EVENT DESCRIPTION SHEET

AllonBoard: The Road to Democracy · CERV Programme

PROJECT	
Participant:	3 — Traces&Dreams (Sweden)
PIC number:	885996352
Project name and acronym:	AllonBoard: The Road to Democracy — AllonBoard

EVENT DESCRIPTION	
Event number:	3
Event name:	AI Civic Foresight Lab
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):	18-19 May 2026
Website(s) (if any):	https://www.allonboard-project.eu/wp3-ai-civic-foresight-lab/
PARTICIPANTS	
Female:	90
Male:	50
Non-binary:	4
Not declared:	6
From country 1 — Portugal:	13
From country 2 — Italy:	27
From country 3 — Spain:	32
From country 4 — Slovakia:	7
From country 5 — Croatia:	31
From country 6 — Germany:	14
From country 7 — Sweden:	10

From other countries:	16
Total number of participants:	150
Grant output target:	101
Under-35 achieved:	122

DESCRIPTION (MAX 1 PAGE)

The AI Civic Foresight Lab was delivered online on 18-19 May 2026 via Zoom, as Work Package 3 of the AllonBoard project. The activity was led by Traces&Dreams and involved the AllonBoard consortium. It consisted of a partner-only preparation session on 18 May and an open participant session on 19 May, attended by 150 participants from the seven partner countries and beyond, of whom 122 were recorded as under 35 according to the final Zoom participation file. Gender and age were not recorded for 6 of the 150 participants.

The lab built directly on WP2, the Civic Digital Twin Simulation, by moving from simulated democratic debate and decision-making towards consequence analysis. Participants were invited to explore how public policies may evolve over time, how social and institutional factors interact, and how apparently simple interventions can produce delays, feedback loops and unintended effects.

Event structure and programme

The activity followed the agreed agenda and was structured around two linked phases:

— Partner preparation session, 18 May: The session opened with a welcome by Nerina Finetto, Founder and Director of Traces&Dreams. Juan Manuel Hegedüs-Gravina introduced the activity and its position within the AllonBoard work plan. Sebastian Mellgren presented the AI Civic Foresight Toolkit and the systems-thinking methodology. Mario Burić, Assistant and Lecturer at Šibenik University of Applied Sciences, presented how to use the Forecasting Starter Kit within local communities, ensuring that partners understood its practical application and replication potential.

— Methodological review and partner alignment: Before implementation, the WP3 methodology was shared with and reviewed by VUS and IGOT, whose feedback helped reinforce the pedagogical coherence, accessibility and monitoring logic of the activity. The partner session also clarified how partners should support the open lab by observing, taking notes and intervening only when needed to help groups move forward.

— Open AI Civic Foresight Lab, 19 May: The participant session opened with welcome remarks by Nerina Finetto and a short presentation of AllonBoard by Luís Guarita, AllonBoard Coordinator from Câmara Municipal de Lisboa. Juan Manuel Hegedüs-Gravina introduced policy foresight, followed by Sebastian Mellgren's explanation of systems thinking, Loopy causal modelling and the practical lab activity.

— Breakout-room lab: Participants worked in thematic and language-based breakout rooms, using Loopy to build simplified causal models and AI as a thinking partner to generate possible variables, question assumptions and identify possible unintended consequences.

— Experience Forum, evaluation and closing: Participants returned to plenary to reflect on the exercise, complete Slidea-based feedback and discuss what the method revealed about policy complexity, civic participation and the use of AI in democratic learning contexts.

Methodology and use of AI

The methodology combined policy foresight, systems thinking, Loopy modelling and AI-supported reflection. Participants were introduced to causal loop diagrams as a way to visualise policy systems through nodes, arrows, positive and negative relationships, feedback loops and

delays. The objective was not to create perfect expert models, but to support clearer thinking about how systems react to policy interventions.
AI was used strategically as a thinking partner, not as a source of definitive answers. Participants were encouraged to use AI to propose nodes, suggest possible relationships, broaden perspectives and imagine unintended consequences. At the same time, the activity placed strong emphasis on critical use: participants were asked to question AI-generated suggestions, identify possible biases or blind spots, and decide collectively whether the outputs were relevant to their own models. This framing helped present AI as a tool for discussion, reflection and civic learning, rather than as an authority replacing human judgement.
The Methodological Framework and Implementation Approach report, covering full details and references, is annexed to this Event Description Sheet.

Breakout-room implementation

Participants were distributed across thematic and language-based breakout rooms. The final structure included twelve planned rooms covering Digital Access, Migration Integration and Rural Inclusion. Most rooms operated in English, with dedicated rooms also created in Spanish, Italian and Croatian to support accessibility and meaningful participation.
Each group was invited to assign internal roles, including facilitator, AI prompter, time manager, note-taker, Loopy builder, reporter, guardian and energy keeper. These roles helped distribute responsibility within the group and supported balanced participation. AllonBoard partners joined selected rooms when needed to observe, support discussion, help participants overcome blocking points and take notes for documentation purposes.

Key outputs and conclusions from the breakout rooms

— Digital Access groups explored barriers to meaningful access to online services and digital opportunities, including digital skills, trust, scams, online safety, internet security, inclusion and confidence in using digital tools.
— Migration Integration groups examined integration as a system shaped by language, isolation, local opportunities, belonging, employment, discrimination, stereotypes and access to community life.
— Rural Inclusion groups worked on the conditions that make rural life viable for young people, including jobs, transport, broadband, education, services, community vitality and the relationship between local opportunities and rural youth mobility.
— A selection of Loopy models was collected from the breakout rooms. The models show that participants were able to translate policy issues into visual causal systems and to begin testing how different variables may reinforce, reduce or delay each other over time. The outputs should be read as learning models rather than expert policy simulations, with their value lying in the process of collaborative reasoning, assumption-checking and systems thinking.
The outputs from the breakout rooms show that participants were able to move from broad policy concerns to more concrete systems-based reasoning. Rather than treating digital access, migration integration and rural inclusion as isolated issues, the group work helped participants recognise how these challenges are shaped by interconnected factors, including infrastructure, skills, trust, social participation, public services and local opportunities. The models also showed the value of making assumptions visible: by translating ideas into nodes and causal relations, participants were encouraged to test whether a proposed policy could generate wider effects, delays or unintended consequences. In this sense, the main contribution of the breakout rooms was not only the production of individual Loopy diagrams, but the development of a more reflective way of thinking about public decisions and their long-term impact.

Experience Forum

Participant feedback was collected through Slidea during the Experience Forum and closing part of the activity. The results provide useful evidence of learning, engagement and methodological value.

— Loopy experience: Participants described the exercise as interesting, challenging, educational, collaborative and new — confirming that the tool was accessible enough to engage participants while still creating a meaningful learning challenge.

— Systems thinking: Open responses indicated that the approach helped participants see politics as more interconnected and less binary, supporting the objective of moving participants from linear thinking towards consequence analysis.

— AI as a thinking partner: Most feedback framed AI as useful for generating ideas and stimulating reflection, while some responses also identified blind spots or missing human and social factors, confirming the value of using AI through a critical lens.

— Policy readiness: Several participants concluded that their proposed interventions would need adjustments before being launched in the real world, showing increased awareness of complexity, trade-offs and unintended consequences.

Outputs and contribution to the project

— The activity documented the agenda, plenary structure, breakout-room organisation and participant pathway of the AI Civic Foresight Lab.

— The lab produced a selection of participant-created Loopy models across Digital Access, Migration Integration and Rural Inclusion, demonstrating the application of systems thinking to long-term policy impact analysis.

— The Slidea feedback captured evaluation findings, participant reflections and methodological recommendations, including evidence on AI usefulness, group agreement, policy readiness and perceived complexity.

— The Forecasting Starter Kit, developed as an annex to the deliverable, provides user guidance, group roles, templates, AI prompts and simplified resources for replication in schools, youth centres, municipalities and NGOs.

— The activity reinforced the AllonBoard learning pathway by connecting WP2 democratic simulation with WP3 foresight and consequence analysis. Its outputs will inform the Civic Innovation Toolkit and subsequent project activities.

The AI Civic Foresight Lab demonstrated that a participatory online format can support young people, migrants and civic actors in engaging with complex policy questions through accessible digital tools. Participants moved from discussing policy choices to exploring how those choices may unfold over time. The activity strengthened critical thinking, digital civic literacy, collaborative problem-solving and awareness of the need to challenge assumptions, including those generated by AI-supported tools.