EUROPE FOR CITIZENS

Democratic engagement and civic participation sub-programme

FINAL REPORT form

Programme	EUROPE FOR CITIZENS
Sub-Programme	Democratic engagement and civic participation
Action	Civil Society Projects
Sub-Action	N/A
Call for Proposal	EACEA-52-2019-1
Project number	625058-CITIZ-1-2020-1-NL-CITIZ-CIV
Agreement/decision number	
Project Title	My Future is NOW

Contractual Data

Dates and Beneficiaries

Dates

Project Start:	01/03/2021	Project End:	31/08/2022
Activities Start:	01/03/2021	Activities End:	31/08/2022
Project Duration(months):	18		

Beneficiary Data

Role	PIC	Name	Country
Coordinating Organization / Beneficiary	929064934	STICHTING MASTERPEACE	Netherlands
Management Contact Person	929064934	STICHTING MASTERPEACE	Netherlands

Legal Representative

Organisation Legal Address

Name:	STICHTING MASTERPEACE		
Street:	JOSEPH HAYDNLAAN 2 A		
Post Code:	3533 AE	City:	UTRECHT
Country:	Netherlands		

Department

Name:			
Street:	JOSEPH HAYDNLAAN 2 A		
Post Code:	3533 AE	City:	UTRECHT
Country:	Netherlands		
Local Address:			
Internet site:			

Contact

Title:	Mr	Function:	CEO

Name	Aart	Last Name:	Bos
Phone Number 1:	0031650215864	Phone Number 2:	
Fax Number:		Mobile Number:	
Email:	aart@masterpeace.org		

Contact Person

Organisation Legal Address

Name:	STICHTING MASTERPEACE		
Street:	JOSEPH HAYDNLAAN 2 A		
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Email:	aart@masterpeace.org		

Implemented Activities

Short description of the project's results in English, French or German

English - 1	The activities were implemented through 3 streams: 1) My voice matters; 2) my and your voice matter; 3) My, your voice and beyond. In total we reached 1278 participants to our events. 557 posters were made and the boiling frog game is played 1145 times in the partner countries and 1768 times worldwide. All countries exceeded the number of participants and many train the trainer events were held so the number of indirect participants of the project was met and is still growing. 1) In the first stream we engaged and encouraged youngsters to be involved in democratic and community building activities. They participated in the boiling frog game, visualised their dreams and reflected and debated the questions of the game and the dreams they visualed. This stream was facilitated through the online platform https://actforliberty.eu/. The target group after playing the boiling frog game realised often their current limits of freedom, how easily it can be violated and how in many cases they felt like having a certain opinion about a topic is harder when you consider it on a macro level and how some behaviours affect others. It helped to increase their democratic and civil awareness. Youngsters stated that they were rethinking and analysing every situation because they thought they were being free without realising they were affecting another's freedom. Another result after this game was that young people now have information about many current situations in Europe that they had not been aware of. It also helped to encourage them to take the first step and become involved in community life. 2) In the second stream the youngsters of stream 1 connected, debated and exchanged with their peers to create more understanding of different perspectives and learn from other viewpoints. All partners organised a Great Minds Meeting in their country. Next to that we set up a My Future-Relay, in which youngsters from country 'a' shared their challenges with youngsters from country 'b'. Country 'b' then shared their advice to country 'a'. All of them made a video on the challenges and advice. See here the full summary video of all countries: https://youtu.be/wugnSbxH99Y 3) In stream 3 we organised a week of connection, where youngsters from all countries came together to discuss key challenges and recommendations towards the Future of Europe. Enabling societal and cultural engagements on an EU level for all. The talks and debates the youngsters had together were extremely relevant and really interesting. Within the program they got to know each other and learned a lot about different countries and different realities and cultures. They also connected and debated on the different challenges, and came up with great recommendations. Together they created actionable steps and final summary posters. https://www.facebook.com/MasterPeace2014/posts/pfbid02ESnFdYGMGv3YCkMtudvxvQp7SeErchAQxB4tfv8yqCQ5KsgWML9Kzs5P3WAezSHml In addition to the streams we monitored the attitudes, feelings and conversations of youngsters towards the EU by tracking their online expressions on fora and social media. The gamified intro to difficult discussions definitely helped to open up the participants and create a safe space to have deep conversations. This experience showed them how important it is to be part of social life and participate in the decision-making process. Project also increased not only participants' interest in social issues but also their readiness to solve them. Other results reported by the partners is that stronger links with different educational and NGOs institutions were build. They have developed a better understanding of nonformal education and especially on the topics of democracy and community building activities.

Additional Comments

Please describe the implemented activities - including the preparatory activities, if any - and the methods used. Please ensure coherence with the information published online via the information template and the information provided in the Grant Calculation Sheet.

We started with an online kick off meeting in March '21 to discuss all plans related to implementation. In May we came together for more detailed talks on current challenges and topics, to develop new questions and set actionable steps. Throughout the rest of the project we had monthly meetings to share, update and evaluate the progress and results.

Training tools
Together with all partners we developed new topics/questions for the game around the 3 thematic dimensions (jobs and livelihood, migration & integration, democratic processes) and a toolkit (+short summary and templates) in support of all the activities. We had a training session on the use of the tools; on transferring the knowledge to others and on pitching the use of the tools to schools and youth organisations. In addition we developed 3 Freedom Fights-films with the theme 'How to take action and influence your society': https://vimeo.com/showcase/9198839

After this preparatory phase all event streams were conducted within each country + crosscountry in stream 2+3.

1.
Boiling frog game and poster workshops
The game empowers people by confronting them with the question: What limits your freedom? We use the metaphor of the Frog that sits still in water that slowly starts to boil till the moment that de 'Frog' is cooked alive. Around 10 different topics, like freedom of speech, equality, privacy etc.,we created questions in which freedom becomes more limited. When do you act and jump out of the boiling water?

-Engage the target group
After playing the game the participants make posters and express in drawings and words what worries them and what ideas they have on how to make this situation better. All posters are published on https://actforliberty.eu/calltoaction

For moderators we made a new tool in the platform to create and assemble customised sessions to suit better in their need to use it in their lessons or events.

-5 extra local events
All partners initiated at least 5 extra events through using their networks and giving training of teachers and youth workers, using the tools in different events and social media sharing. Over 40 events took place and this led to participation and interest of more youngsters and partners, 1.114 indirect participants.

2.
Great Minds Meetings (GMM)
A GMM is a 1 day gathering with participants from different backgrounds with the goal to bring together youth, youth workers, teachers, NGOs and decision makers. Through dialogue they have conversations without judgement. Wide discussion regarding freedom, equal rights, discrimination etc were held in all countries. Connections were built and foundations were laid for engagement. Participants were empowered to become active citizens, their voices are heard and matter!

My Future Relay
The relay contained 6 online exchanges. Based on stream 1, representatives of each country send their top 3 challenges to a partner country, who answered with their potential solutions and advice in a short self-made movie .This facilitated the dialogue on local challenges, to understand them and give feedback on perceived dilemmas in another EU country. Their first step of participation! See the final movie: https://youtu.be/wugnSbxH99Y

3.
Week of Connection
Youngsters from the 6 countries came together to discuss challenges and recommendations towards the Future of Europe. Great energy, ideas and interactions during these online meetings. There were cultural presentations as well as breakout sessions on specific topics. The participants shared many interesting perspectives from their contexts, and at the same time they found many commonalities. After a close examination the discussion moved to: "What can YOU(th) do?" They published their recommendations on eye-catching posters.

Changes in relation of the original application

For organisational reasons, mainly because of COVID-19 some of the implemented activities in the countries took place a bit later and at different venues than eventually scheduled. COVID-19 still had impact especially in the first half of the project on online versus offline activities. All partners were very flexible in adjusting and also managed to do online, offline and hybrid (both online and offline) events.

The first event, the kick off, we did in 2 parts. We first had an online kick off in March, as the COVID regulation did not allow travel yet. In May we came together in Belgrado, Serbia instead of Utrecht, as this was the most accessible place for everyone to come together for an actual in person meeting.

Next to that the social listening, a new methodology of measuring the sentiments of youngsters through social listening, was adjusted throughout the monitoring period. . Initially we focused only on fora, but not in all countries fora were a frequently used online sharing place. Therefore we also added Twitter to have more data and gather more input on online sharings and track sentiments in all countries. We realised it was challenging to track so broadly in all countries, however, it still gave a sense of trend per country. We found a best practice modus: a) we tracked over 20 million matching messages; b) per country we were able to create a word cloud on the hottest topics which we in the future will use also to have insights into trends.

Impact and Citizen Involvement

Achievements
The most important achievement was definitely the intensive engagement and exchange between the youngsters. Through the Boiling Frog Game, the youngsters took on new perspectives and reflected on many topics. It increased the level of participation of young people in the participating countries, increased interest in everyday social issues and increased awareness and motivation to get involved in local activities so that they do not remain in a waiting state when it comes to issues affecting their lives.
The project showed that young people have energy, new creative ideas and opinions that they want to develop and express. The project contributed to increase youngsters' civil awareness and democratic culture on local levels but also on European level. The project also developed an intercultural dialogue between different target groups and youngsters from different countries.
All activities ended up being very inspirational and thought-provoking for most participants. Especially for younger people the game opened many substantial discussions about their societies - including migration, climate change, democracy etc. Also the different contexts and perspectives of the participating countries opened up more understanding and engagement. For example a lot of Albanian youngsters choose to migrate towards these countries for a better life and overall more freedom without realizing that at some point their freedom might as well be violated even more than in their home country. By learning about the other they also learned more about themselves and their situation.

Challenges
Sometimes timekeeping was challenging because a lot of people wanted to say something on certain questions and longer discussions took time. In some cases time limits were implemented for each question. For Albania the biggest challenge was when thoughts clashed during the discussion because from their point of view different youngsters had different aspects on what freedom is and at what point is it being violated the slightest and at what point were they "boiling" like a frog. However, the importance is in the discussion and dialogue, so a positive challenge that many conversations were started through the questions.
There was also a difference between the countries in how easy it was to involve the participants. The Netherlands and Germany for example had no problems involving the participants. For Estonia it was sometimes especially challenging to involve youngsters without previous experience in the process. They shared that most of the youngsters do not know where and how to start participating and are afraid to take the first step. Because of this they have no opportunity to see, improve and use their potential and they tend to become more and more far from social affairs, less connected to their peers, less empowered and less motivated to engage in social life. It is a big challenge to involve them and show how much their participation matters.

Policy impact
With the development of different online tools that were activated during the project, the partners had the opportunity to empower the members in the knowledge of processes and EU achievements and opening new and strengthening existing networks and platforms.

The future of the project and its partnerships is definitely very bright. MP continues to use this in various projects. We believe that the Boiling frog game will play a big role in the future. The teachers we have worked with already indicated they want to continue using the game in classes. We now also have several years of cooperation with the partners and we aim that this cooperation continues. Other partners are also reaching out to us if they can use the game. It will for example be translated to Italian for an NGO.

Direct testimonies/stories from participants collected during the events.

"The project helped me to get involved in very interesting activities, connect with my peers on a local and international level as well. For the first time in my life I discussed local issues, social problems and listened to the social problems of my peers from different countries. Making videos for others was an amazing experience for me which gave me courage to be more active and involved in social affairs. I started to realise that participation of each of us is crucial and we can make changes'' - Estonia

"Imagine being a refugee coming to a new country with no friends, family or job. Imagine not being able to understand anything." - Netherlands
"The project helped me to find new friends and gain new experience, which increased my understanding of social issues and democratic culture. I became part of a team which also encouraged me to be more active and involved in community life. Now, I can share this experience with my peers and encourage them as well.'' Bosnia & Herzegovina

"It was cool creating a solution: problem solving for different social inclusion problems. Like micro-farming to enable communities" - Romania
Most of the young people were participating for the first time in training with the methodology of informal education. They expressed great satisfaction that they had the opportunity to have fun playing the game but also to learn about important topics at the same time. Young people were very interactive and participated in the discussions, especially in situations related to freedom and social networks. In every imaginary situation that was discussed, the young people connected it with a real situation that happened in Albania or in any other country of the European Union. Most of them said that they had had quite similar situations on social networks where people they did not know had used inappropriate language in comments or even by writing messages directly to them. In general, the internet is a space where you can express your free thought and communicate with others, but according to them, there should be a better and organised control, as every day more and more it is becoming a dangerous space. - Albania
A lot of youngsters also shared their personal stories about their migration or about their experience with online hate speech and bullying. For ex. a young woman explained how she wanted to report online bullying to the police but was not taken seriously. A stranger commented on her social media channels about her looks and her weight. She then printed out those comments and showed them to a police man at her local police station. The police explained to her that it's too complicated to take a closer look at every hateful comment on the internet. She said they were empathetic but talked to her like she was a kid. These personal stories have always provided much amazement and inspiration to the other participants. - Germany
See all posters for more: https://actforliberty.eu/calltoaction

Key message(s) of citizens involved in the project

The key message was that the youngsters felt very inspired after the workshops and thought deeply about many topics for the first time. It was a possibility to gain new experience, increased civil awareness and democratic culture and become a more active member of the community.

Key messages and advices on important and relevant topics for the youngsters were:

1) Fake news, media illiteracy and cyber bullying
 a) Always check your resources
 b) be careful about the information you share
 c) don't share news that you are not sure are 100% real
 d) always think about what you read
 e) teach people how to detect fake news, especially the elderly and young
 f) organise informative meetings in school and make online campaigns to encourage youth to fight again misinformation
 Climate change and food waste

2) Together we can change something
 a) A walk is good for you and for the planet
 b) be smart
 c) climate change is an actual problem
 d) buy less and produce more
 e) bike more
 f) paper is better than plastic
 g) face your problems
 h) separate your trash
 i) reuse something today so you don't have to throw something tomorrow
 j) if you don't see the garbage it doesn't mean it doesn't exist

3) Sex education
 a) Never be afraid to ask
 b) Organise workshop and festivals related to sex education among youngsters
 c) sex education should be teached in schools by qualified teachers
 d) use social media as a learning tool to get more information
 e) get information from specialists and talk to your parents.

4) Migration, integration and racism
 a) Teach the teachers that it's bad and use speakers at school for announcements
 b) communicate why it's bad to the student and teacher, maybe if you explain why, they'll understand
 c) just keep things and life balance cause everyone is equal
 d) be calm and logical. Ask people why they hold racist stereotypes and explain why they are wrong using rational facts and arguments.

5) Unemployment, voting and corruption
 a) Corruption is causing poverty, unemployment and inequality
 b) The future is in our hands
 c) We have the power to stop corruption
 d) take action now!

6) Right to dignity, bullying, hate speech and LGTBQI+
 a) People are equal
 b) kindness is the key to a better world
 c) education, happiness, joy, quality, love is love, respect
 d) bullying hurts people
 e) stand up for yourself
 f) love is love

Dissemination and visibility of your project

The dissemination of the project involved firstly reaching the direct participants and a wider public. Secondly, the multiplier effect was created by stimulating schools and youth organisations through the extra local 40 events. The use of the tools and dissemination of the project still continues and because we used the train the trainer method it is still spreading. In some workshops exhibitions of the posters were made, where all youngsters could present their posters and a wider audience could be reached.

Next to that information was shared on social media, websites, through online and offline meetings and by spreading the information to different institutions (schools, youth centres etc).

We also shared all reports and tools in the larger MasterPeace network of 40 countries (15 in EU).

Many different communication tools were produced by the project, please find below the links:

Platform
https://masterpeace.org/myfutureisnow/

Game
https://actforliberty.eu/game

Toolkit
https://actforliberty.eu/gamemaster/toolkit

Posters
https://actforliberty.eu/calltoaction

Relay video
https://youtu.be/wugnSbxH99Y

Week of Connection
https://www.facebook.com/MasterPeace2014/posts/pfbid02ESnFdYGMGv3YCkMtudvxvQp7SeErchAQxB4tfv8yqC
Q5KsgWML9Kzs5P3WAezSHml

White paper
https://masterpeace.org/wp-content/uploads/2022/10/My-Future-is-Now-White-Paper-2-1.pdf

Freedom fighter movies
https://vimeo.com/667784121
https://vimeo.com/667783670
https://vimeo.com/667783254

Links to website and some of the social media articles/posts
Albania
 https://www.actforsocietycenter.org/projects
https://www.instagram.com/p/CUFHipHgLoq/?igshid=YmMyMTA2M2Y=
https://www.instagram.com/p/CYtrsvoNiUM/?igshid=YmMyMTA2M2Y=
https://www.instagram.com/p/CfeqnTaj07h/?igshid=YmMyMTA2M2Y=
https://www.facebook.com/511955285555819/posts/pfbid0jzbPPSTduqfK2m21TPegHpPwk5sCHGgZvwu9bGAfLU
Wa8AxWsqfHGvrw8kZjaZzWl/
https://www.facebook.com/511955285555819/posts/pfbid0MoSfeo9t9XtwLkEJZAuSANivXLpiG6WQSnjmVAom44e
EbG6cpL6A3pXP9NRCp5sZl/

Bosnia
https://eng.youth-power.org/projects/my-future-is-now/

Estonia
https://peaceaction.ee/projekt/my-future-is-now/

Germany
 https://youtu.be/CpX-6uqxdvA
 https://eng.youth-power.org/projects/my-future-is-now/

Netherlands
http://www.autresdirections.nl/projecten/my-future-is-now
https://masterpeace.org/my-future-is-now-europe/
https://masterpeace.org/mfin/
https://www.facebook.com/MasterPeace2014/posts/pfbid02ESnFdYGMGv3YCkMtudvxvQp7SeErchAQxB4tfv8yqC
Q5KsgWML9Kzs5P3WAezSHml
https://youtu.be/wugnSbxH99Y

Romania
http://masterpeacero.blogspot.com/2022/06/masterpeace-ro-participated-with-8.html

Visibility of the Europe for Citizens Programme

During all stages of the implementation we were using the EU for citizens logo and stating that this project was founded by the Europe for Citizens Programme. In each event the flag, logo and programme were visible. Visibility was ensured in all developed content, post, webpage post etc. by showing the flag, logo and that our activities were supported by the Europe for Citizens Programme.

Starting off the project MasterPeace Ro held a contest for choosing the logo of the project and thus, after 30 youngsters offered their input, we selected a logo of the project.

During workshops/meetings all partners used rollups and/or posters with the logo of the project, the flag of the European Union and the representative logo of the Europe for Citizens Programme. In addition, the logo was always on the participant lists on social media posts and other visibility material.

Additional information

The project website https://masterpeace.org/myfutureisnow/ and the platform www.actforliberty.eu with the game and the toolkits will remain active to reach more people and we will continue using the game and toolkit to involve more partners and participants. The game and all materials will also be translated to Italian before the end of the year.

The project also strengthened the co-creation between existing and new partners and many new ideas for further development and further integration are in the making.

With the support of OBI4WAN we used big data for so-called "social listening". With their tooling we aggregated online sharings by youngsters. See separate report with word clouds on most trending topics per country. Social listening report:
https://drive.google.com/drive/folders/13FrObKDQbDTgls95SpJbcXmd5cD2gYuH?usp=sharing

STATISTICS

Direct Participants

Name of Organisation/municipality	Country	Participants by target group			Disadvantaged participants	Women	Men	Total
		below 30	30-65	above 65				
STICHTING AUTRES DIRECTIONS	Netherlands	69	6	0	10	36	39	75
ACT FOR SOCIETY CENTRE	Albania	203	10	0	28	115	98	213
Peace Action Community Estonia	Estonia	68	59	0	5	60	67	127
Asociatia MasterPeace Ro	Romania	252	40	0	42	140	152	292
YOUTH POWER GERMANY EV	Germany	205	12	0	30	95	122	217
SNAGA MLADIH/YOUTH POWER	Bosnia and Herzegovina	193	11	0	20	115	89	204
STICHTING MASTERPEACE	Netherlands	145	5	0	14	86	64	150
		1135	**143**	**0**	**149**	**647**	**631**	**1278**

Indirect Participants

Indirect Participants

Number of indirect participants	1 114

Number of Participants not yet active within organisations / institutions before the project

Number of participants to the project who were not active within organisations/ institutions before the project	645

Other information

Activities of the project

Project start date	01/03/2021
Project end date	31/08/2022

Venues of the activities

Venue of the activities

Country	City
Estonia	Tallinn

Bosnia and Herzegovina	Mostar
Albania	Tirana
Romania	Ploiesti
Germany	Frankfurt
Germany	Berlin
Netherlands	Utrecht
Netherlands	Rotterdam
Netherlands	Nijmegen
Netherlands	Nieuw-Vennep
Netherlands	Amsterdam

WebSite Address

Please indicate the website of the beneficiary organisation where the filled 'Information Template"" on the implementing activities is published. Please publish at least 3 pictures on the project's website, that summarize well the project activities. These pictures need to be uploaded as attachments to this Final Report. Please note that these pictures might be used for publication purposes.

https://masterpeace.org/myfutureisnow/

Citizens' understanding of the EU

To which extent have the project's activities increased citizens' understanding of the EU?

Good

Please give an example

Some examples
Netherlands: The participants were confronted with differences as well with commonalities between young European Citizens. Interesting point of view was that Dutch youngsters were not aware of the effect that corruption could have on a society while the participants of other countries were very much aware of this as one of the issues the EU is acting on.
Germany: In our workshops we discussed how certain EU countries manage those topics and how they work together.
Romania: They their first experience with such topics and many of them were intrigued by the activities, especially because of the hybrid form the activities took shape and using non formal framework. The project can develop further as there is more room for further develop some of the topics of active citizenships and rights.
Estonia: Participants learned more European culture and increased their motivation to get engaged in international projects, start volunteering etc.

Short description check

☑ I hereby confirm that the information provided under the "Short description of the project's results" is written in EN, DE or FR and clearly indicates the main results/achievements of the project, topics covered, countries involved; number of direct/indirect participants.
I am aware that this information can be used for publication purposes.

Duty to keep documents/obligation to provide information check

☑ I hereby confirm that I'm aware about contractual obligations set out in the Articles n° 27.2 & n° 27.3 of General Conditions to keep all original documents for a period of 5 years starting from the date of payment of the balance. Therefore, the evidences of the project implementation(e.g. participants lists and/or photos and/or catering & travelling invoices and/or boarding passes and/or any other proves) have been kept and will be provided upon request in the context of checks and audits.

Financial Sheet

Final Grant Requested

Item	Contractual	Declared
Executive Agency - EACEA	148 930,00	148 930,00
Total:	**148 930,00**	**148 930,00**

Attachments

Type of File	Name of the File
Declaration on Honour	signed decl of honour (1).pdf
Financial Final Report - Grant calculation sheet	final_budget_calculation_sheet_civ_en_2018_0 (1).xlsx
Project's pictures (if you could summarize the project in 3 pictures what those would be?). Please note that these pictures might be used for publication purposes - picture 1	Picture 1.jpg
picture 2	Picture 2 (2).png
picture 3	Picture 3 (1).jpg