

# THE GOAL OF THE PROJECT

AUGMENTED EUROPE. OUR FUTURE IS CONNECTED. DIGITAL AWARENESS AS AN OPPORTUNITY FOR INCLUSION AND SOCIAL JUSTICE, FOR A BETTER EUROPE.

AUGE AUGMENTED EUROPE IS A PROJECT FUNDED BY THE EUROPEAN COMMISSION



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GDANSK  
BERLIN  
RIGA  
MILAN  
BARCELONA

MORE THAN 130 YOUNG PEOPLE MET DURING THE TRANSNATIONAL ARTATHON, WHERE THEY CONFRONTED EACH OTHER AND DEVELOPED INNOVATIVE INITIATIVES AND PROPOSALS TO MAKE THEIR AND OUR TOMORROW BRIGHTER.

# KEYNOTE SPEAKER

FILIP  
IGNATOWICZ &  
MAGDALENA  
ZADKOWSKA



During the first lecture, Filip Ignatowicz delved into the topic of "Internet Performativity in Artivism and the Democratization of Art." He emphasized the concept of INTERNET PERFORMATICS, which provides a unique perspective on online content and its influence on digital reality and public opinion. Filip stressed the significance of performativity and action in understanding viral phenomena. He used vivid examples to illustrate these concepts.

The lecture also explored ARTIVISM, which is a combination of art and activism. Filip highlighted its potential to drive social change. He gave the example of YESMEN's involvement in the Barbie Liberation Organisation trend, which drew attention to plastic pollution using a "Barbie" moment. Additionally, the lecture explored how internet activities and the FAKE strategy can expose systemic issues. Filip discussed socially engaged projects aimed at democratizing reality. He briefly mentioned his artUNBOXING, an online project that makes high culture more accessible.

The second speaker Magdalena Żadkowska presented a lecture on the characteristics of the YOUNGER GENERATION with a particular focus on gender differences, social and cultural capital, and values. During her talk, she referred to various European studies and statistics to explore the concept of EMERGING ADULTHOOD. The lecture aimed to answer three key questions: Why does the younger generation feel excluded and unheard? What are the health challenges they face? And, is civic and political activism considered one of the MARKERS OF ADULTHOOD today?

THE DIGITAL AGE (INTERNET CULTURE) INSPIRES US, CHALLENGES OUR PERCEPTIONS, AND LEAVES US PONDERING THE BOUNDARIES OF INTERNET-CONTENT AND PERFORMANCE-ART.



# ARTATHON GDANSK

Gdańsk Arthaton was the last of the five ideathons organised by AUGÉ partners. Those meetings can be defined as an experimental format that encourages dialogue and interactions between teenagers and young adults across Europe, with the goal of shaping together a better tomorrow. The Gdańsk event was organized in close collaboration with AUGÉ institutions in Milan, Barcelona, Riga, and Berlin. Gdańsk Arthaton was dedicated to the topic of democracy in the digital world. Are any changes necessary? How should the 2.0 democracy look like?

HOW SHOULD THE 2.0 DEMOCRACY LOOK LIKE?



The meeting aimed to bring together young people interested in creating a more sustainable, inclusive, and friendly Europe. Those who want to participate in the discussion on the current state of European democracy and contribute to its fair and digital future. The get-together encouraged its participants to explore the impact of how rapid technological development influences European democracy. Are we aware of the challenges? Are contemporary "digitally immersed" societies prepared for changes and capable of identifying opportunities and threats?

ARE WE AWARE OF THE CHALLENGES? ARE CONTEMPORARY "DIGITALLY IMMERSSED" SOCIETIES PREPARED FOR CHANGES AND CAPABLE OF IDENTIFYING OPPORTUNITIES AND THREATS?

During two-hour workshop sessions, five groups of young people from Italy, Germany, Spain, Latvia, and Poland collaborated to create a report on the current state of democracy and design possible solutions. They challenged subjects such as algorithms, social media, fake news, YouTube influencers, and bloggers. The discussions raised questions such as who decides - us or the algorithms and whether social media is truly inclusive. To encourage conversation, each workshop began with a few case studies. Professional facilitators supported the participants throughout the process, inspiring dialogue and guiding them towards final solutions.



The five challenges of the Artathon in Gdańsk were created by Polish youths during a workshop held at the VIII High School in Gdańsk on June 6th, 2023. The teenagers were asked to reflect on the most pressing issues facing their generation in the digital, post-COVID world. They identified public health, equality, and AI as the most important subjects. The team of educators, curators and facilitators in LAZNIA CCA team turned them into questions, which were further discussed during Artathon. This collaborative process of formulating thoughts was a crucial element of the project.



CENTRE FOR CONTEMPORARY ART LAZNIA

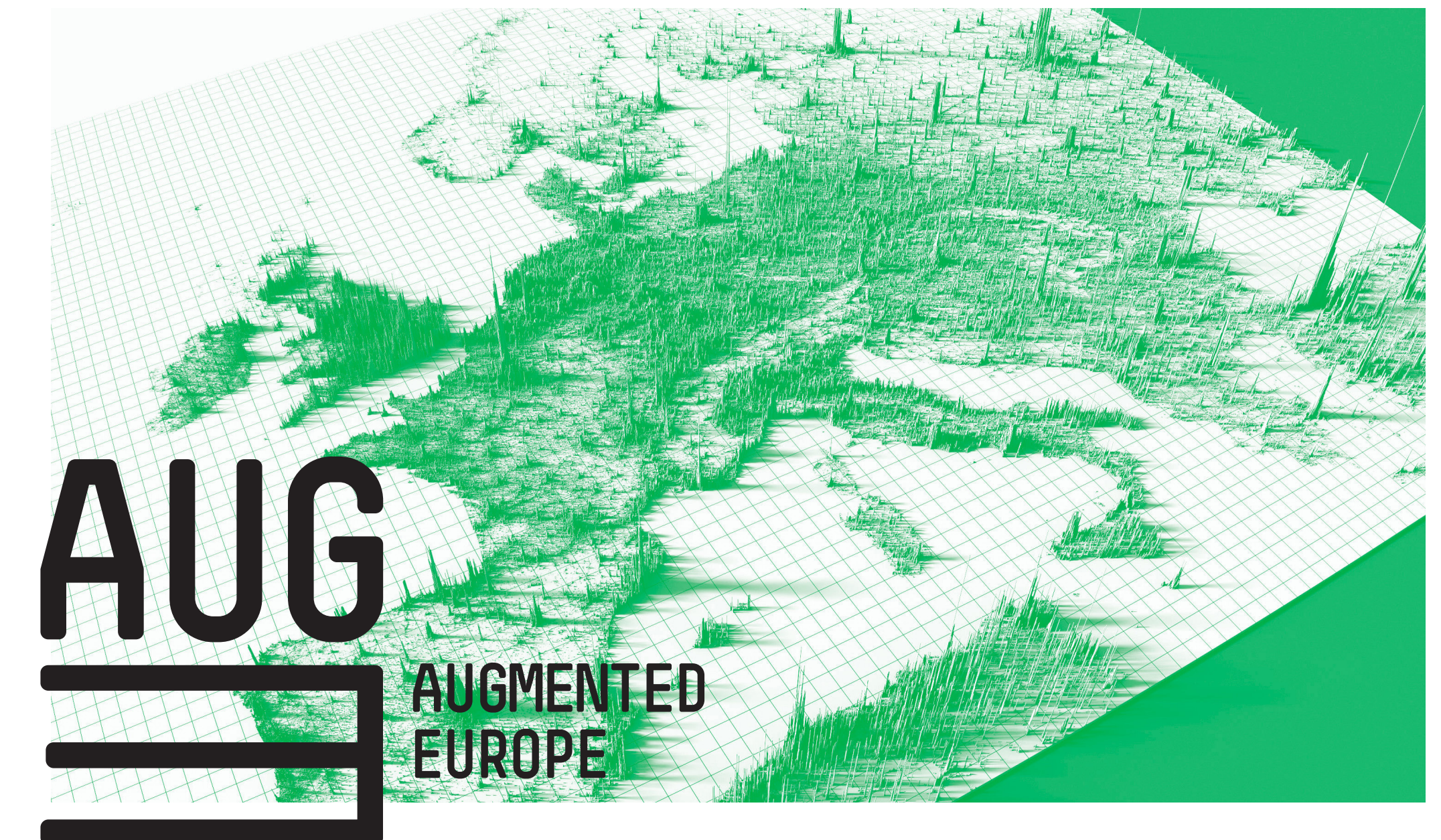
[CLICK HERE FOR THE VIDEO](#)

THE FIVE CHALLENGES OF THE ARTATHON IN GDAŃSK WERE CREATED BY POLISH YOUTHS DURING A WORKSHOP HELD AT THE VIII HIGH SCHOOL IN GDAŃSK ON JUNE 6TH, 2023.



THE DISCUSSIONS RAISED QUESTIONS SUCH AS WHO DECIDES - US OR THE ALGORITHMS AND WHETHER SOCIAL MEDIA IS TRULY INCLUSIVE.

A renewed and meaningful sense of Europe, based on the past but looks straight at the future, focusing on societal challenges and on how youths can contribute to shape the EU political agenda.



AUG 2ND  
ARTATHON

augenext.eu

# NOTHING ABOUT US WITHOUT US? – MODELS OF INCLUSIVE DEMOCRACY

## Challenge1

YOUNG PEOPLE WANT TO HAVE A VOICE IN THE DECISIONS MADE IN THE PUBLIC SPHERE. HOWEVER, THERE ARE SEVERAL FACTORS THAT CONTRIBUTE TO MAKING IT CHALLENGING. THE TONE OF PUBLIC DEBATES, MANIPULATION IN THE DIGITAL SPHERE, AND CANCEL CULTURE HAVE INFLUENCED THE SPACE OF THE EXPRESSION OF OPINIONS AND INTERESTS.

During the workshop we used the World Cafe method. Two groups formed by drawing lots worked on two design challenges:

- How can social media shape diverse public opinion?
- How can technology contribute to strengthening democracy?

Participants proposed solutions that can increase the participation of diverse public groups in the electoral process (online voting), counteract electoral fraud (machine vote counting) or provide easily accessible and understandable information about political party programs (information and pro-frequency campaigns, including those that will involve influencers, a service that collects party programs). In such a solution, each party will have the same number of promotional opportunities regardless of resources or investment in promotion.

How can social media shape diverse public opinion?

How can technology contribute to strengthening democracy?

# HUMAN AVATARS: IMAGE STANDARDS IMPOSED BY THE MEDIA VS HEALTH

## Challenge2

HOW CAN WE NAVIGATE THROUGH THE UNACHIEVABLE STANDARDS IMPOSED ON US BY SOCIAL MEDIA AND THE DIGITAL WORLD ? DOES USING AVATARS HELP OR HARM THE PROCESS OF LEARNING HOW TO FULLY ACCEPT OURSELVES? SHOULD WE ALL HAVE SOCIAL MEDIA DETOX AT LEAST ONCE A DAY?

The workshop began with a brief introduction round where people were asked to share their name, country of residence, and preferred pronouns. Then they were given the option to indicate a specific body part they really like or fully accept. Following that, we went through our agenda. As part of an activating exercise the participants had their cameras covered and listened to some statements. If they agreed with them, they were asked to reveal themselves and share their thoughts and feelings.

We later brainstormed possible areas that could be connected with the topic of our group. We then clustered the answers accordingly. Before discussing them in detail, the participants were given a few minutes to acquaint themselves with one, two or three short case studies related to the topic. Towards the end we spent some time brainstorming solutions to the existing problems.

The use of avatars can very often exacerbate the problem caused by the unachievable standards created by social media, beauty industry and the widely understood entertainment sector.

# IMPACT OF IDEOLOGY ON THE BODY AND PUBLIC HEALTH

## Challenge3

WHAT ARE THE BOUNDARIES BETWEEN PERSONAL FREEDOM REGARDING OUR OWN BODY AND HEALTH AND COMMUNAL OBLIGATIONS SUCH AS MANDATORY ISOLATION DURING A PANDEMIC LIKE COVID-19?

The group started by introducing themselves. Each participant shared one's name, preferred pronoun, place where they were writing from and inserted an image, a picture that corresponded with one's mood or chosen topic. After the ice breaker was introduced – people uncovered their camera if they agreed with specific statements related to the subject. Then they were presented with the topic of the impact of ideology on the body and public health. Presentation included three insights (obligatory isolation in COVID pandemic, reproductive rights, equal access to healthcare beyond social classes, gender or ethnicity) and case studies – inspirations from art work. The challenge was combined from three questions:

- Should state institutions or European Union institutions decide about our health? How far?
- Should we, as individuals, make decisions concerning our health?
- What would be the ideal democratic process for making decisions related to individual and public health?

There were general criteria proposed, helping to recognize what should stay as private decisions and what should be regulated by public health care policy. The group decided that it is a matter of impact. If one's decision could affect only one's life – they should have the right to fully decide. If it could influence others then the intervention of the state is needed (not necessarily mandatory).

# DIGITAL ARCHITECTS OF SOCIO-POLITICAL REALITY

## Challenge4

HOW CAN WE EFFECTIVELY COMBAT DECEPTIVE PRACTICES AND MANIPULATIONS BY SOCIAL MEDIA INFLUENCERS THAT INFLUENCE THE OPINIONS OF THE YOUNG GENERATION, ENSURING THAT THEY MAKE INFORMED DECISIONS ABOUT THE CONTENT THEY CONSUME AND RESIST UNDUE INFLUENCE?

The team initially began by introducing themselves to each other. Everyone shared their name, preferred pronoun, and their current location. They were asked to upload an image that reflects their current mood. The focus then shifted to the topic of the impact of bloggers, idols, and other influential figures. The participants were introduced to the „Digital Architects of Socio-Political Reality“ challenge with the help of these questions:

- How do bloggers and idols influence people's choices as these figures can be quite popular among young people, despite limited knowledge about them
- We often do not see that they can be money driven and they can easily manipulate our choices
- Nowadays they have unlimited and without any control access to the teenagers.

Subsequently, the group delved into a discussion about the potential consequences: psychological disorders, mental and physical health risks, such as: depression, anxiety, jealousy, loneliness or the feeling of isolation, self-harm, poor body image, eating disorders such as anorexia, disrupted sleep.

How can popular figures like bloggers and idols, who often wield significant influence among young people, impact decision-making when their motivations, particularly financial interests, are not always transparent?

Reflecting on these concerns, participants formulated potential solutions. Nonetheless, amidst the discourse, a pivotal question emerged: to whom should this issue be directed? Target group are the young people below the age of 30, active on Social Media. The proposed remedy is the "COMPLEMENTAR-AI" application, a tool designed to empower individuals in making well-informed choices and thwarting manipulative influences. Within the "COMPLEMENTAR-AI" app, the group integrated a built-in AI Algorithm that works across various Social Media platforms. It is designed to present user with fact-checked and diversified content based on their preferences.

# DOWNLOAD THE APP: DEMOCRACY 2.0.

## Challenge5

IN THE DIGITAL AGE, THERE ARE VARIOUS ISSUES SUCH AS MANIPULATION THROUGH DIGITAL EFFECTS, CONTRADICTORY INFORMATION LEADING TO AN INFODEMIC, UNEQUAL PARTICIPATION DUE TO A DIGITAL DIVIDE, AND THE SPREAD OF FAKE NEWS THAT INFLUENCES PUBLIC OPINION AND DECISION-MAKING.

During the workshop, the participants discussed the challenges, identified problems and generated potential solutions.

SOLUTIONS, IDEAS FOR PROJECT:

- Digital education to enable people navigate the online critically.
- Transparency and accountability for public institutions and digital platforms.
- Fact-checking and information verification to counter the spread of fake news.
- Balanced content moderation and responsible platform censorship.
- Bridging the digital divide through investments in digital infrastructure and inclusion.
- Secure electronic voting based on blockchain technology.
- Collaboration among governments, civil society organizations, tech companies, and media.

How to navigate in the world of infodemic, digital divide and fake news?

IDEA FOR PROJECT:

CIVICWAVE: Empowering Direct Democracy through Technology is an innovative and revolutionary app that serves as an essential tool for civic engagement and participation. It not only empowers citizens, but also transforms them into well-informed and responsible digital citizens. CIVICWAVE is an application for direct democracy, poised to revolutionize the way we interact with our governments and participate in decision-making.