

EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.

⚠ Please provide one sheet per event (one event = one workpackage = one lump sum).)

PROJECT	
Participant:	[No 5] – ASOCIATIA GRUPUL PONT PONT CSOPORTPONT - GROUP PONT
PIC number:	[948319240]
Project name and acronym:	[Digital Civic Participation v2.0] — [D.C.P v2.0]

EVENT DESCRIPTION	
Event number:	[WP11]
Event name:	Workshop for young people and municipal employees
Type:	Workshop
In situ/online:	In situ
Location:	Romania, – Cluj Napoca
Date(s):	18.05.2023 22.05.2023
Website(s) (if any):	https://en.pontgroup.org/2023/05/22/dcpv20-e-participati-on-workshops/ https://www.dcp-project.eu/2023/06/01/reporting-press-r-elease-on-wp-7-11/
Participants	
Female:	18
Male:	27
Non-binary:	0
From country 1 [Romania]:	45
From country 2 [name]:	
From country 3 [name]:	
...	
Total number of participants:	45
From total number of countries:	1

Description

Provide a short description of the event and its activities.

Workshop I

The workshop commenced with a short presentation introducing the PONT team and its field of work and activities. Additionally, the introduction highlighted the DCP v.2.0 project, outlining its aims and expected results, generating enthusiasm among the participants for the upcoming activities.

This interactive session aimed to provide participants with a comprehensive understanding of digital participation. Through brainstorming, participants actively engaged in defining and exploring the concept of digital participation. Real-life examples of successful e-participation initiatives from various municipalities and countries were showcased, demonstrating the potential and impact of such approaches. Furthermore, the handbook was presented to illustrate how digital participation can enhance youth involvement in decision-making processes.

Participants were divided into small groups to identify common youth challenges related to digital participation. Each group engaged in a collaborative exercise to brainstorm potential solutions using e-participation tools and approaches. The activity encouraged teamwork, creative thinking, and critical analysis of the challenges faced by young people in engaging with decision-making processes. After the group work, each group presented their findings and proposed solutions to the plenary, allowing for shared learning and discussion.

The workshop also included a crucial component of consultation with municipal employees. Participants had the opportunity to engage with municipal staff and assess the feasibility of implementing proposed solutions. Through this interaction, a bridge was built between the aspirations of the youth participants and the practical considerations of the municipality, fostering a sense of collaboration and mutual understanding.

Workshop II

The workshop was designed to create a collaborative environment where municipal employees and various other actors from the youth support ecosystem in Cluj could engage in meaningful discussions and reflections on youth digital participation challenges. The workshop provided a platform for participants to share their perspectives, propose solutions, and explore the city's role in enabling and increasing digital participation among young people.

The workshop began with a plenary session where the outcomes of previous young people - municipality employees' workshop were presented. This served as a starting point for participants to reflect on the challenges identified during those sessions. They had the opportunity to share their perspectives based on their experiences and insights gained from their interactions with young people. The plenary discussion also involved consultations with municipal employees on the feasibility of implementing specific strategies and initiatives to address these challenges.

The participants focused on identifying the impediments to youth digital participation and proposing practical solutions. The participants collectively explored the various obstacles that hindered young people's engagement in digital spaces. These challenges included issues such as limited access to technology, lack of digital literacy, and barriers to inclusive participation. Building upon the insights shared, participants worked together to develop innovative strategies and initiatives aimed at overcoming these challenges. Additionally, discussions were held to examine the role of the

municipality and the youth support ecosystem in implementing digital tools and methodologies to enhance youth participation.

EU Grants: Event description sheet (CERV): V1.0 – 01.04.2022

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).