

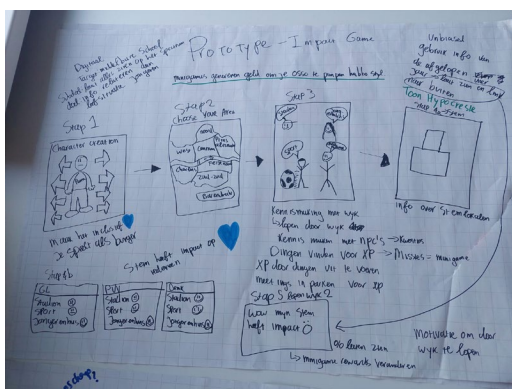
During the first pop up city lab on political participation of youth four main challenges were distilled:

1. How might we make information about political parties and politics in general more accessible?
2. How might we ensure that political parties take youth more seriously?
3. How might we increase trust in politics among youth?
4. How might we motivate youth to actually use their voting right?

During the second pop up city lab 23 stakeholders came together to find 'solutions' for the challenges and discussed the outcomes. Out of the four challenges, the numbers 1 and 4 (followed closely by number 3) were among the major challenges that the city of Rotterdam faces when it comes to political participation of youth.



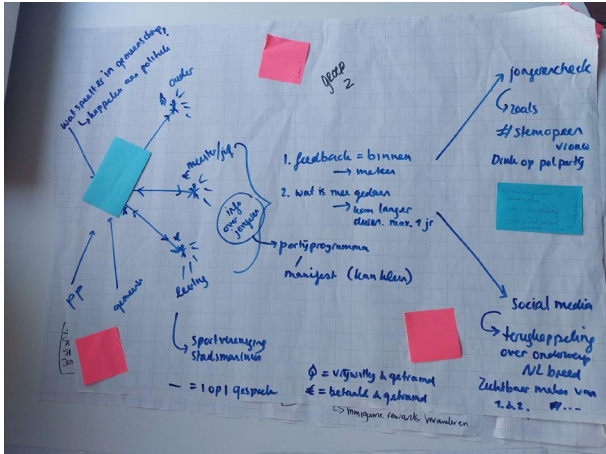
Group 1: Impact Game



The impact game is a game where the player creates a character on the basis of origin, gender, region, hobbies etc. This character will have an opinion on what to vote and walk

through the area/neighborhood and the game will show how the voting behavior on the basis of the player's characteristics impacts the neighborhood. Also through minigames by which the player can have points of health xp which become more or less depending on the voting behavior of the character. This makes the player of the game more aware of political issues and how they affect people of various backgrounds differently

Group 2:

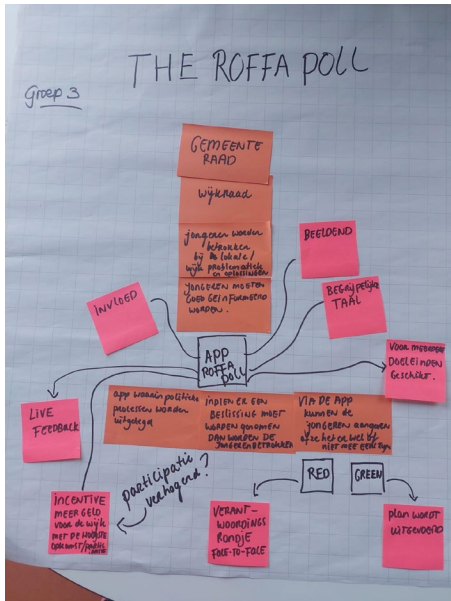


One-on-one interviews will be held, people in society who are not very politically interested will be interviewed by people who are politically conscious. The purpose is what issues the interviewee encountered not to be politically interested. The interviewer will need to have an open mind and the interviewee needs to feel safe to express what is bothering him/her. Next the identified issues will be matched with political standpoints. The group that was interviewed (and people from the same community but who were not interviewed) puts together with the interviewers a sort of 'political programme' in which they point out their beliefs and points of view. This can be small or big issues, e.g. a school project where parents, families and societal organisations are involved. In case this would affect a bigger problem, then this specific programme could be used within the political party. They should then compare their points of view with those of the youth in Rotterdam-Zuid. And in case it would deviate a lot, they should explain themselves via social media to keep the young people in the loop.

Next a platform like #stemopeenvrouw could be created with an accompanying website. On this website it could be shown which parties resemble the most the ideas and positions of the youth in Rotterdam-Zuid.

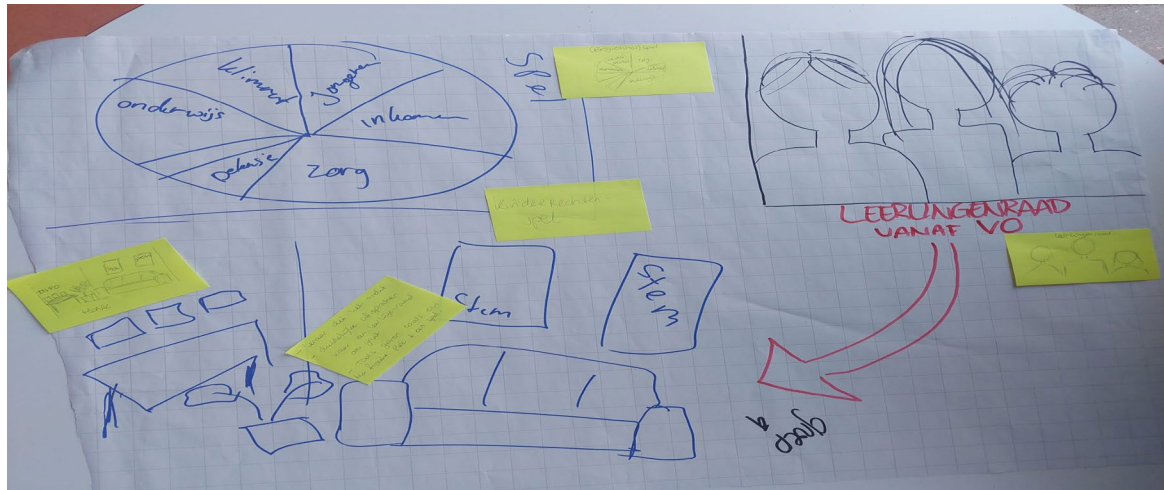
Additionally, there could be a moment of feedback where political parties justify their positions on topics important to the youth of Rotterdam South if they do happen to deviate from their positions.

Group 3: THE ROFFA POLL



The Roffa Poll (*Roffa* is slang for Rotterdam) is an app by which youth will become more engaged in politics with certain tools. There will be polls young people can comment on, on certain policy decisions. These policy proposals will be written in clear and simple language and once a decision is made young people should be engaged. If the policy or plan is accepted and the 'user (in the poll)' did not agree then this particular point of view gets a red color. If the user agrees then a green color will be shown. Regarding the policy issues the young people do not agree with, a face-to-face conversation will be held. The idea is that because of this live interaction and feedback, politicians will experience a bigger incentive to take the standpoints of young people into account. This in turn should increase the participation of youth in executing their voting rights.

Group 4:



This group envisioned that politics should be brought to youth at a much earlier stage, namely during their secondary education. The idea would be to have a room in the school devoted to a school or pupil council. In this room information would be made available about political parties and their characteristics. The school council would also be active in representing the needs and wishes of the pupils and establishing changes. This way it would show how representation and the power of voting or backing up a certain idea can cause things to change. Similarly to how politics and political parties work. There are also games that can be played in classes that resemble being part of a party and having certain viewpoints, like the *kinderrechtenspel* or *begrotingsspel*. Additionally the school council could organize a few evening activities where they would invite parents so they also become more aware.

The next step: these outcomes (and other outcomes) will be discussed in depth during a virtual meeting platform in November with two or three partner universities and different stakeholders.