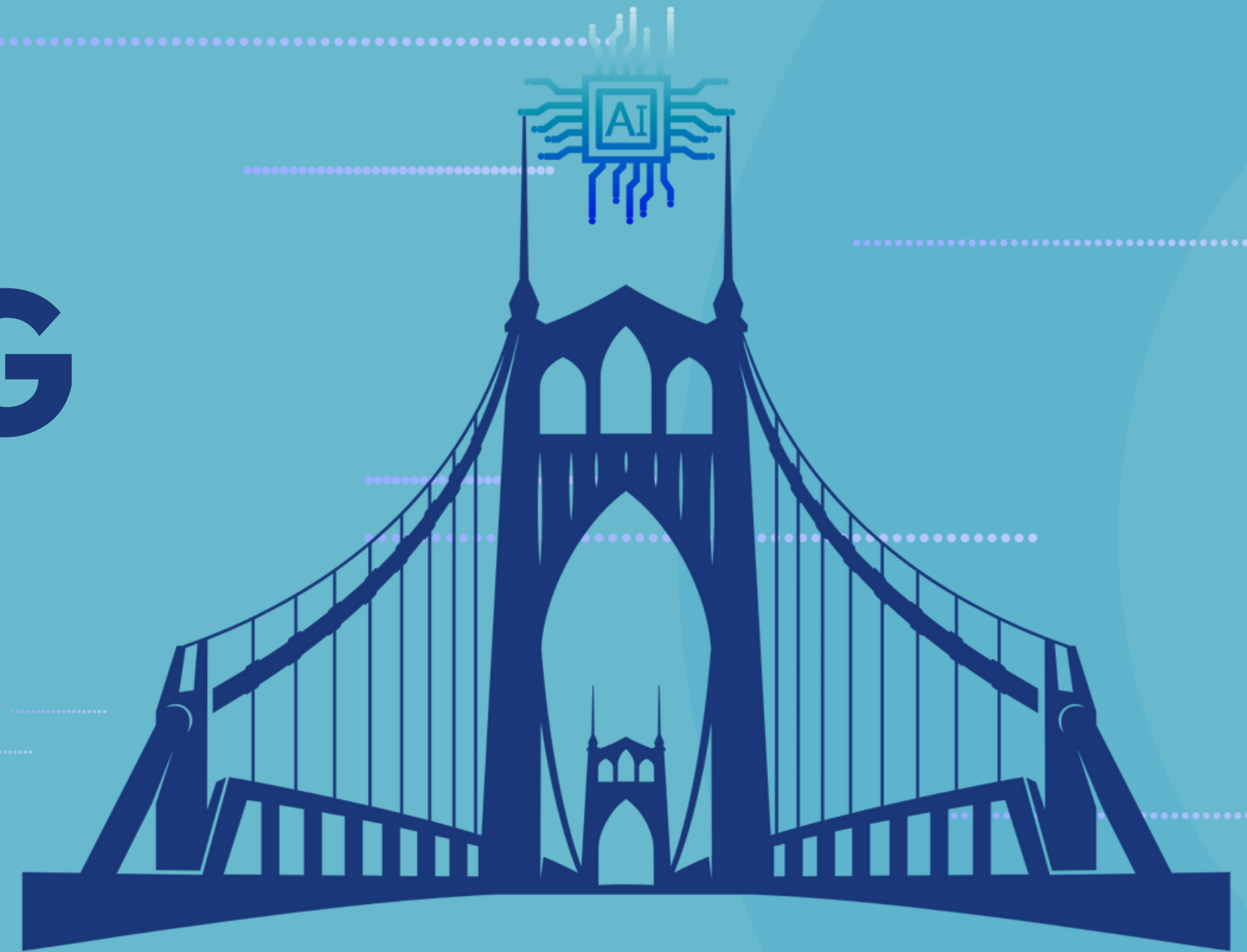




# TRANSFORMING EDUCATION, EMBRACING DIVERSITY



BridgeAI

**Project Number:**

2024-1-SE01-KA220-SCH-000243601



**Co-funded by  
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



# BridgeAI WP3 : Syllabus, Module 3 Presentation

## Civic participation in the Digital age

### 1. Introduction

Civic participation in the digital age, often referred to as e-participation or digital civic engagement, is the use of information and communication technologies (ICT) – such as the internet, social media, and mobile apps – to participate in civic and political life. It has revolutionized participation by:

- Reducing barriers to access, enabling faster mobilization and new forms of expression (e.g., collaborative presentations, communication on social networks).
- Increasing transparency through e-learning and open data initiatives.

However, it also presents major challenges, including the digital divide and the rapid spread of misinformation and disinformation.

The ultimate impact depends on how citizens and educational institutions use these powerful digital tools responsibly.



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



# BridgeAI WP3 : Syllabus, Module 3 Presentation

## Civic participation in the Digital age

### 2. Objectives

- Developing Skills for the 21st Century
- Improving School Governance and Community Relations
- Creating a Culture of Action and Civic Responsibility



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



# BridgeAI WP3 : Syllabus, Module3 Presentation

## Civic participation in the Digital age

### 3. Why It Matters ?

Civic participation in the digital age is essential because technology amplifies citizens' voices and accelerates democratic processes.

**Context:** – Access and Transparency: Online platforms and mobile applications provide citizens with faster and easier access to public information, decision-making processes, and dialogue;

- Mobilization and Collaboration: The digital environment facilitates the rapid organization of advocacy campaigns, signature collection, and volunteer actions;
- Contribution to Legislation: Tools such as online public consultation platforms are transforming the way citizens can contribute directly to the development and amendment of legislation.

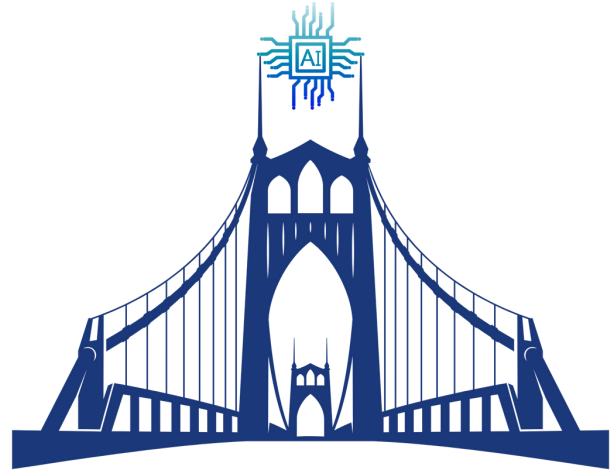
**Statistics** (Summary) Internet Use: Young people (aged 16–34) use the internet in large numbers (over 80% in the case of pupils and students) and are the most active in the digital environment, including in online civic engagement activities. Digital Skills: Approximately 28% of young people aged 16–29 in the EU lack essential digital skills, which may limit their ability to fully engage in the digital sphere.

"The ability to participate constructively and rationally in online communities and virtual networks is a fundamental prerequisite for active participation in what is known as the 'information society'." (Source: Digital Citizenship Materials, Erasmus+ Project)



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



BridgeAI

# BridgeAI WP3 : Syllabus, Module3 Presentation

## Civic participation in the Digital age

### 4. Key Concepts / Tools

- **E-Governance:** use of information and communication technology (ICT) by public administrations to improve transparency, increase efficiency, and facilitate citizens' access to information and public services.  
**Tools:** Open Data Platforms: Provide public data in reusable formats; Public Service Portals (e.g., online tax payment). Electronic/Online Voting Systems (depending on national regulations).
- **Digital Citizenship:** the set of rules for appropriate and responsible behavior in the online environment. It includes the skills needed to navigate, communicate, and engage in the digital community in a safe, ethical, and informed manner.  
**Tools:** Media and Information Literacy Campaigns: To combat misinformation (fake news); Fact-Checking Tools; Cybersecurity and Ethical Online Behavior Guidelines.
- **Online Collective Action:** Rapid mobilization of many people, using digital tools, to pursue a common civic or political goal (e.g., protests, advocacy campaigns, or fundraising).  
**Tools:** Online Petition Platforms (e.g., Change.org). Social Networks (Facebook, X/Twitter, Instagram) for organization and dissemination. Crowdfunding Platforms for civic causes.



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



## BridgeAI WP3 : Syllabus, Module3 Presentation

### Civic participation in the Digital age

#### 5. Strategies / Good Practices

- **Reducing the Digital Divide:**

Action: Funding programs for infrastructure in rural areas and partnerships with NGOs to provide free digital and media literacy courses.

- **Integrating Civic Participation into Formal Education:**

Introduce digital citizenship topics (e.g., digital etiquette, managing your online footprint, identifying misinformation) into the school curriculum, integrating them into subjects such as social studies, ICT, or Romanian language.

- **Ensuring Transparency and Response (Institutional Feedback):**

Create feedback reports published on government platforms, detailing the proposals received, which were taken into consideration and why they were (or were not) included in the final decision.



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



## BridgeAI WP3 : Syllabus, Module3 Presentation

### Civic participation in the Digital age

#### 6. Interactive Activity Overview

Interactive Workshop:

##### ***From Consumer to Active Digital Citizen***

- This workshop or exercise is designed to translate the concepts of digital civic participation into practical actions, helping participants understand and use real tools.
- General Objective: To familiarize participants with digital advocacy tools and develop the critical thinking skills necessary for informed civic engagement in the online environment.
- Exercise "Digital Detective": Presentation of 3-4 news items or online posts (a mix of verified facts, opinions, and misinformation). Participants, in small groups, use fact-checking tools (e.g., Google Reverse Image Search, official sources) to assess credibility.
- "Create Your Campaign": Groups choose a local or national civic issue (e.g., lack of green spaces, access to education). They are asked to outline a digital strategy, choosing and using a specific tool.



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



# BridgeAI WP3 : Syllabus, Module 3 Presentation

## Civic participation in the Digital age

### 7. Risks & Challenges

#### Challenges and Major Challenges:

##### 1. *Digital Divide*

Risks: Exclusion: Vulnerable groups

##### 2. *Disinformation and Information Manipulation*

Risks: Erosion of Trust

##### 3. *Threats to Privacy and Security*

Risks: Illegal surveillance, Cyberattacks

##### 4. *Algorithmic Influence and Lack of Transparency*

Challenges: Amplification of Radicalism, manipulation



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



# BridgeAI WP3 : Syllabus, Module 3 Presentation

## Civic participation in the Digital age

### 8. Case Study / Example

#### Case Study: **Digital Mobilization – The Power of the Hashtag**

Digital platforms, particularly social media, have revolutionized social movements by providing low-cost, high-reach tools for rapid mobilization, narrative building, and coordinating action across geographic boundaries.

- Mechanism: Social media platforms (like X/Twitter, Instagram, TikTok, etc.) and messaging apps (like WhatsApp, Telegram) are used to quickly share personal testimonies, photos, videos, and actionable information, often centered around a common hashtag.
- Participation: Individuals participate by sharing content, signing online petitions (e.g., on Change.org or Avaaz), joining online group chats to organize, using platform filters or profile frames to show solidarity, and raising funds via crowdfunding.
- Impact: Digital tools transform individual dissent into connective action, bypassing traditional media gatekeepers and enabling swift, decentralized movements (like the Arab Spring, Occupy, or global climate strikes) that can put immediate pressure on authorities and raise global awareness almost instantly.



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



# BridgeAI WP3 : Syllabus, Module 3 Presentation

## Civic participation in the Digital age

### 9. Expected Outputs

These are the higher-level, more significant results stemming from successful digital participation initiatives:

- **Increased Transparency and Accountability**
- **Higher Engagement Rates and Broader Representation**
- **Improved Public Service Delivery**
- **Strengthened Social Capital and Community Resilience**
- **Evidence-Based Policy Making**



**Co-funded by  
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



# BridgeAI WP3 : Syllabus, Module 3 Presentation

## Civic participation in the Digital age

### 10. Wrap-up & Next Steps

Digital civic participation fundamentally lowers the barrier to entry for engagement, shifting the power dynamic by enabling citizens to be real-time monitors, mobilizers, and direct contributors to policy and service delivery.

#### *Challenges & Opportunities*

- While digital tools offer massive potential, their success is heavily dependent on addressing key structural challenges
- Low-Cost Mobilization
- Real-Time Feedback Loop
- Increased Transparency

#### Challenges

- Digital Divide
- Misinformation & Echo Chambers
- Security and Privacy
- Quality of Deliberation.



**Co-funded by  
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



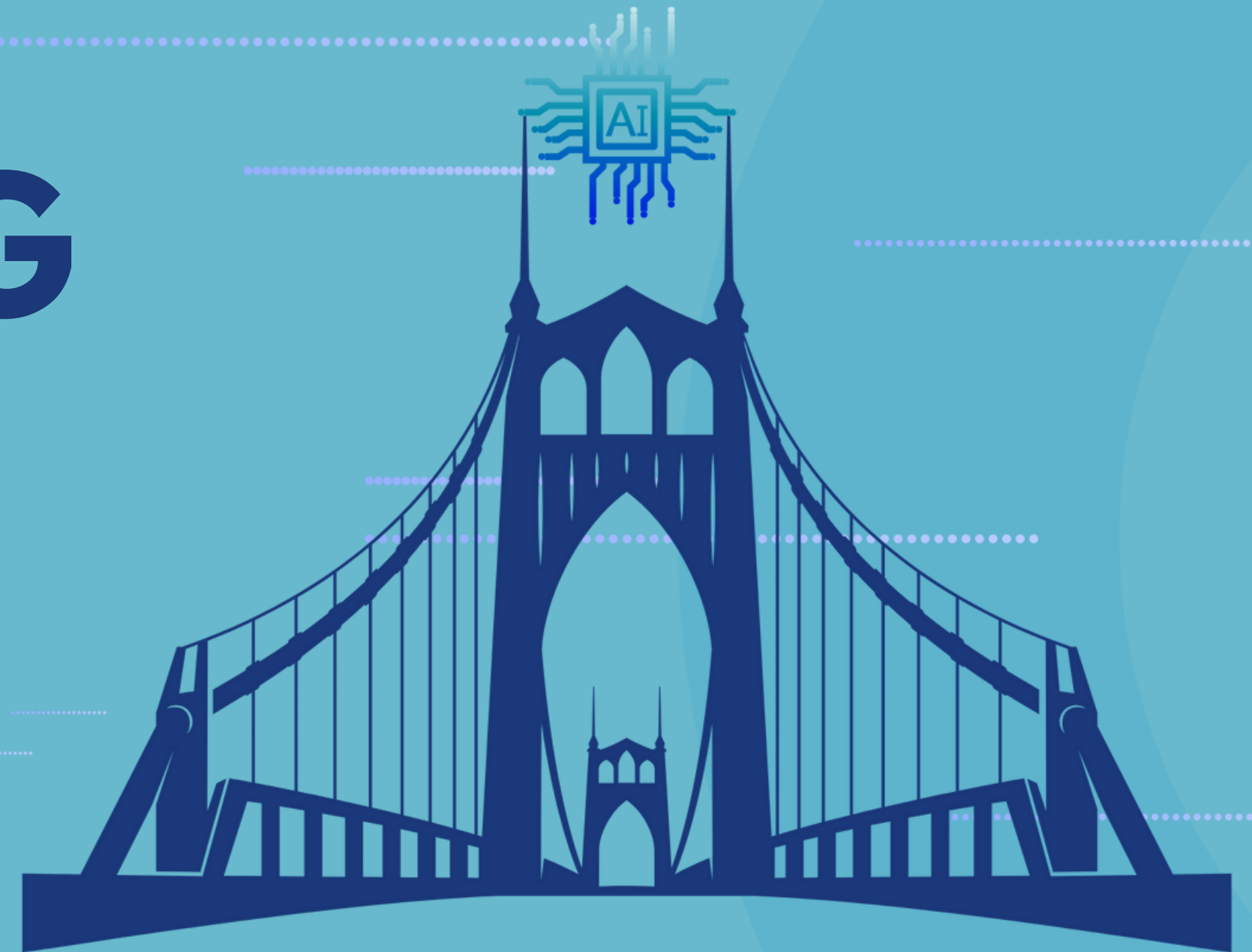
# TRANSFORMING EDUCATION, EMBRACING DIVERSITY

**Project Number:**

2024-1-SE01-KA220-SCH-000243601



[www.bridge-ai-project.eu](http://www.bridge-ai-project.eu)



## BridgeAI



**Co-funded by  
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.