



# EUPULSE

**D2.5 Mooc Elections' Material: a. Simulation Activity of Youth Vote entitled "Enabling future active European citizens stimulating EP Elections Day!":**

Agenda, Session Plan, Implementation and material, dissemination, and feedback report. b. (Mooc) Election Day's Resolution

**PROJECT NUMBER: 101132175**



**Co-funded by  
the European Union**



# EUPULSE

EUROPEAN YOUTH ENGAGEMENT  
STRATEGY FOR THE DEMOCRATIZATION  
OF YOUNG VOTERS IN THE EU

## D2.5 MOOC ELECTION DAY'S MATERIAL

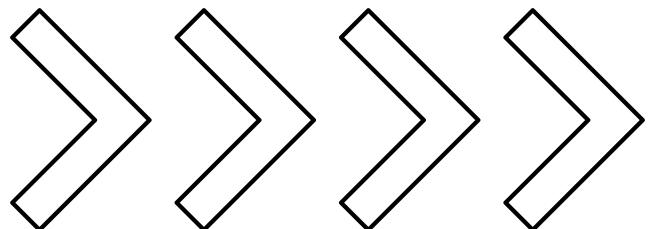
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# AGENDA

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**Location: Thessaloniki, Greece**

**Dates: 05 June 2024**

## Objectives

1. Experiential Learning of the European Parliament Election Process
  - Enable participants to gain firsthand experience of how European Parliament elections are conducted.
  - Familiarize participants with the roles of politicians, polling officers, and citizens in the electoral process.
2. Understanding Campaign Strategies
  - Provide participants with insights into how political campaigns are designed and executed.
  - Develop skills in crafting persuasive political messages and delivering effective speeches.
3. Simulating Electoral Systems
  - Demonstrate how different electoral systems operate within the European Union.
  - Illustrate the process of vote counting, seat allocation, and the impact of varying electoral rules.
4. Fostering Civic Engagement and Active Citizenship
  - Encourage participants to appreciate the importance of participating in democratic processes.
  - Highlight the role of informed and active citizens in shaping the future of Europe.
5. Enhancing Debate and Negotiation Skills
  - Facilitate a simulated parliamentary discussion to practice debating, negotiating, and decision-making.
  - Teach the importance of respectful dialogue, understanding diverse viewpoints, and reaching consensus.
6. Understanding Legislative Processes
  - Provide a clear understanding of how proposals are discussed, amended, and voted on in the European Parliament.
  - Highlight the legislative process and the role of MEPs in representing their constituencies.
7. Encouraging Reflection and Debriefing
  - Allow participants to reflect on their experiences and the roles they played.
  - Use debriefing to consolidate learning and encourage participants to think about how they can apply these experiences in real-world contexts.
8. Building Networks and Peer Learning
  - Create opportunities for participants to interact, share experiences, and learn from each other.
  - Foster a sense of community and collaboration among young European citizens.

# Target Groups

## 1. Youth

Young individuals aged 16-30, particularly those with an interest in politics, civic engagement, or European affairs. University and high school students studying political science, European studies, international relations, or related fields.

## 2. Youth Organizations and NGOs

Members of youth organizations and non-governmental organizations that focus on civic engagement, democracy, and youth participation.

## 3. Young Professionals

Early career professionals in fields related to public policy, international relations, or political advocacy who seek practical experience and networking opportunities.

# Mooc Elections

## 1. Interactive Learning

- Utilizing role-playing and simulation to engage participants actively.
- Encouraging hands-on experience of the European Parliament election process.

## 2. Role Assignment

- Assigning participants specific roles (politicians, polling officers, citizens) to simulate real-world responsibilities and actions.
- Providing role cards and name tags for clarity and immersion.

## 3. Group Division

- Dividing participants into three country groups of different sizes to simulate varied national contexts.
- Ensuring each group has a trainer to guide and facilitate activities.

## 4. Campaign Preparation and Execution

- Allowing politicians time to prepare and deliver campaign speeches.
- Enabling citizens to prepare and ask questions, fostering critical thinking and engagement.
- Briefing polling officers on their duties to ensure smooth election conduct.





## 5. Simulated Voting Process

- Conducting secret ballots to mirror the electoral process.
- Using polling officers to manage voting and counting, ensuring accuracy and transparency.

## 6. Results Calculation and Presentation

- Utilizing an Excel sheet to calculate and display seat allocation based on votes.
- Projecting results and explain the electoral systems and calculations to participants.

## 7. Parliamentary Discussion and Decision-Making

- Arranging a mock parliamentary setup for elected politicians to discuss proposals.
- Facilitating debate and voting on a specific proposal, simulating parliamentary procedures.

## 8. Debriefing and Reflection

- Conducting a debriefing session to reflect on the simulation experience.
- Ensuring participants discuss roles and events from the perspective of their assigned characters.
- Encouraging participants to share insights and lessons learned.

## 9. Networking and Community Building

- Providing opportunities for informal networking and discussion among participants.
- Fostering a sense of community and shared purpose in promoting active citizenship and democratic engagement.



Time Slot	Session
10.00 – 10.30	<b>Registration and Welcome</b>
10.30 – 11.30	<b>Opening session - Vote for the Future of Europe: free, fair and resilient elections to the European Parliament 2024</b>
11.30 – 12.00	<b>Role Assignment and Briefing</b> <i>Brief participants on their roles (politicians, polling officers, citizens).</i>
12.00 – 12.30	<b>Coffee Break</b>
12.30 – 14.30	<b>Election Process</b> <i>Polling officers ensure the voting process runs smoothly and Citizens vote secretly and sign the voting register to receive their ballot. Votes are cast and collected in ballot boxes.</i>
14.30 – 15.30	<b>Lunch Break</b>
15.30 – 16.30	<b>Vote Counting and Result Calculation</b> <i>Polling officers count votes and enter results into an Excel sheet. Excel sheet calculates the corresponding seats for each country. Trainers verify the results. Results are projected on the wall and explained, highlighting different electoral systems.</i>
16.30 – 17.00	<b>Coffee Break</b>
17.00 – 17.30	<b>Debriefing</b> <i>Form a big circle with all participants. Concluding the simulation, ensuring everyone returns to their own identity, by discussing the events of the simulation, addressing roles.</i>
17.30 – 18.00	<b>Closing Remarks and Farewell</b> <i>Summary of the day's activities and key learnings, as well as opportunity for participants to network and discuss their experiences informally.</i>
18.00 – 18.30	<b>Evaluation of the Day</b>

## GENERAL FEEDBACK

EUPULSE MOOC Elections, held on June 5, 2024, in Thessaloniki, Greece, was a comprehensive event designed to engage youth from across Europe in an immersive simulation of the European Parliament election process. This event aimed to equip participants with a deeper understanding of democratic processes, providing a unique hands-on opportunity to learn about the European electoral system, campaign strategies, and the roles of key figures in elections, including politicians, polling officers, and citizens. Through interactive simulations, the event highlighted the importance of civic engagement and active citizenship, particularly among young people with an interest in shaping Europe's democratic future.

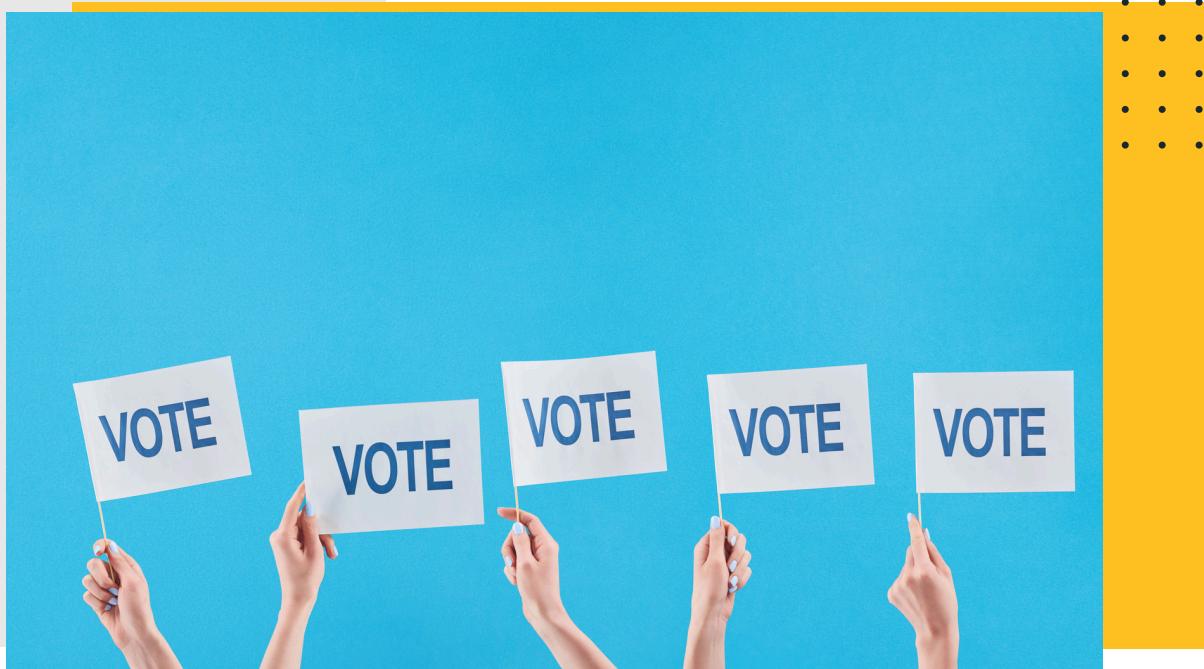
The event was structured around an extensive agenda, reflecting the project's focus on experiential learning, peer networking, and the development of practical skills essential for democratic participation. Participants engaged in various activities such as role-playing, debate, and simulated voting to experience the nuances of European elections firsthand. This report summarizes general feedback from participants on their experiences, covering levels of engagement, skill development, and suggested areas for improvement. Overall, feedback indicates that the event successfully fostered an understanding of European democracy while providing a meaningful platform for young people to connect and share insights.



**The EUPULSE MOOC Elections event was built around several core objectives, each aimed at delivering a multi-faceted learning experience for participants. Key objectives included the following:**

- Experiential Learning of the European Parliament Election Process: This objective aimed to familiarize participants with the mechanics of European elections, allowing them to play various roles and experience the responsibilities associated with each.
- Understanding Campaign Strategies: Participants were encouraged to develop campaign messages and practice public speaking, providing insights into the planning and execution of political campaigns.
- Simulating Electoral Systems: The agenda included simulations to demonstrate the workings of different electoral systems, such as vote counting and seat allocation, helping participants understand how electoral rules impact outcomes.
- Fostering Civic Engagement and Active Citizenship: Through direct participation, the event underscored the importance of democratic engagement and the role of active, informed citizens in shaping governance.
- Enhancing Debate and Negotiation Skills: By facilitating simulated parliamentary discussions, participants practiced respectful dialogue, negotiation, and decision-making, learning to appreciate diverse viewpoints and work towards consensus.
- Understanding Legislative Processes: A simulated parliamentary session provided a detailed look at the legislative process, illustrating how proposals are discussed, amended, and ultimately voted upon.
- Encouraging Reflection and Debriefing: The agenda allocated time for reflection to help participants consolidate their learning and consider how their experiences might inform real-world engagement with democratic processes.
- Building Networks and Peer Learning: The event was structured to foster connections among participants, encouraging a sense of community and shared purpose among young Europeans interested in democracy.

## Work Packages Overview



Participant feedback revealed high engagement levels, with attendees actively participating in each component of the event. Role-playing and simulations particularly captured interest, as participants found the practical experience of campaigning, voting, and counting votes both engaging and educational. The campaign preparation phase was a highlight, as it allowed participants to experiment with persuasive messaging and sharpen their public speaking skills. Participants also enjoyed the voting process, which provided a realistic view of electoral conduct, and appreciated the opportunity to take on diverse roles, offering insights into each stakeholder's contribution to the election process.

The debriefing and reflection session allowed participants to analyze their experiences in depth, fostering a thoughtful exchange of perspectives on the lessons learned. This component of the agenda was particularly valued, as it provided a structured space for participants to discuss the challenges and insights they encountered while playing their assigned roles. The reflection session was a critical part of consolidating learning, as it encouraged participants to consider the implications of their experiences and how they might apply them in real-world scenarios.

The event proved to be an effective platform for enhancing a range of civic, communication, and interpersonal skills among participants. Many attendees reported that they gained a stronger understanding of democratic processes and felt more connected to European parliamentary systems. Feedback indicated notable improvement in participants' debate, public speaking, and negotiation skills, especially during the campaign phase and parliamentary simulations. These skills were reinforced by structured opportunities for participants to deliver campaign speeches, pose critical questions, and engage in dialogue with peers, helping them develop confidence in their ability to communicate effectively.

Networking was another key area of skill development. The event's emphasis on building networks and fostering collaboration was well-received, with participants expressing appreciation for the chance to connect with other young Europeans who share an interest in democratic engagement. The sense of community fostered during the event was highlighted as one of its most positive outcomes, as it encouraged ongoing connections and collaboration among participants with diverse backgrounds and perspectives.

While feedback was positive, some participants suggested specific areas for improvement to enhance the experience further. One common suggestion was to allow additional time for certain sessions, such as campaign preparation and the debriefing discussions. Participants felt that a more extended period would enable them to engage more deeply with the material, refine their campaign strategies, and thoroughly discuss their experiences.

Another area noted for improvement was the role assignment and briefing process. Some participants said that clearer instructions at the start could help them better understand their roles and responsibilities, leading to a more cohesive experience. Providing more context about each role's purpose and objectives might improve future simulations, ensuring that all participants are fully prepared to engage meaningfully with their assigned roles.

Last but not least, the EUPULSE MOOC Elections simulation successfully achieved its objectives, delivering an impactful learning experience for participants. The event's hands-on approach was praised for its effectiveness in providing a realistic and engaging introduction to European democratic processes. Participants left with a stronger understanding of European elections, enhanced skills in public speaking and debate, and valuable connections with like-minded peers from across Europe. The simulation encouraged participants to view themselves as active citizens capable of contributing to Europe's democratic landscape. For future iterations, addressing time management and providing more detailed role guidance could further enrich the experience, ensuring participants can fully engage and benefit from each aspect of the agenda.

## EVALUATION BASED ON THE EVALUATION QUESTIONNAIRES

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The MOOC Election Day activity received positive feedback from participants, who praised its organization, clarity, and relevance. According to responses from the questionnaire, participants found the event to be well-structured, engaging, and effectively timed. With a clear agenda and pre-distributed timeline, the activity was accessible to participants, allowing them to understand what to expect and how each part of the simulation would unfold. The event's smooth flow contributed significantly to the participant experience, and many noted that they could easily follow along without feeling rushed or lost. The high level of organization helped establish a strong foundation for a positive learning experience. One of the most impactful outcomes of the Election Day simulation was its success in boosting participants' confidence regarding real-world election participation.

Nearly 90% of respondents reported feeling more prepared and capable of participating in elections after the activity. The simulation helped demystify election procedures, allowing participants to experience each stage of the voting process. This practical approach was especially valuable to individuals who were uncertain about the logistics of voting or felt intimidated by the procedural aspects of elections. The hands-on simulation fostered a sense of readiness and empowerment, as participants reported that they now better understood their role and responsibility in civic life.

In addition to increased confidence, the feedback highlighted that the MOOC Election Day provided valuable educational insights. Most participants felt that the simulation had significantly enriched their understanding of elections, the electoral system, and the importance of voting in a democracy. By experiencing the electoral process in a simulated, interactive environment, participants could directly apply theoretical knowledge, which reinforced their learning and made the information more memorable. Many respondents emphasized that this experiential approach deepened their comprehension of democratic principles and their own voting rights, making it a valuable learning tool.

Clarity of instructions emerged as another strong point in the feedback, with most respondents rating the guidance they received as clear and accessible. Instructions were provided across multiple channels, including email, in-platform notifications, and live event announcements, ensuring that all participants could easily follow along. Many participants highlighted that the clarity of instructions was essential in navigating the event, particularly for those unfamiliar with election simulations or who might find the process initially confusing. This attention to communication helped make the activity approachable and allowed participants to focus on the experience itself rather than procedural uncertainties.

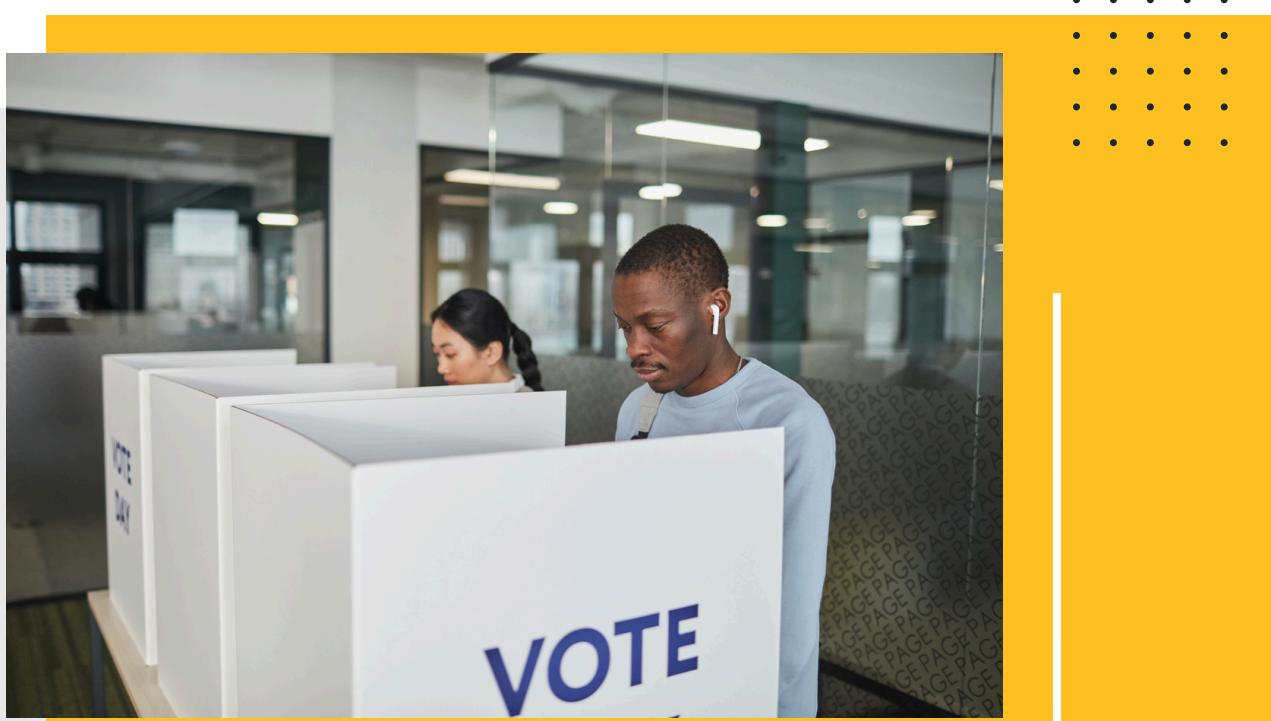


The feedback also underscored the relevance of the Election Day activity to the broader goals of the project, with over 90% of participants agreeing that the simulation aligned well with the project's mission to promote civic awareness and understanding. The simulation bridged the gap between theoretical knowledge and practical application, demonstrating the importance of elections within a democratic framework. Participants noted that it provided a tangible connection to the project's objectives, bringing abstract concepts to life in a way that felt engaging and pertinent. This relevance likely enhanced participants' motivation and engagement, as they could clearly see the purpose and benefit of the activity.

Most participants expressed high satisfaction with the MOOC Election Day, with many praising the interactive and immersive nature of the simulation. The opportunity to engage with election scenarios allowed them to learn in a way that was both enjoyable and impactful, resulting in an overall sense of fulfillment. A number of respondents mentioned they would be interested in future simulations on other civic topics, such as referendums or public consultations, demonstrating the appeal and effectiveness of hands-on civic education. This response reflects a broader interest in continued, interactive civic learning opportunities beyond election day.

A few respondents provided constructive suggestions, which could help enhance future implementation of the event. Ideas included allocating more time for Q&A sessions to address participants' specific questions about electoral concepts, offering pre-reading materials for participants who might be new to the election process, and using visual aids such as infographics to simplify complex topics. These suggestions indicate participants' enthusiasm for a deeper understanding and their willingness to engage further. Overall, the feedback highlights that the MOOC Election Day activity was a well-organized, highly effective learning experience that successfully boosted civic knowledge and confidence, leaving participants eager for more hands-on learning opportunities.

# IMPACT ASSESSMENT



The main objective of the MOOC Election Day simulation and related project activities was to address youth disengagement from civic and political processes. The project specifically sought to improve young people's civic engagement, knowledge, and skills, guided by the European Union Youth Strategy 2019–2027 and the European Youth Goals. Young people were empowered to actively participate in decisions that impact their lives and were also encouraged to participate in the political process through this election simulation. In light of the project's goals and the overarching mission to promote youth engagement, this report evaluates the MOOC Election Day activity's immediate and expected effects.

Getting young people interested in local politics, where decisions frequently directly affect their daily lives, was one of the main goals. According to feedback from the Election Day simulation, participants came away from the experience with a greater understanding of how local political processes work and how they can directly affect results by voting and getting involved in the community. The simulation was successful in bridging the gap between young people's perceptions of politics and the practical ways they can engage with it, as evidenced by the fact that over 80% of respondents reported feeling more motivated to vote in local elections. This heightened interest is a positive sign that the project is creating a basis for long-term political participation.

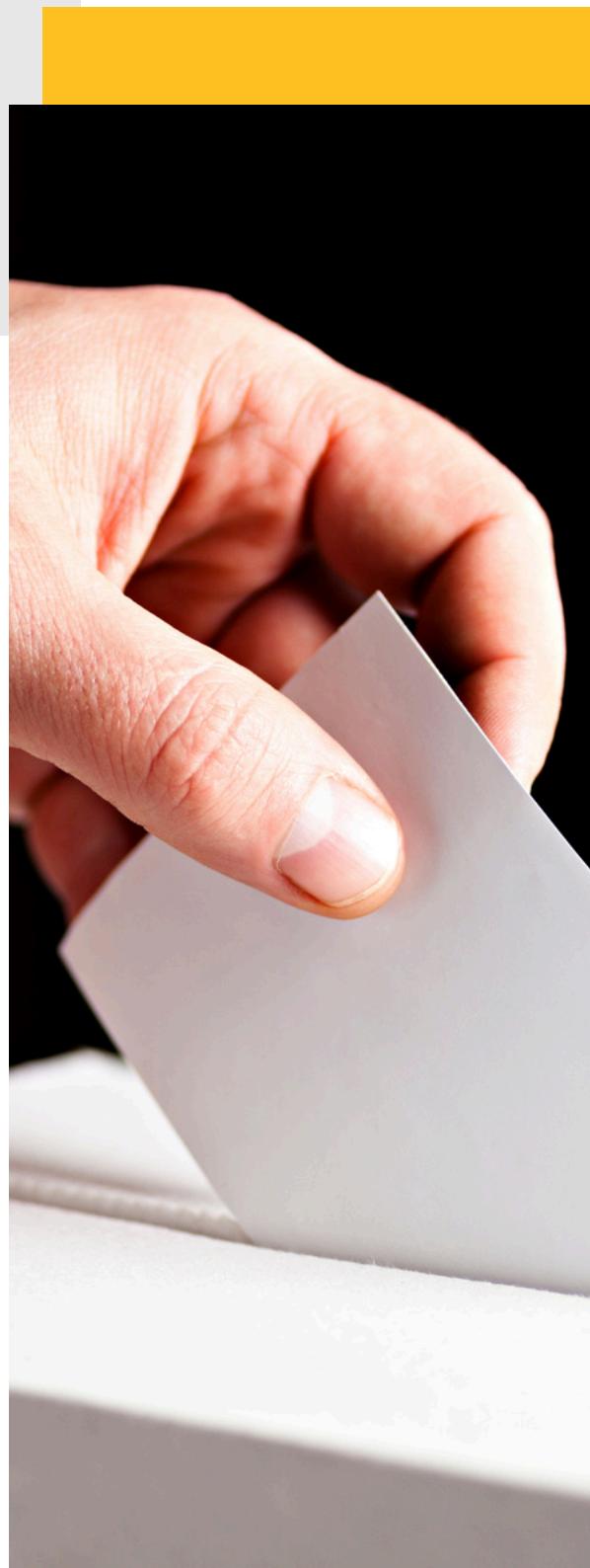
The Election Day exercise gave youth a sense of empowerment by putting them in a role that simulated decision-making and highlighted the value of speaking up. The simulation's interactive features made it easier for participants to see how important it is to actively participate in forming the laws and choices that impact their daily lives. Numerous participants reported that the experience increased their confidence in their ability to participate in future elections by lowering their feelings of passivity toward civic issues. This empowerment demonstrates early success in promoting self-assurance in civic contexts and is consistent with the EU Youth Strategy's goal of giving young people a stronger voice.

The project's aim to foster critical thinking was supported by the Election Day activity, where young people learned to critically analyze electoral choices, policies, and the factors influencing their decisions. Participants engaged in discussions on political issues relevant to their lives, enabling them to evaluate decisions without simply accepting information at face value. Feedback suggests that participants are now more likely to question political narratives and seek information from various sources, indicating the development of a more discerning perspective toward political information.

The Election Day simulation gave participants a chance to practice their communication and leadership skills. Young people practiced expressing their opinions and navigating opposing views through group discussions, voting simulations, and decision-making exercises. Their future participation in social, professional, and political spheres depends on these abilities. According to survey results, many participants reported feeling more capable of communicating and more in control of their lives, indicating that the exercise was successful in developing skills that have wider uses than just civic engagement.

The project's main goal was to establish a line of communication between decision-makers and young people. This was made possible by the Election Day activity, which promoted communication between attendees, moderators, and local leaders. Many young people said they felt more at ease asking questions or voicing concerns to stakeholders and local authorities. Fostering responsive and youth-centered policies requires that young people be able to interact with decision-makers more actively, and this open communication is a positive indication of that readiness.

According to the project's impact assessment, the MOOC Election Day simulation and related exercises help young people become more involved in civic and democratic processes over the long run. Potential for long-term civic engagement is demonstrated by the simulation's ability to increase political interest, confidence, and critical thinking.



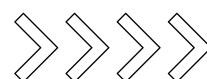
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This is in line with the EU Youth Strategy's objective of producing a generation of youth who are knowledgeable, capable, and prepared to take part in democratic processes. Furthermore, by ensuring that participants and stakeholders can continue to access information, the resources offered—such as the Open Educational Resource platform and social media presence—will promote continuous communication and involvement.

All things considered, the MOOC Election Day and associated project activities have shown notable advancements in the goals of strengthening youth participation, leadership, and democratic engagement. The project's immersive simulation and related materials have prepared young people to be knowledgeable, engaged, and resilient members of society, laying the foundation for a long-lasting, positive influence on the civic landscape of the EU.

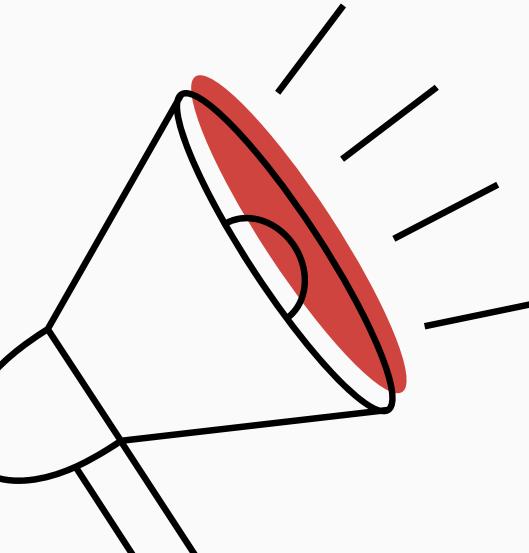


## MOOC ELECTIONS' MATERIAL



# Mooc Elections Day Guide and Material

Youth Policy Reform through the  
Lens of a Podcasts Observatory



# Activity Overview

**Objective:** To simulate the European Parliament elections, allowing participants to experience the processes of campaigning, voting, and debating in a controlled environment.

**Goals:** Increase understanding of EU democratic processes, encourage critical thinking on electoral topics, and foster public speaking and negotiation skills among participants.

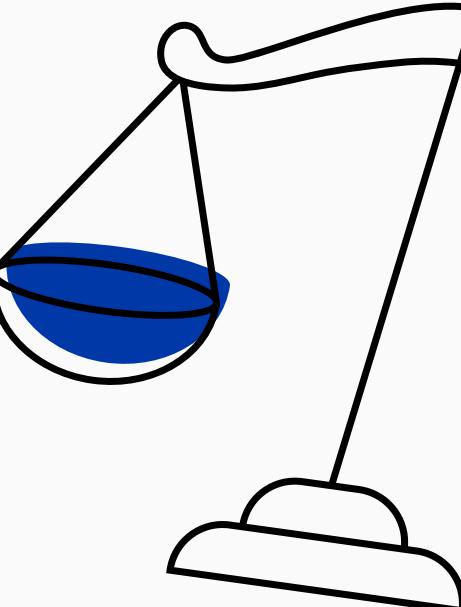
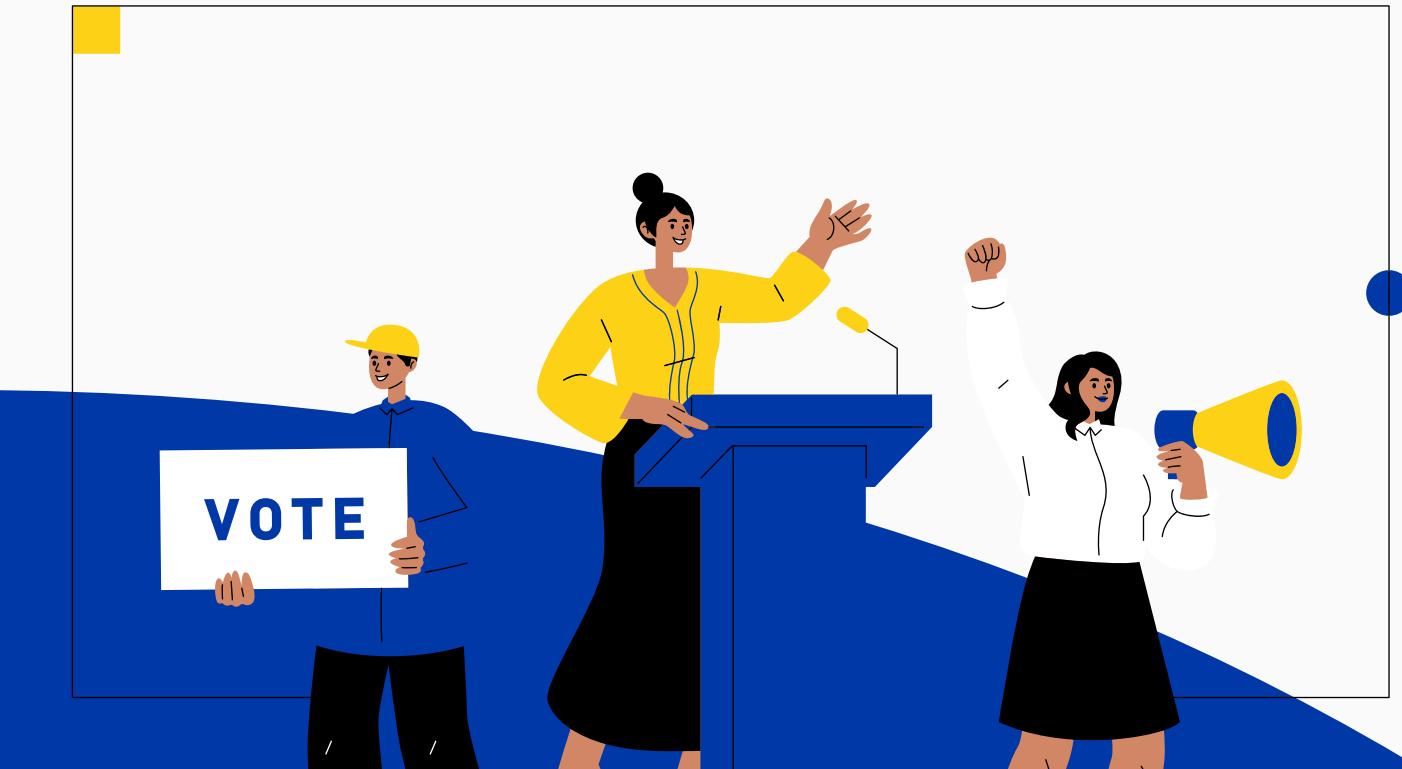
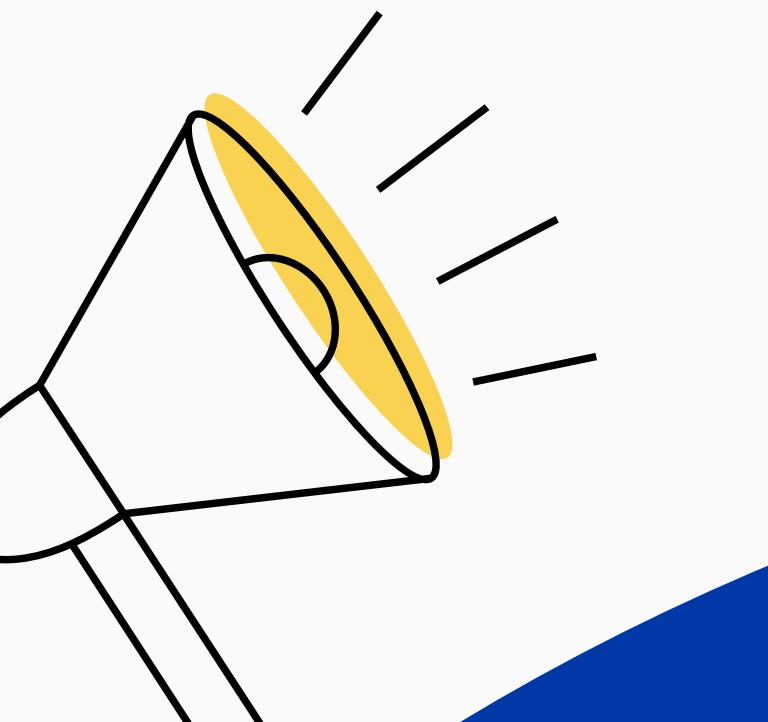


# OBJECTIVES OF THE SIMULATION

## Objectives of the Simulation

Learning Objectives:

- Understand the dynamics of the European Parliament and its election processes.
- Experience the roles and responsibilities of politicians, journalists, and citizens.
- Gain insight into different political perspectives and debate structures within the EU.



# PREPARATORY PHASE

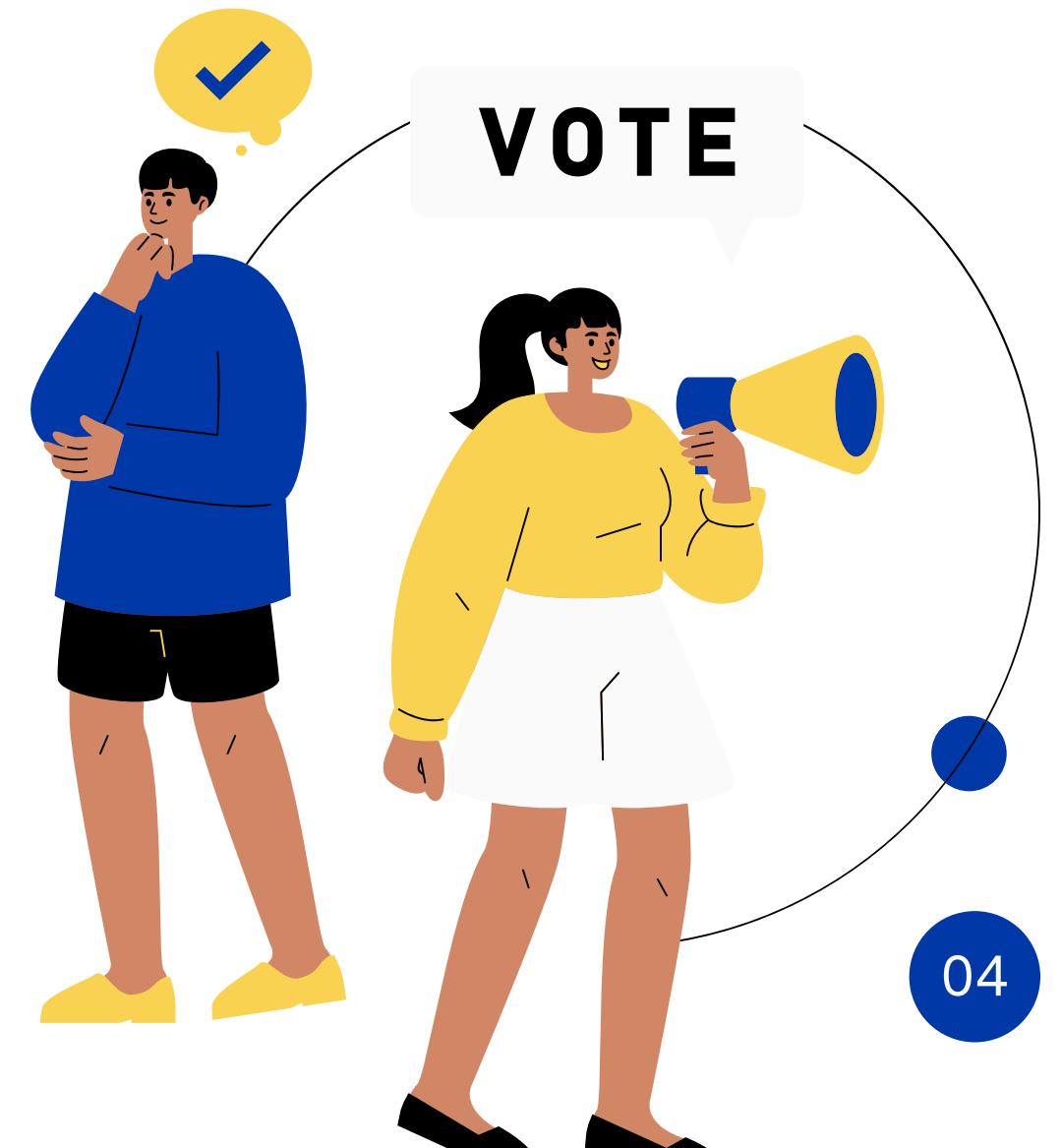
## Preparatory Phase

Phase Details:

Conducted 2 weeks prior, with students divided into political teams.

**Tasks:** Researching political parties, developing candidate personas, preparing campaign materials, and selecting a candidate for the European Commission presidency.

**Role of Participants:** Act as the organizing team, overseeing preparations and advising participants on strategy.



# Active Simulation Stage 1 – Campaigns

## **Overview:**

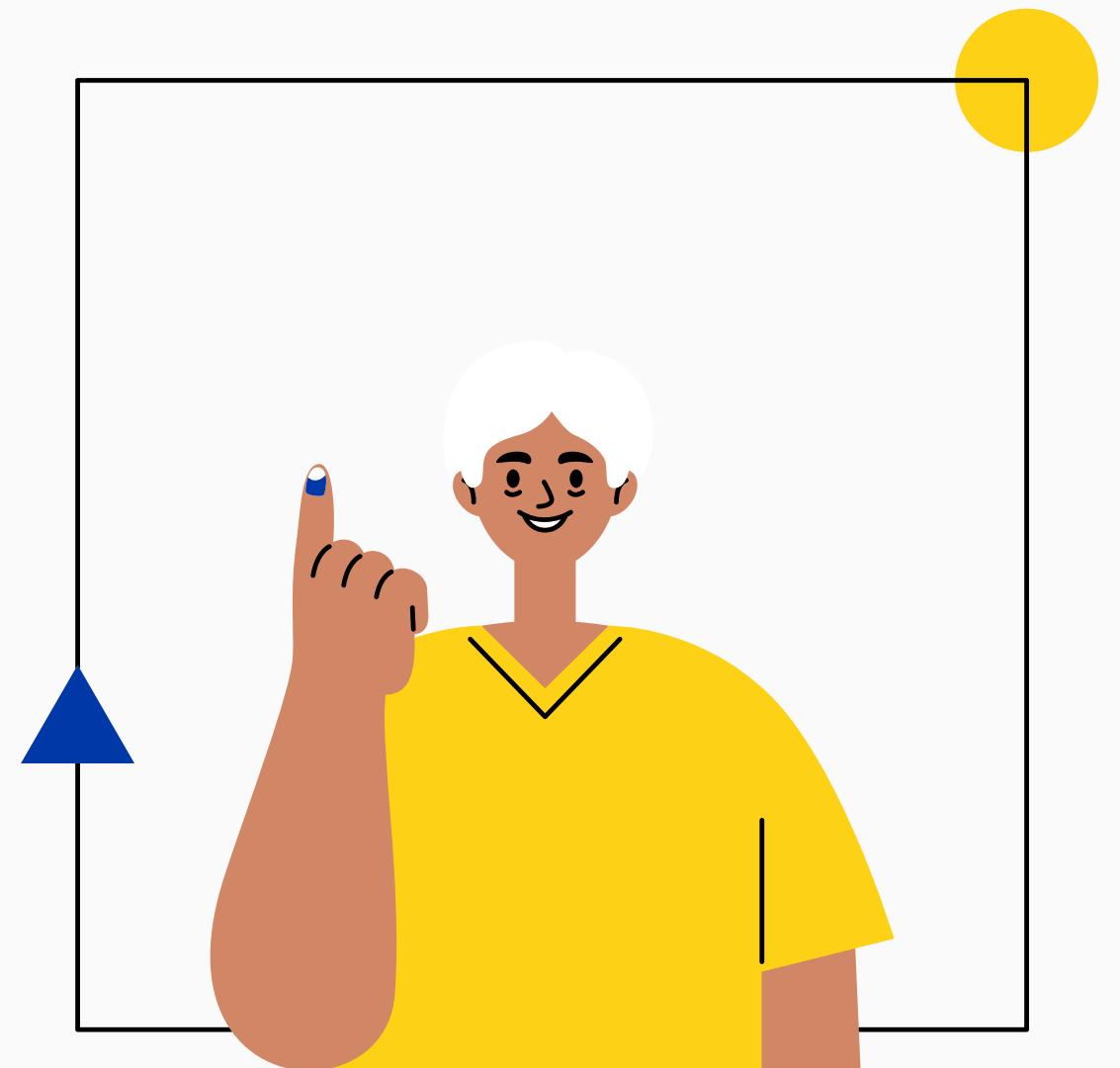
Teams present their party's candidate and platform, addressing key campaign issues and values.

## **Activities:**

1-minute candidate speeches, Q&A sessions with citizens, and media coverage by assigned journalists.

## **Goal:**

Encourage persuasive communication and public engagement.



# Active Simulation

## Stage 2 – Press and Citizen Interactions

### Overview:

Participants are assigned new roles: citizens, journalists, or voters.

**Citizen Interactions:** Citizens present life stories and pose real-life concerns to candidates.

**Journalist Engagement:** Journalists challenge candidates based on political leanings and media outlet values.



# Active Simulation Stage 3 - Voting Process



## **Election Process:**

Citizens vote by signing a register, receiving a ballot, and casting it in a monitored ballot box.

## **Polling Officers:**

Oversee the voting process, ensuring it is fair and accurate.

## **Vote Counting:**

Results are calculated, and seats are allocated based on proportional representation per country.

# Key Tools and Resources

## Role Cards Overview

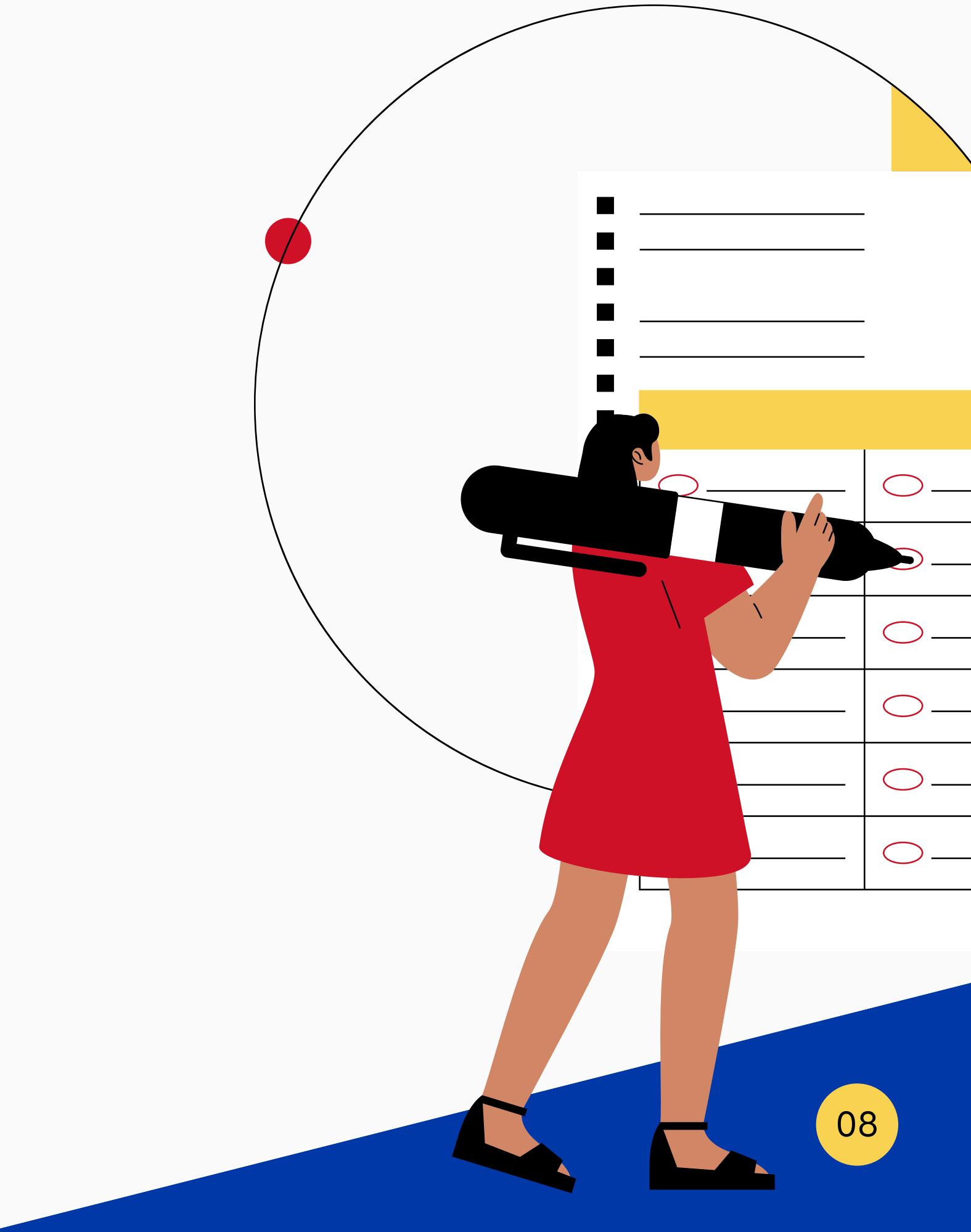
### Roles:

**Politicians:** Prepare speeches, campaign, and if elected, participate in debates and voting.

**Polling Officers:** Ensure smooth voting procedures, tally votes, and report results.

**Journalists:** Engage candidates with questions, cover campaign events, and write articles or news posts.

**Observers:** Watch proceedings and compare the performance of candidates with their electoral promises.



# European Parliament Discussion

Objective: Debate a proposal to increase the Erasmus+ budget.

Setup: Elected representatives sit in a semi-circle, with observers and non-elected participants surrounding them as the audience.

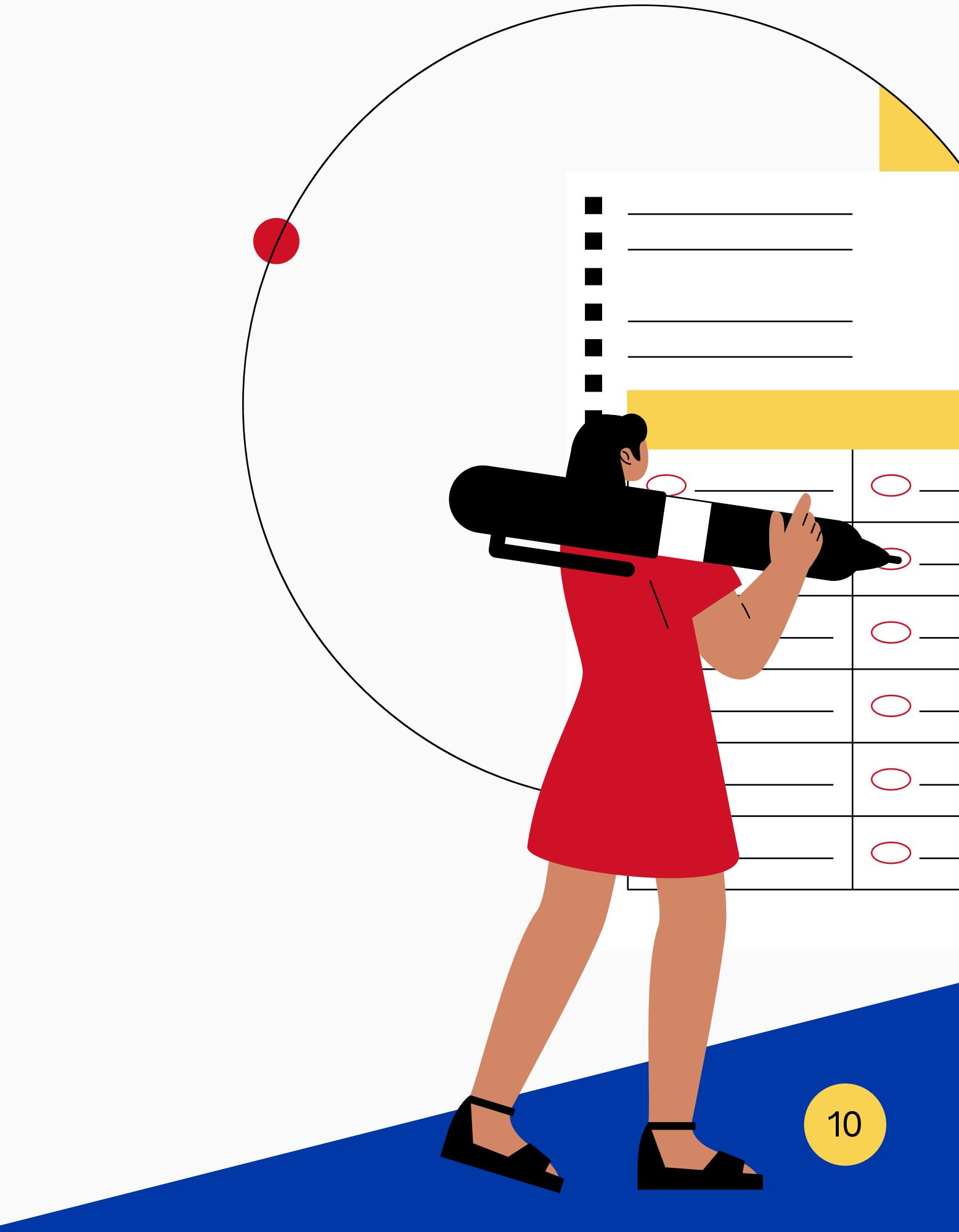
Moderator Role: A trainer or organizer oversees the debate, ensures fairness, and facilitates the discussion.



# Voting in Parliament

## **Proposal Voting:**

- Cast votes (yes/no/abstain) on the Erasmus+ budget proposal.
- The moderator announces the results based on a simple majority.
- Audience Participation: Time permitting, audience members may pose questions to MEPs before voting.



# Debriefing and Reflection

**Purpose:** Allow participants to reflect on their roles, decisions, and the simulation's outcomes.

**Survey (Optional):** Participants fill out a brief survey covering satisfaction with the decisions, ease of understanding, and perceived value of EP functions.

**Guided Discussion:** Three phases of reflection – express emotions, interpret experiences, and discuss real-world applications of learned insights.



# Materials and Setup Requirements

## Materials:

Ballot box, name tags, ballots, flipcharts, pens, role cards, and a projector.

## Room Setup:

Flexible space for groups and a semi-circle arrangement for the parliament session.

## Online Tools:

Voting register and seat distribution sheets, and a vote-counting Excel tool.



# Outcomes and Impact

## **Educational Gains:**

Deeper knowledge of the EU parliamentary system and election processes.

Enhanced public speaking, critical thinking, and negotiation skills.

Appreciation for diverse political perspectives and the importance of informed voting.

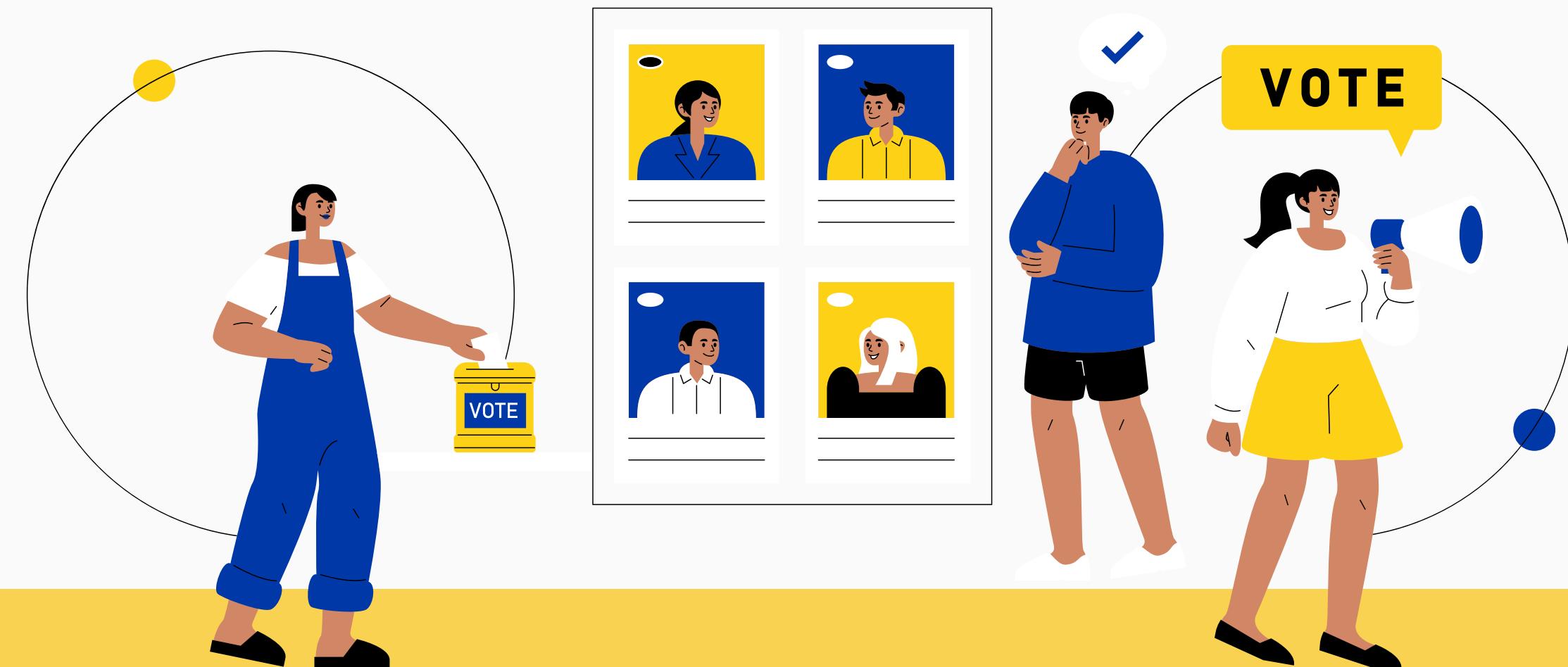


# Conclusion and Next Steps

Summary: The MOOC Elections Day simulation provides an immersive learning experience on EU politics and voting.

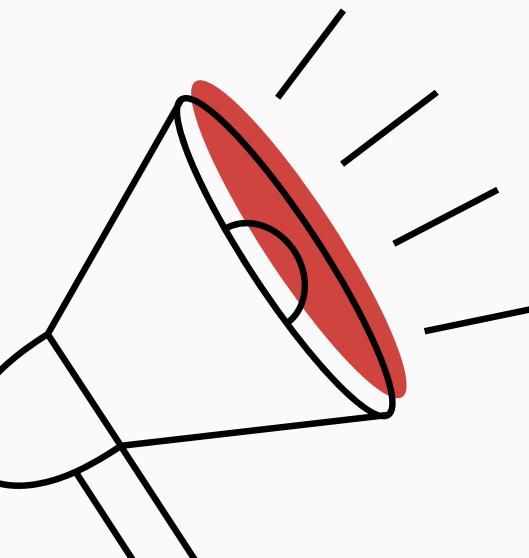
Certification: Upon completion, participants may receive certificates acknowledging their skills in democratic engagement.

Future Engagement: Encouraging students to stay active in democratic processes and explore further training in political sciences.



# **EUPULSE Project: Enhancing Youth Participation in EU Democratic Processes**

A European Initiative to Foster Youth  
Engagement in Elections



# PROJECT OVERVIEW

EUPULSE is a European project aiming to empower youth participation in democratic processes, focusing on increasing young voter turnout in European Parliament (EP) elections.

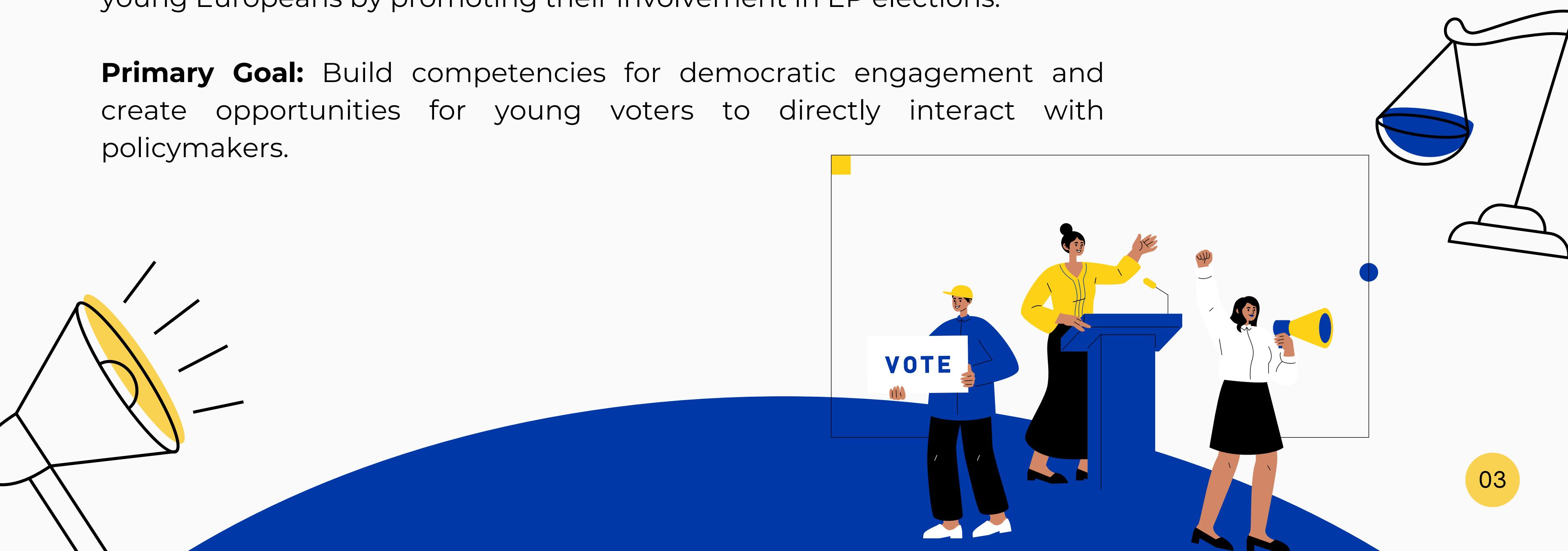
**Scope:** Covers activities from awareness campaigns to digital engagement tools across EU nations, promoting youth understanding and involvement in policy dialogues.



# AIM OF THE PROJECT

**Core Aim:** Enhance democratic culture and active citizenship among young Europeans by promoting their involvement in EP elections.

**Primary Goal:** Build competencies for democratic engagement and create opportunities for young voters to directly interact with policymakers.



# KEY OBJECTIVES

- Objective 1:** Develop a structured European Youth Engagement Strategy focused on young voters.
- Objective 2:** Launch innovative digital platforms for youth to access EU parliamentary data, engage with MEPs, and participate in public consultations.
- Objective 3:** Organize campaigns and events, including a European Youth Festival, to mobilize young voters for the EP elections in 2024.
- Objective 4:** Strengthen a sense of European identity and community across diverse backgrounds.



# Activity Plan

## **Phase 1:**

Build a European Youth Engagement Strategy

*Pillar 1: "Get Informed" – Provide accessible information on EU policies.*

*Pillar 2: "Get Involved" – Engage youth in policy discussions and advocacy.*

*Pillar 3: "Get Active, Get Vote" – Empower youth to participate in elections.*

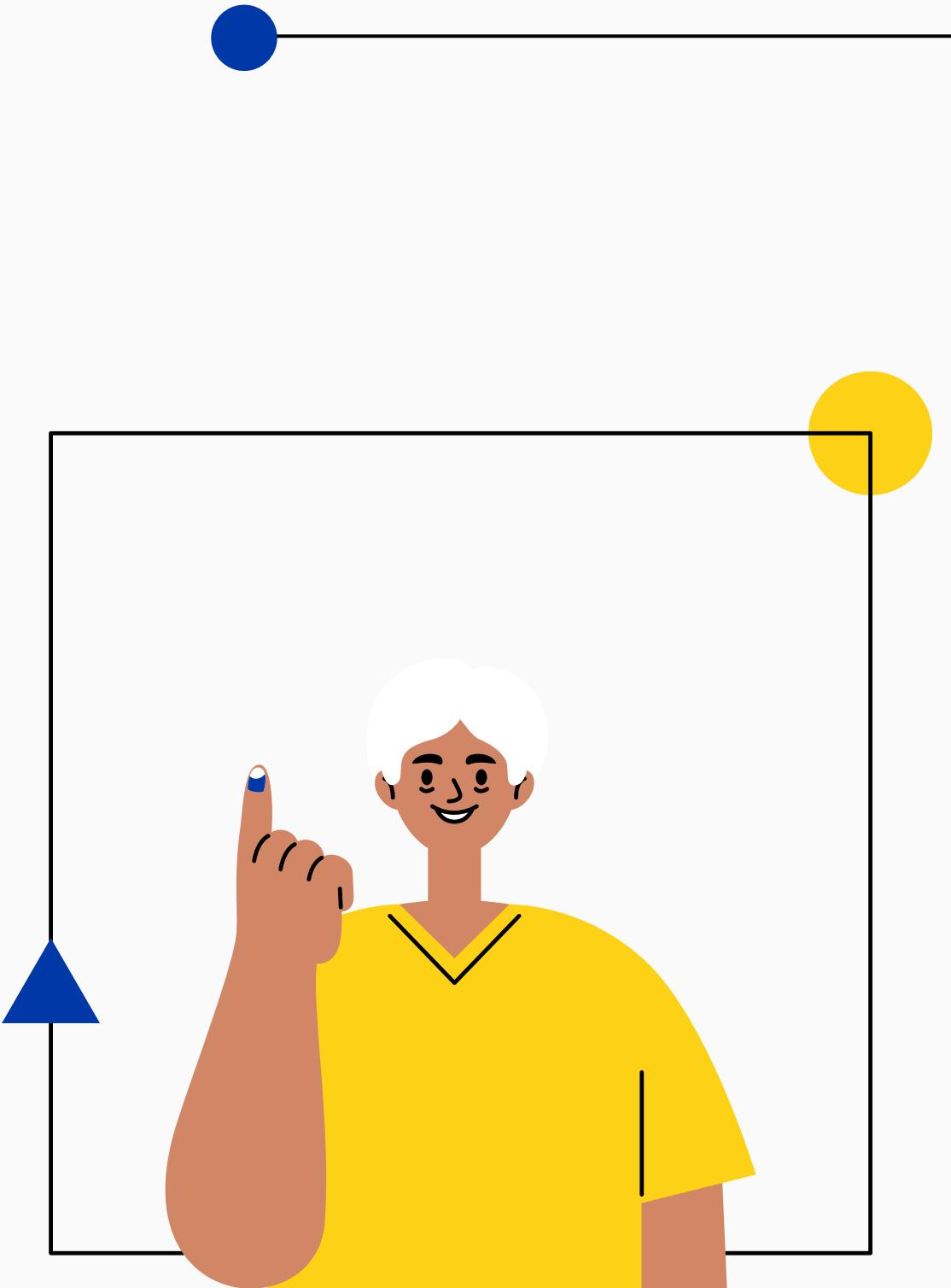
## **Phase 2:**

Develop Digital Applications and a Youth Podcast EU Elections Observatory

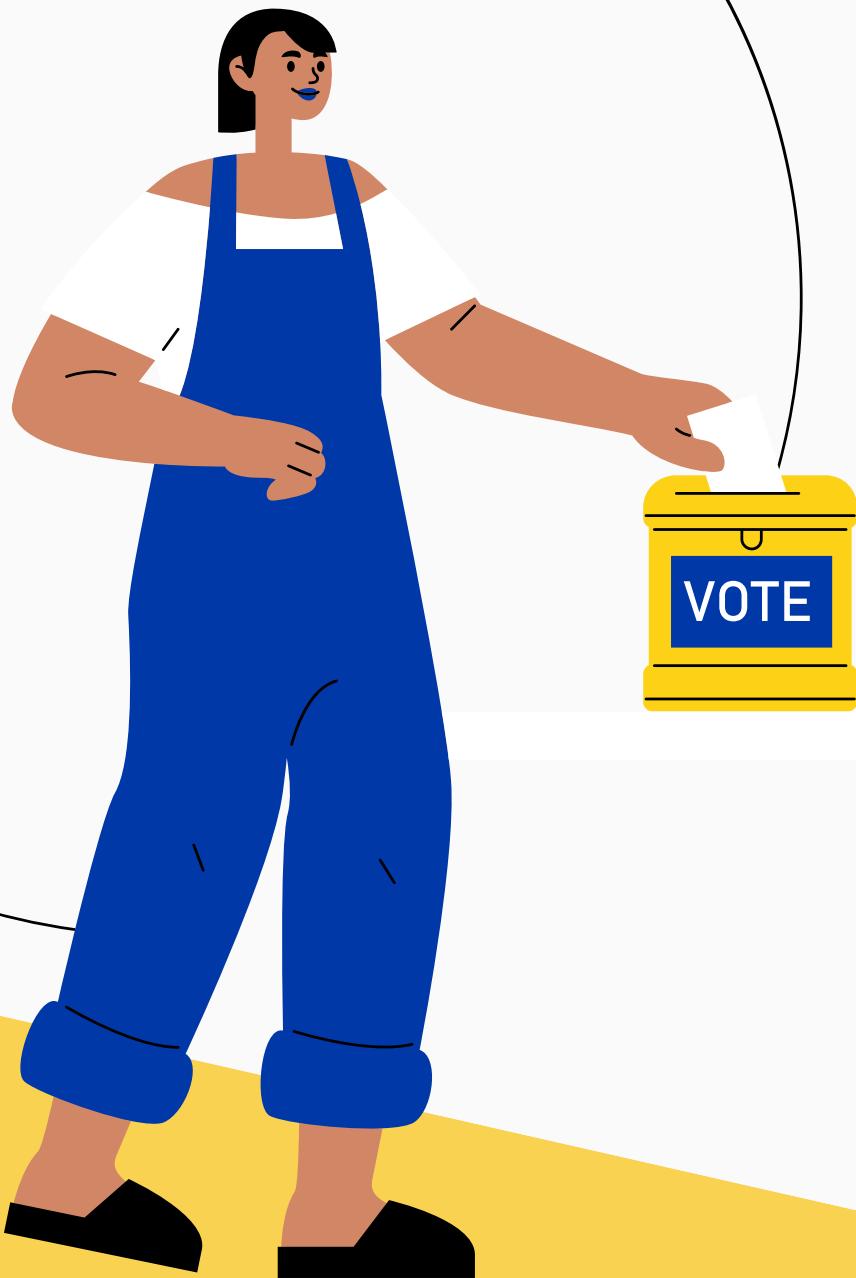
Feature 15-minute discussions on themes relevant to youth and EU policies.

## **Phase 3:**

Youth Democracy Celebration in 2024, integrating skills from the European Year of Skills 2023.



# METHODOLOGY



**Systemic Approach:** Structured engagement strategy to build democratic competencies.

**Citizen Science:** Utilize data-driven strategies and public consultation insights.

**Digital Engagement:** Smart platform and podcast app with thematic tabs for easy access to information and interactive content.

**Youth Festivals & Events:** Physical and digital events to bring youth closer to policymakers and democratic processes.

# Target Audience



**Primary Audience:** Young people aged 18-35 interested in democracy and civic engagement.

**Inclusivity Focus:** Engages youth across diverse backgrounds, including those typically excluded from decision-making.

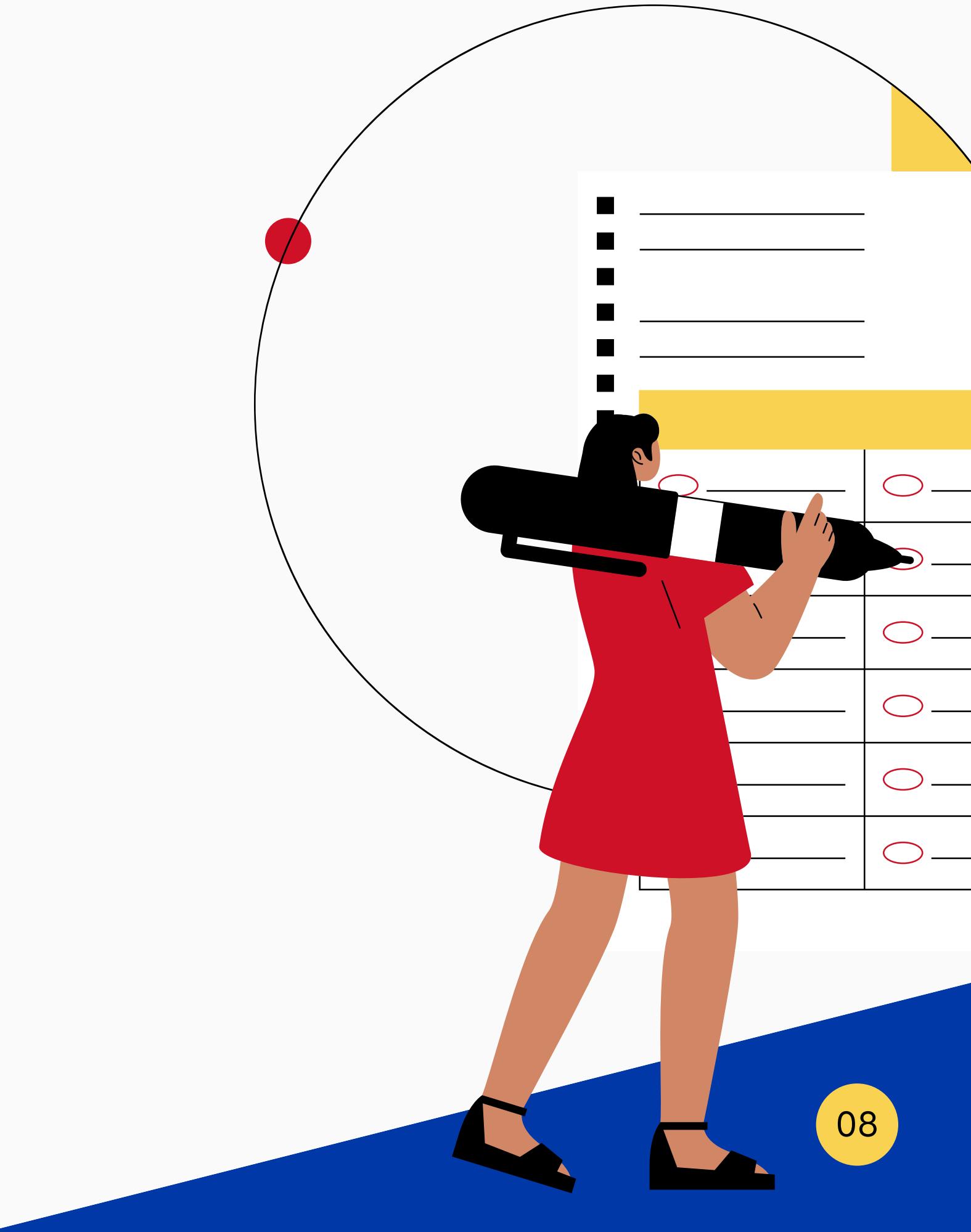
**Broader Community:** Involves EU policymakers, local and regional councils, and youth organizations to support and mentor young participants.

# Key Tools and Resources

**Youth Podcast Observatory:** 5 thematic tabs covering Q&A sessions with MEPs, policy co-shaping, and open debates.

**Digital Platform & App:** For direct access to voting data, MEP positions, and community discussions.

**Training & Certification:** Networks to recruit and train youth on democratic engagement and advocacy.



# Key Tools and Resources

These resources are designed to engage youth in democratic processes actively, ensuring they have the knowledge and support needed for meaningful participation.

## Youth Podcast Observatory

The Youth Podcast Observatory is an innovative tool that brings youth into direct conversation with EU representatives and policy experts. It's designed to create a more accessible and engaging way for young people to understand EU processes, hear from MEPs (Members of the European Parliament), and voice their own questions and ideas.



# Key Tools and Resources

These resources are designed to engage youth in democratic processes actively, ensuring they have the knowledge and support needed for meaningful participation.

## Digital Platform & App

The EUPULSE Digital Platform and Mobile App are tools for engaging youth on their own terms, making it easy to access information, participate in discussions, and stay informed about the EU elections.



# Key Tools and Resources

These resources are designed to engage youth in democratic processes actively, ensuring they have the knowledge and support needed for meaningful participation.

## Training & Certification

To ensure that young people are not only participants but also advocates and leaders in democratic engagement, EUPULSE includes a training and certification component. This resource provides young people with the skills, knowledge, and recognition needed to make impactful contributions to democratic processes.

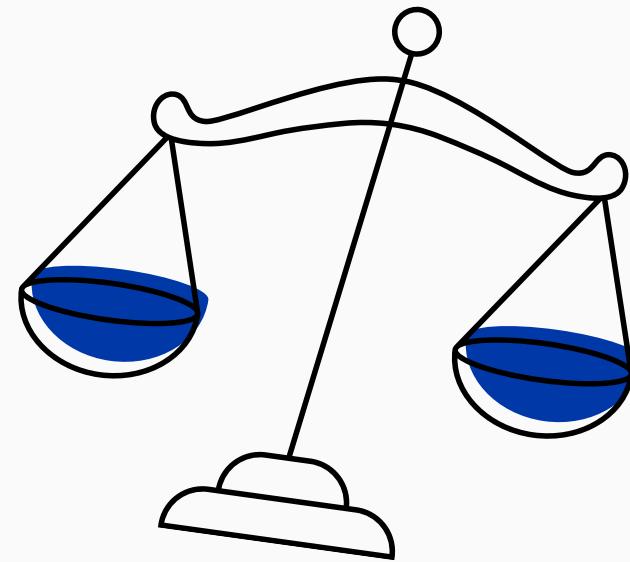


# Expected Impact

**Increased Youth Voter Turnout:** Foster a modernized voting culture by engaging youth digitally and through events.

**Strengthened EU Identity:** Promotes a unified sense of European identity, counteracting rising nationalism.

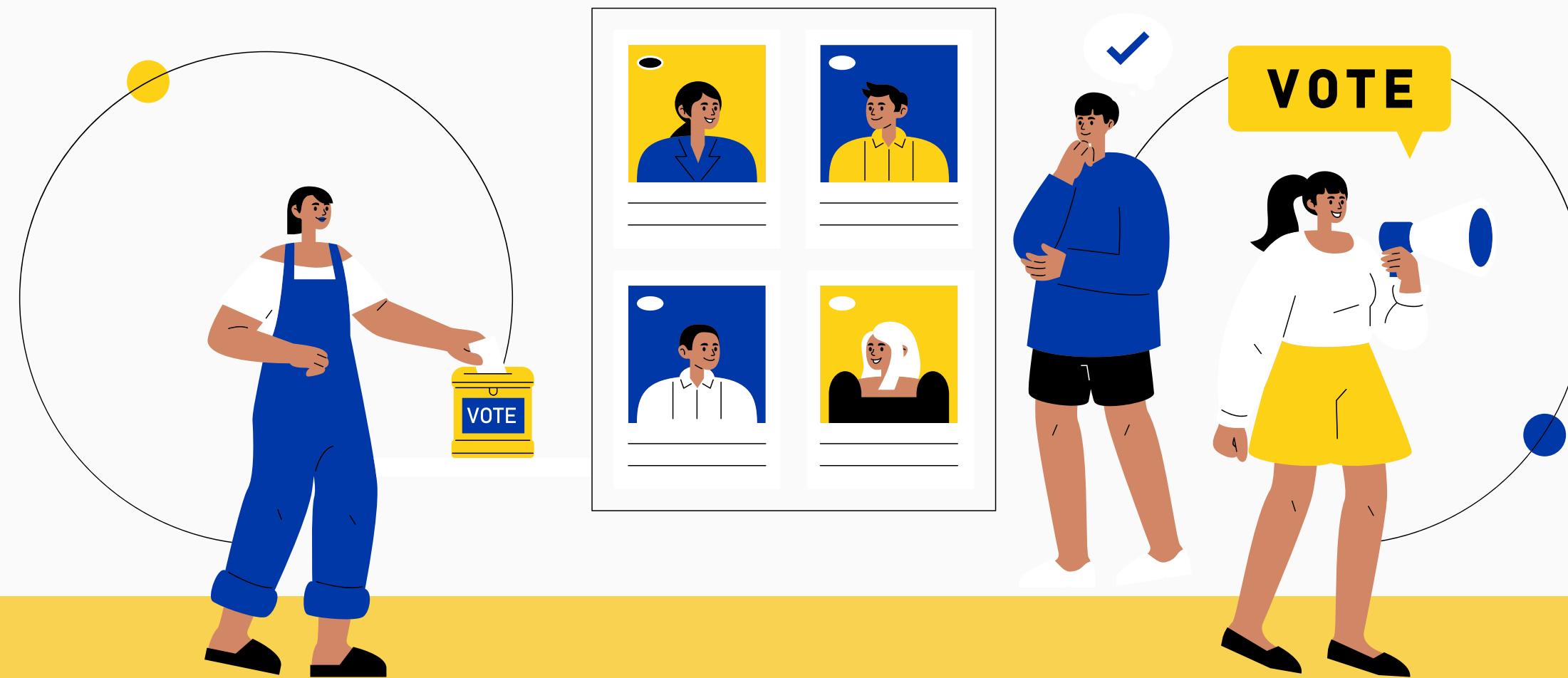
**Long-Term Engagement:** Establishes frameworks for sustained youth involvement in EU policy-making and democratic processes.



# Conclusion

**EUPULSE's Vision:** A stronger, more inclusive democratic Europe where youth play a central role.

**Final Note:** By empowering young voices and fostering active citizenship, EUPULSE aims to create a lasting impact on youth engagement and democratic participation in Europe.





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**Instructions: Put a cross beside the name of the person that should be elected**

## France

1. National Rally–French Future
2. Ensemble!
3. The Ecologists – EELV
4. The Republicans–The Centrists
5. La France Insoumise
6. Socialist Party–Place Publique
7. French Communist Party
8. Animalist Party
9. Popular Republican Union
10. Lutte Ouvrière
11. The Patriots–VIA
12. Pirate Party
13. Union of French Muslim Democrats
14. Europe–Democracy–Esperanto
15. Political ecology, pacifism and the growth objection–Wheelbarrow
16. New Deal–Let's Go Children
17. Party of European Citizens
18. Representative democracy
19. Communist Revolutionary Party
20. Europe Territories Ecology
21. Reconquête
22. New Anticapitalist Party – Revolutionary
23. Ecology at the Centre
24. Équinoxe
25. Positive Ecology and Territories
26. Free France
27. Résistons!–National Hunters Federation
28. Sovereign Republic–The call to the People
29. Workers' Party
30. National Association of Communists
31. The Nationalists
32. We Citizens–Citizen Federation
33. Let's Decide for Ourselves
34. Stay Free
35. The citizen hive
36. Defend the Children
37. Citizen Change

**Instructions: Put a cross beside the name of the person that should be elected**

## **Germany**

1. Christian Democratic Union of Germany/Christian Social Union in Bavaria
2. Greens
3. Social Democratic Party of Germany
4. Alternative for Germany
5. The Left
6. Free Democratic Party
7. Free Voters
8. Alliance Germany
9. Die Partei
10. Ecological Democratic Party
11. Family Party
12. Volt
13. Pirates
14. Human Environment Animal Protection
15. MERA25
16. The Homeland
17. Action Party for Animal Welfare
18. Party for Biomedical Rejuvenation Research
19. Alliance for Innovation and Justice
20. Alliance C – Christians for Germany
21. Party of Humanists
22. Human World
23. German Communist Party
24. Marxist–Leninist Party of Germany
25. Socialist Equality Party
26. Bündnis Sahra Wagenknecht
27. Citizens for Justice Action
28. Climate List Germany
29. Democratic Alliance for Diversity and Awakening
30. Grassroots Democratic Party of Germany
31. Last Generation
32. Party of Reason
33. Party of progress
34. V-Partei



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**Instructions: Put a cross beside the name of the person that should be elected**

## Greece

1. Antarsya
2. Assembly of Greeks
3. Communist Party of Greece
4. Conservatives
5. COSMOS
6. Course of Freedom
7. Democrats
8. Diaspora Network of Greeks in Europe
9. Greek Solution
10. Green Movement
11. I PARTICIPATE for National Sovereignty and for Cyprus
12. Marxist-Leninist Communist Party of Greece
13. MeRA25
14. Movement 21
15. National Front
16. National Independence Movement
17. New Democracy
18. New Left
19. NIKI
20. OAKKE
21. OKDE
22. Party of Friendship, Equality and Peace
23. Party of Greek Hunters - AKKEL - TOGETHER for a Free Greece
24. Popular Orthodox Rally
25. PASOK – Movement for Change
26. Patriots
27. Recreation
28. Syriza
29. Union of Centrists
30. United Popular Front
31. Voice of Reason



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**Instructions: Put a cross beside the name of the person that should be elected**

## Hungary

1. Fidesz–KDNP
2. DK–MSZP–Dialogue Alliance
3. Momentum
4. Jobbik
5. Our Homeland
6. MKKP–Two-Tailed Dog Party
7. LMP – Hungary's Green Party
8. TISZA – Respect and Freedom Party
9. Second Reform Era Party
10. Everybody's Hungary People's Party
11. Solution Movement–MEMO

**Instructions: Put a cross beside the name of the person that should be elected**

## **Italy**

1. Lega-League
2. Democratic Party
3. Five Star Movement
4. Forza Italia–Us Moderates
5. Brothers of Italy
6. South Tyrolean People's Party
7. Greens and Left Alliance
8. United States of Europe
9. Sovereign Popular Democracy
10. Italian Animalist Party–Italexit
11. Popular Alternative
12. Action
13. Peace Land Dignity
14. Freedom
15. Valdostan Rally

**Instructions: Put a cross beside the name of the person that should be elected**

## Lithuania

1. Freedom Party
2. Social Democratic Party of Lithuania
3. Labour Party
4. Lithuanian Regions Party
5. Lithuanian Farmers and Greens Union
6. Electoral Action of Poles in Lithuania – Christian Families Alliance
7. Lithuanian Green Party
8. People and Justice Union
9. Liberals' Movement
10. Coalition of Peace: Lithuanian Christian Democracy Party & Samogitian Party
11. Freedom and Justice
12. Christian Union
13. Union of Democrats "For Lithuania"
14. Homeland Union – Lithuanian Christian Democrats
15. National Alliance



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**Instructions: Put a cross beside the name of the person that should be elected**

## Malta

1. Labour Party
2. Nationalist Party
3. AD+PD
4. Imperium Europa
5. ABBA
6. Volt Malta

**Instructions: Put a cross beside the name of the person that should be elected**

## Netherlands

1. GroenLinks–PvdA
2. People's Party for Freedom and Democracy
3. Christian Democratic Appeal
4. Forum for Democracy
5. Democrats 66
6. Christian Union
7. Reformed Political Party
8. Party for the Animals
9. 50PLUS
10. Party for Freedom
11. Socialist Party
12. Volt Netherlands
13. Pirate Party–The Greens
14. Of the Region
15. Farmer–Citizen Movement
16. Interest of the Netherlands
17. JA21
18. More Direct Democracy
19. Nederland met een Plan
20. New Social Contract

**Instructions: Put a cross beside the name of the person that should be elected**

## Poland

1. Third Way
2. Confederation Liberty and Independence
3. Bezpartyjni Samorządowcy
4. PolEXIT
5. Civic Coalition
6. The Left
7. Law and Justice
8. Normal Country
9. Liberal Poland Entrepreneurs Strike
10. Repair Poland Movement

**Instructions: Put a cross beside the name of the person that should be elected**

## **Portugal**

1. Socialist Party
2. Democratic Alliance
3. Left Bloc
4. Unitary Democratic Coalition
5. People-Animals-Nature
6. LIVRE
7. CHEGA!
8. We, the Citizens!
9. Liberal Initiative
10. Rise Up
11. National Democratic Alternative
12. Portuguese Labour Party
13. Socialist Alternative Movement
14. React, Include, Recycle
15. Earth Party
16. Volt Portugal
17. New Right



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**Instructions: Put a cross beside the name of the person that should be elected**

## Romania

1. United Right Alliance (USR-PMP-FD)
2. Alliance for the Union of Romanians (AUR)
3. National Coalition for Romania (PSD-PNL)
4. Renewing Romania's European Project (REPER)
5. Social Liberal Humanist Party (PUSL)



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**Instructions: Put a cross beside the name of the person that should be elected**

## Slovakia

1. Progressive Slovakia
2. Democrats
3. Direction – Social Democracy
4. Kotlebists – People's Party Our Slovakia
5. Christian Democratic Movement
6. Freedom and Solidarity
7. Slovakia – For the People – NOVA
8. Hungarian Alliance
9. Slovak National Party
10. Christian Union
11. Communist Party of Slovakia
12. Common Citizens of Slovakia
13. Slovak People's Party Andrej Hlinka
14. Voice – Social Democracy
15. Republic
16. Slovak PATRIOT
17. Volt Slovakia
18. Slovak Democratic and Christian Union – Democratic Party
19. Slovak Pirate Party
20. Socialisti.sk
21. Common Sense
22. MySlovensko
23. We Unite the Citizens of Slovakia
24. SRDCE Patriots and Pensioners – Slovak National Unity



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**Instructions: Put a cross beside the name of the person that should be elected**

## Slovenia

1. Slovenian Democratic Party
2. Slovenian People's Party
3. Social Democrats
4. New Slovenia – Christian Democrats
5. The Left
6. Democratic Party of Pensioners of Slovenia
7. Freedom Movement
8. Vesna – Green Party
9. Pirate Party
10. Resni.ca

**Instructions: Put a cross beside the name of the person that should be elected**

## Spain

1. Spanish Socialist Workers' Party (PSOE)
2. People's Party (PP)
3. Citizens-Party of the Citizenry (Cs)
4. Vox (Vox)
5. Unite (Sumar)
6. We Can (Podemos)
7. Republics Now (ERC-EH Bildu-BNG-Ara Més)
8. Together and Free for Europe (Junts UE)
9. Coalition for a Solidary Europe (CEUS)
10. Animalist Party with the Environment (PACMA)
11. Zero Cuts (Recortes Cero)
12. The Forgotten Spain Exists-Municipalists-Fair World (Existe)
13. Volt Spain (Volt)
14. PCPE-PCPC Coalition (PCPE-PCPC)
15. Andalusia Now (Andalucistas)
16. Communist Party of the Workers of Spain (PCTE)
17. Pirates-Rebel Alliance-European Pirates (Pirates/Rebeldes)
18. Believe in Europe (Cree en Europa)
19. Extremadurans (PREx-CREx)
20. Spanish Phalanx of the CNSO (FE-JONS)
21. Humanist Party (PH)
22. Spanish Left (IZQESP)
23. Workers Front (FO)
24. European Justice (IE)
25. Blank Seats to Leave Empty Seats (EB)
26. Workers Revolutionary Current (CRT)
27. Feminists to the Congress (PFAC)
28. Salamanca-Zamora-León PREPAL (PREPAL)
29. Country and Rural Movement (PMR)
30. The Party Is Over (Se Acabó La Fiesta)
31. Future (F)
32. Spanish Food Sovereignty (SAE)
33. Together for Extremadura (JUEX)
34. Galician Party (GLG)



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**Instructions: Put a cross beside the name of the person that should be elected**

## Sweden

1. Swedish Social Democratic Party
2. Moderate Party
3. Sweden Democrats
4. Green Party
5. Centre Party
6. Christian Democrats
7. Left Party
8. Liberals
9. Feminist Initiative – Turning Point Party
10. Pirate Party
11. Alternative for Sweden
12. CitizensCoalition
13. Communist Party of Sweden
14. Volt
15. Folklistan



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**Instructions: Put a cross beside the name of the person that should be elected**

## Austria

1. Austrian People's Party
2. Social Democratic Party of Austria
3. Freedom Party of Austria
4. The Greens – The Green Alternative
5. NEOS – The New Austria and Liberal Forum
6. Communist Party of Austria
7. Democratic – Neutral – Authentic



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**Instructions: Put a cross beside the name of the person that should be elected**

## Belgium

1. Nieuw-Vlaamse Alliantie (N-VA)
2. Vlaams Belang (VB)
3. Open Vlaamse Liberalen en Democraten (Open VLD)
4. Christen-Democratisch en Vlaams (CD&V)
5. Groen
6. Vooruit
7. Partij van de Arbeid van België (PVDA)
8. Volt
9. Voor U



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**Instructions: Put a cross beside the name of the person that should be elected**

## Bulgaria

1. Ima takŭv narod
2. Glas naroden
3. Sinya Bŭlgariya
4. Nie grazhdanite
5. Kuzman Iliev (nezavisim kandidat)
6. Bŭlgarski glasū
7. Koalitsiya na rozata
8. Tsentŭr
9. Solidarna Bŭlgariya
10. Edimenie
11. BNO
12. Vŭzrazhdane
13. Moral Edinstvo Čest (MEČ)
14. Prodŭlzhavame promyanata - Demokratichna Bŭlgariya
15. Narodna partiya Istinata i samo istinata
16. Bŭlgarski vŭzkhod
17. Grazhdanski blok
18. Obshtestvo za nova Bŭlgariya
19. Levitsata
20. Partiya na zelenite
21. Nie idvame
22. GERB-SDS
23. Bŭlgarski natsionalen sŭyuz (BNS)
24. BSP za Bŭlgariya
25. Velichie
26. VMRO
27. Pryaka demokratsiya
28. DPS
29. Zeleno dvizhenie
30. Za velika Bŭlgariya
31. Bŭlgarski sŭyuz za direktna demokratsiya
32. Neutralna Bŭlgariya

**Instructions: Put a cross beside the name of the person that should be elected**

## Croatia

1. Croatian Democratic Union
2. Rivers of Justice
3. Law and Justice
4. The Bridge
5. Fair Play List 9
6. Možemo!
7. Homeland Movement
8. Independent list of Ladislav Ilčić
9. Authentic Croatian Party of Rights
10. Workers' Front
11. Movement for a Modern Croatia
12. Party of Ivan Pernar
13. Croatian Party of Pensioners
14. Green Alternative – OraH
15. Res Publica
16. Determination and Justice
17. UZ–SU–BUZ
18. Independent list of Nina Skočak
19. Dalmatian Action
20. Righteous Croatia
21. Ričard Nezavisni
22. Public Good
23. Agrarian Party
24. Movement for Animals
25. Croatian Civil Resistance Party



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**Instructions: Put a cross beside the name of the person that should be elected**

## Cyprus

1. Democratic Rally
2. Progressive Party of Working People
3. Democratic Party
4. National Popular Front
5. EDEK Socialist Party
6. Democratic Front
7. Movement of Ecologists – Citizens Cooperation
8. Volt Cyprus
9. Animal Party Cyprus
10. Active Citizens – Movement of Cypriot United Hunters
11. National Action Movement
12. Win



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**Instructions: Put a cross beside the name of the person that should be elected**

## **Czech Republic**

1. ANO 2011
2. TOP 09
3. KDU-ČSL
4. Civic Democratic Party
5. Czech Pirate Party
6. Freedom and Direct Democracy
7. Communist Party of Bohemia and Moravia



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**Instructions: Put a cross beside the name of the person that should be elected**

## Denmark

1. Venstre
2. Social Liberals
3. Moderates
4. Social Democrats
5. Green Left
6. Conservatives
7. Danish People's Party
8. Red-Green Alliance



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**Instructions: Put a cross beside the name of the person that should be elected**

## Estonia

1. KOOS organisatsioon osutab suveräänsusele
2. Reformierkond
3. Sotsiaaldemokraatlik Erakond
4. Keskerakond
5. Eesti Konservatiivne Rahvaerakond
6. Isamaa
7. Estonia 200
8. Parempoolsed
9. Erakond Eestimaa Rohelised
10. Üksikkandidaadid



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**Instructions: Put a cross beside the name of the person that should be elected**

## Finland

1. Liberaalipuolue
2. Suomen Kristillisdemokraatit (KD)
3. Liike Nyt r.p.
4. Perussuomalaiset r.p
5. Vasemmistoliitto r.p
6. Totuuspuolue r.p.
7. Svenska folkpartiet i Finland r.p
8. Suomen Keskusta r.p
9. Suomen Sosialidemokraattinen Puolue
10. Suomen Kommunistinen Puolue
11. Avoin Puolue r.p
12. Vapauden liitto r.p.
13. Vihreä liitto r.p.
14. Kansallinen Kokoomus r.p



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**Instructions: Put a cross beside the name of the person that should be elected**

## Ireland

1. Fine Gael
2. Fianna Fáil
3. Sinn Féin
4. Social Democrats
5. Irish Green Party
6. Labour Party
7. People Before Profit
8. Ireland First
9. The Irish People
10. Independent Ireland
11. Aontú
12. An Rabharta Glas
13. The National Party
14. Irish Freedom Party



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**Instructions: Put a cross beside the name of the person that should be elected**

## Latvia

1. New Unity
2. Social Democratic Party "Harmony"
3. National Alliance
4. For Latvia's Development
5. Movement For!
6. Union of Greens and Farmers
7. United List
8. New Conservative Party
9. The Progressives
10. People. Land. Country
11. Centre Party
12. Force of People's Power
13. For Stability!
14. Latvia First
15. Sovereign Power
16. Alliance of Young Latvians



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**Instructions: Put a cross beside the name of the person that should be elected**

## Luxembourg

1. DP
2. CSV
3. Greens
4. LSAP
5. ADR
6. Pirates

# CONCLUSION

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In conclusion, the EUPULSE MOOC Election Day was an impactful, hands-on learning experience, successfully meeting its goal of fostering democratic engagement and civic awareness among young Europeans. By simulating the electoral processes of the European Parliament, the event offered participants an in-depth and practical understanding of political campaign strategies, electoral procedures, and the roles of key figures within the democratic system. This immersive approach not only demystified the complexities of elections but also enabled participants to experience the responsibilities of politicians, voters, and journalists, thus giving them a firsthand look at how democracy operates within the EU.

The event's experiential nature helped participants connect abstract democratic principles with real-world applications, which proved essential in cultivating a sense of ownership and agency over their civic responsibilities. By stepping into roles typically reserved for seasoned political actors, participants were empowered to voice their views, think critically about policy decisions, and engage in the democratic process with confidence. This approach also aligns closely with the EU Youth Strategy, emphasizing skills that foster active citizenship and leadership—qualities that the participants actively practiced during the simulation. The EUPULSE event aimed to spark a sustained interest in democratic involvement by making European political processes accessible and relevant. Participant feedback showed increased motivation to participate in future elections, especially at the local level, where they saw how democratic processes directly affect their communities. The reported boost in confidence and civic awareness among participants reflects the project's success in building a foundation for continuous, long-term civic engagement—a goal essential to nurturing a generation of informed, proactive citizens prepared to shape Europe's future governance.

While overwhelmingly positive, participant feedback highlighted a few areas for potential enhancement. Suggestions included allocating additional time for the campaign preparation and debriefing phases, which participants felt would allow for deeper reflection and more refined campaign strategies. Additionally, some participants expressed that more thorough role instructions at the outset would make the simulation more cohesive, enabling them to step more fully into their assigned roles. These adjustments could further enrich the experience in future iterations, ensuring participants feel fully supported in their engagement. Ultimately, the EUPULSE MOOC Election Day has contributed to a growing movement of youth empowerment and democratic participation across the EU. The simulation has equipped young Europeans with the skills, confidence, and network needed to become active participants in civic life, not only as voters but as informed contributors to the democratic landscape. By fostering these skills early, the EUPULSE project is helping to shape a generation that is more likely to question, engage, and influence democratic processes in Europe for years to come, ensuring a vibrant, resilient, and inclusive future for European democracy.



# EUPULSE

EUROPEAN YOUTH ENGAGEMENT  
STRATEGY FOR THE DEMOCRATIZATION  
OF YOUNG VOTERS IN THE EU

D2.5 MOOC ELECTION  
DAY'S MATERIAL

AGENDA, SESSION PLAN, IMPLEMENTATION AND  
MATERIAL, DISSEMINATION, AND FEEDBACK  
REPORT.

PROJECT NUMBER: 101132175



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# EUPULSE

EUROPEAN YOUTH ENGAGEMENT  
STRATEGY FOR THE DEMOCRATIZATION  
OF YOUNG VOTERS IN THE EU

D2.5 MOOC ELECTION  
DAYS MATERIAL

MOOC ELECTION DAYS RESOLUTION

PROJECT NUMBER: 101132175



Europejska Fundacja na  
Rzecz Wspierania  
Rozwoju Innowacyjnego



Civil Connections  
Building robust communities

európsky  
DIALÓG



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# MOOC Election Day's Resolution on Promoting Active Youth Engagement in European Democratic Processes

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**Adopted in Thessaloniki on the 5th of June 2024**

The EUPULSE Project seeks to cultivate a new generation of informed, active, and engaged young citizens across Europe. Through activities such as the MOOC Elections simulation, young participants from partner countries have experienced the democratic process firsthand. This experiential activity, entitled "Enabling Future Active European Citizens Stimulating EP Elections Day!", enabled youth participants to simulate the European Parliament (EP) election process, define pressing policy issues, and propose constructive changes to enhance civic engagement across the EU.

By replicating the entire electoral journey—from creating electoral laws to organizing ballot processes—young people developed a deeper understanding of their potential role in shaping European democracy.

This resolution captures the collective insights, recommendations, and aspirations of young participants, presented to European and regional decision-makers as a roadmap for sustaining and expanding youth engagement in democratic processes



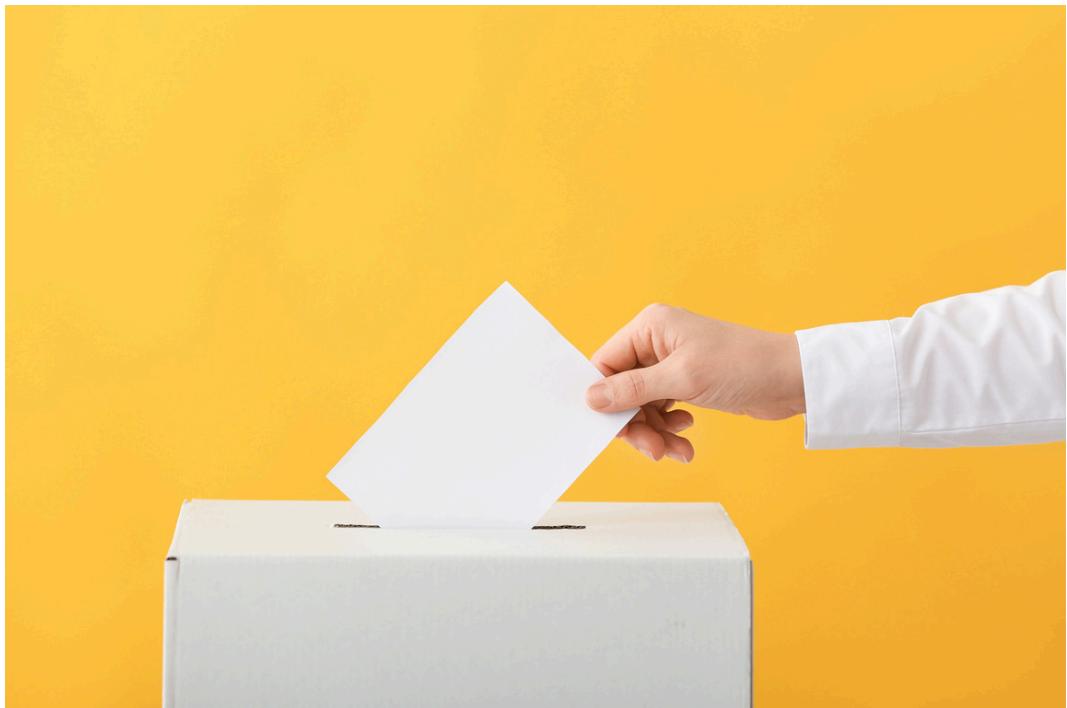
# Preamble

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The European Union and the Council of Europe have consistently emphasized the importance of youth engagement in democratic life, recognizing that active participation strengthens democratic governance and social cohesion. To foster a genuine sense of ownership, young Europeans must be equipped with the tools, resources, and opportunities to participate meaningfully in democratic processes.

The MOOC Elections simulation held in Thessaloniki provided participants with a space to:

1. Understand the structure and function of the European Parliament and democratic institutions;
2. Simulate an election process, including creating electoral laws, nominating candidates, and participating in campaign activities;
3. Reflect on the role of youth as both voters and policy influencers, with a particular focus on the 2024 EP elections.



## Arguments for Enhanced Youth Engagement

### Argument 1: Building Democratic Literacy and Empowerment

Through direct participation in simulations, young people develop a practical understanding of the electoral process and the importance of their role in it. The mock election format used in MOOC Elections allowed youth to define key issues, engage in policy debates, and witness the impact of their decisions. Such experiential learning promotes both democratic literacy and individual empowerment, motivating young Europeans to participate actively in real elections, such as the upcoming EP 2024 elections.

### Argument 2: Addressing Barriers to Youth Participation

Many young Europeans face barriers that prevent them from engaging fully in political processes, including lack of information, inadequate civic education, and disconnection from traditional political structures. By integrating alternative and traditional forms of participation, MOOC Elections addressed these challenges and provided youth with a flexible platform to practice democratic engagement. Reducing these barriers is essential for fostering an inclusive and representative democracy.

### Argument 3: Preparing Youth for Informed Participation

The MOOC Elections simulation highlighted the importance of informed decision-making in the democratic process. Through activities such as defining electoral laws, shaping political parties, and arranging mock elections, participants gained firsthand experience in responsible voting, campaign management, and legislative processes. Such preparatory exercises equip young people with the skills and knowledge necessary for making informed electoral choices, which strengthens the democratic process overall.



# Youth-oriented Recommendations

In light of the insights and lessons gained through the MOOC Elections simulation, the EUPULSE Project, on behalf of the young participants, issues the following recommendations to the European Parliament, national governments, and regional authorities to reinforce and expand youth engagement in European democratic processes:

## **Implementation of Experiential Civic Education Across Member States**

European institutions, member states, and educational authorities should incorporate experiential learning activities—such as election simulations, policy debates, and mock parliamentary sessions—into formal and non-formal education. These activities provide young people with practical skills and a nuanced understanding of democratic institutions, motivating them to participate actively in civic life.

**Proposal:** Youth Participants during the MOOC Election Day in Thessaloniki proposed the creation of a European network of civic education initiatives that provides schools and youth organizations with standardized toolkits and resources to conduct electoral simulations, parliamentary exercises, and other democratic practices tailored to local contexts.



# Youth-oriented Recommendations



In light of the insights and lessons gained through the MOOC Elections simulation, the EUPULSE Project, on behalf of the young participants, issues the following recommendations to the European Parliament, national governments, and regional authorities to reinforce and expand youth engagement in European democratic processes:

## **Enhancement of Supporting for Youth-Led Democratic Initiatives**

Recognizing the value of youth-led initiatives, the EU and national governments should increase financial and structural support for grassroots projects that promote democratic participation. Such initiatives foster a sense of agency and self-efficacy among young people, encouraging them to take ownership of their civic responsibilities.

**Proposal: Allocation to dedicated funding for youth-led civic engagement programs, allowing young people to design and implement projects that address local and regional democratic needs.**



# Youth-oriented Recommendations

In light of the insights and lessons gained through the MOOC Elections simulation, the EUPULSE Project, on behalf of the young participants, issues the following recommendations to the European Parliament, national governments, and regional authorities to reinforce and expand youth engagement in European democratic processes:

## **Modernization of Voting and Political Communication**

EU should take steps to simplify and modernize voting processes, making them accessible, inclusive, and engaging for young people. Improved communication and voting infrastructure can help bridge the gap between young citizens and democratic processes, ensuring they are informed, motivated, and able to participate.

### **Proposal: Launching of a campaign for "Simple Voting" that focuses on:**

- **Clear and youth-friendly information on electoral procedures;**
- **Accessible voting options, including digital voting pilots;**
- **Increased outreach efforts to young voters, emphasizing the importance of their role in European and national elections.**



# Youth-oriented Recommendations

In light of the insights and lessons gained through the MOOC Elections simulation, the EUPULSE Project, on behalf of the young participants, issues the following recommendations to the European Parliament, national governments, and regional authorities to reinforce and expand youth engagement in European democratic processes:

## **Establishment of Structured Dialogue Channels Between Youth and Policymakers**

Institutionalization forums for direct dialogue between young people and policymakers at European, national, and regional levels. This facilitates an ongoing feedback loop, allowing youth to voice concerns, share perspectives, and collaborate on policy development.

**Proposal: Introduction of an annual "Youth Policy Forum" hosted by the European Parliament, where youth representatives from each member state engage with MEPs to discuss current policies and propose initiatives for youth-centered democratic development.**



## Youth-oriented Recommendations

In light of the insights and lessons gained through the MOOC Elections simulation, the EUPULSE Project, on behalf of the young participants, issues the following recommendations to the European Parliament, national governments, and regional authorities to reinforce and expand youth engagement in European democratic processes:

### **Encouragement of Diverse Representation in Civic Participation Initiatives**

Diversity is essential to a democratic system that represents all citizens. Efforts should be made to engage marginalized and underrepresented youth in democratic processes, ensuring that their voices are included and valued.

**Proposal: Development of targeted programs that support the involvement of marginalized youth, including those with disabilities, those from rural areas, and youth from socioeconomically disadvantaged backgrounds. This should include accessibility measures and financial assistance to remove participation barriers.**





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## Resolution Outcomes

The MOOC Elections simulation revealed the transformative impact of experiential civic education on young Europeans' understanding of and commitment to democracy. Through this resolution, the EUPULSE Project calls upon European and regional decision-makers to invest in experiential learning, support youth-led democratic initiatives, and modernize voting processes. By implementing these recommendations, European institutions can cultivate an empowered generation of young citizens prepared to engage actively and responsibly in democratic life.

This resolution serves as a call to action for governments, educational institutions, and policy bodies to recognize and harness the potential of Europe's youth as drivers of democratic progress. With the 2024 European Parliament elections approaching, these recommendations aim to create an inclusive, informed, and motivated electorate that reflects Europe's commitment to a resilient democratic future.



***Adopted in Thessaloniki on the 5th of June 2024***



# EUPULSE

EUROPEAN YOUTH ENGAGEMENT  
STRATEGY FOR THE DEMOCRATIZATION  
OF YOUNG VOTERS IN THE EU

D2.5 MOOC ELECTION  
DAYS MATERIAL

MOOC ELECTION DAYS RESOLUTION

PROJECT NUMBER: 101132175



Co-funded by  
the European Union



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