



DIGITAL YOUTH DIALOGUE

AND E-PARTICIPATION IN POLICY MAKING

EFFECTIVE IMPLEMENTATION



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Digital Youth Dialogue and e-participation in policy making
Dialogo dell'UE con i giovani
Azione Chiave 3, Erasmus Plus



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DESCRIPTION OF THE PROJECT

"Digital Youth Dialogue and e-participation in policy making" is a project within the Key Action 3 of the Erasmus+ Programme. The general objective of the project is ***to support the active participation of young people in democratic life, encouraging the digital youth dialogue on key issues that concern them closely, following the priorities established by the EU-Strategy 2019-2027, promoting a digital process of participation.***

A cycle of international meetings, seminars supported by local reinforcement and online activities will characterize the 12 months of the project for the achievement of different specific objectives:

- To promote virtual space and e-participation for all, creating conditions which enable young people to fulfill their potential in disadvantaged areas (European islands);
- To provide participants the tools to promote and improve the condition for youth e-participation in their local environment;
- To acquire and develop new skills, knowledge and competences in terms of digital democracy;
- To raise the opportunities for e-participation for young people in local environments.

The project involves 4 NGOs based in 4 different European islands: Sardinia (Italy); Malta; Cyprus and Azores (Portugal).

LOCAL ACTIVITIES:

- Creation of local working groups and local actions to get in contact with the topic;
- Public press conference for the presentation of the project;
- A final conference at the end of the project to present project results at local level.



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ONLINE ACTIVITIES:

- An innovative platform that will collect tools and results of the project;
- Online pools and surveys;
- Creation of 8 info graphics with the results of the online pools;

INTERNATIONAL ACTIVITIES:

- Virtual Kick-off meeting;
- International seminar in Italy entitled “(E-democracy) Connecting local and European actions using digital tools in political activities”;
- Final meeting in Italy.

PARTICIPANTS PROFILE. Participants, both youngster and decision makers, will have to fill in an online form in order to gather any special need and help organizers to understand the attitude of the group, their involvement on the field and their motivation, their previous knowledge on the topic of the meeting, their attitude to active participation.

PROJECT RESULTS:

- **Tools and best practices** will be collected in a **final publication**;
- **Online contents**;
- **Results, information from the discussion and from the online pools** will be collected in 8 **info graphics** that we will upload in a specific section of the platform and shared on different levels;
- **Guidelines and recommendations** will inspire Institutions, politicians, youngsters and beneficiaries.



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PROJECT PARTNERS

ASSOCIAZIONE TDM 2000, Italy

"TDM 2000" is an independent no profit organization, that coordinates young people willing to cooperate in the voluntary sector, supporting them in developing personal and professional skills through experiential learning and non-formal education.

TDM 2000 cooperates with different Municipalities, the Sardinian Government, Chamber of Commerce of Cagliari, Association of Young Entrepreneurs of Sardinia and several other entities and institutions at local and international level in the fields of youth, education, training and entrepreneurship/employability.

Role: applicant of the project.

Website: <http://tdm2000.org/>

PLANBE PLAN IT BE IT, Cyprus

"PlanBe, Plan it Be it" is a Non-Governmental, Non-Profit Organization based in Nicosia, Cyprus, managed by a team of youth workers, project managers and volunteers.

The main aim of "PlanBe" is to contribute to the positive societal changes by promoting effective communication between youngsters, intercultural and intergenerational dialogue, by facilitating understanding among people. The mission of the NGO is to develop and support the use of non-formal education, to foster entrepreneurship, to boost creativity, to support environmental consciousness, to foster democracy and human rights and to develop solidarity and tolerance among youngsters.

Role: partner of the project

Website: www.planbe-ngo.com



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ASSOCIACAO JUVENIL DA ILHA TERCEIRA, Portugal

Youth Association of Terceira Island - AJITER, is a non-profit institution that was started in April 2003, starting from the essential objective of promoting and strengthening youth associations in the Azorean community, as an innovative way to promote the integration of integration into the community it is inserted in, and fight against generalized indifference that, at times, is very harmful to our youth.

Main areas of intervention are: education for citizenship, education for health, prevention of risk behavior, solidarity, combating social exclusion, sports, promoting access to the new information society, enhancing the historical and cultural heritage of Terceira Island, among many others.

Role: partner of the project

Website: www.ajiter.pt

ZEJTUN LOCAL COUNCIL, Malta

The Żejtun Local Council (ŻLC) is the government authority which is responsible for the upkeep of the locality of Żejtun, a city in the south eastern region of Malta. We are also responsible and priorities also the social development of our community.

The mission of the ŻLC is to halt the existing threats to the environment within the locality and to find ways and means to rehabilitate the locality's characteristics as a residential area through striking a balance between the need of the residents and the commercial community in an efficient manner.

Role: partner of the project

Website: www.zejtunlocalcouncil.com



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PARTICIPANTS PROFILE

The project will last 12 months. For its whole duration we will involve evenly all the actors involved in the process of Youth Dialogue, both European and local, and in the political issues related to this project. First of all, all the participants will come from islands, this is the peculiarity of the project.

Regarding their profile and specifications:

- **Young people** resident in the countries involved in the project. Age limit will be 30 years old. Even if they can be between 13 and 30 years old, we will try to uniform the age of the group because of different needs. They will be part of the activities both face to face and online; they also will be interested in the main topic of the project (e-democracy and ICT tools) and in the whole process of youth dialogue (steps, actors, impact, results). They can be facilitators, youth leaders, youth workers, volunteers, university students, unemployed youths, NEETs, ect. They will benefit from different kinds of activities that will stem from the objectives of the project and the profile of each type of participant.
- **Policy-makers** without age limits, as foreseen by this specific key action of the Erasmus+ programme. Young administrators working in local, municipal and regional Institutions and experts in the youth policy field will be involved. Each of the partner organization will be responsible of the involvement of these political actors, while at the same time involving national and European politicians as well.
- **Experts in the field of Youth Dialogue.** This category involves both young participants to previous projects and administration staff, representatives of NGOs and lastly scholars on the field and members from the National Youth Forums.
- **Expert on ICT tools, digital democracy and e-participation.**
- **University researchers and/or professors.**
- **Stakeholders.**



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PROJECT ACTIVITIES

Through the different activities that are thought for this project, we aim at raising awareness on new forms of active participation based on the theme of digital democracy. The working plan general aim is to develop skills, knowledge and competences about digital democracy and e-participation among participants and further through innovative tools and dissemination actions:

LOCAL ACTIVITIES:

- Creation of local working groups;
- Public press conference for the presentation of the project;
- Local actions: educational training to get in contact with the topic and to prepare the group for the international activities, 1 institutional meeting, workshops that follow the international activities aimed at create the tools, researches on the topic: each action will involve youths and decision makers alike;
- A final conference at the end of the project to present project results at local level.

ONLINE ACTIVITIES:

- An innovative platform that will collect tools and results of the project;
- Online pools and surveys;
- Creation of 8 info graphics with the results of the online pools.

INTERNATIONAL ACTIVITIES:

- **Kick-off meeting in Italy:** to present the project, the actions and results. The participants will discuss about responsibilities, local and online activities plus respective tasks. Institutional moments will enriched the agenda;
- **International seminar in Italy “(E-democracy) Connecting local and European actions using digital tools in political activities”:** aimed at give the participants an introduction to the topic of e-democracy and



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digital youth dialogue, and inspire them to engage in the activities using digital tools on a local level. Participants at the seminar will discuss about what they have done at local level and they share results in order to update the platform and its contents. During this seminar we will organize a NGO Fair and we will favor the sharing of experience and discussions among youths, international participants and local politicians. The seminar will also serve as a mid-term evaluation since it is planned in the middle of the process. So, we will have a common vision of the activities and the ongoing process.

- **Final meeting in Italy:** presentation of the results, conclusion and evaluation of the whole project.



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DISSEMINATION ACTIVITIES

Dissemination will start ever since the preparatory phase, covering the timeframe of the project and it can be summarized in different phases:

DURING THE PREPARATION PHASE. The visual identity of the project will be created. It includes an official logo and a poster which will be updated for each activity (e.g. adding information of the meeting/type of activity). An Instagram profile will be open and updated with pictures both from local and international activities. Stories from Instagram will facilitate the interaction of a huge number of people and the virtual participation of them by approaching pools and questions we will put share time by time. A press release will be written and spread with local newspapers and media.

DURING THE REALIZATION PHASE. Promotion of the partners on sites and social medias (including the official Instagram) frequently used by the target group. This promotion will gather information regarding the work in each organization, the project in itself and the information regarding the youth participation phenomena, dissemination of the results of each local and international activity, sharing of the online platform and creation of photo and video galleries of the activities. All of the former will be posted on social media channels. Local press and media will be invited to visit the venue of each activity to make videos and interviews to the participants. As planned in the timeline, after and during and after each international activity a specific moment will be dedicated to the dissemination involving the project target.

AFTER THE REALIZATION PHASE. A press conference will organize by each partner and will be carried out individually. To the conferences we will make sure to involve NGOs representatives, youth associations, local partners, decision makers, policy makers, TVs and journalists. During the course of the project we will ask to “SardegnaGol” a local newspaper totally dedicated to the youth policies in Sardinia, to publish **at least 5 articles** related to the project.



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PRACTICAL ARRANGEMENTS

The project has 3 main phases:

1. Planning and preparation
2. Implementation of the activities (both local and international)
3. Evaluation and follow-up

Planning, preparation and sharing of the tasks among partners will be key factors in the first phase of the project. TDM 2000, as applicant, will hold the role of overseer of every phase of the project.

DOCUMENTS AND INFORMATIONAL MATERIALS. The coordinator of the project, together with the partners, will develop handbooks and guidelines on the realization of activities:

- Roadmap and working plan;
- Set of guidelines for an effective implementation of the activities;
- Set of guidelines for the selection and preparation of the participants;
- Dissemination, report and rules to follow when making a report, evaluation and monitoring will also include a set of guideline for a correct dissemination of the results of project according to the rules of the Erasmus+ program (use of the logo, disclaimer, licenses, etc.).

For each meeting, an information kit will be developed, containing: description of the meeting, agenda, indications on how to reach the venue, information on the venue, budget for the travel and reimbursement rules, needed materials, information regarding weather, emergency numbers and contact list.

TRAVEL. The participants will be supported by their project coordinator and they will receive additional support from TDM 2000 if they needed for the arrangement of the travel.

ACCOMODATION. It will be the duty of the hosting partner to find a proper allocation for the meetings, considering costs, position of the venue and budget at disposal.



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PREPARATORY MEETINGS. These meetings are crucial for the success of the activities and for the whole project. Before each international meeting, international delegations will meet to analyse and discuss about:

- What to prepare for the meeting
- State of the project and local activities
- Materials and equipment needed for the activities
- Rules and responsibilities
- Learning contents
- Dissemination and visibility



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EVALUATION

The evaluation will be made of different steps and it will take place in the different project phases and during/after the mobility's.

PRELIMINARY EVALUATION.

- EVALUATION AFTER RESULTS OF THE PROJECT APPLICATION: will give information and indication to the Consortium about what can be changed or improved.
- EVALUATION AFTER THE FIRST ONLINE MEETING: when delegates and representative of the NGOs will do the first online meeting, they will discuss about activities and their connection with the objectives of the project; expectations, results and ambitions.

EVALUATION DURING/AFTER EACH ACTIVITY. Different kind of evaluation will be done:

- EVALUATION AFTER THE FIRST DAY OF EACH MOBILITY: to understand if the activity is correctly approaching the learning needs and the expectations of the participants.
- FINAL EVALUATION: where the participants will express their satisfaction on different part of the activity. It will be conducted using non-formal methodologies and participated approach.
- YOUTH-PASS FILLING: they will evaluate by themselves their level of involvement in the activities and their learning achievement in line with the key competences foreseen in the “Youth in Policy Dialogue” Certificate.

MID-TERM EVALUATION. It will be made in different ways for the ongoing project and related activities.

FINAL EVALUATION. Last step will be the final evaluation of the activities and of the project. This type of evaluation will serve to check if the project activities and the objectives have been achieved. They will also serve to evaluate the expectations of the NGOs involved in the Consortium and if the participants have been met.



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EXPECTED RESULTS

After the realization phase, a **video of the project** will be created and shared among the participants, the partners and in an online way. All the results will be promoted through websites, social media, online blog and newsletters of the partner organization.

Main results of the project are:

TOOLS AND BEST PRACTICES will be collected in a final publication that will be spread firstly in the countries involved in the project, and then across Europe during other activities. To be more convenient it will be uploaded in different web channels (e.g. Erasmus+ official platform, TDM 2000 International digital library). We will promote it among our partners, during our educational activities and trainings; school and indirect youths and Institutions will receive it as well. The publication will be made freely available through open license and it can inspire other NGOs and youth workers around Europe.

ONLINE CONTENTS will be freely available and they will be uploaded in the platform of the project. So, beneficiaries (both direct and indirect) can be inspired by them to improve their skills and competences in terms of digital democracy, ICT tools and e-participation.

Results, information from the discussion and from the online pools will be collected in **8 INFO GRAPHICS** that we will upload in a specific section of the platform and shared on different levels.

GUIDELINES AND RECOMMENDATIONS will inspire Institutions, politicians, youngsters and beneficiaries. They will contain youth's vision and needs regardless e-participation and digital democracy starting from the experience of their countries to a common European vision. These tools will be uploaded online in the platform.



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