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:	[101081343] - [BIEDRIBA EUROPEAN CENTER FOR RESEARCH AND REGIONAL DEVELOPMENT] (ECREED)
PIC number:	[898871065]
Project name and acronym:	[COMFORT ZONE! Democracy and e-democracy thank to life skills improvement, participative cultural researches and creative laboratories] — [ETM - DEL]

EVENT DESCRIPTION	
Event number:	5
Event name:	FIFTH EVENT OF THE PROJECT
Type:	WORKSHOP
In situ/online:	ONLINE
Location:	ZOOM PLATFORM
Date(s):	25/10/2023, 28/11/2023, 26/01/2024, 28/3/2024
Website(s) (if any):	www.ecrred.lv
Participants	
Female:	61
Male:	44
Non-binary:	-
From country 1 [Latvia]:	59
From country 2 [Italy]:	10
From country 3 [Denmark]:	1
From country 4 [Croatia]:	1
From country 5 [Netherlands]:	1
From country 6 [France]:	5
From country 7 [Slovenia]:	1
From country 8 [Greece]:	21

From country 9 [Turkey]:	1

From country 10 [Poland]:	4		
From country 11 [Romania]:	1		
Total number of participants:	105	From total number of countries:	11

Description

Provide a short description of the event and its activities.

INTRODUCTION / MAIN TOPIC OF THE EVENT:

The event aimed to delve into the transformative potential of digital platforms, ranging from social media networks to online voting systems, in addressing systemic barriers and amplifying marginalized voices for the promotion of racial and gender equality within the European Union. By examining successful case studies and innovative initiatives, we sought to distill actionable insights into how e-democracy can serve as a catalyst for youth empowerment, fostering a profound sense of agency and civic responsibility among the next generation of changemakers. We aimed to explore strategies for mitigating bias and designing more equitable digital infrastructures, while also fostering collaboration among diverse stakeholders including youth leaders, policymakers, civil society organizations, and technologists. Through this exploration, our goal was to co-create inclusive solutions and drive systemic transformation towards a more just and equal society.

TARGET GROUP OF THE EVENT:

The event targeted 105 young individuals aged 18-40 from 11 different European Union countries.

OBJECTIVES:

Examine the potential of digital platforms for dismantling systemic barriers and amplifying marginalized voices. Distill actionable insights into how e-democracy can empower youth, fostering a sense of agency and civic responsibility. Explore strategies for mitigating bias and designing more equitable digital infrastructures. Foster collaboration among diverse stakeholders, including youth leaders, policymakers, civil society organizations, and technologists, to co-create inclusive solutions and drive systemic transformation.

METHODS USED:

We employed conversation and debate as primary methods to engage participants. Through successful case studies and innovative initiatives, participants delved into the transformative power of e-democracy. Robust discussions, insightful challenges, and collaborative exploration were facilitated to unravel the myriad ways in which technology can empower the younger generation as catalysts for social change.

RESULTS:

The event served as a dynamic platform for thought leaders, experts, advocates, and youth influencers to convene and delve into the transformative power of e-democracy in addressing and preventing disparities rooted in race and gender. Key themes explored included the role of technology in social justice, youth empowerment through e-democracy, mitigating bias and discrimination in digital spaces, and building collaborative networks for change. Additionally, the event acted as a call to action for all stakeholders to commit to leveraging the power of technology and e-democracy as tools for advancing social justice and equality.

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