

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:	[5] - [The Good Lobby] ([TGL])
PIC number:	898946434
Project name and acronym:	Born in EU - Born in EU

EVENT DESCRIPTION			
Event number:	D18.1		
Event name:	Workshop in Italy / Born in EU: i giovani e la politica Padova		
Type:	workshop		
In situ/online:	in-situ		
Location:	Italy, Padova		
Date(s):	01/12/2023		
Website(s) (if any):	https://www.thegoodlobby.it/eventi/born-in-eu-i-giovani-e-la-politica-padova/		
Participants			
Female:	16		
Male:	9		
Non-binary:			
From country 1 [Italy]:	25		
From country 2 [name]:			
From country 3 [name]:			
...			
Total number of participants:	25	From total number of countries:	1
Description			
<i>Provide a short description of the event and its activities.</i>			
The workshop started with a brief presentation of The Good Lobby, the project Born in EU and the participants. A quick quiz-based icebreaker set the scene for the day, with some questions of general european union			

knowledge. Following the presentation of the research on electoral participation conducted by TGL, the participants were prompted to discuss and answer various questions around the issue of participation. The emotional, political and structural dimensions were discussed, together with common profiles of people who do not vote. From the participants' discussions, some specific insights emerged:

- Sometimes voting is not a matter of choice. Due to time constraints and busy lifestyles, people do not find the time to document themselves on political programmes, candidates, etc., and are not comfortable voting. Moreover, there may be structural problems that prevent people from voting (e.g., in Italy you can only vote in the city you are a resident in: out-of-town students and workers bear the costs of returning to their residence to vote).
- People often do not know the mechanisms of politics and there is little knowledge of candidates running for office. This is especially true in European elections: one group realized that they knew only a couple of Italian MEPs.
- Politics is not "relatable". This may be because of many reasons, one of which is that youth's instances are not taken into consideration, creating a feeling of disconnection in younger generations. There are not enough "examples" of young people in positions of power to inspire current youth in taking action.
- The most common feeling that accompanies the decision not to vote is frustration caused by:
 - the complexity of the political system
 - feeling of underrepresentation
 - lack of time/means to gather knowledge and information

After lunch, the participants had the chance to further discuss electoral participation by elaborating their own proposal and solutions in groups, after a theoretical take on the issue by TGL. Proposals and solutions were presented to the whole group at the end of the workshop.

- One proposal included a collaboration of various media (online newspapers, social media accounts and influencers) that would create infographics and content explaining some key mechanisms of European elections (including electoral law, candidates, key points of political agenda, etc.). Depending on their residence, they would also create country-specific content.
- To increase youth participation, one group proposed to create a small TV series that narrates commendable actions taken by youth and their achievements. By seeing how their generation is pursuing change, young individuals would be inspired to participate more in political processes.
- One proposal included actions to be taken by politicians directly to increase participation of youth. Through their social media accounts or through dedicated platforms, politicians shall engage youth in choosing what their political agenda will look like. This would close the gap of representation and arguably increase youth involvement.

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