

---

# PRESS RELEASE VOL.1

---

31st of March 2023

For Immediate Release

---



## AGORA NEXTGEN PROJECT - OUR WHY

It can be observed that the right to vote or **political participation** in general is not exercised by everyone. There can be a variety of reasons why many eligible voters decide against casting their vote when decisions are pending. Many may think they have nothing to contribute or are not interested in political events. This applies to both adults and young people alike. However, this hesitation is often due to a lack of knowledge. If people do not understand certain processes, it is usually easier to avoid what is not understood than to deal with it in more detail. In recent years, the EU has faced low levels of political participation. This trend is particularly noticeable among young people. They are less likely to participate in political processes and as a result, decision makers do not put as much focus on their social position and don't address the problems they face than on other groups.

Above all, we want to create the basis for the next generation of voters so that they can **make decisions autonomously and independently** and defend their opinions with well-founded arguments. The most important basis for this is to equip young people with the necessary knowledge of democratic processes and decision making. Our project offers the opportunity to lay several small building blocks in this foundation and to give the voters of tomorrow the tools to participate and get involved politically with interactive and youth-oriented methods.


We believe that young people can be trained and involved in the process through a mix of simulation games, instructional videos and events in order to make political processes more accessible and understandable to them according to the motto “learning by doing”. The resources we will produce aim to raise competences of young people and youth people alike: Agora’s Media Library online learning platform on the project website, Agora NextGen Simulation game (on election processes), Advocacy Guidebook on different aspects and possibilities of democratic participation. These **innovative resources** contribute to the development of quality in youth work; improvement of digital skills and competences of the partner organisations, youth workers, as well as young people and other stakeholders and multipliers that we aim to involve and reach through diverse dissemination activities.

## KICK-OFF MEETING IN SLOVAKIA




On Friday the 24th of March the project partners have met in Trnava, Slovakia for the first time. We have discussed the projects aims, objectives and concrete timeline. We spent a good portion of the day already brainstorming about the project results and implementation.

Upcoming project results:

 Agora’s Media Library - a learning platform with a mix of new innovative and creative media materials that will provide youth workers with new tools that can be used in the activities focusing on topics of active participation, democratic institutions, political competition, ethical campaigning, political communication, etc., as well as help to educate youth about the principles of active citizenship, how politicians and activists use specific tools to move people in a direction, how to critically evaluate political campaigns or how to run ethical and positive campaigns.

**Agora NextGen Simulation Game** - The game will take young people through the process of an election, showing them how different actors can affect the process of democracy, and will equip young people with the knowledge of how to approach elections – as a voter, most importantly, but also as an activist or a young politician. The game will aim to create a stimulating learning environment, which to provoke feelings of excitement, competitiveness and progress, which will drive the learning and overall the process of knowledge acquisition for young people.

 **Advocacy for Change** - project result is aimed at equipping youth workers and youth with the knowledge and skills necessary to increase ways of democratic participation, increasing the voice of civil society, and advocacy of public interests at local, regional, state, European, and global levels. There will be two main deliverables: a guidebook and a training course for youth workers. It is an idea that the guidebook will be manual empowering youth workers and youth leaders with the knowledge and hints & tips in effective advocacy, step by step from zero to advanced level. Once consolidated, audio-visual materials based on guidebook content will be recorded: a series of lectures, videos, and podcasts to explore and develop knowledge, skills, and competencies of effective advocacy.



**SOCIAL MEDIA -  
FOLLOW US**

@agoraproject2023

