CIVIC DIGITAL TWIN SIMULATION

AllonBoard: The Road to Democracy

CERV-2025-CITIZENS-TOWN-NT

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Lead Beneficiary: CONSORCI DE LA RIBERA

CONSORCI DE LA RIBERA

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TABLE OF CONTENTS

1.Introduction....3
2. Description....4
3. Methodology....5
Event Structure....5
Simulation and Role-Play Phase....5
Plenary Reflection and Collective Decision-Making....6
Evaluation and Closing....7
4. Registration and zoom link....8
5.Simulation Agenda....9
5.Conclusion....10

1.Introduction

The AllonBoard project seeks to enhance democratic engagement and foster active civic participation among youth and migrant communities. Over 24 months, the project will be implemented by 9 partners from 7 countries and supported by 74 municipalities. A total of 22 activities, combining innovative tools like Civic Digital Twin simulations and mentorship programs to engage participants in meaningful policymaking processes. The project also includes storytelling labs, where youth and migrants can share their personal experiences, contributing to a more inclusive narrative. By addressing barriers such as digital exclusion, economic insecurity, and social isolation, the project will ensure gender equality and non-discrimination through gender-sensitive approaches and equal representation in all activities.
Additionally, online activities will be implemented through the EU Community Group, connecting participants across Europe and enabling the exchange of best practices for inclusive governance.
Through these efforts, AllonBoard will equip local authorities with sustainable tools and strategies, ensuring that the empowerment of youth and migrant communities continues long after the project concludes, while promoting EU citizenship and democratic engagement across participating regions.
The objective of the project is to identify specific, evidence-based gaps between current civic participation realities and the inclusive, democratic ideals of the European Union—particularly regarding young people and migrants. These groups remain significantly underrepresented in decision-making structures, especially in small towns and rural areas, and face layered barriers tied to their age, background, gender, and socio-economic status.
The main target groups are Local Young People (Aged 18–30), young migrants and refugees and Local Authorities, Mentors and Decision-Makers (civil servants, associations).
The objective of this Work Package is to empower youth and migrants from underserved and underrepresented backgrounds by engaging them in a digital participatory simulation that mirrors EU decision-making processes. Through the Civic Digital Twin tool, participants will enhance their civic literacy, improve their understanding of European institutions, and experience democratic decision-making in an accessible and interactive way. A further objective is to provide a replicable model for engaging rural youth in civic processes by combining digital innovation with inclusive pedagogy, thus strengthening their role as active European citizens.

2. Description

The Civic Digital Twin Simulation will take place online on 21 April 2026 during the morning session and will bring together approximately 200 participants from the seven partner countries involved in the project. The event will be hosted online through Zoom, allowing participants to interact in real time through plenary sessions and moderated breakout discussions.

Participation in the event will require prior registration through a Google Form, which will collect basic participant information, country of origin, and the preferred language for discussion. This information will be used to organise the working groups and ensure effective communication during the simulation.

The activity will also be promoted through the EU Rural Pact Community Group platform "Youth in Rural Areas: Empowering the Next Generation", which already gathers a community of more than 100 young Europeans interested in rural development and civic participation.

The simulation will recreate the decision-making dynamics of European institutions through a gamified and scenario-based methodology. Participants will assume different institutional and civic roles—such as Members of the European Parliament, European Commissioners, municipal leaders, or representatives of civil society organisations—and will work together to analyse and respond to policy challenges.

Consorci de la Ribera, as lead, will design the simulation structure and overall learning flow.

Traces&Dreams will develop and deploy the Civic Digital Twin platform, ensuring accessibility, GDPR compliance, and technical moderation. They will also capture interaction data for subsequent evaluation.

IGOT (Portugal) and VUS (Croatia) will ensure strong pedagogical grounding, providing civic learning objectives, evaluation tools, and inclusive methodologies with attention to gender, migration, and rural realities. All other partners will contribute by recruiting and preparing at least 15 youth and migrant participants per country and by organising preparatory workshops to explain institutional roles and simulation procedures. During the simulation, partners will alsoprovide facilitation support in breakout groups and assist with debriefing.

3. Methodology

The Civic Digital Twin Simulation will be held online on 21 April 2026 from 10:30 to 13:30 (CET) and will gather approximately 200 participants from the seven partner countries of the project. The event will be conducted through the Zoom platform, enabling interactive participation through plenary sessions and breakout discussion rooms.
Participation will require prior registration through a Google Form, where participants will provide their basic information and indicate their preferred discussion language. This information will be used to organise participants into discussion groups and ensure smooth facilitation during the simulation.
The activity will also be promoted through the EU Rural Pact Community Group "Youth in Rural Areas: Empowering the Next Generation", which already gathers a community of young Europeans interested in civic participation and rural development. The link for the Zoom online event will be sent to participants well in advance, and reminders of the date will be provided.

Event Structure

The event will begin with a welcome session (10:30–10:45) led by Consorci de la Ribera, introducing participants to the objectives of the meeting and the general context of the activity.
This will be followed by an ice-breaking activity (10:45–11:00) facilitated by Consorci de la Ribera with the support of IGOT, VUS and Traces&Dreams, aimed at creating a participatory environment and encouraging interaction among participants from different countries.
From 11:00 to 11:15, the Câmara Municipal de Lisboa will present the AllonBoard project, providing an overview of its objectives, partners, and expected outcomes.
From 11:15 to 11:30, Consorci de la Ribera will explain the simulation activity, including the methodology, participant roles, and the themes to be addressed.

Simulation and Role-Play Phase

The main simulation activity will take place between 11:30 and 12:00, when participants will be divided into Zoom breakout rooms organised according to the language selected during registration. Within these rooms, participants will take part in stakeholder role-play sessions, assuming roles related to EU and local governance such as policymakers, institutional representatives, or civil society actors.

Each group will work on the following policy topics:

- Inclusion
- Migration
- Climate policy
- Rural development

Questions proposed to debate:

Topic 1 Social Inclusion

- Should the EU force companies to hire a minimum percentage of young people?
- Do you think there should be more equality in topics such as: salaries, celebrations, household chores?
- Should the EU prioritise the inclusion of migrants or employment for local young people?

Topic 2 Climate Policies

- Should the EU prioritise economic growth or emissions reductions?
- Should the EU impose higher sanctions on countries that do not meet climate targets?
- Should cheap flights be limited for reducing CO2 emissions?

Topic 3 Migration

- Should the EU have a mandatory common migration policy?
- More investment in borders or more investment in integration?
- Should all EU countries be obliged to take in migrants?

Topic 4 Rural Development

- Teleworking incentivised by the EU to repopulate rural areas yes or no?
- Should the EU pay young people to move to rural areas?
- More investment in rural internet or rural public transport or both?

Depending on the language, additional topics may also be included, such as Economy and Employment, Technology and social media, or Conflict and security.
During this phase, participants will discuss policy challenges, exchange perspectives, and collaboratively develop proposals related to their topic. The discussions will be facilitated by project partners, particularly Consorci de la Ribera and Traces&Dreams, ensuring active participation and structured debate.

Plenary Reflection and Collective Decision-Making

The event will continue with a plenary session (12:00–12:30) where spokespersons from each discussion group will present the main conclusions and policy proposals developed during the breakout sessions. This moment will allow participants to share insights across groups and compare approaches to the different policy challenges.
Following this, participants will take part in a final voting session (12:30–13:00), moderated by Consorci de la Ribera and Traces&Dreams, where they will collectively evaluate and vote on the proposals presented. This step will simulate democratic decision-making processes and encourage participants to reflect on negotiation and consensus-building.

Evaluation and Closing

The event will continue with a quality and feedback survey (13:00–13:15) coordinated by IGOT and VUS, allowing participants to evaluate the activity and share their learning experience.
Finally, Consorci de la Ribera will deliver the closing remarks (13:15–13:30), summarising the main outcomes of the simulation and explaining how the results will contribute to the Civic Innovation Toolkit and the broader learning objectives of the AllonBoard project.
The outcomes of the simulation—including participant reflections, policy proposals, and evaluation results—will be compiled into a shared report, contributing to the project's efforts to develop innovative and accessible tools for youth and migrant civic engagement in Europe.

Spanish:
AllonBoard: Civic Digital Twin Simulation | Cuestionario posterior al evento – Preencher o formulário

English:

AllonBoard: Civil Digital Twin Simulation | Post-Activity Survey – Preencher o formulário

4. Registration and zoom link

The link for registering is:

https://forms.gle/b33DB3e5z37ExZdq6

The zoom link for the meeting is:

https://us02web.zoom.us/meeting/register/vtHP-GkISqufoEk7RTGGYg

5.Simulation Agenda

AGENDA
Online event
21st April 2026

Hour	Description	Lead partner
10:30-10:45 h	**Welcome**	Consorci de la Ribera
10:45-11:00 h	**Ice-breaking**	Consorci de la Ribera (IGOT, VUS and T&D)
11:00-11:15 h	**AllonBoard presentation**	Camara Municipal de Lisboa
11:15-11:30 h	**Activity Description**	Consorci de la Ribera
11:30-12:00 h	**Stakeholder role-play sessions** Split in rooms Topics: 1. Inclusion 2. Migration 3. Climate policy 4. Rural development	Consorci de la Ribera Trace&Dreams Participants
12:00-12:30 h	**Plenary session: spokespersons from each group present key conclusions**	Consorci de la Ribera Trace&Dreams Participants
12:30-13:00 h	**Final vote**	Consorci de la Ribera Trace&Dreams
13:00-13:15 h	**Quality survey**	IGOT and VUS
13:15-13:30 h	**Conclusion and closing**	Consorci de la Ribera

5.Conclusion

The Civic Digital Twin Simulation represents an innovative learning opportunity for young people and migrant participants to actively explore the functioning of democratic processes at the European level. Through an interactive and participatory methodology, the event will allow participants to experience first-hand how public policies are debated, negotiated, and adopted within complex institutional environments. By assuming different stakeholder roles, participants will develop a deeper understanding of the perspectives, interests, and responsibilities that shape decision-making processes in Europe.

One of the main benefits of the activity is the development of civic competences and critical thinking skills. Participants will be encouraged to analyse policy challenges, exchange ideas with peers from different countries, and collaboratively build proposals addressing issues such as inclusion, migration, climate policy, and rural development. This process will strengthen their capacity to engage constructively in democratic discussions and to better understand the opportunities and limitations of governance processes.

The simulation will also foster intercultural dialogue and European cooperation, as participants from diverse backgrounds will interact and work together in multilingual discussion groups.

This environment promotes mutual understanding, respect for diverse perspectives, and a stronger sense of belonging to a shared European civic space.

Furthermore, the activity will empower young people by encouraging active participation and leadership, allowing them to voice their ideas and contribute to collective solutions. By experiencing a realistic policy-making scenario, participants will gain confidence in their ability to influence public debates and civic initiatives in their communities.

Overall, the simulation will contribute to strengthening youth engagement, democratic awareness, and civic innovation, offering participants practical tools and motivation to become more active and informed actors in European civic life.