial Intelligence; Digital Transformation; and Higher and further Education, met and engaged in dialogue with the youth experts, framing a discussion about how a youth perspective can continue be incorporated into the Standards and instruments in the Council of Europe.

This working group focussed on these Council of Europe instruments and on ensuring how a youth perspective could continue to be central to the development, implementation and ongoing review of Committee of Ministers (CM) Recommendations, Guidelines, and Conventions

Working group 2: Youth policy and youth work processes

Youth Policy

Youth policy and youth work are central to the Council of Europe's commitment to empowering young people as active citizens in democratic societies. Through its co-managements system, the youth policy of the Council of Europe supports youth participation, enabling young people and youth organisations and governments to have an equal say in decision making on programme priorities and activities.

The Youth Policy Unit of the Council of Europe's Youth Department promotes and supports the development of state youth policies through a series of standards and a programme of multilateral and bilateral support measures for ministries, public administrations and policy makers.

Youth Work

In 2017, the Council of Europe adopted Recommendation CM/Rec(2017)4 on youth Work, the first Europe-wide policy document specifically addressing youth work.

The Council of Europe's Youth Department has developed the Council of Europe Youth Work Portfolio for youth leaders and youth workers, which aims to identify, assess and record the competences of youth leaders and youth workers, as well as to set learning objectives and development goals. The Youth Partnership of the European Commission and the Council of Europe works on promoting, developing, and strengthening quality youth work and the social, political, and formal recognition of its contribution to youth participation and social inclusion of young people.

The youth policy and youth work, working group examined how AI impacts youth policy development and youth work practices, particularly in fostering participation, inclusion, and critical engagement. It considered how AI can both support and challenge youth NGOs, youth work processes and how youth policy needs to adapt to the age of AI.

Working Group 3: Youth programme, including Education and Training activities

The European Youth Centres (EYCs) in Strasbourg and Budapest are international training and meeting centres with residential facilities, that host most of the youth sector's activities. The Education, Training and Cooperation Division includes an advisory team giving educational and technical assistance in preparing, running and following up activities, many of which are delivered in partnership with youth NGOs from across member states.

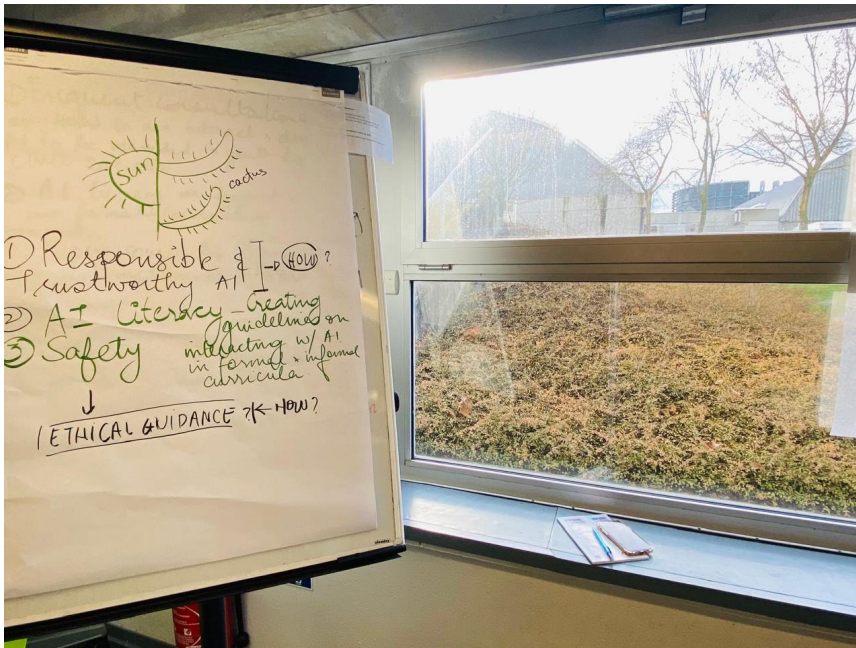
The Education, Training and Cooperation Division delivers and coordinates an extensive range of human rights- and social rights-focussed training courses, long-term projects, seminars, forums and study sessions, using non-formal and participatory educational approaches. The division is responsible for developing educational resources that are used by youth workers, human rights educators and trainers across the world.

This working group focussed on the Council of Europe's youth programmes and educational programme. It considered how the Council of Europe should address the risks and opportunities AI presents to young people and the youth sector through educational and training activities and the development of educational resources for youth practitioners.

Working Group 4: Research and knowledge production

Research and knowledge production are essential for understanding the complex interplay between AI and young people. This working group emphasised the Council of Europe's role in fostering evidence-based policies and practices by supporting interdisciplinary research on AI's impact on youth. It explored topics such as the ethical implications of AI, its influence on youth behaviour and well-being, and the role of young people as co-creators of knowledge. By aligning with the Council of Europe's commitment to innovation and human rights, this group aims to bridge the gap between research and policy, ensuring that young people's voices and experiences are central to shaping the future of AI.

Scope: This working group focussed on the Council of Europe's youth research, identifying needs and opportunities to understand the impact of AI on young people, democracy and human rights and to identify ways in which research could inform the policy and programme of the Council of Europe.



Appendix 4 – List of participants

PARTICIPANTS

Albania / Albanie

Jon KOLA

[National Youth Congress](#)

Irla PIRRA

[Young European Socialists](#)

Armenia / Arménie

Emilia TER-HOVHANNISYAN

[Federation of Youth Clubs of Armenia \(FYCA\)](#)

Azerbaijan / Azerbaïdjan

Fatima HUSEYNOVA

World Azerbaijani Youth Organization

Belgium / Belgique

Daniele SABATO

[Organising Bureau of European School Student Unions \(OBESSU\)](#)

Jorren ALMEY

[Flemish Youth Council \(Vlaamse Jeugdraad\)](#)

Czechia / Tchéquie

Anastasiia VLASENKO

Ukrainian Recovery Youth Global Initiative (URYGI-Europe) - [Brave Generation](#)

Estonia / Estonie

Niharika SINGHAL

[Free Software Foundation Europe](#)

Finland / Finlande

Elina PERÄNEN

[Into](#) - Association for Outreach Youth Work and Workshop

Activities

France

Giovanni CERBONI

[CONNECT International](#)

Germany / Allemagne

Julia SIEBER

[World Association of Girl Guides and Girl Scouts \(WAGGGS\)](#)

Ireland / Irlande

Leo GALVIN

[National Youth Council of Ireland \(NYCI\)](#)

Lithuania / Lituanie

Konstantinas REČKOVAS

[Ukrainian Youth Association "ZORIA"](#)

Malta / Malte

Simon SCHEMBRI

[Aġenzija Żgħażaġh](#)

Morocco / Maroc

Yassine CHAGH

[The International Lesbian, Gay, Bisexual, Transgender, Queer & Intersex Youth and Student Organisation \(IGLYO\)](#)

Romania / Roumanie

Elina ROTARU [Young Delegate, Congress of Local and Regional Authorities](#)

Serbia / Serbie

Anja ZLATOVIC [Cooperation and Development Network Eastern Europe \(CDN\)](#)
Emir RUJEVIC [Youth Office of the Municipality of Sjenica](#)
Jelena MILOSEVIC [Ministry of Tourism and Youth](#)

Spain / Espagne

Irene ADÁN SÁNCHEZ-INFANTES [Spanish Institute for Youth \(INJUVE\)](#)
Francesc ALMENDROS VILADERRAMS [Youth & Environment Europe](#)

Switzerland / Suisse

Whitney GRAY [Digital Transformations for Health Lab](#)

CONSULTANTS AND LECTURERS

Ayça ATABEY	Lecturer
Ron SALAJ	Lecturer
Veronica STEFAN	Lecturer
Ilkka TUOMI	Lecturer
Mary DROSOPOULOS	Rapporteur

COUNCIL OF EUROPE

Advisory Council on Youth (CCJ)

Maurizio CUTTIN	Vice-Chair, British Youth Council
Emili KHACHATRYAN	Member, Youth Development Centre of Armenia
Zia PERKO ROGELJ	Member, Connect International (<i>apologised</i>)

Office of the Commissioner for Human Rights

Hristijan KONESKI

Parliamentary Assembly

Guillem CANO-PALOMARES	Parliamentary Assembly - Committee on Legal Affairs and Human Rights - Committee on the Election of Judges to the European Court of Human Rights
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Digital Governance and Sport Department

Albina OVCEARENCO	Digital Development, Secretariat of the Committee on Artificial Intelligence
Vadim PAK	Digital Development, Secretariat of the Committee on Artificial Intelligence

Department of Democratic Institutions and Freedoms

Giulia LUCCHESI Freedom of Expression

Marius JITEA Youth Rapporteur of the Steering Committee on Media and Information Society (CDMSI) and Member of the Committee of Experts on the Impacts of Generative Artificial Intelligence for Freedom of Expression (MSI-AI)

Department of Human Dignity and Gender Equality

Cecile GREBOVAL Gender Equality Division

Education Department

Benedita SANTOS SILVA Digital Transformation

Anti-Discrimination Department

Sara HAAPALAINEN Hate Speech, Hate Crime and Artificial Intelligence

Youth Department

Tobias FLESSENKEMPER Head of Department

Marius SCHLAGETER Policy Advisor, Youth Policy Division

Rui GOMES Head of Division Education, Training and Co-operation

John MUIR Educational Advisor

Anna ARANZHII Programme Manager

Olena CHERNYKH Senior Project Officer

Ambre MULLER Programme Assistant

Susana LUCAS PEREZ Trainee

Appendix 5 – Programme

Tuesday, 21 January

Arrival and registration of participants at the European Youth Centre

19:00 Dinner

Wednesday, 22 January

08:00 Registration of participants

09:30 Welcome and opening of the meeting

Introduction of the participants

Welcome addresses by

- TOBIAS FLESSENKEMPER, Head of the Youth Department
- MAURIZIO CUTTIN, Advisory Council on Youth, Vice-Chair

Expected results, programme and working methods of the meeting

Confidence on Artificial Intelligence – a quick introduction

10:45 Break

11:15 Truths and myths about AI and young people, with Dr. ILKKA TUOMI, Chief Scientist, Meaning Processing Ltd. (Finland)

12:45 Lunch

14:30 Insights into AI and its Impact on the Youth Sector, by VERONICA STEFAN

Introduction to the Council of Europe Framework Convention on Artificial Intelligence and Human Rights, Democracy and the Rule of Law and its relevance for young people, by VADIM PAK, Department of Digital Governance and Sport

16:00 Break

16:30 AI, Young People and Youth Work – Perspectives from the European youth sector and the Council of Europe

- Perspectives from youth organisations (presentations)
- Work of the Council of Europe on AI and its relationship with young people and youth work (world café format):
 - Guillem CANO-PALOMARES, Parliamentary Assembly
 - Hristijan KONESKI, Office of the Commissioner for Human Rights
 - Cecile GREBOVAL, Gender Equality Division
 - Sara HAAPALAINEN, Hate Speech, Hate Crime and Artificial Intelligence
 - Giulia LUCCHESI, Freedom of Expression
 - Marius JITEA, Member of the Steering Committee on Media and Information Society (CDMSI)
 - Albina OVCEARENCO, Secretariat of the Committee on Artificial Intelligence

- Benedita SANTOS SILVA, Digital Transformation and Higher and further Education

18:15 Conclusions and closing of the day

18:30 Reception

Thursday, 23 January

09:30 Introduction of the day

09:45 Insights on AI and young people: the current state of the art, with AYÇA ATABEY, PhD Candidate, Edinburgh University

10:05 *The AI we would love...* Principles and guidelines for meaningful youth participation in AI governance

10:45 Break

11:15 Proposals for a road map (and youth perspective) on Artificial Intelligence and youth:

- Standards and instruments in the Council of Europe (e.g. CM Recommendation/s)
- Youth policy and youth work processes
- Youth programme, including Education and Training activities
- Research and knowledge production

12:45 Lunch

14:15 Proposals for a road map (and youth perspective) on Artificial Intelligence and youth cont.d

16:00 Break

16:30 Presentation and summing of proposals

18:00 Debriefing and closing of the meeting

Closing words by Emili KHACHATRYAN, member of the Advisory Council on Youth

Friday, 24 January

Departure of participants

ABOUT THE CONSULTATIVE MEETING

The consultative meeting will bring together experts and practitioners in youth policy and AI matters, including youth work and human rights education practitioners, with the aim to develop a shared understanding of the impact of AI on young people's rights and to propose measures to address them through youth policy and youth work. Specifically, the meeting is expected to:

- Explore and review the potential benefits and risks of AI on young people and the ecosystem of youth work and youth policy in Europe;
- Identify principles and guidelines to address those risks through youth policy and youth work and to ensure that AI benefits are accessible and relevant to all young people within the principles of the Framework Convention on Artificial Intelligence and Human Rights, Democracy and the Rule of Law;
- Propose measures and instruments to reflect those principles and guidelines in policy and standard-setting documents (e.g. policy guidelines and recommendations) as well as in programme orientations for the Youth Department, including the education and training programme of the European Youth Centre and the European Youth Foundation.

The consultative meeting will bring together some 20 experts and practitioners, representing the main stakeholders involved in Artificial Intelligence, youth policy and youth work in the Council of Europe, including:

- Members of the Advisory Council on Youth and of the European Steering Committee for Youth;
- Youth organisations and other civil society actors;
- Researchers and experts on Artificial Intelligence and young people;
- Other Council of Europe sectors active in Artificial Intelligence and concerned by the scope of the Consultative Meeting.