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E-GOV4YOUTH
Digital Governance

EGOV4YOUTH MINI-MANUAL FOR YOUTH PLAYERS

EGov4Youth - Empowering Youth through e-Government: bridging engagement and digital governance
Project Number: 2023-2-IT03-KA220-YOU-000177604

TABLE OF CONTENT

1. INTRODUCTION
2. **MODULE 1**: Introduction to e-Government
3. **MODULE 2**: E-Government: Tools & Technologies)
4. **MODULE 3**: Civic participation & engagement
5. **MODULE 4**: Open Data & Transparency
6. **MODULE 5**: Privacy, Security, and Ethics in E-Government
7. **MODULE 6**: Local Development, Main Tools, and Resources
8. CONCLUSION
9. WORKSHEET COLLECTION

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Introduction

Welcome to the **EGov4Youth Mini-manual**, a practical guide that has been created at the conclusion of the training phase delivered by all project partners.

This manual brings together information from each module, feedback from trainers, youth workers and learners. The content has been created from initiatives, methodologies and tools used to foster youth participation in the local development process through E-GOV digital infrastructures.

Our goal for creating this manual is to equip the young players who participated in the programme with a resource they can now use to engage and empower others in their own communities. This will also encourage them to stay engaged and avoid the temptation to drop out the program too easily.

Apart from the insights taken from the modules, some tips for the trainees will be given in order to get on well with the target group as far as possible and make the activities in a more adapted way. For example, they must be implemented in a very practical way, avoiding long texts and giving explanations with real examples they can relate to their daily life. Make sure any “difficult” or very specific words are used, always trying to involve everyone in the dynamic (they are not real experts).

For working on the modules, some methodologies could be applied such as cooperative learning, where diifferent . Modules can also be arised as projects where some theory has to be tested with some external people, here is where the Design Thinking methodology is introduced. You can test it in 5 easy steps as: empathize, define, ideate, prototype and test.

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Modules

Module 1: Introduction to e-Government

Module Summary:

This training module, "Introduction to E-Government," provides a comprehensive yet accessible exploration of how digital technology is transforming governance and civic engagement. Participants will gain insights into what e-government truly involves—beyond simply bringing public services online—including its role in enhancing transparency, improving service delivery, and promoting active citizenship. The module thoughtfully addresses practical aspects, from understanding the benefits and key characteristics of digital governance to recognizing its challenges like the digital divide and resistance to change. Through engaging examples such as the Greek Youth Parliament and the National Digital Academy for Citizens, learners are encouraged to consider how these digital initiatives can be adapted and scaled within their own contexts. Additionally, the module focuses on future trends, preparing participants to appreciate the growing impact of technologies like AI, blockchain, and smart city frameworks on the evolution of governance. Overall, this module equips learners with the foundational knowledge and critical thinking skills necessary to actively engage with and shape the digital future of public administration.

Activity Title:	**Exploring the Greek National Digital Academy for Citizens**
Duration:	40 minutes
Learning Outcomes:	● Learn how digital literacy platforms like the Greek National Digital Academy can address the digital divide and promote citizen participation in e-government. ● Evaluation of the platform's key features—such as course accessibility, sustainability, and inclusivity measures. ● Development of strategies to replicate or adapt similar digital learning initiatives in participants' local contexts or countries.
Aim of the Activity:	To deepen participants' understanding of how free digital skill-building platforms can bridge the digital divide, highlighting the importance of inclusivity, sustainable funding, and effective government involvement.
Materials Required:	● Internet access for research on the Greek National Digital Academy ● Projector or computer screens to present findings (optional) ● Note-taking materials (paper or digital devices) ● Whiteboard or flipcharts for group brainstorming (optional)
Detailed Instructions:	1. **Introduction (5 minutes)**: Provide a brief overview of the Greek National Digital Academy, emphasizing its objectives, key course areas, funding model, and ongoing nature. 2. **Small Group Exploration (10 minutes)**: Divide participants into small groups (3–5

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	people). Groups review provided resources (e.g., website links, screenshots) and identify 3 key features they believe are critical for addressing the digital divide (e.g., free access, course diversity, user-friendly design). 3. **Group Discussion & Analysis (10 minutes)**: Within groups, discuss: ● Platform's effectiveness in reaching diverse age groups and marginalized communities. ● The sustainability of its funding model & other ways to ensure continued financial ● support. Gaps or barriers (i.e. language diversity, varying literacy levels, limited internet access). 4. **Brainstorming Adaptation Strategies (10 minutes)**: Groups brainstorm practical ideas for adapting or replicating the digital academy model in different contexts, considering local infrastructural and socioeconomic conditions. Outline possible partnerships, funding methods, and strategies for customizing content. 5. **Wrap-Up (5 minutes)**: Each group briefly presents their key insights and adaptation strategies. Summarize the discussion, highlighting best practices for promoting digital literacy and citizen engagement through accessible online platforms.
Assessment & Feedback:	Participants will be evaluated based on the depth of their analysis, the relevance of identified platform features, and the creativity and feasibility of their adaptation proposals. Facilitators will provide constructive feedback, reinforcing strong points and guiding groups toward addressing overlooked challenges or considerations.

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Module 2: E-Government: Tools & Technologies)

Module Summary:
This module helps participants to understand the core tenets of a digital society based on which powerful, user-centric services can be built. The module provides a broad overview of e-government tools and technologies. It covers the principles and building blocks of e-governance. It cultivates an innovative mindset with an intention of generating new and effective solutions and services. The materials consist of both practical and theoretical insights based on the experience that is coming from successful cases. A big part of the knowledge is built on practice, the course summarizes and generalizes the lessons learned by modern states. The experts explain how, why, and when to use the latest technologies and methods while functioning as a member of a digital society. The course serves as a foundation and inspiration for carrying out the technological change in the digital state and enhancing e-governance and its related aspects and domains.

Activity Title:	e-Governance Challenge Analysis
Duration:	Approximately 1 hour
Learning Outcomes:	● **Understanding of E-Government Challenges** Participants will be able to identify and analyze key challenges in e-government, including digital literacy, eID ecosystems, transparency, bridging the digital divide, and innovative public sector e-services. ● **Research and Analytical Skills** Participants will enhance their research skills by exploring academic sources, case studies, and real-world examples to critically evaluate current e-government practices and identify key issues within their assigned challenge.
Aim of the Activity:	The aim of the activity is to engage participants in understanding, analyzing, and addressing key challenges and opportunities in e-governance. By working in teams, participants will explore the practical implications of digital transformation in the public sector, develop innovative solutions for e-governance challenges, and communicate these solutions effectively. The activity encourages critical thinking, collaboration, and real-world application of e-governance concepts, with a focus on improving public service delivery, enhancing digital inclusion, and promoting transparency in government operations.
Materials Required:	● Internet access, collaborative tools.
Detailed Instructions:	● **Challenge selection. (5 minutes)**

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	1.1 Participants are divided into teams (3-5 members); 1.2 Participants will pick one of the following challenges: 1.2.1 Improving digital literacy for specific target group 1.2.2 Promoting transparency in e-government operations and services. 1.2.3 Bridging the digital divide for social inclusion 1.2.4 New and innovative e-services for the public sector (paper to paperless) 1.2.5 Your own e-gov challenge. ● **Group work (30 minutes)** 2.1 Research and Analysis (15 minutes): Each group should conduct quick research on the challenge. They should explore academic sources, case studies, and real-world examples related to the challenge. Teams should analyze the current state (as-is) situation, identify key issues, and consider the implications for e-government and the information society. 2.2 Solution brainstorming (15 minutes): Each group should collaborate to propose possible solutions to address the challenge. These solutions should incorporate technological, social, and policy aspects. ● **Presentation of findings (25 minutes)** 3.1 Each team should summarize and present their analysis results and solutions to the whole group. ○ **Discussion and Analysis (X minutes):** Groups discuss findings, identify key insights, and formulate recommendations or solutions. ○ **Presentation (X minutes):** Each group presents their findings to the larger audience, followed by Q&A or feedback from peers. ● **Conclusion (X minutes):** Participants reflect individually or in their groups on their learning experience and insights gained.
Assessment & Feedback:	● Participants will complete a short feedback form after the activity to reflect on what they learned. ● Trainers will observe group dynamics and participation to assess engagement and understanding.

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Module 3: Civic participation & engagement

Module Summary:
This module equips young people with the tools to engage in civic participation, digital activism, and policy dialogue. It covers democratic values, e-government tools, and youth advocacy for the SDGs, offering practical applications like creating digital campaigns and combating misinformation. Through real-world examples and interactive activities, participants will learn how to influence decision-making and drive social change.

Activity Title:	**From idea to practice, build your digital civic engagement campaign!**
Duration:	60 minutes
Learning Outcomes:	● Understand the power of digital advocacy in civic engagement. ● Develop communication and campaign strategy skills to drive social change ● Gain hands-on experience in creating a social impact initiative. ● Develop skills in visual storytelling and campaign messaging. ● Use E-government tools to communicate with public authorities. ● Foster teamwork and critical thinking and creativity in digital activism
Aim of the Activity:	Empower participants to identify a local issue, develop a digital campaign, and present their ideas through mock social media posts or petitions, inspiring real-world action. Design and launch a digital campaign using real-world tools, focusing on a local issue they care about.
Materials Required:	● Laptops, tablets or smartphones ● Internet access ● Examples of successful youth- led campaign ● Brainstorming template for campaign planning
Detailed Instructions:	● **Introduction (3)** ● **Get some inspiration (10 min)** ○ Discussion on examples of successful digital youth campaigns (Greta Thunberg's social media impact, a viral petition, or a trending advocacy reel). ○ Discuss what makes a digital campaign successful? (strong message, visuals, hashtags, engagement strategy). ● **Identify the problem, and issues you want to solve or address to local authorities (10 min)**

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	○ In small groups, participants brainstorm local issues they care about. Examples: Mental health awareness Sustainability, clean parks, inclusion & diversity ○ Each group selects one issue to focus on. ● **Campaign Creation (20 min)** ○ Groups develop a **digital campaign using the Digital Campaign Planning template and tools like Canva, and social media channels like TikTok, or Instagram** ○ Canva: Create an eye-catching social media post (Instagram carousel, petition poster, infographic). ○ TikTok/Instagram Reels: Record a short video (15–30 sec) explaining their issue, using storytelling or a trending format. ○ Hashtag & Slogan: Develop a campaign hashtag to make their message stand out (e.g., #YouthForChange, #ActNow). ○ Call to Action: Decide how people can engage (e.g., signing a petition, sharing content, joining an event). ○ If time allows, groups can test their posts by sharing with peers or posting privately in a WhatsApp/Slack group. ● **Presentation & feedback (15 min)** ○ Each group presents their campaign by showing their Canva post or playing their TikTok/Reel. ○ Peers and facilitators give feedback on clarity, creativity, and impact. ● **Group reflection & next steps (5 min)** How can they refine their campaign? How can they get others involved? Would they launch this campaign in real life?
Assessment & Feedback:	● Participants will complete a short feedback form after the activity to reflect on what they learned. ● Trainers will observe group dynamics and participation to assess engagement and understanding.

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Module 4: Open Data & Transparency

Module Summary:

This module explores the significance of Open Data and Transparency in governance, emphasising their role in fostering trust, accountability and innovation. It highlights how Open Data consists of freely accessible, reusable and shareable datasets that empower individuals and organisations to make informed decisions, develop solutions and contribute to societal progress. Transparency complements Open Data by ensuring that government actions, decisions and policies are visible and understandable to the public, reducing corruption and enhancing citizen engagement.

Some points worth mentioning through the Module material are how these concepts intersect with e-governance, where digital tools streamline access to public services and encourage participatory governance. A particular focus is placed on youth engagement, illustrating how young people can leverage Open Data to analyse problems, propose data-driven solutions and contribute to decision-making processes. Through real-world examples, such as the EU Open Data Portal, learners gain insight into how Open Data initiatives can drive innovation, improve public services and strengthen democratic systems. Despite the numerous benefits, challenges such as data standardisation, privacy concerns and institutional resistance remain key obstacles. The module discusses strategies for overcoming these barriers, emphasising the need for strong policies, proper infrastructure and a culture of openness. By engaging in exercises and case studies, learners develop practical skills in accessing, analysing and utilising Open Data for civic engagement. The overall objective is to equip participants with the knowledge and tools to advocate for transparency, support Open Data initiatives and actively participate in shaping governance in their communities.

Activity Title:	**Exploring Local Open Data for Governance**
Duration:	45 minutes
Learning Outcomes:	By the end of this activity, participants will: ● Work collaboratively to explore and analyse Open Data in their country or city. ● Understand how Open Data supports governance, transparency and accountability. ● Identify gaps or challenges in Open Data accessibility and propose improvements.

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Aim of the Activity:	This activity encourages participants to **work as a team** to investigate real Open Data sources, analyse their effectiveness and discuss how they contribute to public decision-making.
Materials Required:	● Computers/laptops/Smartphones with an internet connection ● Access to local or national Open Data portals (e.g., municipal government websites, budget transparency platforms) ● Paper and markers ● Printed worksheets for data analysis.
Detailed Instructions:	**Introduction (5 minutes):** The facilitator explains that Open Data can improve governance by making government information available to the public. Participants will work in groups to find and analyse a real Open Data source in their country. **Group Formation (5 minutes)** Participants form groups of **4–5 members** . Each group selects a theme related to governance, such as: ● **Public Budget Transparency** (How money is allocated and spent). ● **Environmental Data** (Pollution levels, climate action). ● **Public Services** (Healthcare, education statistics). ● **Civic Participation** (Election data, citizen feedback). Each group assigns **roles** ● **Data Researcher:** Finds and explores Open Data sources. ● **Analyst:** Examines data availability, format and usefulness. ● **Problem Solver:** Identifies missing data and suggests improvements. ● **Presenter:** Prepares a summary of the group's findings. **Main Phase: Open Data Exploration (20 minutes)** Groups **access Open Data portals** and search for datasets related to their selected theme. They evaluate: 1. What does the dataset reveal? 2. Which government agency provides the data? 3. How frequently is the data updated? 4. Is it easy to access and understand?

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	5. Does this data help citizens make informed decisions? 6. What could be improved in terms of clarity or accessibility? 7. What recommendations can they make to enhance transparency? ***If they struggle to find relevant Open Data, they should reflect on why the informatio may not be publicly available.*** **Presentation & Feedback (10 minutes)** Each group presents a **short summary** of their findings, explaining: ● What did they discover? ● How useful was the data? ● One idea for improving Open Data in governance
Assessment & Feedback:	● Participants will complete a short feedback form after the activity to reflect on what they learned. ● Trainers will observe group dynamics and participation to assess engagement and understanding. Some useful questions: - Did this activity change your understanding of Open Data? Why or why not? - Would you use Open Data in your daily life? If yes, how? - What was the biggest challenge your group faced in this exercise?

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Module 5: Privacy, Security, and Ethics in E-Government

Module Summary:

This module explores the concepts of **privacy**, **security** and **ethics** within the context of e-government. It examines the fundamental principles governing data protection and cybersecurity, analyzes the legal and regulatory frameworks that shape e-government practices and delves into the ethical issues that should govern both the development and implementation of digital public services.

Throughout this module, we stress the importance of a human-centric approach to e-government. This approach prioritizes citizens' needs and rights, ensures transparency and accountability, and strengthens trust between citizens and government. Core principles such as data minimization, purpose limitation, and user consent should guide the collection, use, and sharing of personal data.

This module includes the objectives, learning outcomes and methodology applied. The main elements developed in the program are privacy, security and ethics. The teaching methodology

Interactive lecture with powerpoint presentation, Group discussion with the involvement, if possible, of all trainees, Case-study analysis and practical exercises and quizzes.

Activity Title:	AI Data Dilemmas: Balancing Privacy, Ethics, and Security
Duration:	30 minutes
Learning Outcomes:	By the end of this activity, participants will: ● Understand the importance of **privacy**, **ethics**, and **cybersecurity** in AI data usage. ● Identify potential risks and ethical dilemmas related to AI systems. ● Develop strategies to balance innovation with responsible data practices.
Aim of the Activity:	This training program aims to: To help participants explore the challenges of using AI in e-Governance

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	(e-Gov) systems, focusing on privacy, ethics, and cybersecurity. The activity encourages critical thinking and collaborative problem-solving.
Materials Required:	● Laptops/tablets, whiteboard, flipcharts, markers ● Scenario cards ● internet access
Detailed Instructions:	● **Introduction (5 minutes)**: · I explain the importance of **privacy**, **ethics**, and **cybersecurity** in AI systems. i Provide a simple example: "Imagine an AI system that predicts traffic patterns. It collects data from citizens' smartphones. What could go wrong if this data is misused or hacked?" Introduce the activity: Participants will work in small groups to analyze scenarios and propose solutions. Explain the purpose of the activity and provide an overview of what participants will be doing. **Group Formation (3 minutes):** Divide participants into groups (3-5 people) and assign roles. Share one scenario card per group. Each card describes a situation where AI is used in e-Gov, with potential privacy, ethical, or cybersecurity issues. ● **Main Phase (20 minutes):** Participants explore the topic, using provided resources or datasets to gather insights and develop their ideas. ○ **Discussion and Analysis (10 minutes):** Groups discuss findings, identify key insights, and formulate recommendations or solutions. - Ask each group to discuss their scenario and answer the following questions: 1. **Privacy:** How can the government protect citizens' data? 2. **Ethics:** Are there any ethical concerns? How can they be addressed? 3. **Cybersecurity:** What measures can prevent data breaches or misuse? - Encourage participants to write their ideas on sticky notes or a

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	flipchart. ○ **Presentation (10 minutes):** Each group presents their findings to the larger audience, followed by Q&A or feedback from peers. · Each group presents their scenario, key challenges, and proposed solutions.After each presentation, allow 1–2 minutes for questions or feedback from other groups. ● **Conclusion (2 minutes):** Participants reflect individually or in their groups on their learning experience and insights gained.
Assessment & Feedback:	● Participants will complete a short feedback form after the activity to reflect on what they learned. ● Trainers will observe group dynamics and participation to assess engagement and understanding.

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Module 6: Local Development, Main Tools, and Resources

Module Summary:
This module provides young people with the basic knowledge and skills about how e-government works at local level by presenting the **role** and **importance of local authorities** in the process of effective implementation and management of e-government systems, identifying the **main tools** and **resources** for successful implementation of e-government at the local level. It is designed to be easily understandable and engaging for young people, while encouraging them to become actively involved in the processes of digitization and improvement of public services.

Activity Title:	**Are you ready to dive into the world of local e-government and to discover how it can change your society?** Implementation of E-Government in the small Black Sea town of Balchik (Bulgaria)
Duration:	60 minutes
Learning Outcomes:	By the end of this activity, participants will: ● understand the role and importance of local authority in the process of effective implementation and management of e-government systems ● to show concrete steps and actions that can be taken to implement e-governance ● identify the main tools for successful implementation of e-government at the local level ● explore the main resources needed by local authority to provide electronic services to citizens and businesses
Aim of the Activity:	Empower participants to better understand why local authorities (event small ones and rural areas) are so important in the process of providing faster, more transparent and more efficient e-services to citizens and businesses at local level. Here learners will find out the mix of resources and tools required by local authority to deliver digital services, such as improved access to e-services, increased citizen engagement, transparency and accountability, and resource savings. The aim is to stimulate the young participants to start discussing the challenges and opportunities related to e-governance in small settlements and to propose solutions and strategies to overcome these challenges. This case study is intended to be practical and realistic, providing a concrete example that learners can use as a basis for their own future e-government projects and initiatives. This case study will help youth understand the importance of technology in

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	management and develop critical thinking and teamwork skills.
Materials Required:	● Laptops, tablets or smartphones ● Internet access ● Case description list with main objectives of the project (1 page) - printed ● Steps to implement E-Government on local level (template) - printed
Detailed Instructions:	● **Introduction (5 minutes)**: Explain the purpose of the activity and provide an overview of what participants will be doing. Present the case study description list. Divide participants into groups and assign roles. Provide to each group a template to complete the Steps to implement E-Government on local level with their proposals. ● **Main Phase (50 minutes):** Participants explore the topic, using provided resources to gather insights and develop their ideas. ○ **Discussion and Analysis (40 minutes):** Groups discuss findings, identify key insights, and formulate recommendations or solutions. Start with discussing the benefits and challenges of implementing e-governance in a small city like Balchik. Divide into groups and act out scenarios related to the use of the new system (for example, applying for a building permit, checking the status of an application, etc.). ○ **Presentation (10 minutes):** Each group leader to present their vision of how they would like to see e-government in action in Balchik, followed by Q&A or feedback from peers. ● **Conclusion (5 minutes):** Participants reflect individually or in their groups on their learning experience and insights gained.
Assessment & Feedback:	● Participants will complete a short feedback form after the activity to reflect on what they learned. ● Trainers will observe group dynamics and participation to assess engagement and understanding.

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Conclusion

In conclusion, these six training modules conclude a curriculum that introduces young learners (particularly NEET youth) to the key dimensions of digital governance, providing them with both the critical knowledge and practical skills. Each of them contributes to an interconnected perspective on evolution of governance in the digital age.

This will be a compliment for young trainers to have in order to keep implementing these activities or methodologies with young people.

Above all, this information will be also implemented and uploaded in a parallel e-learning platform with free access to everyone who is interested in learning about e-government transformation.

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MODULE 1 - WORKSHEET

MODULE TITLE: INTRODUCTION
DATE:
FACILITATOR:
PARTICIPANT NAME:

UNDERSTANDING KEY CONCEPTS WHAT ARE THE MAIN TAKEAWAYS FROM THIS MODULE? HOW DO THE CONCEPTS DISCUSSED RELATE TO E-GOVERNMENT AND YOUTH PARTICIPATION?	The activity emphasises accessible digital learning, sustainable funding, and government involvement to bridge the digital divide while fostering e- government readiness, especially among youth. It shows that empowering youth with digital skills is key to increasing their participation in e-government services and civic life.
PRACTICAL APPLICATIONS HOW CAN YOU APPLY WHAT YOU'VE LEARNED IN A REAL-WORLD SETTING? WHAT CHALLENGES MIGHT ARISE WHEN APPLYING THESE CONCEPTS IN PRACTICE?	You could apply these concepts by partnering with local institutions to offer free digital skills courses, though challenges like funding sustainability, limited internet access, and varying digital literacy levels might arise. Tailoring the approach to local contexts and securing diverse partnerships will be essential for success.
CO-CREATION & COLLABORATION WHAT IDEAS DO YOU HAVE FOR USING E-GOVERNMENT TOOLS TO IMPROVE CIVIC ENGAGEMENT? HOW CAN COLLABORATION WITH PA ENHANCE THE IMPLEMENTATION OF THESE IDEAS?	E-government tools can boost civic engagement by making public services more accessible and enabling transparent communication between citizens and government. Collaborating with PA could enhance these efforts by leveraging their network and expertise to secure resources and adapt the model to local needs.
SELF-REFLECTION AND FEEDBACK WHAT ASPECTS OF THE TOPIC DID YOU FIND MOST INTERESTING OR USEFUL? WERE THERE ANY CONCEPTS OR TOPICS THAT YOU FOUND CHALLENGING? WHY?	The focus is centred on sustainable, inclusive digital literacy initiatives most useful as it links digital skills with enhanced civic participation. However, addressing access disparities and cultural differences remains challenging, as these factors can complicate the implementation of such initiatives.

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MODULE 3 - WORKSHEET

Activity: From idea to practice, build your digital civic engagement campaign

MODULE TITLE: CIVIC PARTICIPATION AND ENGAGEMENT
DATE:
FACILITATOR:
PARTICIPANT NAME / TEAM NUMBER:

CAMPAIGN NAME
(GIVE YOUR CAMPAIGN A CATCHY AND MEMORABLE NAME)

MAIN ISSUE / PROBLEM
(WHAT LOCAL ISSUE ARE YOU ADDRESSING? WHY DOES IT MATTER?)

GOAL AND OBJECTIVES
(WHAT DO YOU WANT TO ACHIEVE?)

Campaign content

Key messages

Target Audience

Hashtags & Slogans

Social Media & content creation tools:

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MODULE 4 - WORKSHEET

MODULE TITLE: OPEN DATA & TRANSPARENCY
DATE:
FACILITATOR:
PARTICIPANT NAME:

WHAT DREW YOUR ATTENTION TO THIS DATASET?	
WHO COULD BENEFIT FROM THIS DATA AND WHY?	
WHAT PATTERNS OR TRENDS DID YOU OBSERVE IN THE DATASET?	
WHAT CHALLENGES DID YOU FACE IN ACCESSING OR UNDERSTANDING THE DATA?	
HOW MIGHT THIS DATASET BE USED TO PROMOTE TRANSPARENCY OR SOLVE A LOCAL ISSUE?	

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MODULE 6 - WORKSHEET

MODULE TITLE: Local Development, Main Tools, and Resources

DATE:

FACILITATOR:

PARTICIPANT NAME / TEAM NUMBER:

UNDERSTANDING KEY CONCEPTS

PROVIDE SHORT ANALYSIS OF THE CURRENT STATE THE BENEFITS, CHALLENGES OF IMPLEMENTING E-GOVERNANCE IN A SMALL CITY LIKE BALCHIK

PRACTICAL APPLICATIONS

ACT OUT SCENARIOS RELATED TO THE USE OF THE NEW SYSTEM (FOR EXAMPLE, APPLYING FOR A BUILDING PERMIT, CHECKING THE STATUS OF AN APPLICATION, ETC.

CO-CREATION & COLLABORATION

WHAT IDEAS DO YOU HAVE FOR USING E-GOVERNMENT TOOLS TO IMPROVE CIVIC ENGAGEMENT? HOW CAN COLLABORATION WITH PA ENHANCE THE IMPLEMENTATION OF THESE IDEAS?

SELF-REFLECTION AND FEEDBACK

WHAT ASPECTS OF THE TOPIC DID YOU FIND MOST INTERESTING OR USEFUL? WERE THERE ANY CONCEPTS OR TOPICS THAT YOU FOUND CHALLENGING? WHY?

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EGOV4YOUTH MINI-MANUAL FOR YOUTH PLAYERS

EGov4Youth - Empowering Youth through e-Government: bridging engagement and digital governance
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