EVENT DESCRIPTION SHEET

AllonBoard: The Road to Democracy · CERV Programme

PROJECT	
Participant:	5 — Consorci de la Ribera (CONSORCI)
PIC number:	930101185
Project name and acronym:	AllonBoard: The Road to Democracy — AllonBoard

EVENT DESCRIPTION	
Event number:	2
Event name:	Civic Digital Twin Simulation
Type:	Online civic simulation lab
In situ / online:	Online
Location:	EU Rural Pact Community Group — Youth in Rural Areas: Empowering the Next Generation (https://ruralpact.rural-vision.europa.eu/groups/youth-rural-areas-empowering-next-generation_en), via Zoom
Date(s):	21 April 2026
Website(s) (if any):	https://www.allonboard-project.eu/wp2-civic-digital-twin-simulation/
PARTICIPANTS	
Female:	75
Male:	69
Non-binary:	13
From country 1 — Portugal:	5
From country 2 — Italy:	14
From country 3 — Spain:	87
From country 4 — Slovakia:	10
From country 5 — Croatia:	9
From country 6 — Germany:	14
From country 7 — Sweden:	10

From other countries:	8
Total number of participants:	157
Grant output target:	101
Under-35 achieved:	146

DESCRIPTION (MAX 1 PAGE)

The Civic Digital Twin Simulation was delivered online on 21 April 2026, via Zoom. The activity was led by Consorci de la Ribera and involved all nine consortium partners. It was hosted and promoted through the EU Rural Pact Community Group platform — Youth in Rural Areas: Empowering the Next Generation — and attracted 157 participants from seven partner countries and beyond, of whom 146 were aged under 35 — within the declared lump sum band of 101–200 for the under-35 target group. A further 11 participants aged 35 and above are recorded in the attendance register but fall outside the grant output indicator.

Event structure and programme

The session followed the agreed agenda and was structured around nine phases:

— Welcome: Consorci de la Ribera opened the session, introduced the objectives and format, and confirmed the strong attendance with over 90 participants connected at the start.

— Ice-breaking: Three Zoom polls gauged participants' views on the most urgent issues facing Europe, their prior civic engagement experience, and whether they identified more with their country, the EU, or both. Migration was rated the most urgent issue by 40% of respondents; 71% reported prior civic engagement experience; and 51% said they identified with both their country and the EU.

— AllonBoard presentation: Luís Guarita (Câmara Municipal de Lisboa) presented the AllonBoard project — its objectives, 24-month timeline, 9 partners, 7 countries, 74 municipalities, and the range of civic tools including the Civic Digital Twin, AI foresight labs, and mentorship programmes.

— Activity briefing: Consorci de la Ribera explained the simulation methodology, participant roles (MEPs, Commissioners, municipal leaders, NGO advocates), and the four policy themes: social inclusion, climate policy, migration, and rural development.

— Stakeholder role-play in breakout rooms: Participants were assigned to three language-based breakout rooms — Spanish, English, and Italian — organised according to language preference registered in advance. Each room debated policy proposals and questions across the four themes.

— Plenary and spokespersons: Each room's spokesperson presented their group's key conclusions to the full plenary. All three rooms reported high levels of engagement and produced substantive policy positions.

— Final vote: Three cross-cutting questions were put to all participants, with results displayed in real time.

— Quality survey: Post-activity surveys in English and Spanish were administered by IGOT and VUS.

— Closing: Consorci de la Ribera summarised the main outcomes and invited participants to WP3 (AI Civic Foresight Lab, 19 May 2026).

Key outputs and conclusions from the breakout rooms

Spanish room (spokesperson: Jordi Benito)

— Social inclusion: supported mandatory youth hiring quotas to break the experience paradox — companies demand experience, but young people cannot gain it without employment.

— Climate and economy: proposed a shift to local and proximity production as a model that integrates sustainability with economic activity, rather than treating them as opposed.
— Migration: concluded that migrants are economically necessary, that integration (including language and cultural inclusion) is as important as entry, and that all migrants — regardless of origin country — deserve equal dignity and treatment.
— Rural development: supported all three measures (teleworking, rural internet, rural transport) as complementary and mutually reinforcing.

English room (spokesperson: Tenzin Lodoe Choedon)

— Social inclusion: proposed economic incentives (e.g. reduced taxes for hiring young employees) as a more effective alternative to mandatory quotas and advocated for equal access for both young people and migrants rather than prioritising one group over another.
— Climate and economy: advocated for a progressive and sustainable route that gradually integrates emissions reductions into economic planning — resisting both radical environmentalism and unconstrained growth.
— Equality: noted that household matters lie outside EU regulatory reach, but salary equality is enforceable and should be enforced.

Italian room (spokesperson: Francesco Tiano)

— Inclusion of migrants: proposed mandatory or incentivised basic language courses as a prerequisite for civic and social integration; advocated shared activities (sports, community events) as practical integration tools.
— EU frameworks: highlighted alignment with the EU Action Plan on Integration and Inclusion 2021–2027 as the policy basis for these approaches.
— Noted that cross-border projects like AllonBoard are themselves practical integration instruments.

Final vote results

— Which proposal has the greatest positive impact on Europe's future? Winning proposal: prioritising employment for local youth (51%).
— Which proposal is most realistic and applicable in the short term? Tie: more rural public transport = mandatory youth hiring quotas (35% each).
— Which proposal best represents EU values (inclusion, democracy, sustainability)? Winning proposal: prioritising economic growth (42%).

Outputs and contribution to the project

— The session produced concrete participant-authored policy proposals across all four themes, which will feed into the AllonBoard Civic Innovation Toolkit.
— The final vote results provide a direct input into the thematic dossiers for WP4 (Virtual Policy Lab for Youth, June 2026), led by Meridaunia.
— The post-activity quality survey (EN and ES) was administered by IGOT and VUS. Results exceeded the M&E Model threshold of ≥4.0/5 in both language groups (average 4.1/5).
— The Zoom poll and attendance report, generated on 13 May 2026, is archived in the Digital Collaboration Space.
— WP3 (AI Civic Foresight Lab, 19 May 2026) was presented to participants as the direct continuation of WP2, with registration priority given to WP2 attendees. The simulation demonstrated that a participatory digital format can effectively engage young people and migrants from across Europe in substantive civic debate. Participants developed civic competences and critical thinking by directly analysing policy challenges on inclusion, migration, climate, and rural development. The multi-stakeholder role-play enabled intercultural dialogue and collaboration in multilingual settings. Participants gained practical understanding of how European institutions function and experienced negotiation and consensus-building as real

democratic processes. The activity strengthened respect for diversity, a shared sense of European identity, and participants' confidence in their capacity to influence public debate. These outcomes will inform the design of WP3 and feed into the AllonBoard Civic Innovation Toolkit.