

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:	Comune di Cinisello Balsamo (Cinisello Balsamo))
PIC number:	[948263271]
Project name and acronym:	[Digital Civic Participation v2.0] — [D.C.P v2.0]

EVENT DESCRIPTION	
Event number:	[WP8]
Event name:	Workshop for young people and municipal employees
Type:	Workshop
In situ/online:	In situ
Location:	Italy, Cinisello Balsamo – Petrini Cultural City Cente
Date(s):	19/04/2023
Website(s) (if any):	https://www.comune.cinisello-balsamo.mi.it/spip.php?article36517 https://www.dcp-project.eu/2023/06/01/reporting-press-release-on-wp-7-11/
Participants	
Female:	26
Male:	19
Non-binary:	0
From country 1 [Italy]:	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.

On April 19th of 2023, two workshops were held for the 'Digital Civic Participation' project at the "Il Pertini" cultural centre. The project is co-funded by the European CERV programme and aims to innovate the process of civic education of young people and increase their participation in the choices of their community through the use of digital tools.

The final result of the project will be the creation of a HandBook with the collection of e-participation tools (TOOLS) present on the territory of each project partner (Greece, Romania, Poland, Lithuania and Italy), with practical examples to improve the civic participation of young people. The two workshops had a double goal: on the one hand to educate, train and empower young citizens and municipal employees about e-participation and e-democracy tools, on the other hand to identify problems and local challenges to find solutions together.

The first workshop took place in the morning, from 9.30 to 12.30 A.M. and it involved 15 young people (aged between 18 and 30 years old) and 15 municipal employees, the latter as observers. A brief presentation of the project was made at the beginning of the workshop; in particular the meaning of e-participation and e-democracy were explained and the tools that allow e-participation were also presented. These tools were taken from the Handbook at the moment work in progress. In particular, as italian/local tools we presented SPID, ParteciPa and prenotami.cloud, which are websites and platforms used in Italy for digital participation. Moreover we presented the other european tools such as CrowdApps, Vouliwatch, Futurium and Participatory Budgeting (used in Greece for a major information and participation of the citizenship to the democracy), the polish ePUAP platform (that connects citizens with Public Administration), and the romanian initiatives for youngsters, such as Com'ON Cluj-Napoca (participatory budgeting for youth) and the Youth Thematic Year, that aim to foster the participation of young people to the decision-making processes of the town. After the presentation of the tools, the young people were divided in two groups and had the opportunity to discuss the problems related to digital participation and then identify at least two problems related to e-participation and their solutions among the available tools. The municipal employees were also divided in two groups and followed the work of the young people as observers.

In the afternoon, from 2.30 to 4.30 P.M. the second workshop for municipal employees took place. In this phase, the employees had the task of commenting on the problems raised by the young people and assessing the feasibility of their proposed solutions.

Since one of the problems raised during the first group's discussion was the "Unattractiveness of the Municipality website", the employees firstly discussed about that. From their discussion they concluded that the website and the apps provided by the Municipality do not actually engage young people enough, but this is due to regulatory limits that drive the creation of a standardised site, whichleaves little room for initiatives to make it more attractive to young people. After that, the municipal employees had to discuss the problems identified by the young people and to find pros and cons to their solutions. Regarding "Poor involvement of youngsters" and the solutions of the Participatory Budgeting and the Youth Thematic Year, the main advantage found by the employees is that such initiatives could create a connection between youngster and administrators, since initiatives like those would need people who can act as receivers of youngster's ideas. The risk would be the difficulty to find such figures and without them the project wouldn't be doable. The advantage found for a solution like the Youth Thematic Year was that the triennial duration of the plan would facilitate the plan because it would be closer to the real times of realization of plans of the Public Administration. However, the major risk would be the lack of funding from the Municipality to create certain projects. Regarding the third problem and its solution "Poor knowledge of democratic processes" and the Impact of the school on civic

education, the employees concluded that, by involving children from a young age, inputs could be given that could provide real solutions, which adults might not initially consider. At last, the employees discussed about the tool that the group had chosen for their city: the Youth Thematic Year. According to the employees of the public administration, thanks to this initiative, in addition to participation through voting, there would be a path during which practical solutions to the city's problems could be found that would allow young citizens to truly enter into decision-making processes. This solution could be practicable, but only by modifying the mental asset of the Public Body and by making it invest also in high risk projects and not only in safe solutions.

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).