

DIGITAL PARTICIPATION TOOLS

FOR YOUTH ENGAGEMENT IN LOCAL GOVERNANCE



DYPALL

DEVELOPING YOUTH PARTICIPATION
AT LOCAL LEVEL

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INTRODUCTION



"Young people in Europe spend an increasing amount of their time, consuming digital media and technology...These can provide a place for young people to learn, to share their experiences, to exchange their views, to have fun with their friends and to actively participate in society"

(Developing digital youth work - Policy recommendations, training needs and good practice examples for youth workers and decision-makers: expert group set up under the European Union Work Plan for Youth for 2016-2018)

Enabling youth participation with digital tools is mentioned as one of the innovative practices in youth work in the Publication of the European Commission quoted above. Digital tools can be used to support the already existing structures and processes of youth participation or incentivize e-participation in online environments or a combination of both that can be complementary.

Although some work has already been done in exploring digital youth work in Europe and e-participation in general, there is still not enough systematised information about digital tools for youth participation in decision-making processes in particular.

Therefore, a European consortium led by DYPALL Network has decided to conduct this Study on digital participation tools for youth engagement in local governance in order to collect practice examples of digital tools that strengthen youth participation in decision-making processes at the local level. These tools and practices were gathered from around Europe, with a particular focus on the countries of the project consortium, Belgium, Italy, Portugal and Slovenia, and are meant to serve as a resource for youth workers, organisations and municipalities in their work on fostering local youth participation.

This Study is a part of a long-term project "Digital Participation Tools for Youth Engagement in Local Governance" implemented from 2020-2022 by DYPALL Network in cooperation with ARS for the progress of people (Belgium), GISHUB - GIScience for Humanity Urban Space and Biosphere (Italy). Tree company (Belgium) and Zavod institute za elektronsko participacijo - INePA (Slovenia), funded by Erasmus + programme through Portuguese National Agency. We would like to thank all the organisations and municipalities whose tools and practices are presented in the Study.

DIGITAL TOOLS & PRACTICES

for youth engagement in
local governance



MIRAMAP COLLABORATIVE PLATFORM

About the tool

MiraMap is a collaborative platform, which connects citizens, the public administration, associations and other realities present in the area for the care of public space and urban regeneration. It is an online web application, developed in JavaScript and usable through a browser (desktop or mobile). The MiraMap project is now part of the actions of the AxTo call (Actions for the Turin suburbs_asse 5.02), supported by the Network of Neighborhood Houses, by the Circumscriptions and in collaboration with the Municipality of Turin. Through 3 categories (urban furniture, green areas, collective spaces) the Public Administration and the associations will make the initiatives and services they promote visible to citizens on the map, encouraging the care of public space and promoting social inclusion and active participation.



Links

<https://www.miramap.it/>



Name

PROGETTO MIRAMAP

Place

Torino, Italy

Duration

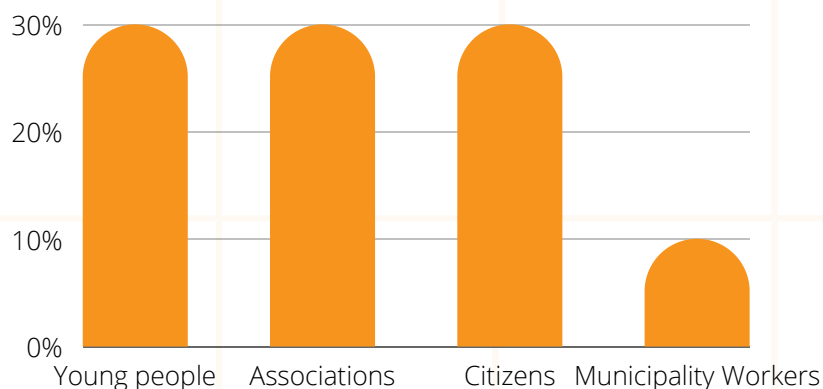
2015 - 2020

Organization

City of Torino - TorinoGiovani - Department of Youth Policies

Participants


1000



Contribution to involving young people in decision-making processes

All the actions, promoted by the bodies involved, allow citizens to participate in urban regeneration actions in the city, generating positive effects on the community and encouraging active citizenship, focusing particularly on young people (digital natives) and senior citizens (over 65, digital divide), thanks to inter-generational exchange actions.

Impact



Thanks to the inter-generational exchange of actions, the citizens are not only involved in actively participating in urban regeneration actions in the city, but also fostering a common sense of living and understanding throughout all the ages.

The activities fall into the following macro-themes and are declined according to the categories (green areas, collective spaces, street furniture): rediscovery of the territory, maintenance, self-construction, shared care of spaces, reuse.

In the districts, the associations have seen a direct involvement of young people and the development of some ad hoc projects.

Challenges



The main challenges were the involvement of participants in the whole project, the lower participation in the follow-up activities and the unequal success of the different projects at the local level.



Links

<https://www.miramap.it/>

ZOOM, JAMBOARD, MIRO, MENTIMETER

About the tools

Zoom: video conferencing tool with many possibilities for interaction.

Jamboard & Miro: digital whiteboards that allows the whole group to work together simultaneously. It is suitable for brainstorming and mind maps, but also for visualizing and classifying information. They are also very suitable for collaborating on projects.

Mentimeter: free, online, fun and interactive presentation tool that allows presenters to quickly (and accurately) gather audience responses.

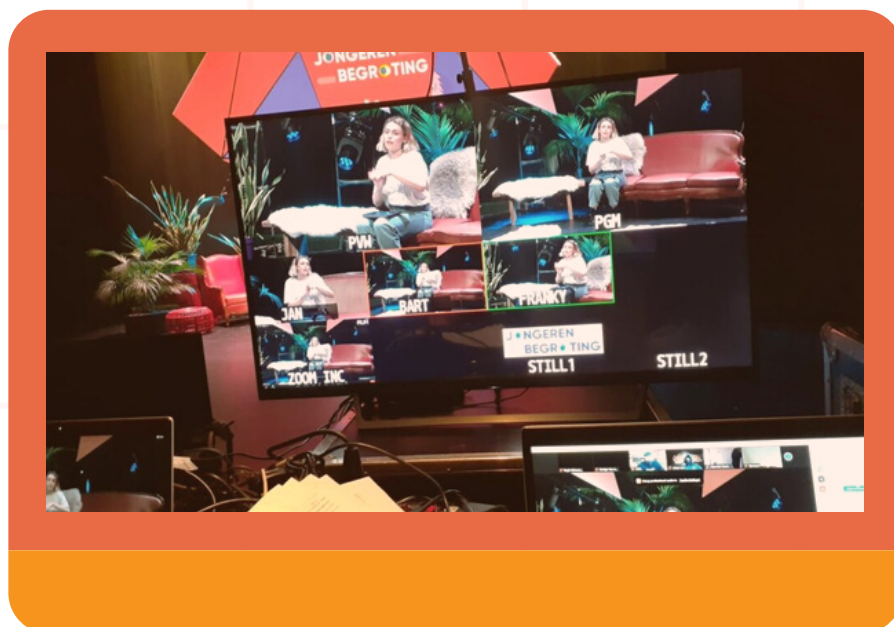
Links

<https://zoom.us>

<https://jamboard.google.com/>

<https://www.mentimeter.com/>

<https://miro.com/>



Name**PARTICIPATORY BUDGETING****Place**

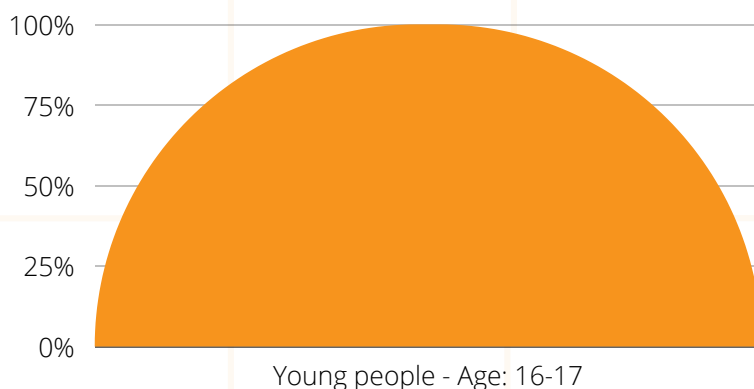
Municipality of Sint-Niklaas, Belgium

Duration

2021

Organization

Municipality of Sint-Niklaas

Participants**Contribution to involving young people in decision-making processes**

In April and May 2021, the city of Sint-Niklaas organized a youth budget for and by youth. The challenge? To come up with solutions that can strengthen the mental well-being of young people. The stakes? €20,000 for the realization of their solution(s). 55 5th-year students from 11 different schools in Sint-Niklaas were selected and given a golden ticket. For the selection, there was extra attention to diversity (different fields of study, gender, background...).

Impact



Because of COVID-19, the students had to meet online. The chosen meeting tool was Zoom because of its flexibility. To get to know each other it was used the built-in poll function, which allows the host to respond to the answers of the young people. Zoom also allows organized breakout rooms, where young people could get to know each other in eight small groups and work out their ideas.

Miro: In each of the eight breakout rooms, Miro was used. Young people could work out their idea together remotely and visually. They got a template with different steps to follow. The tool is a bit more complex, but the digital skills of the young people allowed this perfectly. As a result, every group had developed its idea.

Mentimeter: The online voting within this group of 55 young people was organized with Mentimeter. The participants voted in the first round for their two favorite ideas. In the final round, a winner was chosen from two finalists.

Challenges

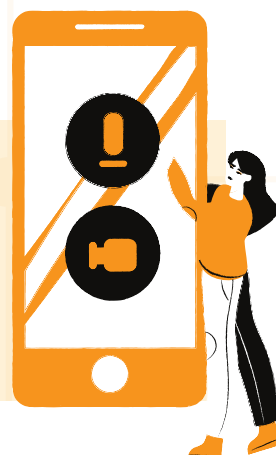


The city of Sint-Niklaas entered into dialogue with the 55 young people, but due to the corona pandemic, this had to be done entirely online, which requires as much preparation as a live event. To not organize another dull online meeting, Sint-Niklaas worked with a central 'studio setting', where the host and guest met in real life. That footage was streamed to the zoom meeting. This way, the dynamic was different than in a normal online meeting; however, it had many technical challenges. As an organizer, it is important to know in advance what the tools can and cannot do. Zoom and Mentimeter are accessible to users, while Miro requires more digital knowledge.

Links

Blogpost: <https://treecompany.be/projecten/online-burgerbegroting-jongeren-sint-niklaas/>

Project: <https://jongerenbegroting.com/>



Name

MUNICIPALITY YOUTH PLAN

Place

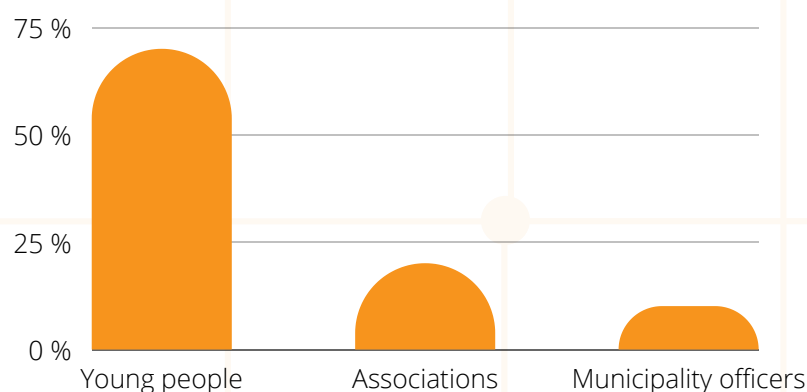
Guimarães, Portugal

Duration

2 years

Organization

Guimarães Municipality

Participants**Contribution to involving young people in decision-making processes**

The creation of the Municipal plan for the youth of Guimarães is a process of young people creating a youth strategy to be implemented with young people. This strategy thus contributes to the definition of public policies for youth in Guimarães, which has been ignored in the previous years.

Impact



To create suitable public youth policies, all proposals for projects and programs in the next two years are the result of listening to young people's vision of the municipality. Young people in this process mostly interacted with a pool of youth facilitators. The facilitators in turn interacted with the plan's coordination team and technical staff from the municipality, councilors, youth work organizations, and a group of experts in the youth field.

Challenges



The biggest challenge was the advent of COVID-19 and the consequent necessity to adapt the facilitation of the sessions to an online **setting**. We felt that the young people were already very overloaded with online sessions, which may not have been beneficial to running more sessions. In terms of the face-to-face sessions, it was necessary to re-adapt the length in order to fit into the school's timetable.

Links

<https://www.cm-guimaraes.pt/>



BPART PARTICIPATION PLATFORM & SURVEYTOOL CHECKMARKET

About the tools

Bpart is an online participation platform with both informative and interactive modules aimed to inform and involve citizens and other stakeholders in the (local) policy. It has no limit in terms of several users.

CheckMarket offers a platform that allows making online questionnaires quickly and easily.



Dit zijn de ingezonden voorstellen

De KLINK

Simpel, kort, herkenbaar. De KLINK opent niet alleen deuren, maar is tevens de K-

D'Oetvlucht

Alle activiteiten zullen een goede reden, of uitvlucht zijn om naar het jeugdhuis te

De Bok

Bok = dialectwoord voor bier + verwijzing naar de Bokkeriegers die in de 18e eeuw

Links

Bpart platform: <https://bpart.be/>
<https://treecompany.be/>

CheckMarket: <https://www.checkmarket.com/>



Name

YOUTH CENTRE SEEKS NAME

Place

Kinrooi, Belgium

Duration

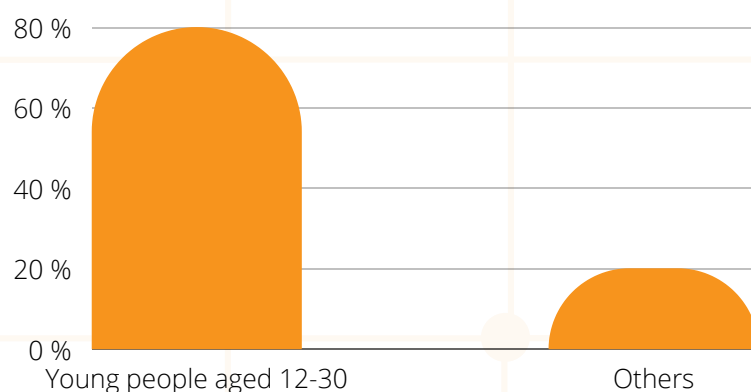
March - June 2021

Organization

The local council of Kinrooi

Participants

120

**Contribution to involving young people in decision-making processes**

In this process, the participation platform was used to inform the residents of Kinrooi about the youth center, and to create interaction around the name and logo for the youth center.

In the first phase, everyone older than 12 years old could propose a name for the youth center. After that, the municipality made a shortlist of 3 names. In the second phase, young people from 12 - 30 could cast their vote. A winner was chosen!

Moreover, everyone could propose a logo for the youth center. The municipality made a shortlist of 3 logos, giving the opportunity to young people from 12 - 30 years old to vote for their favourite one.

Impact



Through this participation process, young people themselves could decide the name and logo for their youth center. This makes them more involved and heard in local governance.



Challenges



The challenge was to keep the and high quality input, meanwhile keeping a low threshold for participation. It was also challenging to get young people to use the platform.

Links

<https://kinrooimeemaken.be/jeugdhuis/>



Name

OUTDOOR FUN - POPULATION SURVEY TOWARDS CHILD AND YOUTH FRIENDLY PUBLIC SPACES

Place

Sint-Truiden, Belgium

Duration

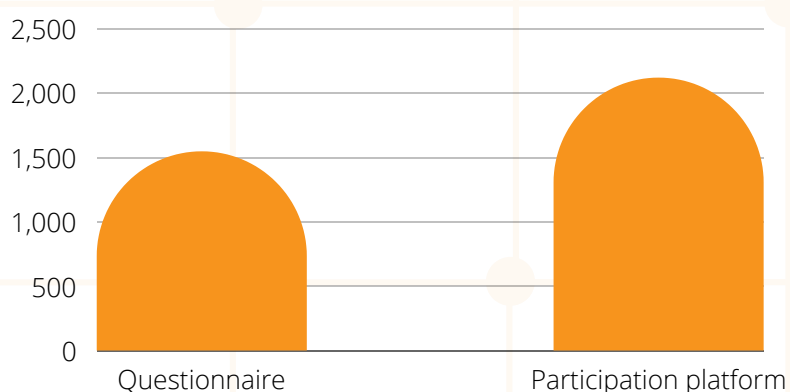
September 2017 - March 2018

Organization

City Council of Sint-Truiden

Participants

3661



Contribution to involving young people in decision-making processes

The questionnaire was used to gather specific information and indicators:

- Satisfaction with the neighborhood, playgrounds, and the urban area in general;
- The opinion of children (0-15 years) and adults (16 years and older);
- The knowledge, use, and evaluation of the playgrounds in the city and detecting gaps and expectations in the recreational offer and the filling in of the public open space in the city;
- Sociodemographic data.

The participation platform was used to collect ideas, proposals, and needs for the future: What needs to happen for Sint-Truiden to be a real child- and youth-friendly city?

Impact



All residents received an invitation letter, an open link was provided on the city's communication channels, mail addresses were given by residents to various city departments, and primary school children received a letter in their schoolbag for their parents asking them to complete the questionnaire, together with their children. The data were weighted to be representative of gender and age for the city of Sint-truiden, based on the most recent data of the FPS Economy. Questionnaires were developed separately for children up to 15 years of age and residents over 15 years of age.

Deze ideeën werden reeds gegeven

populair recent laatst actief

| | | |
|---|---|--|
| <p>wachtbekken Bevingen</p> <p>ontdekplek wachtbekken Bevingen</p> <p>Een ontdekplaats voor kinderen. Een plek waar kinderen de...</p> <p>Jolanda P</p> <p>♥ 89 < 5 🗨 9</p> <p>Stem op dit idee lees meer</p> | <p>Burchtje/Burchtje 2</p> <p>Buitenprettafel Chiro Brustem/School De Boomhut (Brustem) 0-6 jaar</p> <p>Vooraf speelhuizen</p> <p>Remco S</p> <p>♥ 97 < 0 🗨 1</p> <p>Stem op dit idee lees meer</p> | <p>Burchtje/Burchtje 2</p> <p>Buitenprettafel Chiro Brustem/School De Boomhut (Brustem) 6-12 jaar</p> <p>Remco S</p> <p>♥ 87 < 2 🗨 0</p> <p>Stem op dit idee lees meer</p> |
| <p>Burchtje/Burchtje 2</p> <p>Buitenprettafel Chiro Brustem/School De Boomhut (Brustem) 12-18 jaar</p> <p>Remco S</p> <p>♥ 84 < 1 🗨 0</p> <p>Stem op dit idee lees meer</p> | <p>Buitenprettafel Chiro Brustem/School De Boomhut (Brustem) elders in Sint-Truiden</p> <p>-Geocatching afgestemd op jeugd/kinderen -Blotenvoeten...</p> <p>Remco S</p> <p>♥ 77 < 0 🗨 0</p> <p>Stem op dit idee lees meer</p> | <p>'Squarke' Ontmoetingsplekje</p> <p>Van een verloren pleintje een ontmoetingsplek maken voor...</p> <p>Karel L</p> <p>♥ 40 < 0 🗨 1</p> <p>Stem op dit idee lees meer</p> |

Challenges



The main challenges were reaching the younger kids and actively involve people. In order to overcome it, it was needed an intense and comprehensive communication campaign.

INTERACTIVE SURVEY (SURVEY WITH IMMEDIATE FEEDBACK) - VAA

About the tool

VAA is an interactive survey that aims to:

- collect opinions from citizens;
- inform in an interactive way;
- create awareness of problems and challenges;
- provide immediate feedback (result) based on the answers given in the survey;
- recruit for the next steps in the process.



Name**EDUCATIONAL VOTING TEST FOR YOUNG PEOPLE****Place**

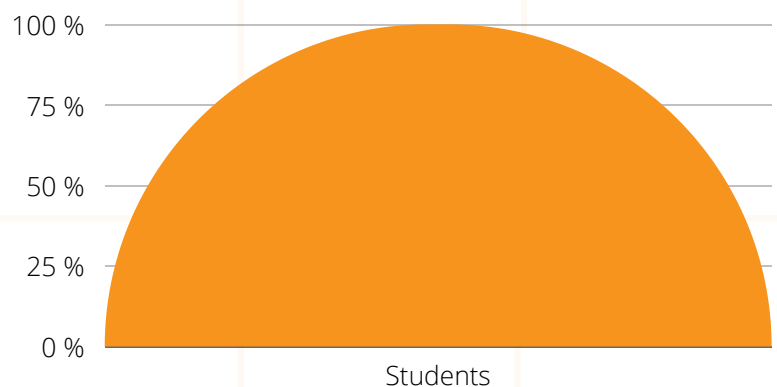
Belgium

Duration

2019

Organization

The Flemish Parliament

Participants**Contribution to involving young people in decision-making processes**

The Educational Vote Test compares the user's political views with those of the parliamentary parties by means of 35 statements. In this way, it is possible to find out which parties are closely related to everyone's personal convictions and which are furthest away from them. The voting test offers a substantive insight into the party-political landscape.

Impact



The Educational Vote Test informs young people about the political landscape, cultivates citizenship and allows them to think independently about their own opinions.



Challenges



A challenge in interactive testing is to interpret the result correctly. Also, the questions need to be picked and formulated in a considerate way.

Links

Blogpost: <https://treecompany.be/educatieve-stemtest-voor-jongeren/>



BUILD-IT

About the tool

Via a 3D simulation, the Build-it tool allows citizens to make choices in the public space: how we move around, where we place renewable energy sources, etc. When making their choices, citizens also immediately discover the impact on the public space.



Links

<https://treecompany.be/build-it-interactieve-simulatie/>



Name**EDUBOX MOBILITY****Place**

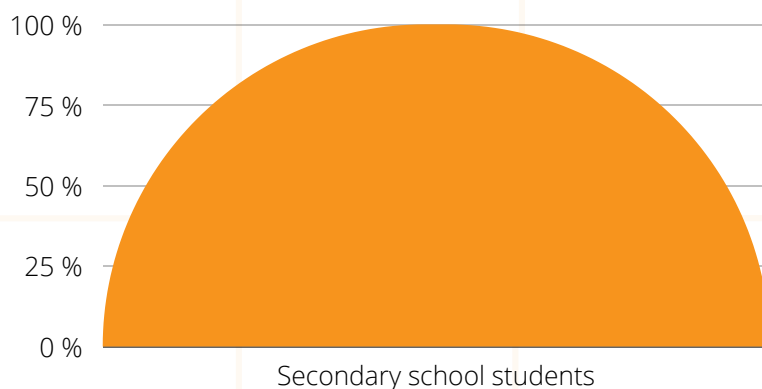
Belgium

Duration

since 2020

Organization

VRT (Flemish Radio and Television)

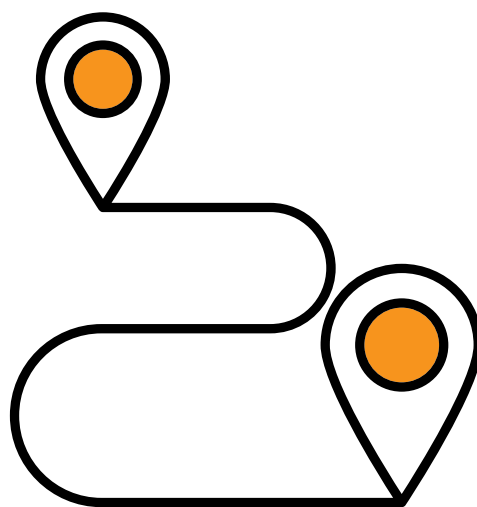
Participants**Contribution to involving young people in decision-making processes**

The students learn more about the specific causes of traffic problems in Flanders, what the government is doing about them and which are the possible (future) solutions. Afterward, they can compile their mobility mix in a fictitious city, testing their choices and raising their awareness about the accessibility of the different spaces. Will they give cyclists and pedestrians plenty of space, will public transport be given priority or is the car king of the city?

Impact



The EDUbox Mobility is a ready-to-use teaching package in which students take a closer look at the impact of their movements. They also learn more about the specific causes of traffic problems in Flanders, what the government is doing about them and which are the possible (future) solutions. Afterward, they put themselves in the shoes of policymakers and have to get a fictitious city mobile in a simulator developed especially for this EDUbox. In the end, the students thought again about their mobility within 10 years.



Challenges



To create an intuitive tool for users, and visually attractive for young people.

Links

News article: <https://www.vrt.be/nl/over-de-vrt/nieuws/2020/11/25/edubox-mobiliteit-helpt-jongeren-kiezen-voor-duurzame-ontknoping/>

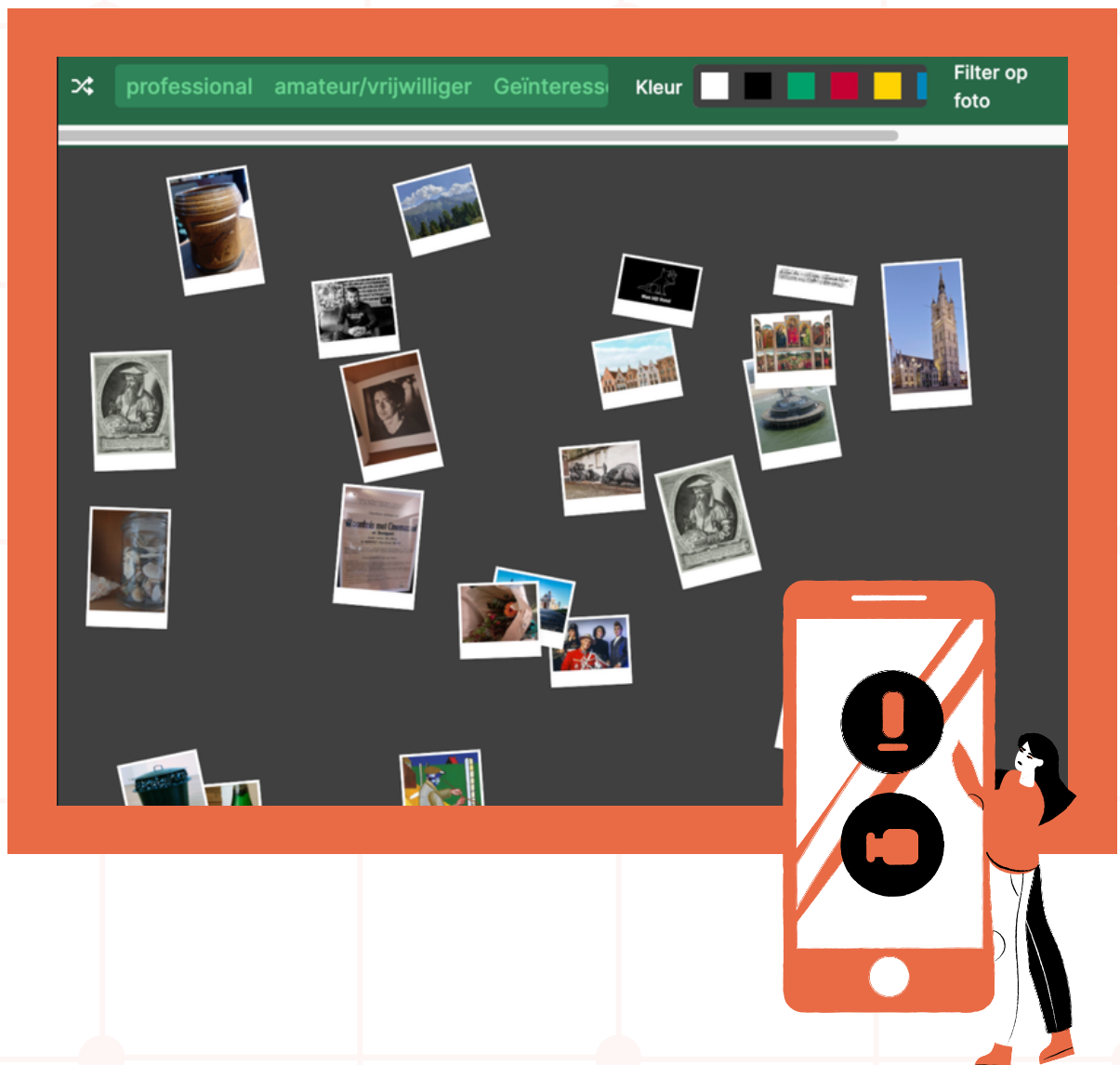
Educational package:
<https://www.vrt.be/nl/edubox/catalogus/#mobiliteit>

PHOTO-BOX

About the tool

With the photo-box, students surf to the Reflector platform where they can choose their group. Within this group, there are pre-set questions they can answer using photos or images. These photos are all collected on a group photo board. The teacher/organizer can use this board to filter and analyze. It is possible to:

- Drag and drop to arrange them;
- Shuffle the photos;
- Filter them according to the student's choice (e.g. gender for culture or hobby for identity);
- Enlarge based on the prominence of color.



Name

EDUBOX CULTURE, AN EXPANDED VIEW OF THE WORLD

Place

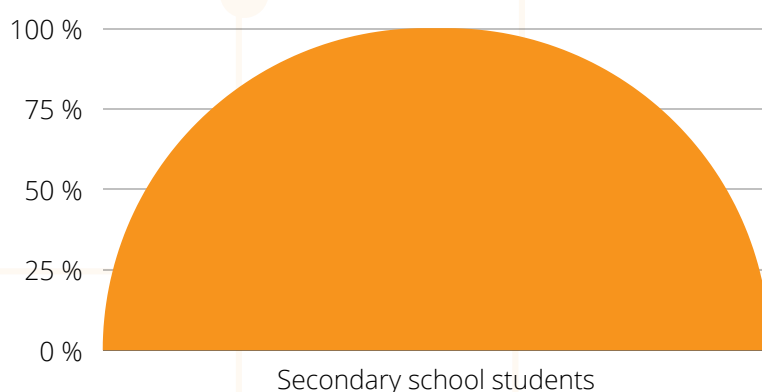
Belgium

Duration

since 2020

Organization

VRT (Flemish Radio and Television)

Participants

Contribution to involving young people in decision-making processes

Sending a snap, sharing Instastories, or taking a new selfie: visual language is the language of youth. Young people are used to expressing themselves in images. That is why a tool has been developed especially for this EDUbox, to make young people look at the world with awareness. In a photo app, young people take part in challenges. The photos that the students take for the challenges illustrate how differently everyone looks at the world. Our view is partly determined by aspects such as our home situation, background, religion, and surroundings. Place and time provide a certain frame of reference and our unique perspective on the world.

Impact



The 'EDUbox Culture, an expanded view of the world, aims to support teachers and cultural-educational organizations in getting young people to think about cultural awareness: the way they and others view the world. The EDUbox also lets students discover how cultural expression and cultural experience lead to greater mutual understanding.

The tool can be used for multiple purposes because of the easy adaptability of the questions to address other issues or topics; for example, it is possible to gather photos of what a skatepark or playground could look like.



CULTUUR

**EEN VERRUIMENDE
BLIK OP DE WERELD**



Challenges



The biggest challenge to overcome was how to ban pictures that have inappropriate content.

Links

News article: <https://www.vrt.be/nl/over-de-vrt/nieuws/2021/03/23/edubox-cultuur-stimuleert-culturele-vaardigheden/>

Educational package:
<https://www.vrt.be/nl/edubox/catalogus/#cultuur>

DIGITAL PARTICIPATORY BUDGETING

About the tool

The tool includes information about the youth participatory budgeting process, eligible proposals, results and time frame. Two online forms for submitting proposals for the budget and registering for e-voting are available as a part of the platform. The e-voting takes place in a separate voting application. On a voting day, the individualized password to access the voting application is sent to the registered voter's e-mail address. Each eligible voter can cast 3 votes (one vote for one proposal).

The digital tool enables young people to take part in participatory budgeting in a way that is similar to their practices and experiences with using digital platforms. The digital tool also enables the conduct of the voting phase in the event of a COVID-19 epidemic that presents a risk to the health of voters.

Links

<https://mladapobuda.si/>

<https://www.instagram.com/mladapobuda/>



Name

DIGITAL PARTICIPATORY BUDGET FOR YOUTH PROJECTS IN TOLMIN MUNICIPALITY (MLADA POBUDA - THE YOUTH INITIATIVE)

Place

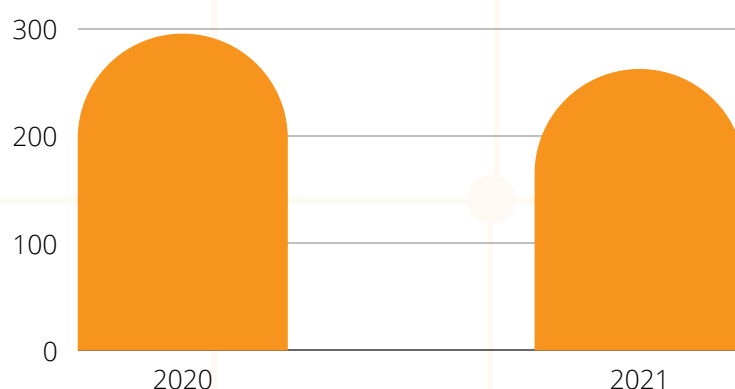
Tolmin, Slovenia

Duration

2020 - 2022

Organization

Tolmin municipality

Participants

Contribution to involving young people in decision-making processes

The practice enabled young people to participate in the allocation of budget funds intended for the financing of youth projects in the municipality in the total amount of EUR 20,000. Young people had the opportunity to submit their initiatives and ideas for sports, educational and cultural programs/events or small infrastructure projects addressing youth needs in the local environment

Impact



During the selection phase, young people voted for their three favorite project proposals, and the municipality of Tolmin then implements the projects with the most votes received. As a part of the first execution of the digital youth participatory budgeting in 2020, 8 proposals out of 28 eligible proposals were selected. Each of them had between 500 and 3.000 EUR financing. During the second iteration of the digital youth participatory budgeting in 2021, 16 proposals met the requirement for the vote and 8 proposals were selected with the highest number of votes, together amounting to the EUR 20,000 budget available.

Challenges



The main challenge for the youth participatory budgeting was the COVID-19 situation which put several limitations on the deliberative aspects of the process. Young people were confronted with many restrictions in exercising face-to-face to preparation, discussion and finalization of the projects to be voted on. Therefore, the local municipality of Tolmin invested a lot of effort in promoting youth participatory budgeting and engaging young people via local secondary school, local youth organisations and social media (Facebook, Instagram and YouTube). During both participatory budgeting processes in 2020 and 2021, local communities with greater social cohesion (established practices of youth involvement) were more successful in mobilizing young voters. However, many young people were not motivated to engage in participatory budgeting. The main challenge for potential continuation of participatory budget for youth projects is how to increase the involvement of young people in proposing and voting for budget proposals. The successful realization of the voted proposal and involvement of young people who proposed them, can contribute to this. Also, more emphasis on the importance of youth participation and involvement in local environment in general is needed. Extensive promotion and advertisement of the youth participatory budgeting was crucial for the success and visibility of the project.

Links

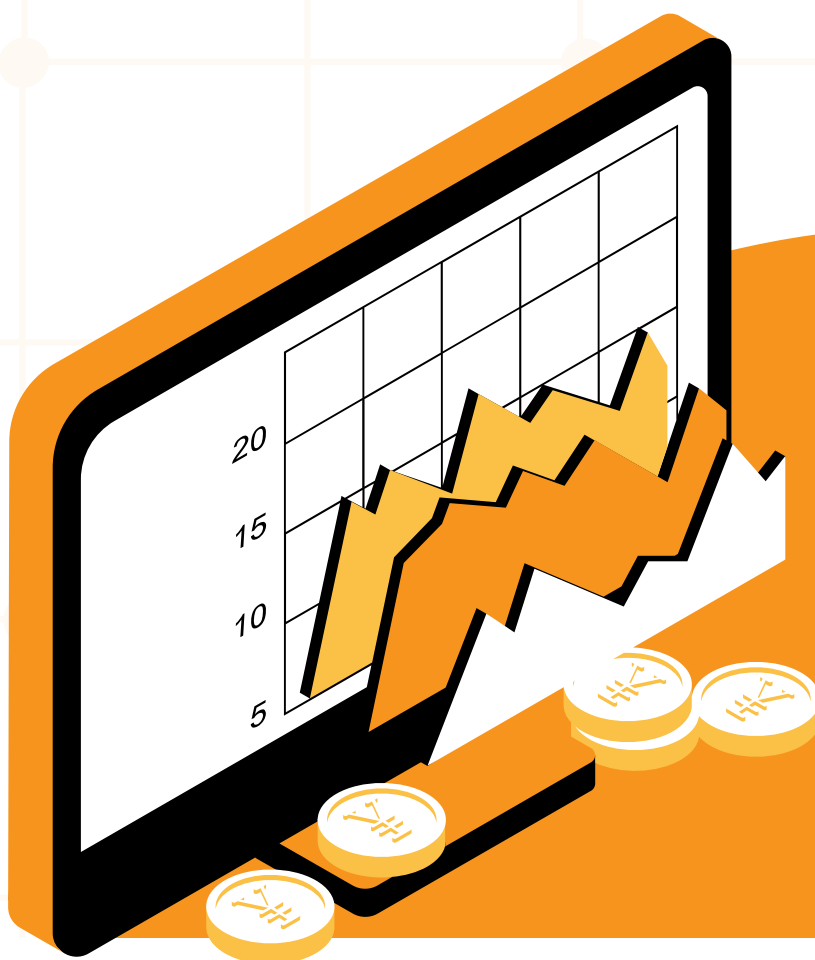
Local municipality:

<https://www.tolmin.si/objava/308712>

Social media:

<https://www.youtube.com/watch?v=beEYsA5CN2I>

<https://www.facebook.com/kizej/videos/mladapobuda/995240647643897/>



E-PETITION

About the tool

The tool is a free, flexible, and easy-to-use platform for creating online petitions. The author of the petition fills in the petition form with the name and the text of the petition. The petition can be shared via Facebook, other social media, and e-mail. The platform supports community building around petition by posting notices regularly to keep signatories informed of what has happened since the start of the petition and what follows. After signing the petition with the name, surname, and e-mail, the signatories can share their arguments for supporting the petition. Signatures collected on paper can be added to an online petition. The petition platform also enables translation in different languages and website integration. The statistic for each petition is providing data on the number of signatures per day and per location (town).

Links

<https://www.peticija.online/>



Name

INITIATIVE TO PROVIDE EMPTY HOUSING TO
YOUNG PEOPLE IN MARIBOR (E-PETITION)

Place

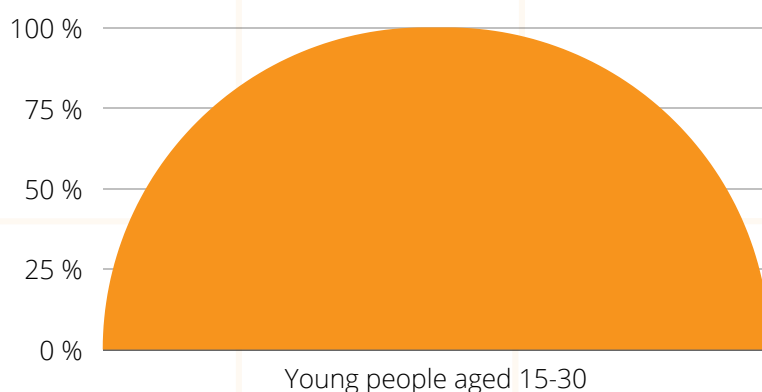
Maribor, Slovenia

Duration

2017 - 2018

Organization

City Youth Council of Maribor

Participants

Contribution to involving young people in decision-making processes

The digital tool was used to raise awareness about the housing problem of young people in Maribor and to gather support for the solution suggested. The online petition informed the public and media about the topic and enabled young people to express their support. The digital tool was used to generate a public pressure by the City Youth Council Maribor on the City municipality of Maribor, which was the decision-maker responsible for the housing problem of young people.

Impact



E-petition presented part of the advocacy campaign of City Youth Council Maribor (CYCM) addressing the declining number of young people in the Municipality of Maribor. The CYCM identified young people's housing problem as one of the key factors having a significant impact on whether young people decision stay in the city or migrate to other localities. Also, as many as 80-85% of young people in Slovenia lived with their parents, which is at the top among the countries of the European Union. The advocacy campaign targeted the Municipality of Maribor to find solutions for the housing problem of young people. City Youth Council Maribor proposed that the 50 empty apartments owned by the Municipality of Maribor intended for the sale on real estate market are transferred to the public inter-municipal non-profit housing fund, which would make them available to young people, couples, and families through a special public call. CYCM launched an advocacy campaign including a press conference, online petition, mass media appearance, and symbolic camping with tents in Maribor city center square. Young people supporting the campaign were able to sign the online petition which was delivered to the Mayor of the Municipality of Maribor.

Challenges



The online petition was mainly disseminated via Facebook. Due to a relatively low number of signatures, the campaign activated a limited number of young people in Maribor. The young people are a very diverse social group using different strategies to tackle the housing problem. Perhaps the solution suggested by the City Youth Council Maribor was not attractive enough for the young people to massively identify themselves with the campaign.

Links

<https://www.facebook.com/mladina.maribor/posts/692172977654664>

<https://mariborinfo.com/novica/lokalno/foto-mladi-mariborcani-potrebujejo-stalce/141040>

INFORMED PARTICIPATION APP & WEBPAGE

About the tool

The mobile app and web page Smart voice of NGOs were used by youth NGOs in Kamnik municipality to submit an initiative for supporting these latter in their action at the local level. The proposal was submitted via the web page, through online forms, and published on the Smart voice Facebook profile. Before being published, the content of the proposal was validated by the platform moderator. The proposal stated that youth organizations faced some difficulties in organizing and implementing activities for several children and young people from the municipality. The Regional hub for NGOs provided advocacy support for the proposal by organizing a live event between youth NGOs representatives, the candidate for the Kamnik mayor's office, and the municipality department of social affairs. The newly elected mayor of Kamnik presented a solution to buy out a suitable location for the NGOs center. Thanks to this tool, the municipality also continued to support youth NGOs by co-financing their programs and projects.

Links

<https://pametniglas.nvo.si/oddane-pobude-1/c/0/i/27581154/status-zakljuceno-pobuda-nvo-skatepark-kamnik-dnevna-soba-ohranimo-dejavnosti-v-njih>

<https://www.facebook.com/443534539483899/photos/a.466899977147355/470720376765315/>



Name

SMART VOICE OF NGOS – THE INITIATIVE FOR SUPPORTING YOUTH NGOS PREMISES IN KAMNIK

Place

Kamnik, Slovenia

Duration

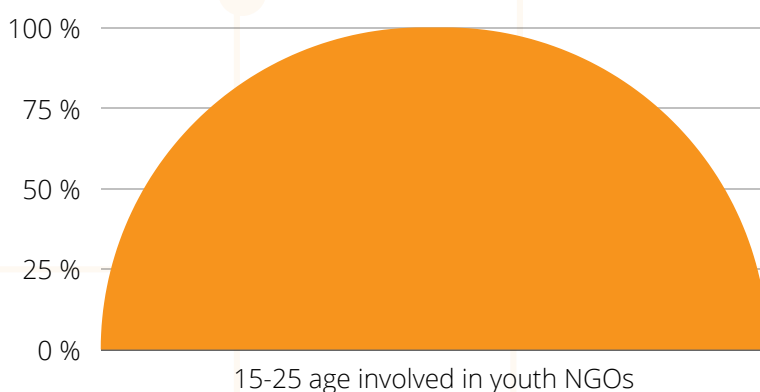
2018 - 2019

Organization

Regional hub for NGO (Consulta), local Youth NGOs and Kamnik municipality

Participants

30



Contribution to involving young people in decision-making processes

Residents (young people and others) and NGOs used the Smart voice as a tool for creating proposals or initiatives and submitting them to the Regional hub for NGOs. The proposals were relating to the resident's needs and the initiatives were addressing issues relating to local Ngo's development, support, and capacity building. The special feature of the tool was an open data section displaying official data about the current state of NGO sector development at the local level and comparing Ngo's development in different local municipalities. The data enabled residents and NGOs to create a case study for their proposals in order to be more effective during the advocacy process.

Impact



The purpose of the Smart Voice of Non-Governmental Organizations tool was to strengthen civic dialogue at the local level by encouraging the population to actively participate in the formulation of local policies. Local residents (young people and others) and NGOs used the Smart voice as a tool for creating proposals or initiatives and submitting them to the Regional hub for NGOs. The proposals were relating to the local residents' needs and the initiatives were addressing issues relating to local NGOs development, support, and capacity building. Therefore, the Regional hub, once evaluated the proposal submitted, communicated with the local decision-makers and provided advocacy support to local residents and NGOs in decision-making process. The final aim of advocacy support was to implement local resident's and NGOs proposals or initiatives as projects and policies in the municipality plan.

Challenges



The main challenge was a relatively low level of usage of the platform by local residents and NGOs because of limited interest in local development. Also, the different stakeholder were used to communicate mostly through face-to-face meetings and events. The possibility of digital participation is only one among other available channels used by NGOs and residents to engage in civic dialogue at the local level.

Links

<https://pametniglas.nvo.si>

<https://pametniglas.nvo.si/oddane-pobude-1/c/0/i/27581154/status-zakljuceno-pobuda-nvo-skatepark-kamnik-dnevna-soba-ohranimo-dejavnosti-v-njih>

<https://www.facebook.com/Pametni-glas-NVO-443534539483899/>



OPIN PLATFORM

About the tool

The Opin platform is a tool that aims to foster digital youth participation by supplying interested users with useful solutions in the field.



Links

<https://opin.me/sl/projects/strategija-za-mlade-obcine-lukovica/>.



Name

ON-LINE CONSULTATION ON YOUTH STRATEGY

Place

Lukovica, Slovenia

Duration

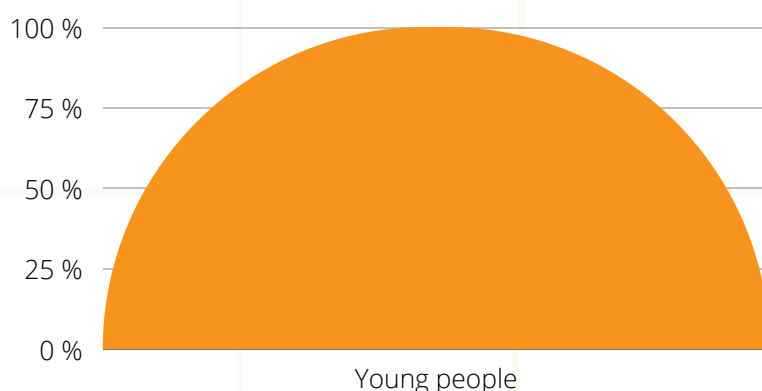
2017 - ongoing

Organization

Youth club STIK, Regional NGO Hub

Participants

14 - 29 years old

**Contribution to involving young people in decision-making processes**

The e-consultation is used for collecting ideas and proposals from youngsters in order to shape the youth strategy of Lukovica municipality and to include them into the strategic document as a part of the decision-making process.

Impact



During the first e-consultation phase in 2017, participants provided ideas on education, youth employment, housing issues of young people, youth mobility, leisure, sports and culture, information, health, and well-being of young people that should be included in youth strategy. In total, 24 contributions were provided as a part of e-consultation. All the ideas were forwarded to the Municipal Council of Lukovica; however, they were not implemented. In August 2020, the process was reactivated by the Youth club STIK and Regional NGO hub. For this purpose, an e-survey was used aiming to identify the starting points for the preparation of a youth strategy relating sports, culture, employment, mobility, and digitalization. In addition, a face-to-face consultation event was organized by the Youth club STIK and Regional NGO hub on 21st September 2021. The event aimed to review the results of the e-survey and identify priority areas that were most important to young people with the help of moderated discussions. In 2022, Youth club STIK and Regional NGO strategy are continuing the processes of shaping a youth strategy in which the Municipality of Lukovica is also involved.

Challenges



The main challenge is the relative low participation of young people on the municipality.

Links

<https://www.facebook.com/mkstik/posts/578182946181267>

<https://sticisce-sredisce.si/mladi-v-lukovici/>

<https://domzalec.si/aktualno/anketa-mladi-v-obcini-lukovica/>



FUTURA TRENTO

About the tool

Futura Trento is a platform that enables people to propose ideas for improving the city by offering their commitment in shape new initiatives or contributing in improve structures and services already existing.



Links

<https://www.futuratrento.it/cos-e>

Name

FUTURA TRENTO

Place

Trento, Italy

Duration

1 year

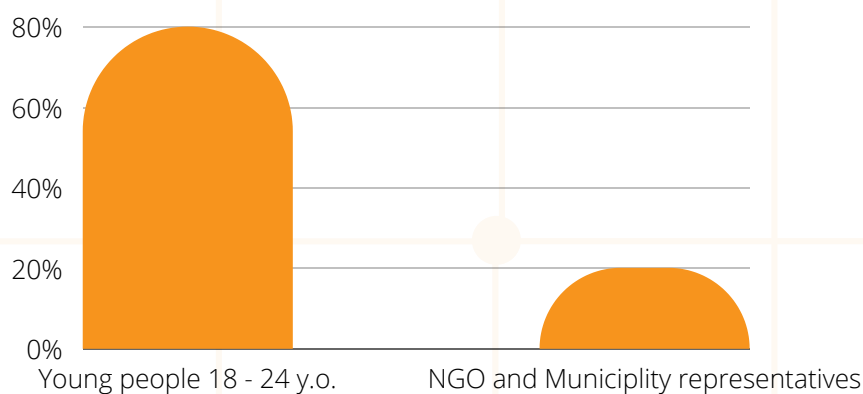
Organization

Trento Municipality

Participants



250



Contribution to involving young people in decision-making processes

People who cared about the city got involved by participating and proposing ideas to increase the quality of public spaces and consequently the socio-cultural well-being of the city of Trento.

Impact



The most significant impact of the practice is that young people became co-responsible in the implementation of environmental sustainability measures and in taking charge of some urban spaces, through youthful forms of expression linked to art and sport.

Young people were stimulated to get involved in order to become aware of their own potential, enhancing their skills and making them available to the entire community, including institutions.

The practice empowered youngsters to re-imagine the urban context, re-appropriate urban spaces and propose a new vision of them. They legitimated virtuous forms of belonging and participation, of social innovation and territorial regeneration, and tried to build an alternative and design a future in which the right to the city, understood as a common space of solidarity relations, is guaranteed to all.

The practice included not only the online tool but also a dense programme of events - coffee debates, video interviews, social salons - in order to stimulate a participatory reflection with young people and on the spaces of the city. One of the practical outcome from this practice is the renovation of the Skatepark in the municipality of Trento.

Challenges



The main challenge was the real commitment of the youngsters in effectively taking care and responsibility for the Skatepark.

Links

<https://www.futuratrento.it/cos-e>

[https://www.comune.trento.it/Aree-](https://www.comune.trento.it/Aree-tematiche/Beni-comuni/Tutte-le-iniziative/Futura-Trento-I-giovani-si-prendono-cura-di-spazi-urbani-Il-bello-ci-salvera)

[tematiche/Beni-comuni/Tutte-le-iniziative/Futura-Trento-I-giovani-si-prendono-cura-di-spazi-urbani-Il-bello-ci-salvera](https://www.comune.trento.it/Aree-tematiche/Beni-comuni/Tutte-le-iniziative/Futura-Trento-I-giovani-si-prendono-cura-di-spazi-urbani-Il-bello-ci-salvera)



GEOCITIZEN PLATFORM

About the tool

Geocitizen is a web platform with a GEO-Web structure that works as a social network. It allows participants to write on a noticeboard about good practices, problems, questions, or ideas regarding a specific topic. The particularity of this GEO-Web social network is that each point has geographical coordinates, which means that it is georeferenced and consequently visible on a map.

When the participants add their contribution to the platform, the proposal is shown on the map through a representative icon; by clicking on this icon any user can observe the elaborated proposal, comment on it or support it through voting. The comment function allows the creation of discussions by comparing and exchanging ideas about the enhancement and management of a previously mapped green area. In addition, the platform allows local administrative staff to engage directly with citizens on current issues.



Links

https://app.geocitizen.org/lup_padova

Name**LIVING URBAN PARKS****Place**

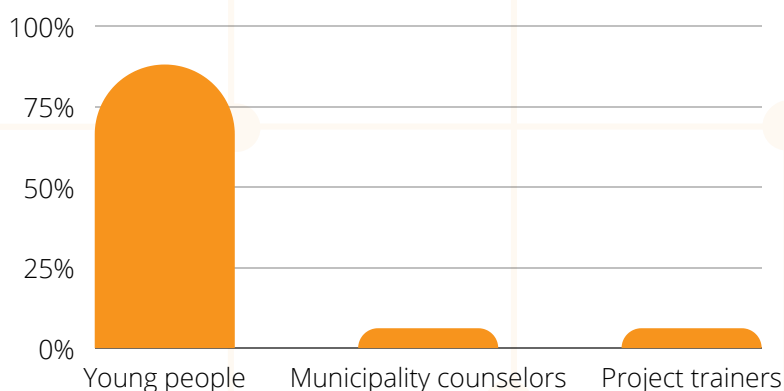
Padua, Italy

Duration

1 year

Organization

L' Osteria Volante A.P.S.

Participants**482****Contribution to involving young people in decision-making processes**

The practice, through the use of the non-formal education method, contributed to increase the awareness of the model of Structured Dialogue, the several opportunities and EU actions for young people in Europe (EU Youth Strategy 2019-2027), and the use of the platform. Moreover, thanks to a participatory mapping activity focused on green areas or urban parks of the Municipality of Padua, the participants were able to suggest and create proposals and ideas on urban green spaces.

In conclusion, the youngsters had also the opportunity to present their proposals to the political representatives through a Structured Dialogue (DS) process, aimed to clarify the objectives and administrative lines regarding the management, maintenance and accessibility of green spaces and urban parks.

Impact



After the Structured Dialogue between young people and policymakers, which took place according to the European directives, the municipal counselors signed the planning document for the living urban parks project, by which they commit themselves to better planning and programming the interventions in the urban green in the municipality of Padua. The intervention in the green areas and the urban park is chosen between one of the proposed maps by the young participant during the project. The impact of this project is declined in 3 ways: the increased knowledge of the topics of the Dialogue Structured (DS) in terms of implementation of the process between young participants and decision-makers in influencing the local agenda; raising awareness about the European Youth Strategy 2019-2027 and their eleven goals; the use of digital tool as innovative instrument to create a different method of DS process.

Challenges



The main challenge in using the platform was that the tool is not user-friendly on the phone as it is on the computer, so it was not always easy to train young people; moreover, lack of good internet connection was also one of the limitation of the action. On top of that, we can define as challenging the involvement of young people during Structured Dialogue with municipality counselors.

Links

<https://www.livingurbanparks.it/>



FIRST LIFE

About the tool

The Computer Science Department of the University of Turin has developed the FirstLife platform, which is a civic social network designed for cities. A public and free platform, created to encourage participatory planning on a local scale, stimulate self-organization initiatives and develop collaborative practices between public and private territorial actors. The innovation of this tool is that, instead of dealing with the private sphere of the individual, focuses on the citizen who actively participates in public life in their territory; it addresses the community and its needs at different levels, from a specific neighborhood to a city or region. The tool is a crowdsourcing platform based on an open interactive map, focused on the needs and opportunities for collaboration with local organizations. It is a digital tool that has repercussions on the local reality, as it encourages public and collective action, the activation of citizenship, and social innovation. Over the years FirstLife has been used in various initiatives and collaborations with the Municipality of Turin and international partners, finding applications in numerous local, regional, and European projects on the issues of co-planning and co-management of urban common spaces, local governance, and mapping activities with schools.

Links

<https://www.firstlife.org/projects/teencarto/>



Name

TEENCARTO - MAPPING YOUTH GEOGRAPHIES IN
TURIN

Place

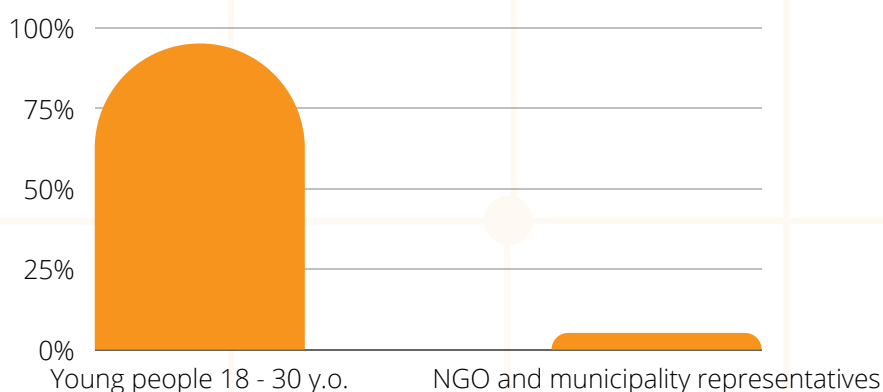
Turin, Italy

Duration

2 years

Organization

University of Turin

Participants

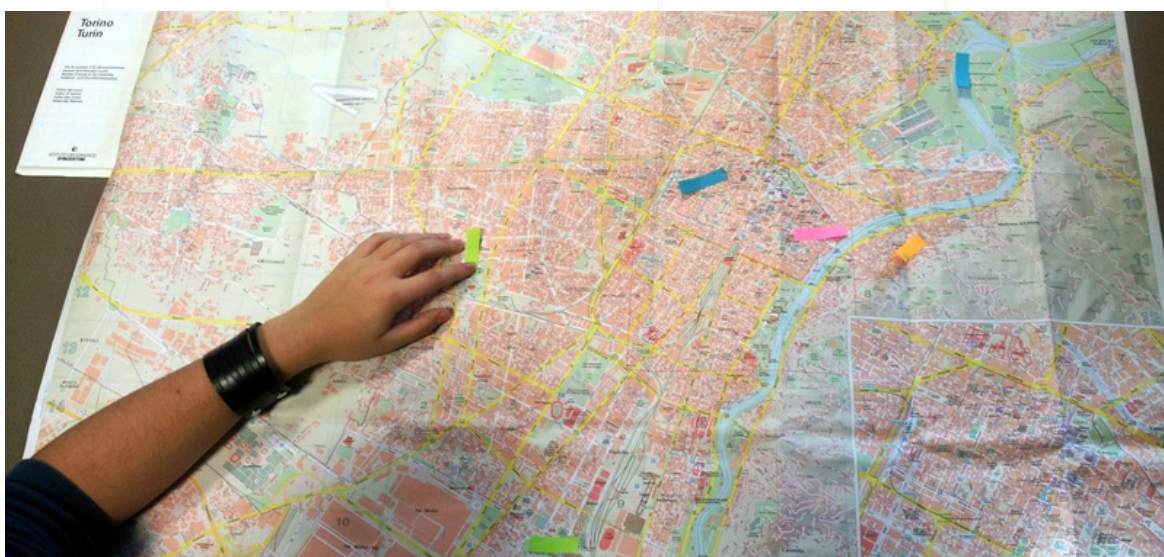
Contribution to involving young people in decision-making processes

The students were involved in a participatory community mapping activity. They were asked to map the places of their everyday geographies, highlighting their favorite places, the places that they avoid because they experienced or perceived as dangerous, or not accessible. Therefore, they had the opportunity to submit their ideas for new projects in urban space.

Impact



The main activity of the project consisted of the involvement of young people in participatory mapping of their everyday locations in the city of Turin, based on the First Life platform. The project had a twofold aim: increasing young citizens' awareness about their role in public space and their active role in addressing how urban space is lived, cared for, transformed, and represented; providing policymakers with new knowledge about young citizens' urban geographies, that could be used to develop and implement more effective and inclusive youth policies.



Challenges



The project did not face particularly hard challenges. The main one can be identified in the difficulty of matching the project activities with the very tight school calendar, where not much time is left for extra activities. However, the active participation of a relevant number of teachers guaranteed the project success and the engagement of a high number of high-school students.

Links

<https://www.firstlife.org/>



D.A.I.: DIALOGO, ADVOCACY, INNOVATION - WEBSITE

About the tool

A website embedding training material meant to foster youth capacity to implement advocacy activities and to dialogue and exchange with decision makers. The website also embeds a map where the youngsters involved can register geo-localised project proposals to be directed to policy makers at local and regional levels



Links

www.progettodai.eu



Name

D.A.I.: DIALOGO, ADVOCACY, INNOVATION

Place

Marche Region, Italy

Duration

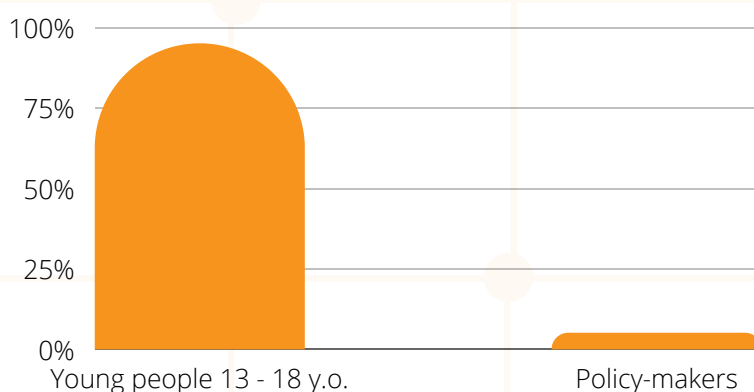
2 years

Organization

Marche Region

Participants

200



Contribution to involving young people in decision-making processes

200 young participants were involved in 1-day training sessions on how to formulate project proposals in youth policy field and how to advocate for the implementation of initiatives in youth policy field. Through the tool, the participants had the possibility to use the map embedded on the website to register proposals and interact with other youngsters. The training material is available on-line and can be used by young people, youth leader and youth workers who wish to implement youth consultations.

Impact



The general objective of the project is to foster Structured Dialogue and strengthen cooperation between young people and policy makers within the Marche Region (Italy), in order to promote youth policy initiatives based on the requests and proposals of the target population. During the local sessions, participants were introduced to the "European Youth Strategy", the concept of structured dialogue and the opportunities for participation offered by the Erasmus Plus Programme. In the second part of the session, the participants, divided into working groups, came up with a series of initiatives that they would like to implement in their area of residence. The ideas collected were presented in plenary in the presence of at least two representatives of local administrations, who gave feedback on the validity and feasibility of the proposals shared. The 60 ideas were then uploaded into the DAI platform and, through this, made open to voting, comment and sharing by the local and non-local public. At the end of the 3 months of voting, in which around 350 people took part, the DAI Team decided to focus on a small number of ideas, making a choice between those with the most votes, those with the greatest possibility of realisation and those that were the most innovative. The selected ideas were then grouped into four thematic macro-areas (culture, volunteering, orientation and urban spaces) and a new group of 60 volunteers was invited for a two-day discussion and debate. The fruit of this work was finally presented on a final day in front of an audience of regional stakeholders, including local and regional politicians and executives, exponents of the world of youth, vocational training and innovative entrepreneurship. Young people and stakeholders were called to sit together at working tables, with the aim of jointly discussing the completeness and feasibility of the ideas developed. For the most interesting proposals, the stakeholders signed a "letter of intent" containing a specification of the actions that each party will undertake in the coming months in order to realise the selected initiatives.

Challenges



The main challenge faced was the initial lack of knowledge from the participants in drafting feasible proposals to the authorities, however, thanks to the process involved, this obstacle was successfully overcome.



Links

www.progettodai.eu



YOUTHMETRE

About the tool

The YouthMetre allows the young people and policy makers to be aware of the condition of youngsters in their target regions. By visualizing key indicators on youth well-being it helps to identify the main criticalities.

Secondly, it visualizes examples of initiatives implemented in Europe that contributed to improving youth well-being in different domains.

By making use of the maps youngsters and policy makers can identify the need of a target territory and can be inspired by initiatives implemented in other contexts.



Links

<https://youthmetre.eu/>



Name

YOUTHMETRE

Place

Zaragoza, Spain

Duration

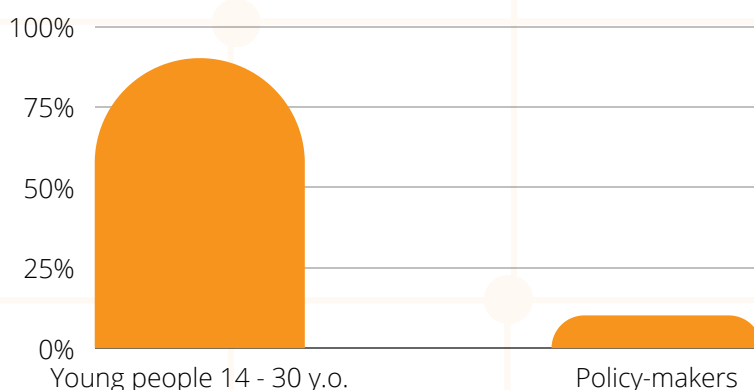
2015 - 2017

Organization

University of Zaragoza

Participants

200



Contribution to involving young people in decision-making processes

The tool is composed of a different set of information and facilities that could be used separately according to the needs of individuals or group of participants. It contribute in raising the awareness on statistical and comparable evidences on the condition of young people in the different European regions, geo-localizing the best practices implemented. On top of that, it also provide an advocacy toolkit which contains training material and step-by-step guidance on how to use the information provided by the tool to advocate for youth needs.

Impact



The main impact of the practice is the opportunity that is given to the youngsters to be aware of different practices in several thematic areas. Through the use of the “Good Practices” map in the YouthMetre tool, it is easy to see many diverse approaches to each challenge in different regions of the European Union. Countries such as the Netherlands, Belgium, and Germany have a high number of good practice projects. The project ‘Voluntary exchange with partner cities 2014/2015’ from Cologne allowed young citizens to volunteer abroad in social related projects. Meanwhile, in the project ‘Peacecamp 2016: zusammen leben’ a group of Israelis and Palestinian adolescents fought racism and prejudices through the activities of a holiday camp. One that offered common concerns on the well-being and the lifestyle of the youth is the project ‘More active, more healthy’ based on a training course and a youth exchange focused on stress, exercise and diet.

Challenges



Two main challenges have arisen during the project implementation: on the one side, it was difficult to convince the youngsters to worthily participate, share their ideas, and debate by making use of the online tool. Youngsters were, on average, skeptical and thought that their participation would not have any political effect.

On the other side, it was even more challenging to involve the policymakers and convince them to interact with the youngsters with the final objective to practically put in place some of the proposals posted on the platform.

The average quality of the proposals posted by the youngsters was quite weak, hence some moderation and guidance were needed and provided by local youth workers.

Links

<https://youthmetre.eu/>



FAD TRAINING MODULE ONLINE

About the tool

“FAD training module” is a distance training course on the concept of active citizenship and on the principle of structured dialogue. The module was implemented thanks to the contribution of the young volunteers who participated during the sessions.

Different political decision-makers currently in charge at the local and regional level also took part to the meetings: they received from the young participants a set of proposals aimed at fostering the structured dialogue at local and regional level. The politicians listened to the proposals and returned feedback to improve or possibly implement them.



Links

<https://www.formatalenti.eu/progetti/>



Name**FAD - FORMIAMO AL DIALOGO****Place**

Marche Region, Italy

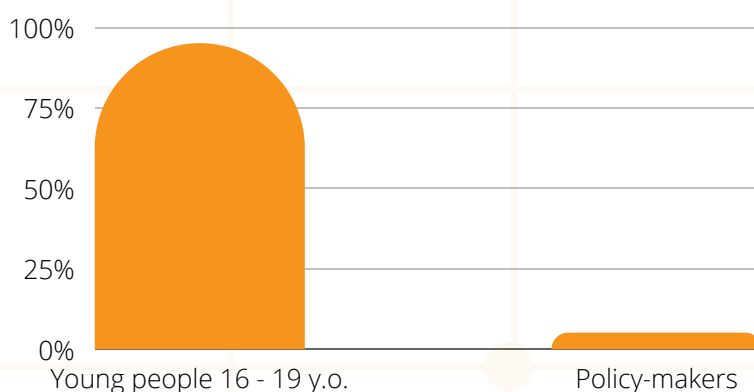
Duration

2 years

Organization

Marche Region

Participants


1250


Contribution to involving young people in decision-making processes

The toolkit is made up of four training modules: the first focuses on the meaning of "active citizenship", the other three focused on the opportunities and tools available for young people to actively exercise their citizenship at European, national and local level. They also can use exercises and non-formal education activities that can be carried out online or face-to-face, as well as other material and links to go into detail with the covered topics. A final evaluation module closes the course.

All the training material is available on-line and can be used by young people, youth leader and youth workers who wish to implement youth consultations.

Impact



The young people acquired knowledge on the key concept of “active citizenship”, as well as information, skills and attitudes useful for actively exercising their role as active citizens at local, national and European level.

On the other hand, the political decision makers who participated in the project activities were able, through the consultation sessions promoted by the project, to increase their capacity to listen the youth population, collecting and understanding the related requests and increase their own attitude for dialogue and comparison with youngsters.

Challenges



The main challenge was to involve all the participants and the stakeholders in starting the process of proposing and actively work together in order to create feasible and worthy actions for the population.

Links

<https://www.formatalenti.eu/progetti/>



"O CUSCO" ONLINE MAGAZINE

About the tool

The school newspaper "O Cusco" was created in December 2016 by a group of teachers and students from a school in Portugal. It aims to strengthen the link between the school, families and the community, in addition to ensuring that children are heard, participate and intervene socially. It is a democratic newspaper taking into account the values and attitudes it promotes, as well as the skills it aims to develop, the knowledge it shares and the ability to critically analyze reality.

Links

<https://cuscojornal.wixsite.com/>



Name**DIGITAL CITIZENSHIP ACADEMY****Place**

Odivelas, Portugal

Duration

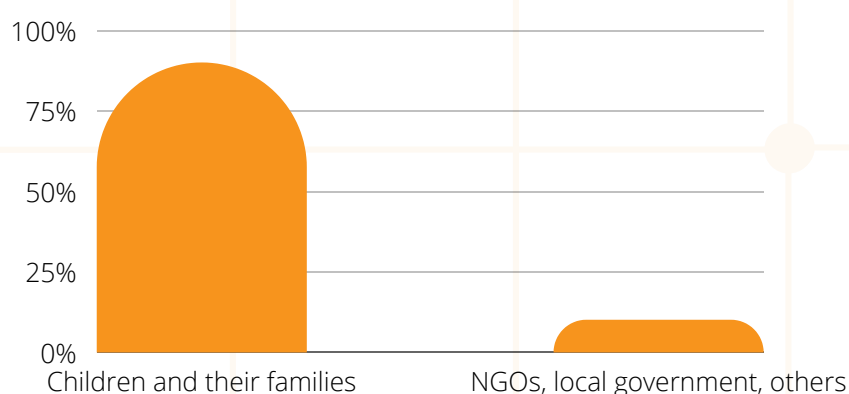
since 2016

Organization

CEU-Cooperativa de Ensino Universitário

Participants

children 3-11
years old and their
families



Contribution to involving young people in decision-making processes

The school newspaper was born in December 2016. "O Cusco", loosely translated as "The Busybody", was a name chosen and voted on by the school children, whose front page was entitled "Being a Digital Citizen". Digital Citizenship is a theme that the children discussed with their families and the community. The online newspaper and the YouTube Channel are tools that give children the opportunity to intervene socially. They contacted the local government, proposed changes at the school level, spoke with and wrote to the minister of Education, and they sent all the printed editions to the President of the Republic. In 2017, after the huge forest fires in Portugal, they started a reforestation program involving the community through the school newspaper.

Impact



In June 2018, "O Cusco" headline was "The School We Always Dreamed Of". Educators, children, parents and community members created the model of the school that the children wanted in the future. This was another example of intervening for change through the media, in this case, the school newspaper.

In December 2020 children created a 3D scale model in which they presented their solutions for more road safety around the school and wrote to the local government claiming that there was an urgent need to fix these problems. This work was comprehensive and detailed for all the people involved – from the children to the educators, as well as the community and researchers.

Challenges



- Institutional support;
- Community engagement;
- Implementation of an intervention model (lack of resources, lack of teacher training, lack of dialogue among teachers, parents and children);
- Involve teachers as co-researchers and all the participants as active members in monitorization and assessment;
- Funding and partnerships.

Links

YouTube channel:

[https://www.youtube.com/channel/UCZW7kz44f1x6WKH9AusjsbA /](https://www.youtube.com/channel/UCZW7kz44f1x6WKH9AusjsbA/)

Scientific article:

Tomé, V., Lopes, P. Reis, B. & Dias, C.P. (2019). Active citizenship and participation through the media: a community project focused on pre-school and primary school children.

APPS FOR GOOD PLATFORM

About the tool

The "Apps for Good Platform" is a technological education program that challenges students from 5th to 12th grade and teachers from all subject areas to develop applications for smartphones or tablets, showing them the potential of technology in transforming the world and the communities where they live. With a project methodology based on the Sustainable Development Goals, students have the opportunity to experience the product development cycle and participate in a national competition.

Its fundamental pillars are: combining technology and active citizenship, empowering young people for the future, transforming and innovating teaching practices, and creating schools open to the community with a connection to the real world.

Apps for Good is an international program based in London since 2010 and founded by Iris Lapinski. At the invitation of the Directorate-General for Education, CDI Portugal and Apps for Good joined forces and launched the pilot project in Portugal in January 2015.

Links

<https://cdi.org.pt/en/apps-for-good/>



Name

APPS FOR GOOD

Place

Portugal

Duration

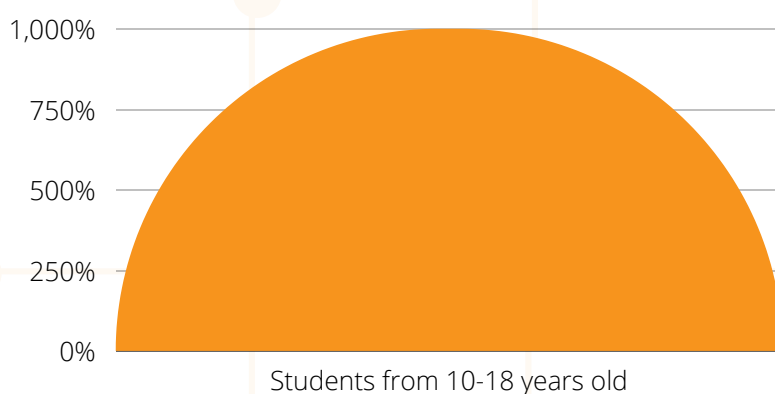
since 2015

Organization

CDI Portugal

Participants


26247



Contribution to involving young people in decision-making processes

In Apps for Good, students work in teams to find social problems that are linked to their common interests or areas. Throughout the school year, they go through the main aspects of product development – from idea creation, technical feasibility and prototyping, to product design, choice of business model and marketing. It is a creative programme where young people work effectively to solve everyday problems and teachers act as facilitators throughout the programme, connecting students with experts to experience and gain real-life insights.

Impact



Apps for Good works in education to develop a new generation of more confident and collaborative young people prepared to act in the world and create a difference. At Apps for Good young people are not consumers of technology, but creators of technology.

“Because it’s a bigger and more ambitious project than we normally do at school and it’s really good for us since we’re going to take over a project, work in a team. And mainly to start developing skills for the future, Apps for Good is going to be amazing for that” - Student testimonial.

Challenges



- Financing;
- Teacher training;
- Visits to schools.



Links

<https://cdi.org.pt/en/>

APP CITY POINTS CASCAIS

About the tool

CITYPOINTS CASCAIS is a simple, interactive and intuitive rewards program that uses an APP to allow residents to earn points and redeem the points for products and services (or discounts), as a way to encourage good citizenship practices.

As the user performs pre-defined activities listed in the app, they get points by reading a QR code in those places.

By accumulating points, users will have different vouchers available that can be redeemed for prizes offered by the network of local partners.



Links

<https://www.cascais.pt/citypoints?page=1>



Name

CITY POINT CASCAIS

Place

Cascais. Portugal

Duration

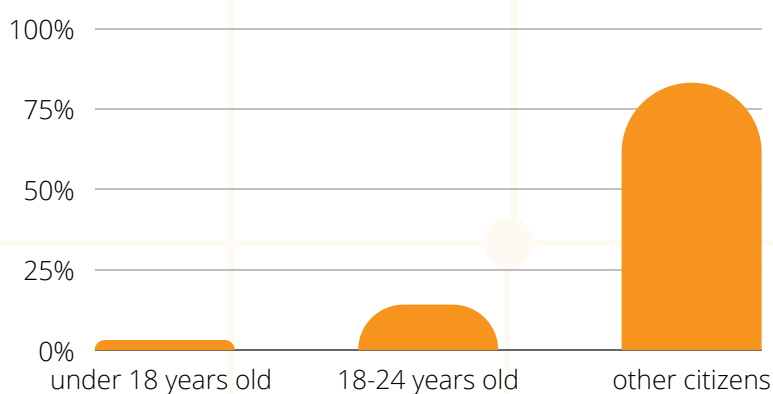
since 2017

Organization

Cascais municipality

Participants

9300



Contribution to involving young people in decision-making processes

Based on gamification, rewards, and the acknowledgment of citizens with most points, the app induces participants to take an active role in transforming the community into a better place to live.

With one City Point at a time, participants improve their engagement in the sustainable city and are encouraged and rewarded for different behaviours their active citizenship.

Impact



- Environmental sustainability: waste separation, reuse of goods (2nd hand fairs, books donation or exchanges, ...), participation in green events, active in environmental awareness (with library materials, conferences, workshops);
- Social responsibility: volunteering, animal adoption, blood or marrow donation, solidarity actions, fair and local shopping, participation in social responsibility events;
- Citizenship: responsibility for a local association, active in the participatory budget process, active in municipal tools for citizenship;
- Mobility: regular use of public transport, member of shared bikes system.

Challenges



- Communicate the initiative and attract interested people, both users and partners;
- Make the system dynamic and interesting;
- Digital literacy of users;
- The economic balance between points, donations and available rewards;
- Interesting rewards.

Links

<https://www.cascais.pt/citypoints?page=1>



GAMIFYEU

About the tool

GamifyEU is a set of games that aim at bringing the EU closer to young people through games:

EU TIME TRAVELLER - allows players to travel through the past, present and future of an alternative Europe, and test their knowledge of the player about the European Union. The game aims to show young people how their life could be different if the European Union was not present in their everyday life.

SHATTERED TIMELINE - is a point-and-click game that presents the European Union as a unique village, where young people can discover different laws and mechanisms of the European Union that make their life better by solving riddles and helping citizens of the village with their problems. The additional value of the game is that it allows players to understand and learn about different cultures and countries which are part of the European Union.



Links

<https://gamifyeu.org/>

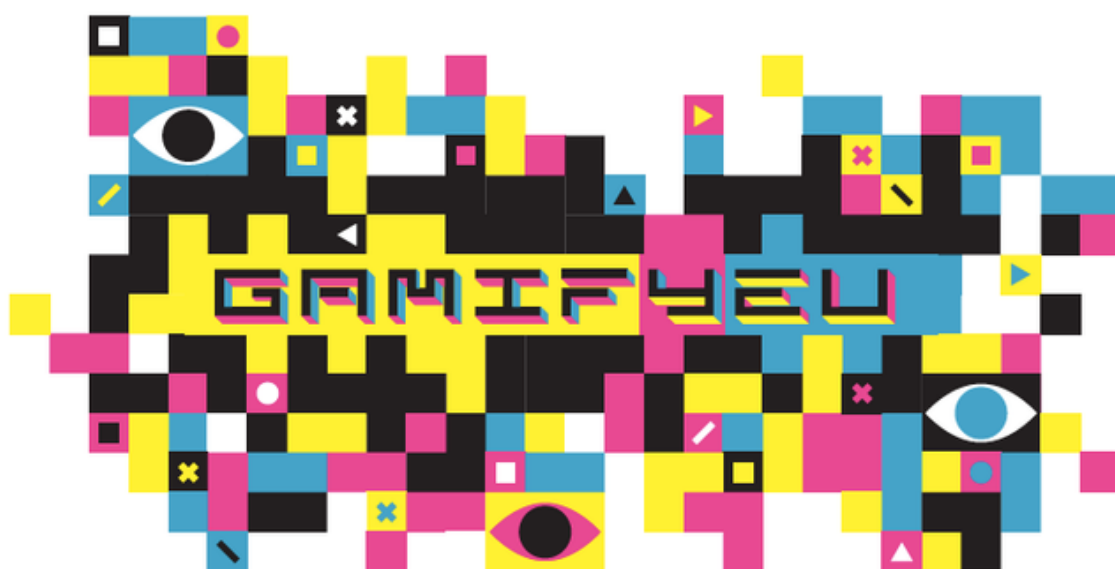
<https://gamifyeu.org/eu-time-traveler/>



About the tool

MEP FOR A MONTH - is a simple game where the player becomes a Member of the European Parliament (MEP) for a month. The choices of the player influence their performance during a parliamentary meeting in Strasbourg. It is a simulation of how the work of European politicians work in real life.

ROADTRIP FOR A CHANGE - is another simple, platform game, which allows the player to travel through seven European Countries as an activist. Their goal is to get at least one million signatures under a proposal, in order to have a meeting with an MEP and get the proposal enter the Parliamentary procedure. The game teaches how to raise awareness about a particular case and how to influence decision-makers from a perspective of a young person.



Links

<https://gamifyeu.org/engage-connect-empower/>

Name

YES! GAM-EU : YOUTH ENGAGEMENT STRATEGIES AND GAMIFICATION IN THE EU

Place

Europe

Duration

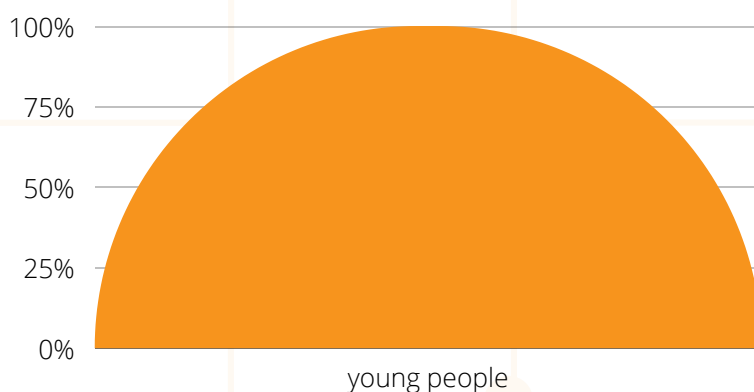
2018-2021

Organization

Youth for Exchange and Understanding

Participants


1000+



Contribution to involving young people in decision-making processes

All the games are a great example of gamification of a learning process. They were created with the intention to make learning about the European Union and its processes easier, more fun and adjusted to the young people. Without doubt, young people who play the games learn more about the European Union and these learnings fall better in their memory than during traditional lessons. The games can be used by teachers in primary and secondary education to replace parts of the formal education with a more fun, game-based approach, especially since all the games are accessible through a mobile phone and available in 7 languages: English, Portuguese, Italian, Spanish, French, Estonian and Belgian.

Impact



The project resulted in the creation of 9 short video games which educate young people about European Union and Human Rights. All the games are available on the GamifyEU website, for free and without registration. To test the games and teach young people about European Union and their role in its decision-making processes, the consortium of partners implemented several activities:

- GamifyEU Virtual Youth Exchange;
- EU Gaming Ideathon;
- Creativity Lab.

Challenges



- The development of video games requires specific knowledge and skills, which are not often among youth workers.
- Working in the pandemic period on a project which involved several training and youth exchanges created a challenge to transfer the initially planned contents to the online dimension. We have noticed that the interest and engagement of young people online is lower and in general more difficult to control and sustain.
- Not all young people have equal access to mobile phones/desktop computers.
- Some of the games might be not as engaging as adults think they are.
- Educational games are not as fun as normal games, and this needs to be understood.

Links

gamifyeu.org

<https://gamifyeu.org/educational-resources>

FINAL REMARKS



The Council conclusions on smart youth work state that “digital media and technologies are increasingly part of everyday life and one of the supporting pillars for innovation and development in society. It is evident that young people are one of the catalyst for societal change, and this is due, inter alia, to their active embracing of digital media and technologies”.

In order for representative democracy to go forward it is necessary to talk about digital participation. We are living in a digital era where young people use digital tools and online spaces as a regular part of their daily life and activities which is why it is essential to talk about the use of digital tools as an innovative approach of youth work that will ensure its quality in terms of keeping up to date with the trends and responding to the needs of young people. local to European level.

The tools and practices presented in this Study are meant to showcase various possibilities that youth workers from civil society organisations (CSOs) and municipalities have to engage young people in decision-making processes. The Study examines the use of digital tools for incentivising youth participation in decision-making within the local governance, or for supporting the already existing structures and spaces for such participation. Some of these examples can be fully replicated in other local realities, some can be adapted, and others can serve as an inspiration.

One of the core areas of the European Youth Strategy 2019-2027 is to “support and develop opportunities for learning to participate, raising interest in participatory actions and helping young people to prepare for participation”, providing pathways to democratic participation with interlinks to the local and regional dimensions. The Strategy also aims at “exploring and promoting the use of innovative and alternative forms of democratic participation”, e.g. e-participation and digital participation.

Furthermore, Council conclusions on smart youth work from the Estonian EU presidency (2017) underline that smart youth work means making use of and addressing digital media and technologies in order to enrich the opportunities of all young people for participation by exploiting new spaces and formats for youth work in meaningful ways and support the motivation, capacity and competence building of youth workers and youth leaders to be able to develop and implement smart youth work.

Although this Study is not an exhaustive collection of tools and practices for digital youth participation, it will hopefully help inspire others and serve as resource for organisations and municipalities that want to use digital tools for youth participation in decision-making processes within their local governance.

