WHAT DOES THE PARTICIPATION OF TOMORROW NEED?

**DIGITAINABILITY WS 2022-23 E-PARTICIPATION PROJECT**

**USER PERSONA A**
- Elementary School Age (Until 12)

**USER PERSONA B**
- Teenagers (12-18)

**USER PERSONA C**
- Young Adults (18-30)

**TREND**
- Encouragement of student voice and agency
- Emphasis on diversity and inclusion
- Use of technology to facilitate social connections
- Involvement in community service

**TREND**
- Growing interested in community service
- Youth-led initiatives
- Increasing diversity in political representation

**TREND**
- Digital activism
- Interest in social justice
- Engagement in local politics
- Increased focus on sustainability

**USE CASE SCENARIO**
- Class will hold a class president election in a Munich school.
- Candidates can create a video introducing themselves and ideas for class improvement.
- Videos will be discussed in the app.
- Election can be held in the app.

**USE CASE SCENARIO**
- Teenager X is interested in social justice and wants to join social media activism in Munich.
- The app helps them connect with like-minded activists and groups.
- Teenager X selects preferred topics to get relevant content recommendations.
- The app's algorithm links them to individuals based on their preferred topics.

**USE CASE SCENARIO**
- Person X plans to promote a local charity through a digital/analog campaign.
- They use the app to find volunteers.
- A poster is created on the app, which can also be printed and displayed in the city.
- The poster includes augmented reality tools only accessible through the app.
- This engages people to use the app and interact with the analog media.

**RECOMMENDED ACTION ITEMS**

**FOR KIDS**
- Educational Content
- Interactive Tools
- Feedback Channels
- Community-Building Features
- Parental Involvement
- Ensuring Safe Environment

**FOR TEENAGERS**
- Gamification
- Social Media Integration
- Youth Ambassadors
- Youth-led Campaigns

**FOR YOUNG ADULTS**
- Customization
- Social Media
INCLUSION OF MEDIA PARTICIPATION

- Video content
- Infographics
- Social Media
- Live Streaming
- Podcasts
- Interactive tools
- AR/VR
- Chatbots
- Mobile Games

RISK MITIGATION TO PROVIDE SAFE ENVIRONMENT

1. Parental Supervision
2. Limitation for Age-Appropriate Content
3. Moderation and Reporting Features
4. Cyberbullying Prevention
5. Education on Misinformation
6. Time Management
7. Trustful identification process

FUTURE CONTRIBUTION ON SUSTAINABILITY & SDG

9. INDUSTRY, INNOVATION AND INFRASTRUCTURE

11. SUSTAINABLE CITIES AND COMMUNITIES

- TUTKU NUR ÖZÖNER
- MANUEL N. CORONEL
- ELIF BENGİSU GÜLYİLMAZ
- MARLON BÜCKERS

Vote Rookie