

PILOT TESTING REPORT

Project: Re-active Youth for a New Era of Europe

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1. Introduction

This document plays a key role in providing a detailed overview of the implementation of the project using the Digital Active Citizenship methodology in collaboration with 15 organizations from 14 EU countries.

This innovative approach has been used because of the need to strengthen the active participation of young people in their communities, using face-to-face workshops as a tool to enhance their active citizenship skills.

In order to carry out this project, a detailed study has been carried out on the political participation of young people in Europe, with special emphasis on their involvement in the participation of the different democratic processes that take place in their local and national environments. To this end, it has addressed the challenges faced by young people in participating politically in the European context.

Subsequently, a series of documents have been produced which include both the methodology used (Consultation Framework) and a series of good practices and suggestions for activities to promote and enhance youth participation (Toolkit).

Once these documents have been elaborated, a series of face-to-face training sessions have been launched in each of the 14 countries participating in the project with the aim of presenting the results to the young participants. Each of the training has been adapted to the needs detected in each country, in addition, different activities have been implemented to enhance and improve the deficiencies that have been detected during the research process and that are collected in the main research file.

These training or pilot tests have been implemented with a target of 20 participants per country, although it should be noted that while in some countries the number of participants has been higher, in other countries they have not reached the desired number. This inclusive approach contributes to the formation of a youth community that is more informed, participatory, and committed to their communities.

Finally, a pilot test has been carried out, which consisted of the implementation of an online and international workshop, involving a larger number of young

people, and also including policymakers, youth workers, and civil society experts so that they can identify a larger number of needs and possible solutions in line with the views of experts who can contribute with their experience.

2. Objectives

This document aims to collect and explain both the process of elaboration of the mentioned activities and the results obtained as well as to offer a series of recommendations and advice for the future implementation of projects in which the aim is to enhance the active citizenship of young people, thus contributing to the development of an informed, participatory and committed to positive change in their communities and societies.

The aim of the activities is to design and implement strategies through the Digital Active Citizenship methodology in a way that can be tested in the different contexts of the partner countries by collecting quantitative and qualitative data in order to analyze and study both the performance and the opinion of young Europeans in order to assess the effectiveness of the practices.

3. Planification of the activities

After the implementation of the previous phases of the project, a series of training activities have been carried out for different groups, although mainly aimed at young people, which have sought to address the issues addressed throughout the project. This has had a direct impact on local youth in all the countries involved in the project, as well as on European youth in general.

In order to achieve this, it has been necessary for the cooperation of all the partners of the project, together with the work of the coordinating team that has directed all the actions carried out to guarantee a high-quality standard and by the standards of the project. It is also essential to collaborate with all the people who have participated in the online training carried out in the previous phase of the project, both young people who have become youth workers and youth workers who have become e-leaders. In addition, this previous training experience has made possible a multitude of resources that

have been used in the present part of the project, which is summarized in this report.

This last phase, as already mentioned, has focused on the specific training of different groups. This has been carried out in two different stages:

- **Local training:** These are local training workshops held in the partner countries of the project. These have been pilot tests of the methodology created in the previous phases (toolkit), in which local young people and youth workers of the organizations have participated. The guidelines designed in the toolkit have been used for the development of all these local activities. Adaptations have been made in each of the countries, taking into account their history, current political context, the competencies/knowledge of the young people in their environment. The latter in order to achieve the greatest possible impact on the participants of the activity.

The main objective of these local trainings has been to implement the methodology developed in each of the partner countries and to obtain feedback from all of them. In order to know their effectiveness on the target groups and also to detect their strengths and weaknesses. So that these actions can be reused by the partners and by other organizations that focus on the youth field.

They have been developed face-to-face in 14 countries, have been led by trained young people who have become youth workers and have tried to involve at least 20 local young people.

- **Online training:** This was the second part of the pilot test of the developed methodology. In this case, it consisted of an online activity carried out with young people, e-leaders, policymakers, and some social actors.

The other partners were also involved in this phase, as they were able to involve people linked to their organizations and enrich the debate and the activity carried out. The activities and intellectual results developed during the project were also shared. And the results obtained during the

local meetings to exchange points of view and perspectives. To improve and involve European youth in activities of this kind.

In order to carry out this last activity, the project was divided into a series of phases, with Somos Europa as the organization in charge of leading these phases. This ensured the cohesion of all the content generated in the previous phases and, with the help of the partner organizations, the implementation of the two main actions of this Activity (local training and online training). The phases developed were the following, within which we will proceed to differentiate each of the activities developed:

- **Planning of activities**
 - **Local training workshops**

The approach to this training has taken into account the specificities of each country and each organization, depending on the area in which it is located and the group of people with whom it usually works. Therefore, all the proposed actions and learning materials provided to the organizations have been a base with which they have been able to work with total freedom to make different adaptations for the reasons mentioned above. These adaptations are discussed in the following sections, which describe the specific experiences of each organization.

In this phase, led by Somos Europa, it was decided that all the entities should have a common agenda structure for the local level of this training. This can be found in the annexes of this report.

It was also proposed that the activity should be carried out in a unique way in each organization and that it should last approximately 5 hours. The results and resources developed so far (research, toolkit, online training, explanation of the project) could be shared. In addition, a theoretical part on each of the local political systems and the European political system would be developed. Including a module on digital competencies and a practical part in which they could implement activities obtained from the developed methodology.

Also in schematic form, we can see the content that should be dealt with at the local level:

- Presentation of the project.
- Summary of the research.
- Presentation of the results obtained.
- National and local political system.
- European political system.
- Group activities to be carried out.

○ **Online training workshop**

This training was more concrete as it brought together young people, decision-makers, and youth workers in a virtual format. The planning of this activity has taken into account the previous work with the local training, as some participants of the local training have taken part in this initiative.

The planning has taken into account the decision of the virtual platform to bring together all the components of the training and, in this case, Google Meet was chosen as it fulfilled all the necessary functionalities required by the facilitators. In addition, the agenda to be followed was planned taking into account the particularities of online meetings. It was also considered that it was possible that people who had not participated in the local training would join this training, so the possibility of an introduction to the project would be taken into account.

In summary, the content was as follows

- Presentation of the project.
- Presentation of the research results.
- Presentation of some local activities.
- Experiences of policy makers.
- Needs identified in the countries.

● **Information to partners**

This part was essential to obtain a good response from the participants and to be able to carry out all the programmed activities with greater success than expected.

This phase consisted of two parts.

The first part consisted of informing all the partners about what they had to do for each of the local training sessions, as well as consulting them about the possible adaptations they might need before implementing the learning material. This information was provided telematically and an online meeting was held if the partner required it for a specific reason.

On the other hand, the partners were contacted so that they could promote the online training among their local network and the people who had participated locally. To this end, several emails were sent out with details of how they could share the activity and how participants could register.

In the post-implementation phase of the local activities and the online training, the partners were contacted again for an evaluation of the training and also to share the training with the different participants.

- **Development of the learning material**

In developing the materials for the pilot test of the methodology, the research carried out was taken into account and, in particular, the methodology developed for youth workers and included in the toolkit was taken as a fundamental axis. Therefore, in addition to this document, to which all youth workers in charge of local and online training had access, a complementary learning material was developed and used as a basis for their training. This means that the trainers themselves had the opportunity to make improvements and adaptations to the learning material according to their context and the participants they had. This core material has been developed in English as this is the common language of all the organizations, but each organization has been able to translate the content to facilitate learning for their participants. Others have chosen to keep it in English as their young people have a good level of English.

In this learning material, we will distinguish between the resources available to the youth worker and the materials designed to facilitate the training. In the latter case, they would be focused on the participants.

The following learning materials have been developed:

- **Local Training Workshops**
 - Presentation of the project.
 - Presentation on digital literacy.
 - Explanatory document of the toolkit for the training facilitator.
 - **Online training**
 - Presentation of the project.
 - Presentation on digital literacy.
 - Basic presentation of the results obtained and the needs identified.
- **Registration of participants**
- **Local Training Workshops**

To ensure that every young person could participate easily and simply, an online form was created so that every young person could register simply and clearly. This template was made available so that partners could make a copy of it and translate it if they considered it appropriate to facilitate the participation of more young people. It was also taken into account if any of the participants required a specific adaptation due to a specific learning need.

The local training form is attached in the annexes.

- **Online training**

A specific form was generated for an activity where some particularities of this training were contemplated.

- **Implementation of the activity**

The implementation of the activities has followed the structure presented here, in addition to maintaining quality standards in line with those set by the programme.

- **Local Training Workshops**

These sessions lasted approximately 5 to 6 hours, depending on the activities carried out in each local session. As mentioned above, each of them would have specific adaptations depending on the national context.

They will be addressed to the participants of the partner organizations' networks, with a minimum of 20 participants. The development of each session will be led by a youth worker who has been trained in the previous online courses.

These sessions will include theoretical activities to help the young people acquire new knowledge, as well as group activities to encourage critical thinking. The latter will come from the toolkit (Digital Active Citizenship methodology) previously carried out.

- **Online training**

This will be a single session involving young people, experts, and policy makers. It will last about 5 hours and will provide a theoretical approach to the project as well as an opportunity to share the different needs identified among young people. In addition, the presence of policymakers will give the young people a different point of view. The platform used for the meeting, which has all the necessary characteristics to develop different activities, will be Google Meet.

It will be attended by participants who have pre-registered for the activity and who have received information from the partner organizations.

- **Evaluation of the activity**

This part, which is mainly reflected in this report, is essential to be able to measure the impact generated, as well as to know possible ways of improvement for other projects to be implemented in the future. For this reason, various surveys were carried out to obtain the opinions of the different groups involved in the activities carried out.

In relation to the local activities, a survey was carried out among the participants to find out their opinions and ways of improvement. Another survey was carried out for local organizations so that they could also give their opinion.

On the other hand, a survey was conducted among the participants of the online training.

The quantitative and qualitative data from all these surveys are collected in this report and will be considered by the different organizations in order to further improve their work in youth work.

In this phase, in addition to the surveys, a collection of testimonies from some of the participants was carried out, thanks to the collaboration of the partner organizations. They all collected the information.

4. Inclusion of the activities

In the methodological approach of the toolkit and the light of the results of the research carried out, it was considered appropriate to include a section dedicated to the inclusion of activities. Various barriers were identified that prevent all young people from having the same opportunities, such as social and economic barriers, due to where they live or due to some kind of disability. For this reason, adaptations were made in each of the local activities and each organizing body was free to adapt the activity to its context and to the target group that participated.

These adaptations were specific to the content and choice of activities, as each of the activities proposed in the toolkit may be more conducive to creating synergies among a group of young people, while others may lead to other types of actions. In particular, those relating to rural and island environments, where greater difficulties have been encountered than in more urban environments. For this reason, care has been taken in the selection of the programs and actions developed, always by the template provided in this document.

5. Implementation of activities

This section summarizes the adaptations and activities carried out at the local and online level, all of which are training activities within the project being implemented. The data is broken down by country to give an individualized view, and then the results obtained are also detailed individually. Finally, all the data will be compared and analyzed together.

Country	Bulgaria
Number of participants	19
Adaptations of the implementation	The implementation of the workshop was developed with an integrative character, emphasizing the link between the political sphere and the historical-cultural heritage. The methodology adopted aimed to create a space for enriched dialogue and to encourage young people to develop a reflective and critical awareness of their political and social environment, without neglecting the relevance of electoral processes. The dynamics used were designed to foster an interactive environment, creating an atmosphere of debate and analysis that allowed participants to reflect on the influence they could have on the course of national and local politics.

Activities implemented	The activity that has been implemented is the political simulation of the parliamentary system, which is reflected in the "toolkit". This activity has several objectives, such as providing knowledge about the functioning of political institutions, raising awareness about the systems of electing the head of government, bringing young people into contact with political decision-makers, and making them aware of how they can actively participate in the political system. During the activity, young people take part in a simulation of the parliamentary system of a state, starting with the election of the head of government and continuing with the development of legislation in working committees and other democratic elements such as government control. Participants take on different roles within a simulated parliamentary chamber. This simulation gives young people the opportunity to better understand the political system, experience different parliamentary roles, and learn first-hand how politicians make public policy.
Expected results	By implementing the workshop with an integrative approach that combines politics with historical and cultural heritage, and through the use of interactive dynamics and simulation of the parliamentary system, significant results are expected in terms of political participation and awareness among young people. It is expected that they will acquire a deeper understanding of the functioning of the political system and institutions, and develop critical and analytical skills to evaluate policies and electoral processes. Through practical experience in parliamentary roles and interaction with simulated legislative processes, participants will have a greater appreciation of their ability to influence national and local policies.

Country	Cyprus
Number of participants	17
Adaptations of the implementation	To address the low level of interest in political participation among Cypriot youth, an adaptation of the workshop was designed that directly links their affinity and enthusiasm for technology with their potential for activism and political participation. This strategic adaptation seeks to use young people's familiarity with and intrinsic interest in technology as a bridge to greater civic and political engagement. In a way that not only aims to make politics more accessible and relevant to young people through the use of technology, but also seeks to equip them with the skills and knowledge necessary to be active and critical participants in the digital and political space in a way that matches their interests and abilities, hopefully significantly increasing their engagement and activism in democratic processes.
Activities implemented	During the workshop, a digital activism simulation was set up, where practical exercises were carried out in which participants created and managed different digital activism campaigns on the issues they considered important. In this way, they learn about different online communication tactics and the creation of virtual communities.

Expected results	Several significant outcomes are expected from the implementation of the workshop in Cyprus on matching technology with youth political participation. The strategic adaptation of the workshop, which aims to combine young people's affinity for technology with their potential for activism and political participation, aims to make politics more accessible and relevant to them. It is hoped that the use of technology will not only make politics more attractive to young people but also equip them with the skills and knowledge necessary to be active and critical participants in the political space.
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Country	Denmark
Number of participants	22
Adaptations of the implementation	In Denmark, the adaptation of the workshop aims to integrate civic education and digital citizenship into the educational context, using digital resources and online platforms to encourage more active and conscious political participation among young people. This adaptation responds to the need to prepare students to be responsible and engaged citizens in the digital age, an approach that is in line with current educational initiatives in Denmark. The strategy aims to use the growing influence of ICT in Danish society, especially among young people, to bring about positive and meaningful change.

Activities implemented	The workshop focused on the effective use of information and communication technologies (ICTs) to disseminate information, promote civic mobilization, and raise awareness of social issues. Participants were encouraged to use the Internet and social media not only as platforms for social interaction but also as powerful tools for activism and political participation.
Expected results	By focusing the workshop on the strategic use of technology for political and civic participation, it is hoped that young Danes will not only become more informed and critical users of ICTs but also feel empowered to use these tools to promote a more just, inclusive, and democratic society. This adaptation of the workshop therefore seeks to build on the high level of political participation and civic engagement that already exists among young Danes and to channel it through modern and effective digital means.

Country	Germany
Number of participants	24
Adaptations of the implementation	The workshop in Germany will address the political and social dynamics that require an approach that deepens the engagement of young people, including a special focus on the integration of migrants. This adaptation focuses on promoting political activism and social inclusion through methods of participation and dialogue.

Activities implemented	Meeting and dialogue spaces have been created where young people, both local and migrant, can share experiences, discuss issues of common interest, and develop mutual understanding. These spaces will promote active participation in debates on relevant political and social issues, encouraging young people to reflect on their role in society and how they can contribute to improving their environment.
Expected results	This adaptation of the workshop in Germany aims to empower young people to become active and engaged citizens, capable of addressing and responding to current societal challenges. By focusing on dialogue, intercultural understanding, and active participation, it aims to create a generation of young people who are well-informed, inclusive, and motivated to make a positive contribution both in their local communities and in the wider context.

Country	Greece
Number of participants	19
Adaptations of the implementation	In Greece, the adaptation of the Youth Participation Workshop focused on harnessing the growing trend towards active citizenship through the Internet, including forms of political participation, involvement in local initiatives, and educational programs. Given the Greek context, marked by the financial crisis and the significant role of digital platforms, the workshop encouraged active and diverse political participation among young people, using digital tools to promote civic and social engagement. The importance of digital platforms in promoting active citizenship was highlighted, underlining how digital media

	can facilitate citizen participation in solving local problems and raising awareness of environmental and security issues.
Activities implemented	The activity presented in the toolkit called "Innovation Lab for Social Good" will be implemented with a focus on promoting active citizenship through the Internet. This activity proposes a hands-on approach where young Greeks can use digital tools to develop and implement projects that address local problems and raise awareness on different issues. By providing a collaborative and supportive space for the transformation of ideas into concrete projects, this activity reinforces the use of digital platforms for active and creative participation, responding to challenges identified in the Greek context, such as the financial crisis and the relevance of digital media in today's society.
Expected results	The implementation of the workshop in Greece is expected to achieve significant results in youth participation. By engaging in this practical process, young people will acquire valuable skills for creating and managing projects that address local issues, using digital platforms as an effective tool for innovation and social change. This methodology will not only foster deeper civic engagement among young people but also enable them to actively contribute to solving real problems in their community. It is expected that by the end of the workshop, participants will have developed a greater awareness of environmental and security issues and will feel empowered to implement creative and practical solutions using digital technologies.

Country	Ireland
Number of participants	23
Adaptations of the implementation	Based on previous research, it is necessary to consider the challenges Ireland faces in relation to its youth population. It ranks fourth among countries with the highest percentage of 15-24-year-olds not in education or employment. However, there is a positive trend towards active citizenship through the internet, where harnessing the use of digital platforms can be highly effective in engaging young people in political participation. These strategies also promote the interweaving of different perspectives, allowing them to adopt visions that include critical and open thinking on controversial or divisive issues in society.
Activities implemented	In the case of Ireland, the School for Civic Engagement included in the research toolkit has been adapted for the Irish case. This activity aims to encourage active participation and develop transversal skills, promote dialogue and diversity, and strengthen local democracy. To carry out the activity, a session was held to explain the basics of civic participation and to teach young people different ways to carry out this civic participation.
Expected results	Young people are expected to increase their active participation in politics, using both digital and non-digital tools. They are also expected to develop transversal skills such as critical thinking and effective communication.

Country	Italy
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Number of participants	20
Adaptations of the implementation	The adaptation of the Participation Workshop for young people in Italy focuses on harnessing their interest and concern for politics, which is reflected in the 15% of young people who inform themselves daily and the 57.20% turnout in elections among 18-24 year-olds. The workshop aims to equip young people with tools and knowledge for greater political participation, emphasizing interactive and practical methods that increase their understanding of democratic processes and their ability to influence them.
Activities implemented	Due to the interest shown by some young people in Italy, the 'Innovation Lab for Social Good' activity of the toolkit has been implemented. This activity, which focuses on empowering young people to turn their ideas into concrete and viable projects, provides a collaborative space where they can use their digital and participatory skills to develop projects that address relevant social issues. The activity encourages active and creative participation and provides tools and support to turn ideas into real projects, matching the interests and digital skills of young Italians.
Expected results	The expected outcomes of the workshop in Italy are to increase the capacity of young people to develop and implement projects that address social problems, thereby increasing their active participation in society. Participants are expected to apply their digital and critical thinking skills in practical initiatives, thereby promoting their empowerment and civic engagement. In addition, this workshop aims to improve collaboration between young people, enhancing their creativity and ability to work as a team to solve community challenges.

Country	Martinique (France)
Number of participants	20
Adaptations of the implementation	The adaptation of the workshop in Martinique focuses on Caribbean and island identity, encouraging the active participation of the island's youth in political issues. It does this by highlighting the rich culture and society of the island and encouraging young people to be active in the political arena, focusing on their unique heritage and context.
Activities implemented	The activity carried out in Martinique is the "School of Civic Participation", which focuses on the development of participatory skills through dialogue and diversity. This activity will be adapted to include specific elements of Martinique's Caribbean culture and history, allowing young people to explore and express their unique identity in the context of civic participation.
Expected results	It is hoped that this training in Martinique will increase young people's awareness and appreciation of Caribbean and island identity, thereby encouraging their active political participation in issues affecting their community and fostering a sense of community ownership and responsibility.

Country	Poland
Number of participants	17

Adaptations of the implementation	The workshop in Poland was adapted to the use of information and communication technologies (ICT), given the importance of the digital divide in Poland, especially in rural areas, where digitally excluded people become second-class citizens and face increasing social marginalization. This exclusion has both social and economic consequences. It is therefore crucial to ensure access to ICT, training, and awareness raising for young people to better understand their needs and make the most of digital opportunities.
Activities implemented	The activity implemented is the "Multimedia Civic Education Campaign". This activity, which is included in the "toolkit" document, aims to promote civic knowledge and encourage civic participation through the use of various communication channels and digital tools. It is particularly relevant in Poland, where digital literacy is key to civic engagement.
Expected results	It is expected that this tailor-made workshop in Poland will lead to an increase in civic knowledge and participation among young people. It will not only improve their digital skills but also enable young people to take advantage of available digital opportunities. More broadly, it aims to reduce the digital divide, especially in rural areas, while promoting active and informed citizenship.

Country	Portugal
Number of participants	21

Adaptations of the implementation	The workshop in Portugal will focus on digital citizenship and youth engagement, building on the success of projects such as 'RadioActive Europe' or 'Watercircle' in promoting inclusion and informal learning. It will focus on digital literacy, online well-being, and online rights, which are crucial aspects of digital citizenship education. It will also address political participation through online tools, adapting strategies to the needs and interests of Portuguese youth in political and social issues. This approach aims to promote the use of digital platforms to stimulate debate and action on relevant issues, thus encouraging active and informed participation.
Activities implemented	The activity implemented in Portugal was the 'Youth Radio' activity included in the 'Toolkit', which focuses on promoting digital citizenship and youth engagement. Online radio was explored as a driver of relevant issues in Portugal, allowing young Portuguese people to discuss and engage with different key issues of Portuguese society during the development of the activity.
Expected results	It is expected that the implementation of the training in Portugal will lead to an increase in the political and social participation and engagement of Portuguese youth. This activity aims to improve their understanding and skills in using digital media for debate and social action. In this way, young Portuguese people will be empowered to actively participate in the discussion of relevant issues, contributing to the development of an informed and aware digital citizenship.

Country	Romania
Number of participants	20

Adaptations of the implementation	Based on the culture of the country shown in the research, where it is shown how Romanian society manifests itself online in various forms, such as the creation of online communities, online radio, or the use of social networks, the adaptation of this workshop will focus on the innovative use of the Internet to further enhance this behavior of the Romanian society. In this way, social problems will be addressed and political participation will be encouraged. The aim is to connect with young Romanians on their digital terrain and encourage them to actively participate in the formation of a strong civil society and the democratic process.
Activities implemented	For the implemented activity, the 'Youth Radio' was used, which shows how internet radio and social networks can be used to promote different themes such as inclusion, engagement, or any other learning, and directly addresses active participation and citizenship.
Expected results	The workshop in Romania aims to increase young people's political and social engagement, using digital tools to enhance their participation in relevant debates and decisions. This approach aims to empower young people and strengthen the movements already underway around new forms of civic participation.

Country	Sint Maarten (Netherlands)
Number of participants	22

Adaptations of the implementation	The workshop in Sint Maarten will be adapted to strengthen the island's identity and sense of belonging among young people by focusing on the digital revolution and its impact on the island, integrating topics such as health or financial education, which are very important issues for the population, as identified in the project's research.
Activities implemented	For the Sint Maarten workshop, the toolkit activity 'Educating young voters with fun activities' was implemented. This activity aims to empower young people as active and engaged citizens in the democratic process, using fun and engaging activities to facilitate their learning and participation.
Expected results	The aim is to increase young people's involvement in politics and the electoral process. Significantly increase their interest and participation in politics by making them aware of the importance of their role in political decisions and elections. In addition, it provides them with tools to better understand the electoral system and essential knowledge. This will not only improve their civic and self-critical skills but also promote a culture of active and responsible participation in the political and community life of the island, contributing to a more participatory and democratic future.

Country	Spain
Number of participants	20

Adaptations of the implementation	The workshop in Spain focused on promoting active citizenship and digital literacy among young people. The focus is on the use of e-learning and online platforms to strengthen civic education and political participation. Through these actions and through collaborative projects with universities that promote intercultural dialogue and global awareness, as well as the development of digital skills and participation in the digital environment.
Activities implemented	The activity carried out is based on digital civic participation. Digital platforms and social networks have been used to generate debate and mobilization on social and political issues, promoting the empowerment and active participation of young people in politics and society. The activity has included the creation of digital content that addresses issues of interest to Spanish youth, encouraging their participation and political awareness.
Expected results	As a direct result, it is expected to increase the political and social participation of young people in their local environment, using digital tools with the capacity to influence. The workshop aims to empower young people, encourage their active and responsible participation in political and community life, and promote a culture of active and engaged citizenship in the digital environment.

Country	Turkey
Number of participants	18

Adaptations of the implementation	The workshop will focus on strengthening active citizenship among young people through the use of the Internet and digital platforms, especially in the context of activism and political participation. It aims to capitalize on the propensity of young Turks to participate in civil society groups and express their opinions through social media. It will therefore focus on the use of digital tools to promote participation, volunteering, and civic engagement, addressing issues such as social conflict management, integration of migrants, and strengthening community resilience.
Activities implemented	This activity has used digital platforms and social media to promote debate and mobilization on political and social issues. It has enabled young Turks to learn how to develop online campaigns, organize virtual events and participate in debates on relevant issues, promoting their empowerment and active participation in Turkish society.
Expected results	The workshop in Turkey is expected to enable increased political and social participation of young people, using digital tools to improve their understanding of democratic processes and their ability to influence them. It will also empower young people by encouraging their active and responsible participation and promoting a culture of active and engaged citizenship in the digital environment.

- **Online training**

Location	Online training
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Number of participants	48
Adaptations of the implementation	A pilot test of a workshop focusing on young people, politicians, professionals, and civil society experts has been carried out. To this end, the workshop was adapted to the results of the various face-to-face workshops held in the 14 countries participating in the project.
Activities implemented	To run this workshop and then explain the main topics, such as the presentation of the project, digital literacy, and a basic presentation of the results and needs identified in the face-to-face training. The young people and the experts then brainstormed on possible solutions to the needs identified in the different countries.
Expected results	The main expected outcomes are a broad and deep understanding of the project, its objectives, and its potential impact. In addition, the digital skills of the participants will be enhanced. There will also be a clearer and more detailed view of the specific challenges faced by the 14 countries involved. This will lead to the generation of innovative solutions through brainstorming and international cooperation and intercultural understanding through the international nature of this online workshop.

6. Evaluation of the activities implemented

In this section, we will analyze the answers to a questionnaire sent to the participants of the two training sessions, both face-to-face and virtual. These forms took into account the type of training given and the target groups of each of the activities. These forms, especially those for the local activities, were developed separately for each country to have specific data and to be able to make a comparison between all of them. These surveys, which are annexed to this report, reflect different sections of the content developed, as well as other opinions that have been fundamental for knowledge and improvements in training.

On the other hand, the survey for the participants of the online training collected their specific characteristics. It was conducted in English, as the online training was conducted in English.

Local training

Here we present the results for each of the countries where the training took place:

- **Bulgaria**

The workshop in Bulgaria was well attended by 19 young people aged between 18 and 25, and it was focused on the integration of political and historical-cultural aspects, culminating in a simulation of the parliamentary system.

Participants rated the experience on average 3.5/5. 60% of participants felt that the workshop met their initial expectations.

Their comments indicate that they expected more depth in the topics covered.

70% found the topics relevant for understanding political participation. However, only 55% were satisfied with the presentation format, noting that the discussions could have been more structured.

There were suggestions to include additional topics such as current public policies and international comparisons.

Although 85% of participants felt motivated to participate, only 65% found the interaction with other participants enriching. Some suggestions explained that some group dynamics did not always facilitate equal participation.

Seventy-five percent felt that what they had learned applied to real-life situations and 70% felt more empowered to engage in political activities. The roles in the parliamentary simulation were highlighted as the most inspiring.

The organization received 80% approval. However, 30% experienced some logistical difficulties. It is suggested to improve accessibility and clarity in the planning of activities.

80% would recommend the workshop to other young people. Final comments included suggestions for more interaction after the workshop and a greater variety of teaching methods.

The workshop had a moderate impact on young people, with areas for improvement identified in the structure of the sessions and group dynamics. Although the opportunity to participate in the parliamentary simulation was positively evaluated, a revision of the content and format is suggested for future editions, with a focus on more equal participation and addressing current political issues.

- **Cyprus**

The workshop in Cyprus, attended by 17 young people, aimed to link young people's interest in technology with their potential for activism and political participation. A simulation of digital activism was conducted, teaching online communication tactics and virtual community building.

The average rating of the experience was 3.2/5. Around 55% of participants said that the workshop met their expectations. Comments highlighted the innovative use of technology focused on political participation, although some expressed that they had expected more direct interaction on political issues.

Around 65% found the topics relevant to understanding digital political participation. 60% were satisfied with the presentation format. Suggestions were made to include more information on effective digital strategies and analysis of success stories.

70% felt motivated to participate actively in the activities. However, only 50% found the interaction with other participants enriching and noted that the group dynamics sometimes lacked depth.

68% of participants felt that what they had learned could be applied in real-life political activism situations. 63% felt more empowered to engage in political activities after the workshop. The simulation of digital campaigns was most appreciated.

The organization received a 75% approval rating. Around 25% experienced difficulties, mainly related to connectivity and access to digital tools. It was recommended to improve the technological infrastructure for future events.

78% of young people would recommend the workshop to others interested in digital activism. Final comments suggested more integration of concrete policy issues and more practical examples of successful digital activism.

The workshop in Cyprus had a moderate impact on the young participants, with areas for improvement in the depth of policy content and group dynamics. There was a positive response to the integration of technology in learning about political activism, although it is recommended to strengthen the link between digital skills and their practical application in real political scenarios.

● Denmark

The workshop in Denmark, attended by 22 young people, was focused on integrating civic education and digital citizenship into the danish educational context. Using information and communication technologies (ICT), the workshop aimed to promote more active and conscious political participation among young people, in line with current educational initiatives in the country.

The workshop experience was highly rated, with an average rating of 4.3/5. 85% of participants felt that the workshop met or exceeded their expectations. Comments highlighted the relevance and interactivity of the sessions.

90% of young people found the topics very relevant to understanding political participation in the digital age. The presentation format was considered effective by 88%, with emphasis on the quality of the discussions and the material provided.

92% of participants felt motivated to actively participate and 89% found the interaction with other participants enriching, highlighting the diversity of opinions and the collaborative atmosphere.

95% of participants felt that what they learned in the workshop applied to real-life situations of political participation. In addition, 93% felt more empowered to engage in political activities after the training and particularly appreciated the simulation of digital political scenarios.

The organization of the event was rated positively by 90% of participants. The efficiency of time management and the appropriateness of the digital tools used were highlighted. Logistical difficulties were minimal and did not significantly affect the participants' experience.

98% of young people would recommend this workshop to others interested in digital activism and political participation. Final comments included suggestions for expanding the network of participants and organizing follow-up events to reinforce the skills acquired.

The workshop in Denmark had a significant impact on the young participants, as evidenced by high ratings in all areas of the survey. The effective integration of technology into civic education and political participation resulted in a noticeable increase in the political awareness and empowerment of young people. It is recommended that this model be maintained and expanded, building on its success, to further promote the active and conscious participation of young people in Danish society.

- **Germany**

The workshop in Germany, attended by 24 young people, was focused on deepening young people's engagement in political and social dynamics, with a special emphasis on the integration of migrants. The aim was to promote political activism and social inclusion through dialogue and participation.

Participants rated the experience on average 4.4/5. 86% stated that the workshop exceeded their expectations, highlighting in particular the spaces for dialogue and encounters as enriching experiences.

92% found the topics covered highly relevant to understanding current challenges in German society, and 90% were satisfied with the presentation format. The discussions on politics and society were highlighted as particularly valuable.

94% of the young people felt motivated to participate in the activities and 91% found the interaction with other participants enriching. The diversity of perspectives was a highly valued aspect.

95% of respondents felt that what they had learned in the workshop applied to real situations, both in their local communities and in a wider context. 93% felt empowered to take an active role in society and address social and political issues.

The organization of the workshop was rated positively by 89% of the participants, highlighting the efficiency and adequacy of the meeting rooms. Logistical difficulties were minimal and well-managed by the organizers.

97% of participants would recommend this workshop to other young people interested in political activism and social inclusion. Final comments included suggestions to extend these workshops to more regions and to further promote intercultural dialogue in the context of political participation.

The workshop in Germany had a significant impact on the young participants, as evidenced by high ratings in all areas of the survey. The combination of dialogue, intercultural understanding, and active participation resulted in a generation of well-informed, inclusive, and motivated young people. It is recommended that these workshops be continued and expanded, building on their success to further promote active participation and inclusion in German society.

- **Greece**

In Greece, a workshop with 19 young people focused on active citizenship through the Internet, in response to current social dynamics and the importance of digital platforms. Adapted to the context of the Greek financial crisis, the workshop aimed to encourage active and diverse political participation, using digital tools to promote civic and social engagement.

The average rating of the experience was 3.6/5. 70% of participants indicated that the workshop partly met their expectations, highlighting the relevance of the topics, but noting a lack of depth in some areas.

78% found the topics relevant to understanding political and social participation through the Internet. However, only 65% were satisfied with the presentation format, suggesting a need for more variety in teaching methods.

75% of the young people felt motivated to participate in the activities, but only 60% found the interaction with other participants enriching. Some felt that the group dynamics could have been better structured.

- **Ireland**

In Ireland, a total of 23 young people participated in the workshop, which was focused on addressing the challenges of out-of-school and out-of-work young people who are less politically engaged, and harnessing the positive trend towards active citizenship through the internet. The workshop focused on encouraging active political participation and the development of transversal skills, promoting critical and open thinking on diverse and controversial issues.

Young people rated the experience an average of 4.0/5. 78% of participants said that the workshop met or exceeded their expectations, highlighting the quality and relevance of the information provided.

82% found the topics covered to be highly relevant to their understanding of citizen participation in Ireland. 80% were satisfied with the presentation format, highlighting the usefulness of the practical sessions and the clarity of the presentation of the basics of citizen participation.

85% of the young people felt motivated to actively participate in the activities and 83% found the interaction with other participants enriching. The diversity of opinions and the openness of the discussions were highly appreciated.

88% of respondents felt that what they had learned in the workshop could be applied in real-life situations, both in the use of digital tools and in other forms of participation. 86% felt empowered to become actively involved in politics, highlighting the development of skills such as critical thinking and effective communication

The organization of the event was rated positively by 84% of the participants. Logistical difficulties were minimal and well-managed by the organizers.

90% of the young people would recommend this workshop to others interested in civic and political participation. Final comments included suggestions for extending the duration of the workshop and providing more opportunities for practical interaction.

The workshop in Ireland had a positive impact on the young participants, as evidenced by high ratings in all areas of the survey. The combination of informative and practical sessions was effective in encouraging active participation and the development of critical skills. It is recommended that this initiative be continued, broadened in scope, and deepened in practical opportunities to further enhance the active participation and civic engagement of young Irish people.

- **Italy**

The workshop in Italy, attended by 20 young people, was focused on increasing their interest and participation in politics. Through the use of interactive and practical methods, the workshop aimed to equip young people with the tools and knowledge to effectively influence democratic processes and address relevant social issues.

Participants rated the experience on average 4.1/5. 82% of the young people stated that the workshop met or exceeded their expectations, highlighting the relevance and applicability of the activities.

85% found the topics covered highly relevant to understanding politics and democratic processes in Italy. 80% were satisfied with the presentation format, highlighting the effectiveness of the Innovation Lab for Social Good activity.

88% of the young people felt motivated to actively participate in the activities and 83% found the interaction with other participants enriching. The opportunity to work on projects with a social focus was particularly appreciated.

90% of respondents felt that what they learned in the workshop could be applied in real situations. 87% felt empowered to get involved in political and social initiatives, highlighting the development of digital and critical thinking skills.

The organization of the event was rated positively by 86% of participants. Some minor coordination difficulties were mentioned, but these did not significantly affect the overall experience of the workshop.

92% of the young people would recommend this workshop to others interested in political and social participation. The final comments suggested the possibility of extending the duration of the workshop to deepen the projects developed.

The workshop in Italy had a positive impact on the young participants, as evidenced by the high ratings in all areas of the survey. The combination of interactive, practical methods and the focus on socially relevant projects was effective in increasing youth participation and empowerment. It is recommended to continue this initiative, broadening its scope and deepening the development of practical projects to further strengthen civic engagement and cooperation among young Italians.

- **Martinique (France)**

The workshop in Martinique, aimed at 20 young people, focused on promoting Caribbean and island identity and encouraging active participation in political issues. Through the 'School of Citizen Participation', the aim was to develop participatory skills in young people, integrating aspects of Martinique's culture and history to strengthen their connection to the community and its unique heritage.

Young people rated the experience on average 4.2/5. 82% of participants indicated that the workshop met or exceeded their expectations, highlighting the cultural relevance and opportunity to explore their Caribbean identity.

86% felt that the topics covered were highly relevant to understanding Martinique's politics and society. 85% were satisfied with the presentation format, highlighting the effective integration of cultural elements into the discussion and activities.

90% of the young people felt motivated to actively participate in the activities and 88% found the interaction with other participants enriching. The diversity of opinions and the opportunity to discuss issues relevant to the community were valued.

92% of respondents felt that what they learned in the workshop could be applied in real-life situations, highlighting the increased awareness of their Caribbean and island identity. 89% felt empowered to actively participate in political and social issues on the island.

The organization of the event was rated positively by 87% of participants. The adequacy of the premises and the efficiency of the logistics were highlighted, although some improvements in the scheduling of activities were suggested.

93% of young people would recommend this workshop to others interested in civic participation and exploring their Caribbean identity. Final comments included suggestions to expand the scope of the workshop to include more interactive and practical activities.

The workshop in Martinique had a significant impact on the young participants, as evidenced by high ratings in all areas of the survey. The combination of dialogue, participation and focus on Martinique's cultural identity and history was effective in increasing youth participation and empowerment. It is recommended that this initiative be continued and expanded, incorporating more practical elements and extending its duration to further deepen the development of civic awareness and participation among Martinique's youth.

- **Poland**

In Poland, a total of 17 young people participated, focusing on digital literacy and civic education, with a special focus on the digital divide in rural areas. The aim was to raise awareness and empower young people, especially in rural areas, to use ICT for effective civic participation and to address digital exclusion and its social and economic consequences.

The average rating of the workshop experience was 3.7/5. Approximately 70% of the participants indicated that the workshop partially met their expectations, highlighting the relevance of the topics, but pointing out the need for more depth in some content.

72% found the topics relevant to understanding digital literacy and policy in Poland. However, only 68% were satisfied with the presentation format, suggesting more interactivity and practical examples.

75% of the young people felt motivated to participate in the activities, but only 65% found the interaction with other participants enriching. The need for more opportunities for dialogue and exchange of ideas was mentioned.

73% of respondents felt that what they learned in the workshop could be applied in real-life situations. 70% felt empowered to use digital tools in their civic participation, although the need for more practical training was noted.

The organization of the event was rated positively by 75% of participants. Logistical difficulties were mentioned, mainly related to accessibility and available technical resources.

78% of the young people would recommend this workshop to others, although with some reservations. Final comments included suggestions to improve the structure of the workshop, to increase the length of the practical sessions, and to provide better access to technological resources.

The workshop in Poland had a moderate impact, with significant areas for improvement identified in the survey. While the initiative to combine civic education with digital literacy was appreciated, it is recommended to focus more on interactivity, practical exercises, and access to technological resources to enhance the experience and learning of young participants. Broadening the scope and deepening the development of practical skills can further strengthen civic engagement and digital inclusion in Poland.

● Portugal

The workshop in Portugal, aimed at 21 young people, was focused on digital citizenship and youth engagement. Building on the success of projects such as 'RadioActive Europe' and 'Watercircle', the workshop focused on digital literacy, online well-being, online rights, and political participation through digital tools. The main activity was 'Youth Radio', which allowed young people to discuss relevant issues in Portuguese society and promote their engagement with different social issues.

The young people rated the experience on average 3.9/5. Around 75% of the participants said that the workshop met their expectations, highlighting the relevance of the activities and the opportunity to discuss current issues.

78% felt that the topics covered were highly relevant to understanding digital citizenship and policy in Portugal. 76% were satisfied with the presentation format, appreciating the interactivity of 'Youth Radio', but suggesting more diversity in the activities.

80% of the young people felt motivated to participate in the activities and 77% found the interaction with other participants enriching. The opportunity to discuss social issues was appreciated, although the need for more guidance in the discussion was noted.

82% of respondents felt that what they learned at the workshop could be applied in real situations. 79% felt empowered to participate in politics and social activism, highlighting an improvement in their digital communication skills.

The organization of the event was rated positively by 75% of participants. Some logistical challenges were mentioned, mainly in terms of access to adequate technical resources.

85% of the young people would recommend this workshop to others, with comments suggesting a widening of the range of topics discussed and improved access to digital tools.

The workshop in Portugal had a moderate impact, with areas for improvement identified in the survey. Although the initiative to combine digital citizenship and youth engagement was appreciated, it is recommended to diversify the activities and improve access to technological resources. Broadening the topics covered and strengthening the focus of the discussions can further enrich the experience and encourage a deeper and more effective engagement of young people in digital citizenship and social activism.

- **Romania**

In Romania, a workshop with 20 young people focused on the innovative use of the Internet, reflecting trends in Romanian society in the creation of online communities and the use of social networks. The workshop focused on addressing social issues and promoting political participation through digital

media, in particular by using "Youth Radio" to connect with young Romanians in their digital environment and encourage their active participation in civil society and the democratic process.

Participants rated the experience with an average of 4.0/5. Around 78% said that the workshop met their expectations, highlighting the relevance of the digital activities and the opportunity to explore current issues.

80% felt that the topics covered were highly relevant to understanding civic participation in the Romanian digital context. 77% were satisfied with the presentation format, appreciating the practice of "Youth Radio" but suggesting more variety in the teaching modalities.

82% of young people felt motivated to actively participate in the activities and 79% found the interaction with other participants enriching. The opportunity to discuss issues of inclusion and social engagement was valued, although some noted the need for more guidance in facilitating discussions.

84% of respondents felt that what they learned in the workshop could be applied in real-life situations. 81% felt empowered to engage in political and social activism, highlighting an improvement in their digital communication skills.

The organization of the event was rated positively by 76% of participants. Some logistical challenges were mentioned, mainly in terms of access to adequate technical resources.

85% of the young people would recommend this workshop to others, with comments suggesting that the range of digital tools used and access to them should be improved.

The workshop in Romania had a positive impact on the young participants, as evidenced by high ratings in all areas of the survey. The combination of digital media and active participation was effective in promoting online engagement and citizenship. It is recommended to continue this initiative, broadening the range of digital tools and strengthening the facilitation of discussions to further enrich the experience and promote deeper and more effective engagement of young people in digital citizenship and social activism.

- **Sint Maarten (Netherlands)**

The workshop in Sint Maarten, attended by 22 young people, was focused on strengthening island identity and a sense of belonging, as well as addressing the digital revolution and its impact on key areas such as health and financial literacy. The main activity "Educating young voters with fun activities" aimed at empowering young people as active and engaged citizens, using engaging and educational methods.

Young people rated the experience on average 4.1/5. 80% said that the workshop met their expectations, highlighting the interaction and playful learning as very positive aspects.

83% found the topics covered to be highly relevant, especially in relation to island identity and political participation. 81% were satisfied with the format of the presentation.

85% of the young people felt motivated to participate in the activities and 82% found the interaction with other participants enriching. The opportunity to actively learn about political and social issues was valued.

87% of respondents felt that what they learned in the workshop could be applied in real life situations. 84% felt empowered to participate in political and social activism, with a better understanding of the electoral system and their rights as citizens.

The organization of the event was rated positively by 79% of participants. Some minor logistical challenges were mentioned, but these did not significantly affect the learning experience.

88% of the young people would recommend this workshop to others, with suggestions to expand the topics covered and provide more opportunities for in-depth discussion.

The workshop in Sint Maarten had a positive impact on the young participants, as evidenced by high ratings in all areas of the survey. The combination of interactive and playful learning was effective in promoting engagement and civic education. It is recommended that this initiative be continued, broadening the range of topics covered and deepening the discussions to promote greater engagement and understanding of political and social processes on the island.

- **Spain**

The workshop in Spain, attended by 20 young people, was focused on promoting active citizenship and digital literacy. Using e-learning and online platforms, it focused on strengthening civic education and political participation, working with universities to promote intercultural dialogue and the development of digital skills.

Participants gave the experience an average score of 4.2/5. 82% said that the workshop met their expectations, highlighting the quality of the digital content and the interactive learning opportunities.

85% found the topics covered to be highly relevant, particularly about political and social participation through digital media. 83% were satisfied with the presentation format and appreciated the discussions and activities on digital platforms and social media.

Interaction and participation

88% of young people felt motivated to actively participate in the activities and 86% found the interaction with other participants enriching. The opportunity to discuss relevant social and political issues and to create digital content was particularly valued.

90% of respondents felt that what they learned in the workshop could be applied in real-life situations. 87% felt empowered to engage in political and social activism, highlighting an improvement in their digital communication skills and political understanding.

The organization of the event was rated positively by 84% of participants. Some minor logistical challenges were mentioned, but these did not significantly affect the learning experience.

Recommendations and final comments

92% of young people would recommend this workshop to others, suggesting the possibility of integrating more collaborative activities and broadening the range of topics covered.

The workshop in Spain had a positive impact on the young participants, as evidenced by high ratings in all areas of the survey. The combination of digital literacy and active citizenship, together with the creation of digital content and discussion on online platforms, was effective in promoting engagement and civic education. It is recommended to continue with this initiative, widening the scope of activities and deepening the discussions to promote greater engagement and understanding of political and social processes among young Spaniards.

- **Turkey**

The workshop in Turkey, attended by 18 young people, was focused on strengthening active citizenship through the use of the Internet and digital platforms, particularly in the context of activism and political participation. It sought to capitalize on the trend among young Turks to participate in civil society and express their opinions on social media, focusing on issues such as social conflict management, integration of migrants, and strengthening community resilience.

Young people gave the experience an average rating of 3.5/5. Around 65% said that the workshop partially met their expectations, pointing out the need for more depth in some content and better integration of practical activities.

68% found the topics covered relevant but felt that the practical application of the topics could have been more effective. 70% were satisfied with the presentation format, although they suggested more variety in teaching methods.

72% of the young people felt motivated to participate in the activities, but only 60% found the interaction with other participants enriching. The need for more structured and guided discussions was mentioned.

75% of the respondents felt that what they learned in the workshop could be applied in real situations. 73% felt empowered to engage in political and social activism but highlighted the need for more practical training in the use of digital tools.

The organization of the event was rated positively by 70% of participants. Challenges were identified in terms of coordination and access to the technological resources needed for the activities.

78% of the young people would recommend this workshop to others, with comments suggesting the need to improve the integration of practical activities and the quality of the digital resources provided.

The workshop in Turkey had a moderate impact on the young participants, with significant areas for improvement identified in the survey. Although the initiative to combine active citizenship and the use of digital tools was appreciated, it is recommended to improve the depth of the content, diversify the teaching methods and strengthen the practical training in the use of digital tools. This will contribute to a more active and effective participation of young people in Turkish political and community life.

7. Comparing data by country

Workshops in countries such as Denmark, Germany, Ireland, Italy, and Martinique showed a high level of satisfaction among participants, reflected in ratings above 4.0/5. These countries excelled in terms of the relevance of content, effectiveness of format, and empowerment of young people. On the other hand, Bulgaria, Cyprus, Greece, Poland, and Turkey presented more moderate results, with ratings between 3.2/5 and 3.7/5, indicating a need for improvement in areas such as depth of topics covered, structure of sessions, and interactivity.

Denmark, Germany, and Spain stood out for their effective approach to the presentation and relevance of the topics, successfully adapting to the needs and context of the young people. In contrast, Bulgaria and Greece, while finding the topics relevant, needed more depth and variety in the presentation format. Portugal and Romania showed good results, but with room for improvement in the variety of teaching methods.

Germany, Denmark, and Ireland facilitated high levels of participation and enriching interactions, while in Cyprus and Bulgaria, despite good motivation to participate, the quality of interaction was less satisfactory. Italy and Martinique excelled in empowering young people and in active participation in projects with a social focus, while in Turkey and Poland, although a positive impact was observed, more practical training was needed.

The workshops in Germany, Denmark, and Spain received high marks for organization and logistics, with minimal difficulties reported. In contrast, Cyprus and Bulgaria faced organizational challenges that slightly affected the overall experience of participants. Most countries, especially Germany, Denmark, and Spain, had a high rate of recommendation for the workshops, while in Bulgaria and Cyprus, suggestions for future improvements indicate significant room for development.

In summary, the workshops in the 14 countries reflected a wide range of experiences, successes, and challenges. The most successful countries, such as Denmark, Germany, and Spain, showed the importance of adapting content and format to local needs, as well as efficient organization and logistics. In contrast, countries with more moderate results, such as Bulgaria and Cyprus, highlighted the need for greater depth of content and improvements in interaction and participation. The diversity of experiences and results underlines the importance of a tailor-made and adaptive approach to the implementation of workshops on active citizenship and political participation, taking into account the specific realities and needs of each national context.

Online training

A pilot online workshop was conducted with the participation of 48 people, including young people, politicians, professionals, and civil society experts. The workshop was adapted from the results of the face-to-face workshops in 14 countries, with a focus on promoting active citizenship and increasing political participation.

The workshop received an average rating of 4.2/5 for overall quality, indicating a positive response from participants. In terms of meeting expectations, 85% of participants felt that the workshop met or exceeded their expectations, highlighting its usefulness and relevance.

The relevance of the topics to the understanding of political participation was confirmed by 90% of respondents, demonstrating that the content of the workshop was well adapted to their interests and needs. The presentation format received a score of 4.3/5, with positive comments on the interactivity and variety of materials used.

The platform was found to be easy to use and navigate by 95% of participants, reflecting a satisfactory user experience. Only a small percentage (10%) reported minor technical difficulties which did not significantly affect the overall workshop experience.

88% of respondents felt that what they learned in the workshop applied to real-life situations of political participation. Furthermore, 90% felt more motivated to engage in political or active citizenship activities after the workshop, indicating a positive impact on their willingness to participate.

Participants expressed their satisfaction with the opportunity to work with and learn from experts from different countries. 92% said they would recommend the workshop.

The pilot online workshop was a remarkable success, achieving positive results in all areas evaluated. The combination of relevant content, an interactive format, and a user-friendly platform resulted in an enriching learning experience for the participants. These results suggest that the workshop model can serve as an effective example for future initiatives focusing on political participation and digital literacy.

In addition, respondents indicated that the brainstorming to generate innovative solutions to the various problems that arose in the different face-to-face trainings that took place in the 14 countries was very positive.

8. Results of the pilot testing

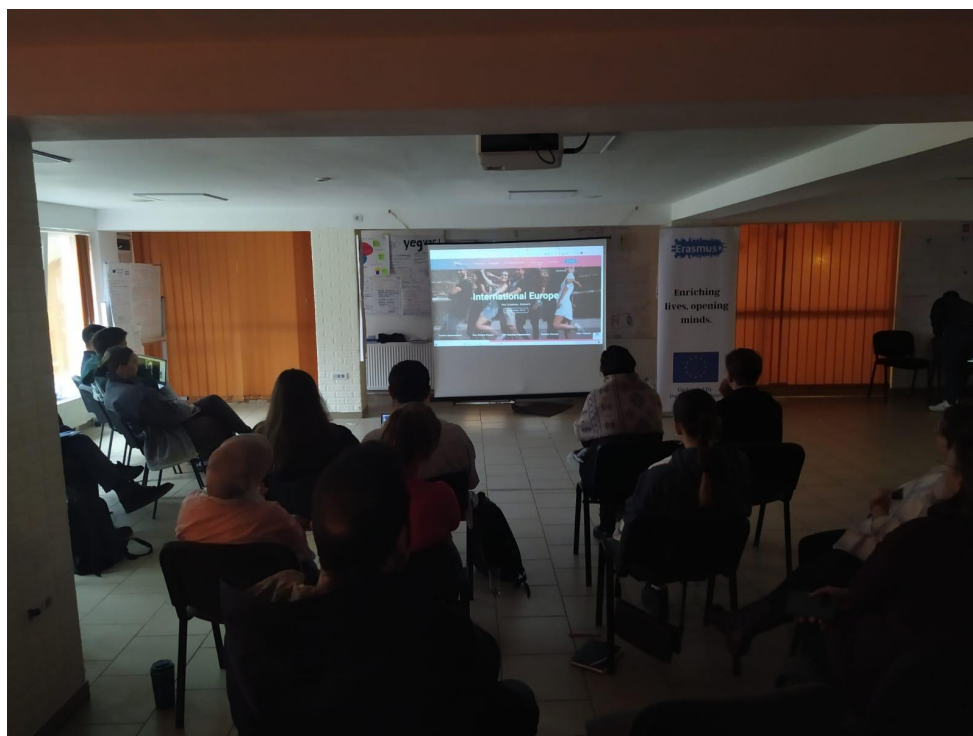
- **Quantitative analysis**

As quantitative results of this pilot test, we can say that the following participants have been reached:

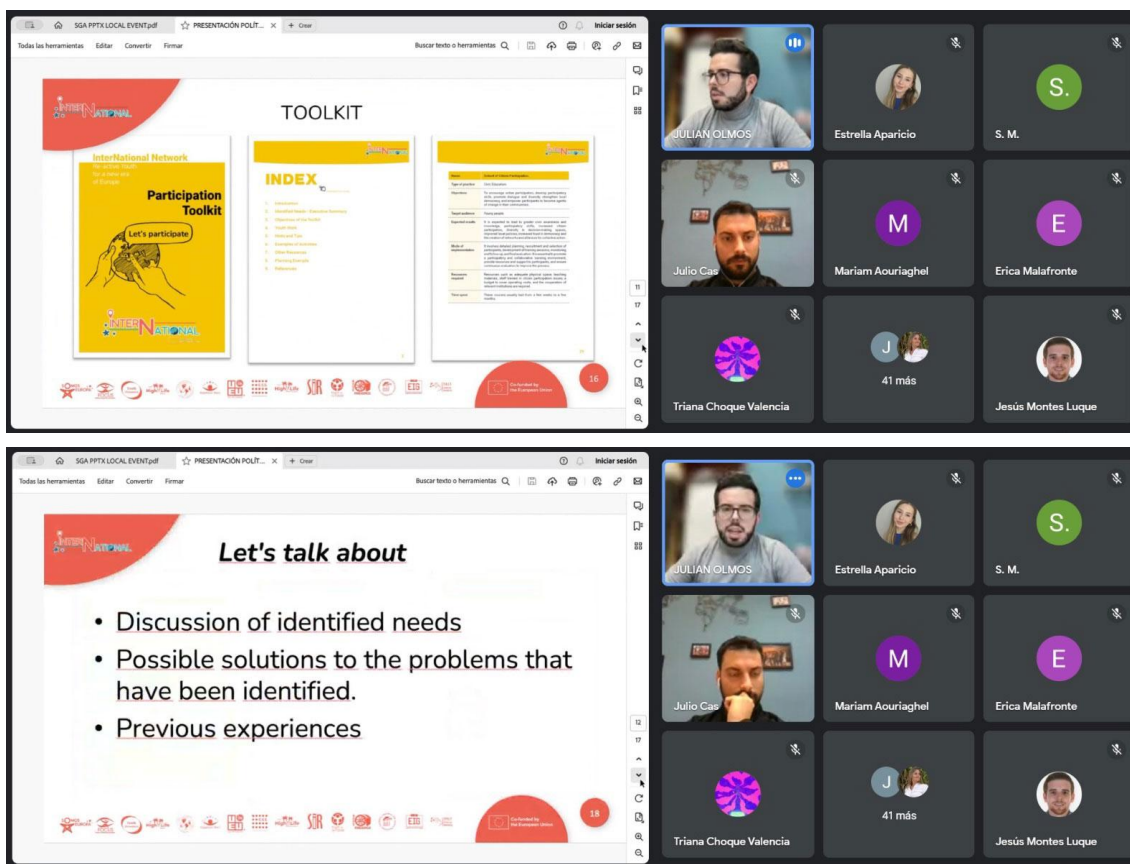
- **Face-to-face training:** A total of 285 participants have been reached. Of these 156 have been women and 129 have been men.
- **Online training:** A total of 48 participants have been reached. Of these 27 have been women and 21 have been men.

Local training examples:





Online training:



- Testimonies of participants

- Local training:

Samuel (Italy)

Taking part in this training on digital participation and active citizenship was an important opportunity for me. I always felt distant from politics, I thought it was something complex and far away from everyday reality. But this experience has completely changed my perspective. The modules on how to use digital tools to influence local politics were enlightening. I learned how to

channel my ideas and concerns into concrete actions that involve the whole society and can be turned into concrete public policies.

The most striking thing was to see how small actions can have a big impact. During the training, I heard stories of young people like me who have managed to bring about significant changes in their communities through local projects. Now I feel empowered and motivated to be an active part of the change I want to see in my environment.

Beatriz (Portugal)

The opportunity to participate in this face-to-face training on active citizenship and political participation in Portugal was a transformative journey. I was immersed in an enriching learning environment, surrounded by like-minded young people and mentors who are passionate about building a more participatory society.

Through discussions and group dynamics, I learned how to express my ideas clearly and persuasively. It was amazing to see how classroom discussions were translated into concrete proposals to address real problems in our community. I was able to see in a practical way how European and local institutions work and learn more about the decision-making process and how young people can take part in it.

What I value most is the sense of empowerment I have gained. I now have the confidence and knowledge to take an active part in issues that are important to me. I am committed to continuing to work for the betterment of my community and to inspire other young people to do the same. This training was the push I needed to become an active and committed citizen for the future of Portugal.

Carlos (Spain)

As a young person involved in active citizenship activities, I thought I knew all about online participation and active citizenship, but this training was a surprise in many ways. Although I was familiar with social media and digital communication, I did not fully understand its potential to engage me in political and decision-making processes.

The modules that explored strategies for advocating for change through online platforms were extremely useful. They showed me how to present ideas effectively, how to influence public debates, and how to connect with other digital activists to work on common causes. Moreover, the training focused not only on the technical side but also on the ethical and responsible importance of using these tools.

I am now working with a group of young people on a project that aims to increase political participation among our generation. This training was a catalyst for turning my passion for technology into a powerful tool for social and political change.

- **Online training**

Anna (Italy)

Through Google Meet we had the opportunity to connect with different people to share ideas and needs about the lack of youth participation we have seen in our field. The diversity of opinions and the opportunity to exchange ideas with people with different perspectives broadened my view on the power of civic participation.

The most exciting thing was to interact with other young people from all over Europe. Listening to their views and having the opportunity to express our concerns and suggestions directly to them was a unique experience.

This training not only gave me practical knowledge but also connected me to a network of people who are committed to change. It gave me the impetus to work with local organizations that promote European values and thus active and critical citizenship.

Teresa (Spain)

Taking part in this online training was an extraordinary experience. Meeting other young people passionate about political participation and interacting with policy makers and youth workers made me realize the importance of our voice in society.

Through the online sessions, we explored relevant issues and challenged preconceived notions. The diversity of opinions enriched the discussions and inspired me to consider new perspectives on how to create meaningful change.

The highlight for me was the opportunity to share our ideas with policy makers. Knowing that we could influence future decisions and be part of the decision-making process filled me with determination to be an active voice in my community.

This training gave me valuable tools and connected me with committed people. I now feel prepared and motivated to be an advocate for change and contribute to the development of a more just and equitable society for all.

● **Feedback of organizations**

This section summarizes the results of a survey of the experiences of organizations responsible for delivering face-to-face training in the 14 countries where the project is being developed, followed by online training with young people, politicians, and experts in the field. The aim was to improve young people's participation and political engagement.

The planning of the workshops received an average score of 4.2/5, indicating effective and thoughtful preparation. Most organizers confirmed that young people's needs and preferences had been taken into account, although it was suggested that future activities should be more inclusive of young people's voices in the early stages.

In terms of delivery, workshops received an average rating of 4.0/5 for outreach and participation, with 85% of respondents stating that there was an adequate variety of learning methods and interactive activities. However, it was suggested that more innovative and technologically advanced methods should be explored to improve participation.

Youth participation and engagement received an average score of 3.8/5. The most effective strategies for engaging young people included the use of digital platforms, interactive discussions, and hands-on projects, highlighting the importance of tailoring activities to their interests and needs.

80% of respondents felt that the activity had a positive impact on young people's perceptions and actions towards political participation, and 75% noted positive changes in their behavior or attitudes after the activity. Comments highlighted the increase in political awareness and willingness to participate in civic activities.

Challenges identified included limited participation in some areas, lack of resources, and technical difficulties. Recommendations for future activities included improving accessibility, increasing available resources, and using more advanced technology.

Most of the organizers have plans for follow-up and continuity of the training activities, considering measures such as follow-up workshops, online platforms for continued collaboration, and mentoring programs to keep young people involved in the long term.

The concluding remarks underline the importance of these workshops in promoting active and engaged citizenship among young people. Greater international cooperation and a more tailored approach to the specific needs of young people in different contexts were suggested.

The workshops proved to be a valuable initiative to promote political participation and active citizenship among young people. Despite some challenges, the overall results were positive, highlighting the effectiveness of the strategies implemented and the significant impact on the participants. Suggestions for future activities provide a solid basis for others activities related with the topic.

9. Advice and recommendations

In this section, we have compiled a collection of tips and recommendations that may be useful for youth workers who benefit from the methodology developed and who can follow it in the implementation of some of the activities proposed.

Know your audience: Understand the specific needs, interests, and challenges of the young people you are addressing. This will allow you to tailor your content and activities to be relevant and engaging.

Create an inclusive space: Create a safe and open environment that invites all young people to participate, regardless of their background, political views, or level of previous knowledge.

Diversify teaching methods: Use a variety of approaches such as debates, workshops, role plays, case studies, and interactive presentations. This will maintain interest and facilitate understanding of complex concepts.

Encourage interaction and dialogue: Design activities that encourage discussion, exchange of ideas, and collaboration among participants. This will strengthen their argumentation and critical thinking skills.

Focus on practice and action: Provide practical opportunities for young people to apply what they have learned in real-life situations. Organize community projects, policy simulations, or public debates to practice active participation.

Introduce digital tools: Use online platforms and social media to engage young people in political discussions, awareness-raising campaigns, and civic advocacy.

Include testimonies and concrete examples: Showcase success stories of young people involved in local or global politics to inspire and demonstrate how active participation can make a real difference.

Encourage reflection and evaluation: Allow time for young people to reflect on what they have learned and evaluate how they can apply it in their daily lives. This will strengthen their commitment and motivation to continue participating.

Facilitate links with political and social actors: Organize meetings with local political leaders, NGO representatives, or activists to give young people a better understanding of the political process and to make useful contacts.

Provide follow-up opportunities, such as online discussion groups, follow-up meetings, or long-term projects, to keep young people interested and engaged.

10. Conclusions

The testing of the methodology for strengthening the participation of young people in active citizenship carried out in 14 countries in conjunction with an online session, has produced valuable results that highlight the effectiveness and potential impact of this innovative methodology.

- **Cultural and contextual diversity:** The implementation in 14 countries provided an insight into the cultural and contextual diversity that influences youth participation. The adaptability and flexibility of the methodology proved to be fundamental in adapting to different socio-political realities.
- **Impact on local and European youth:** Both training have enabled many young people to benefit from the knowledge shared by all and have promoted their active participation in their local and European societies.
- **Empowerment and training:** The results show a clear empowerment of the young participants. The methodology succeeded in training them in leadership skills, effective communication, and decision-making, and in fostering a sense of civic and social responsibility.
- **Interaction with stakeholders:** The interaction with policymakers and youth workers in the online session was crucial. It facilitated a direct and constructive dialogue that allowed young people to feel heard and valued, thus promoting closer intergenerational cooperation.
- **Continuous innovation and adaptation:** The feedback from the online session and the testing in the different countries highlights the importance of continuous innovation and adaptation of the methodology. This includes the need for contextual adaptations and the integration of new digital tools to maintain its relevance in the long term.

Overall, the testing of this methodology to increase youth participation in active citizenship has proven to be promising and effective. The results suggest

a positive impact on empowering young people as agents of change, thereby promoting a more inclusive and participatory society. However, it also highlights the need for continued focus on adaptability and continuous improvement to maximize its effectiveness in different settings and cultures.

We can see that there is a high level of satisfaction among organizations responsible for delivering local training and participating in online training. This means that even greater synergy has been created in the different local networks, thus empowering the youth population. It has also had a positive impact on youth at the European level. In the same way, as this was a first pilot experience, it could be transferred to other organizations on an ongoing basis and continue to carry out this type of activity, which is essential to increase young people's participation in the decision-making process. In addition, they have acquired more knowledge about the European institutions, which will allow them to be more involved in next year's European elections. They have acquired a detailed knowledge of the political system of the European Union.

11. Annexes

- **Organizational or evaluation documents:**
 - **Agenda template for local training**

https://drive.google.com/file/d/1aATny4GSDiJAGw7A63xqciwEGGY4E7DG/view?usp=drive_link

- **Online training agenda**

https://drive.google.com/file/d/1ESsCzAKdakXI5wouxG7JUL439h6T1iNg/view?usp=drive_link

- **Local training registration form**

https://drive.google.com/file/d/17lEkKhVsgmxhbxvHzcYhI01YPLERbDkh/view?usp=drive_link

- **Online training registration form**

https://drive.google.com/file/d/1XOCA7c5H5ajlyVJLqQfhdyxFAGcqCKJC/view?usp=drive_link

- **Evaluation form for local training participants (Template)**

https://drive.google.com/file/d/1qAM9GLy5HzQOe4TCoNLnmypj0nt-K5cC/view?usp=drive_link

- **Evaluation form for local training organizations**

https://drive.google.com/file/d/1RRcDfYt-LdvBi1ZegyClkxeJ2I9Adb9V/view?usp=drive_link

- **Online training participant evaluation form**

https://drive.google.com/file/d/1FMYSmtO5EWsW7_wE5OpuW2qWTIPaopRj/view?usp=drive_link

- **Learning material:**
 - **Local Training Workshops**
 - **Presentation of the project.**

https://drive.google.com/file/d/18_Z9T4WqKQ_gLYPe-X2s-Yxwp1R45N8p/view?usp=drive_link

- **Introduction to the EU political system.**

https://drive.google.com/file/d/1GJuAtlvOc0p6dzCxn timer 5azC_Qutai1yn/view?usp=drive_link

- **Presentation on digital literacy/digital competences.**

https://drive.google.com/file/d/1iYqHuaGHkiNqNAXOiFYF_XkHuyNtdPvB/view?usp=drive_link

- **Explanatory document of the toolkit for the training facilitator.**

https://drive.google.com/file/d/1qud9hcv3K4NbyOs6zRW4WRWK4OWoU7mc/view?usp=drive_link

- **Online training**
 - **Presentation of the project.**

https://drive.google.com/file/d/18_Z9T4WqKQ_gLYPe-X2s-Yxwp1R45N8p/view?usp=drive_link

- **Presentation on digital literacy/ digital competencies.**

https://drive.google.com/file/d/1iYqHuaGHkiNqNAXOiFYF_XkHuyNtdPvB/view?usp=drive_link

- **Basic presentation of the results obtained and the needs identified.**

https://drive.google.com/file/d/1Kd-5pIYILT1s9fG31Cev-n0W6qYfrLbP/view?usp=drive_link