













# eParticipation: « A waste of Time »

### Virtual European Parliament

- Create a public room/set of e-participation tools
- Mobilize, motivate, engage young people
- Analyse participation process, factors driving young citizens to participate, factors influencing impact.
- Feedback to EU

#### Active Debates























Concertation Tools

## Regional Activities

- Bottom Up
- Proactively contact stakeholders
- Join Local Forces
- Local eParticipation Activities

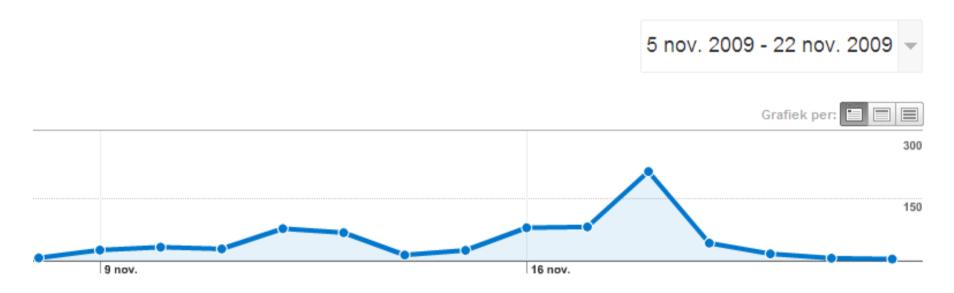
## On Line Activities

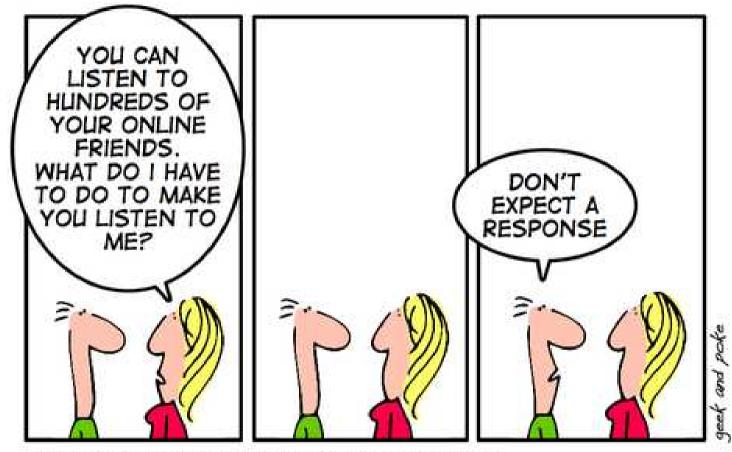
- Top Down
- Pan European **Activities**
- Integrate Regional Activities

## Joint Final Event

 Final Interregional Debate on a by citizens selected topic

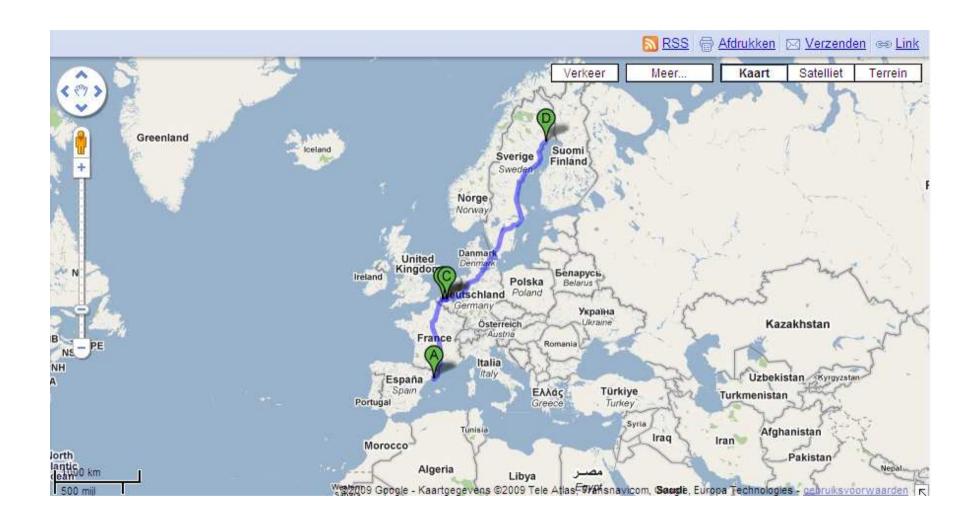
- Facebook (group & Page) : 382 members
- Registered on portal: 510 members
- Post discussion jam: 958 (246 users)
- Mass e-mailing, student communities, radio, existing databases, ....: + 20000 people
- MEP's actively involved: 5





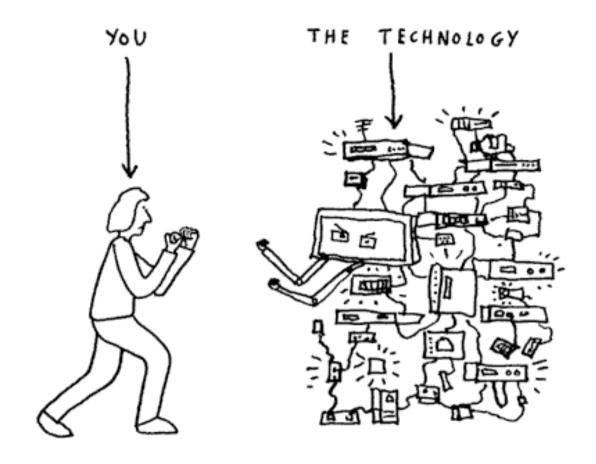
WHY MEN LIKE ONLINE COMMUNITIES











#### THE BATTLE WE ALL FACE

"It can be useful to participate a bit in politics if decision makers really listen and discuss issues in a mature way."

"It seems to give a true chance for people to take part and affect our EU politicians in decisions and the distance to Brussels decreases."

"I see the internet as a natural and simple communication channel."

"Maybe it is possible to open the politicians' eyes to things that happen in our society. They are "laymen" in many areas."

"I get the opportunity to discuss different questions and to express my views."



A <u>living lab</u> wherein <u>citizens</u> can be engaged for a <u>longer term</u> in real-life, co-existing <u>(e)-participation activities</u> with as main objective to <u>co-shape</u> social conditions, political culture, legal and economic systems and supporting ICT tools.

#### 10 l's

#### Implement Identify

Interact

