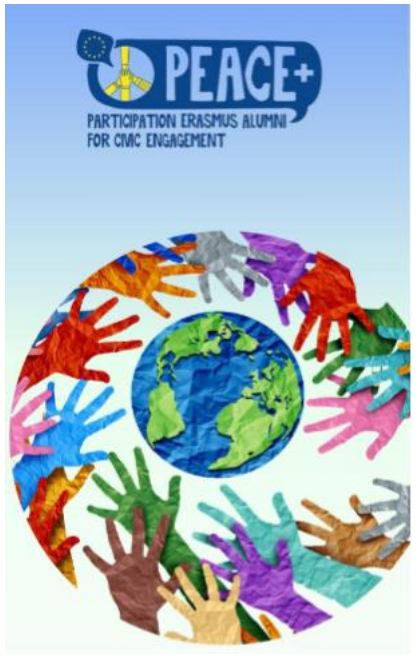
Digital Participation Challenges and Solutions



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- One-on-one private consultations on thesis writing (from 2024)

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https://app.sli.do/event/oNaaM8G7pcrL14WKKUDDsy

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How active are you in the digital space?

Answer: 1 to 10

1 - Not at all. Spend up to 10 minutes a day.

…. **5** - spend more then 4 hours….

10 - I spend 10 or more of my day

Average time online per day

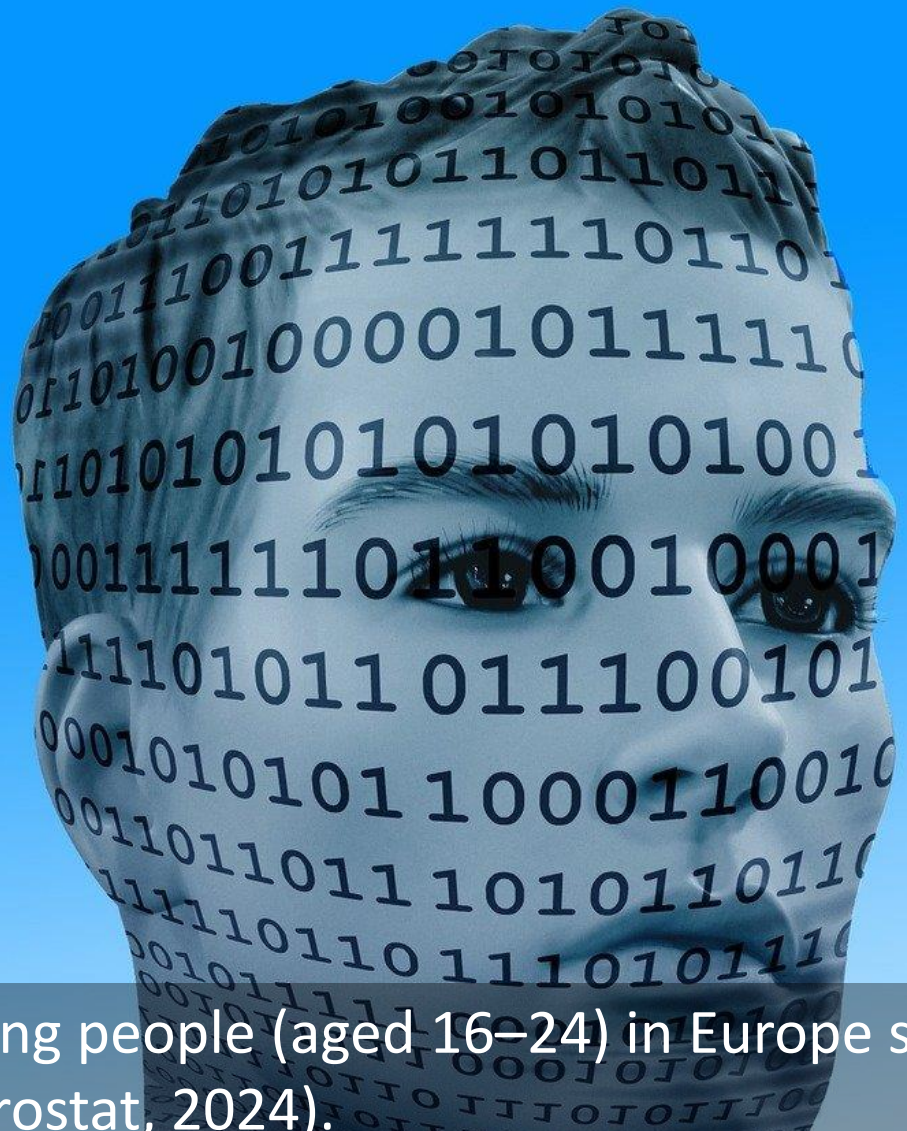
World: 6 hours and 37 minutes per day

Europe: 5 hours and 6 minutes per day

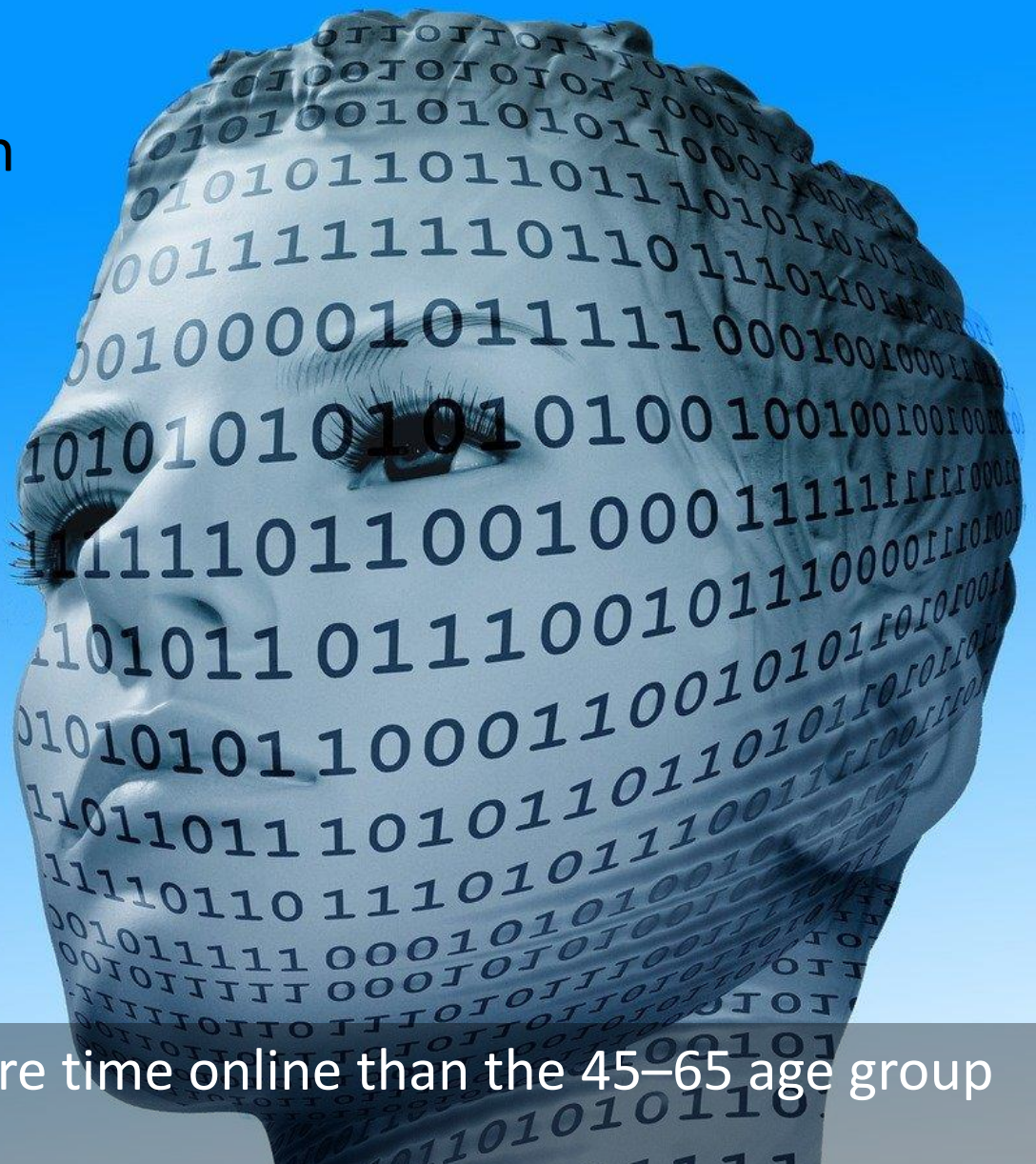
(DataReportal, 2024)

Digital 2024: Global Overview Report. Kepios, We Are Social & Meltwater. https://datareportal.com/reports/digital-2024-global-overview-report

Digital participation

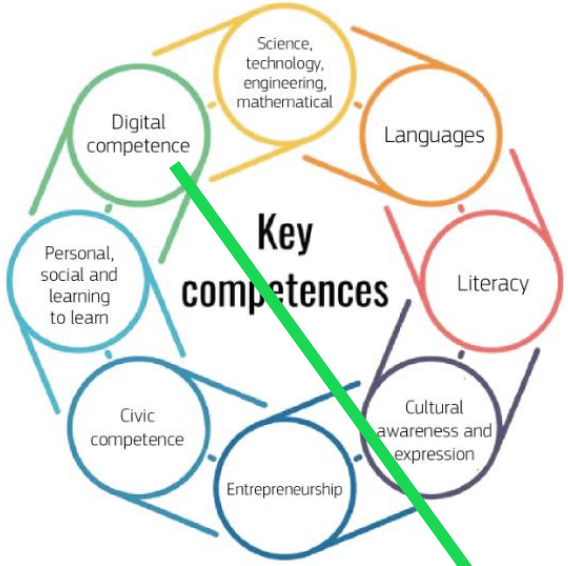


«Engaging citizens through ICTs in policy, decision-making, and service design and delivery so as to make it participatory, inclusive, and deliberative.» (ANO 2018, p. 112)



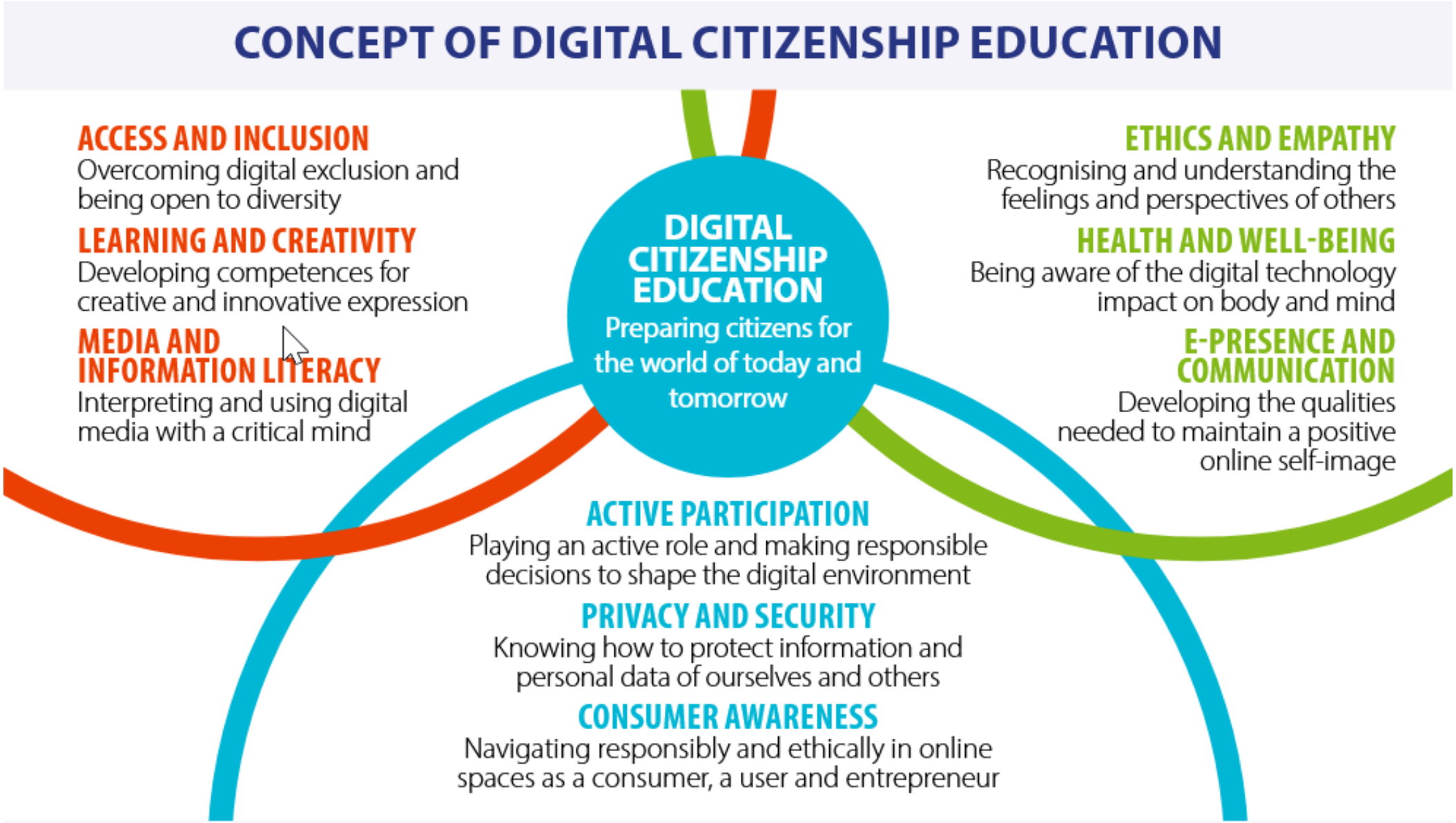
oung people (aged 16–24) in Europe spend 35–40% more time online than the 45–65 age group urostat, 2024).

Format	Description	Example
Informational participation (United Nations 2022, OECD, 2023)	Citizens use digital channels to get or share information on public or political issues.	Government portals, e-services, open data platforms.
Consultative participation Ahangama 2025, Macintosh, 2004);	Citizens give their views or comments on policy documents or draft laws online.	e-Consultations, e-Petitions, surveys.
Deliberative participation (Inan & Harris, 2025; Santini & Carvalho 2019)	Citizens discuss in online forums or deliberative platforms with the aim of reaching a common understanding or solution.	CitizenLab, Pol.is, Decidim.
Collaborative participation Evans et al. 2025; Poniatowicz & Piekutowska 2024)	Citizens and government representatives jointly develop policies or projects on digital platforms.	Participatory budgeting, co-creation tools.
Mobilization and advocacy participation (Nalbandi & Majidian 2025; Petrov, 2025)	Digital campaigns that contribute to pressure for social or political change.	#MeToo, #BlackLivesMatter, digital petitions.
Civic community participation (Johnson & Rodrigues, 2025; Ferrari & Merigo, 2025)	Digital engagement in local communities and social innovation projects.	Online volunteering, civic hackathons.



Information and data literacy	1.1. Browsing, searching and filtering data, information and digital content 1.2. Evaluating data, information and digital content 1.3. Managing data, information and digital content
Communication and collaboration	2.1. Interacting through digital technologies 2.2. Sharing information and content through digital technologies 2.3. Engaging in citizenship through digital technologies 2.4. Collaborating through digital technologies 2.5. Netiquette 2.6. Managing digital identity
Digital content creation	3.1. Developing digital content 3.2. Integrating and re-elaborating digital content 3.3. Copyright and licences 3.4. Programming
Safety	4.1. Protecting devices 4.2. Protecting personal data and privacy 4.3. Protecting health and well-being 4.4. Protecting the environment
Problem solving	5.1. Solving technical problems 5.2. Identifying needs and technological responses 5.3. Creatively using digital technologies 5.4. Identifying digital competence gaps

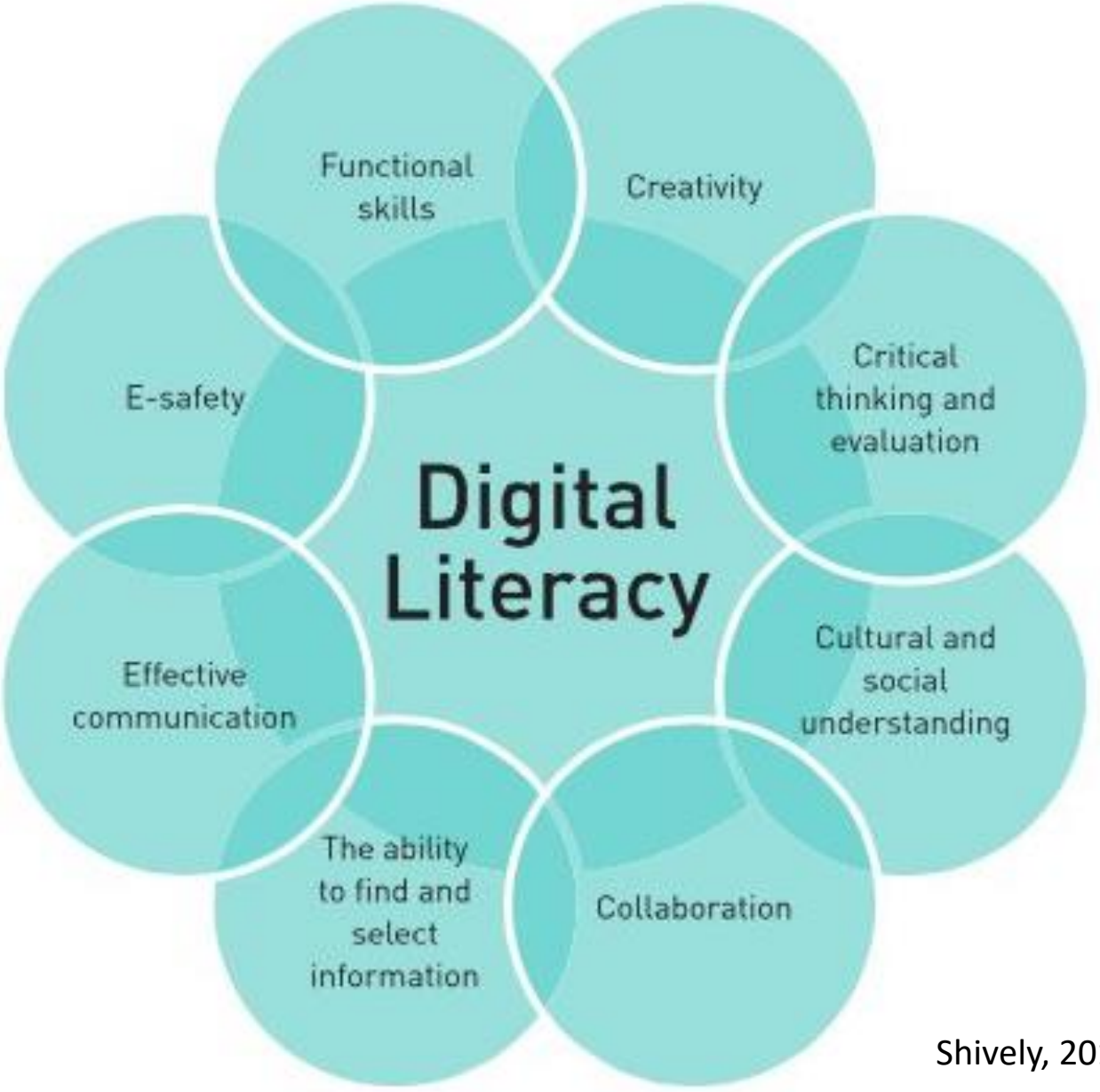
Vuorikari, Kluzer, Punie, 2022



https://rm.coe.int/re-coe-digital-citizenship-leaflet-1-digital-v1-4/1680b27bc6

What is your comfort zone in the digital space?

8 Components of Digital Literacy



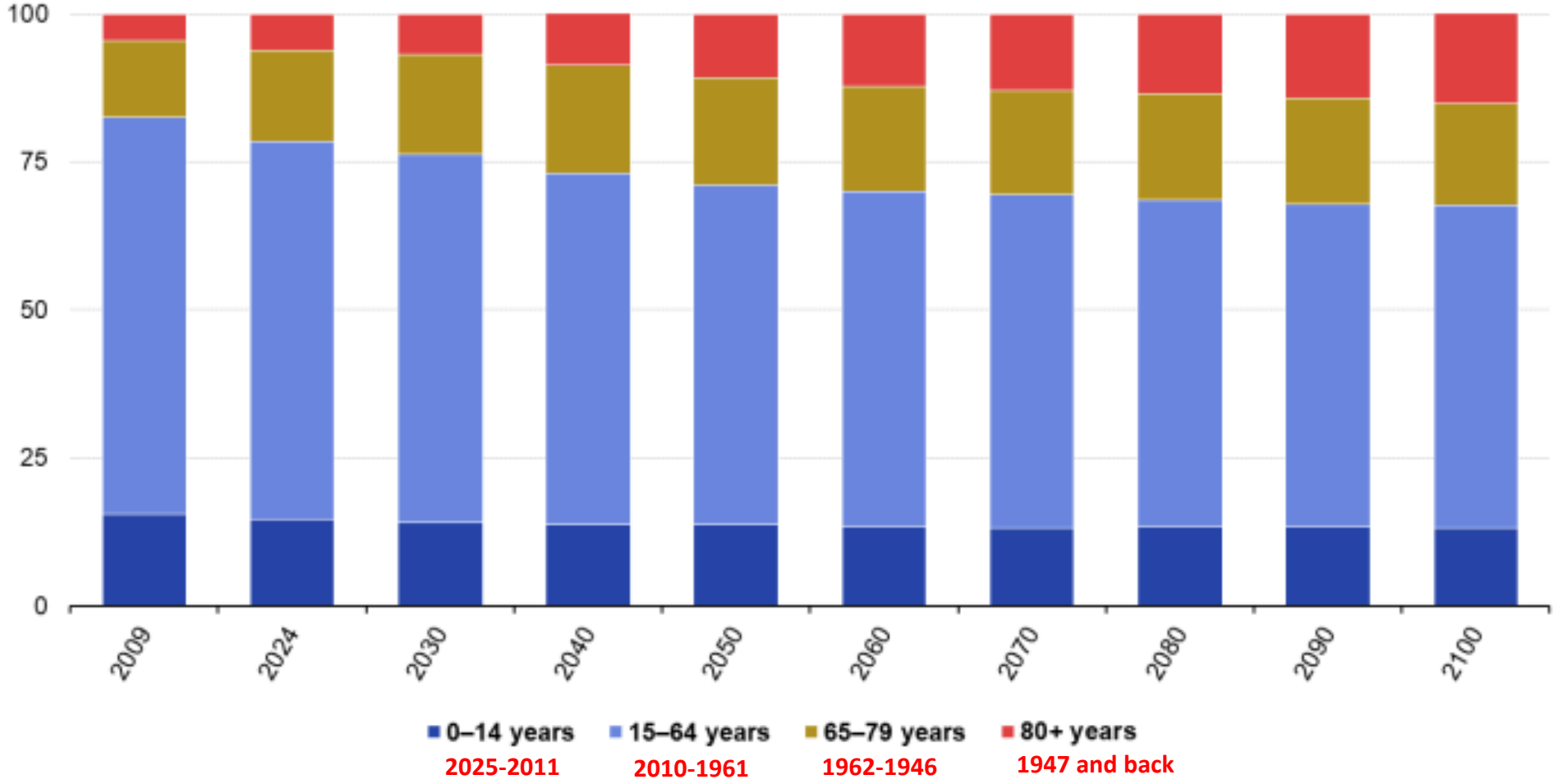
Shively, 2017; Hague & Payton, 2010, p. 19

3 challenges in digital participation

- ❑ Digital skill gap
- ❑Age gap
- ❑ Engagement gap

Velastegui-Hernández, Miranda-López, 2025

Population structure by major age groups, EU, 2009-2100 (% of total population)



View from 2025

Note: 2024: provisional/estimated. 2030–2100: projections (EUROPOP2023).

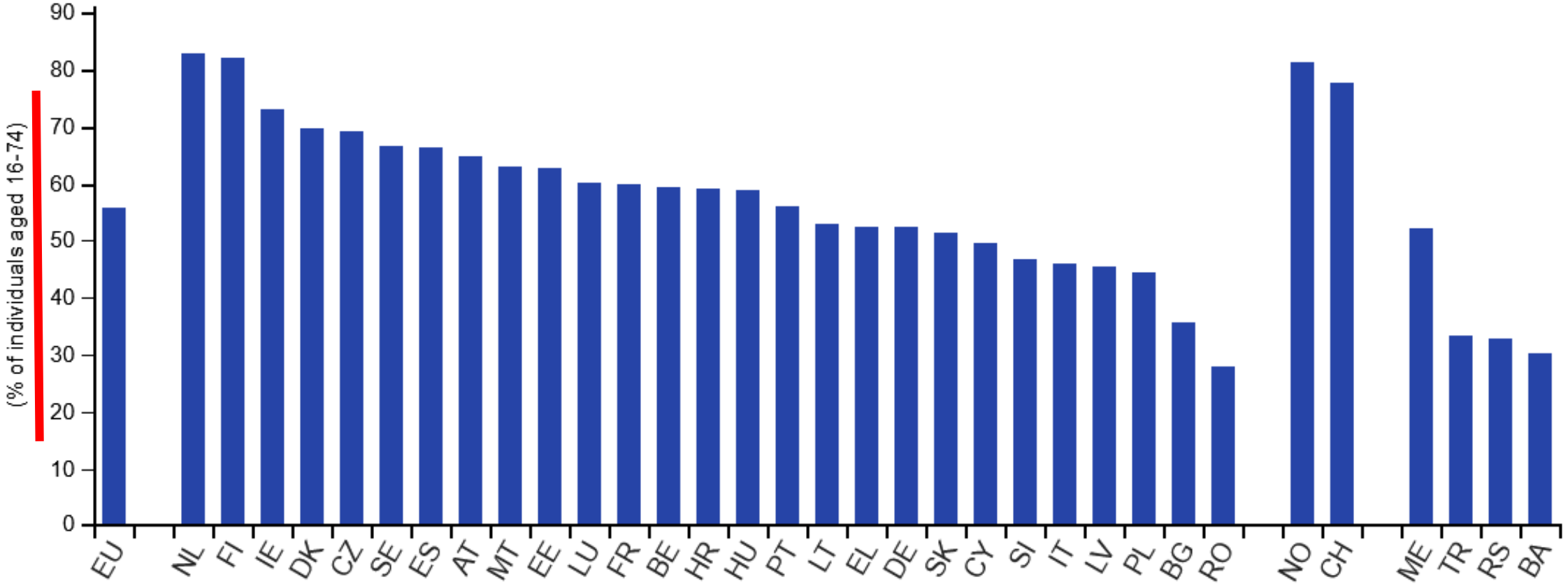
Source: Eurostat (online data codes: demo_pjanind and proj_23np)

eurostat

Skill gap:

Individuals with basic or above basic digital skills

2023



Eurostat (isoc_sk_dskl_i21): https://ec.europa.eu/eurostat/databrowser/view/isoc_sk_dskl_i21/default/table?lang=en

Generation	Birth Years	Characteristics	Core Values	Key Political, Economic, Social, and Technological Events
Silent Generation	1928–1945	Grew up amid war and scarcity; value discipline and duty.	Order, loyalty, tradition, hard work.	World War II, Cold War, Marshall Plan, totalitarian regimes, women entering the workforce.
Baby Boomers	1946–1964	Post-war prosperity generation; optimistic and hardworking.	Career, stability, social reform, prosperity.	Civil Rights Movement, Vietnam War, Moon landing, rise of TV culture, economic boom, first mainframe computers.
Generation X	1965–1980	Independent, skeptical, and adaptable; grew up during global transitions.	Work-life balance, pragmatism, autonomy.	End of Cold War, fall of Berlin Wall, rise of personal computing, neoliberal reforms, globalization.
Millennials (Gen Y)	1981–1996	Tech-savvy, collaborative, and purpose-driven.	Freedom, creativity, equality, sustainability.	Internet explosion, 9/11 attacks, global financial crisis (2008), smartphone revolution, EU expansion.
Generation Z	1997–2012	True digital natives; socially conscious and diverse.	Inclusivity, activism, authenticity, mental health.	Social media dominance, climate movement, COVID-19 pandemic, AI emergence, online education.
Generation Alpha	2013–~2025	AI-native generation; hyper-connected and visual learners.	Innovation, individuality, adaptability, awareness.	Artificial intelligence, metaverse, global instability, hybrid education, climate change activism.

Slepian et al., Citation2024, Dimock, 2019; Prensky, 2001

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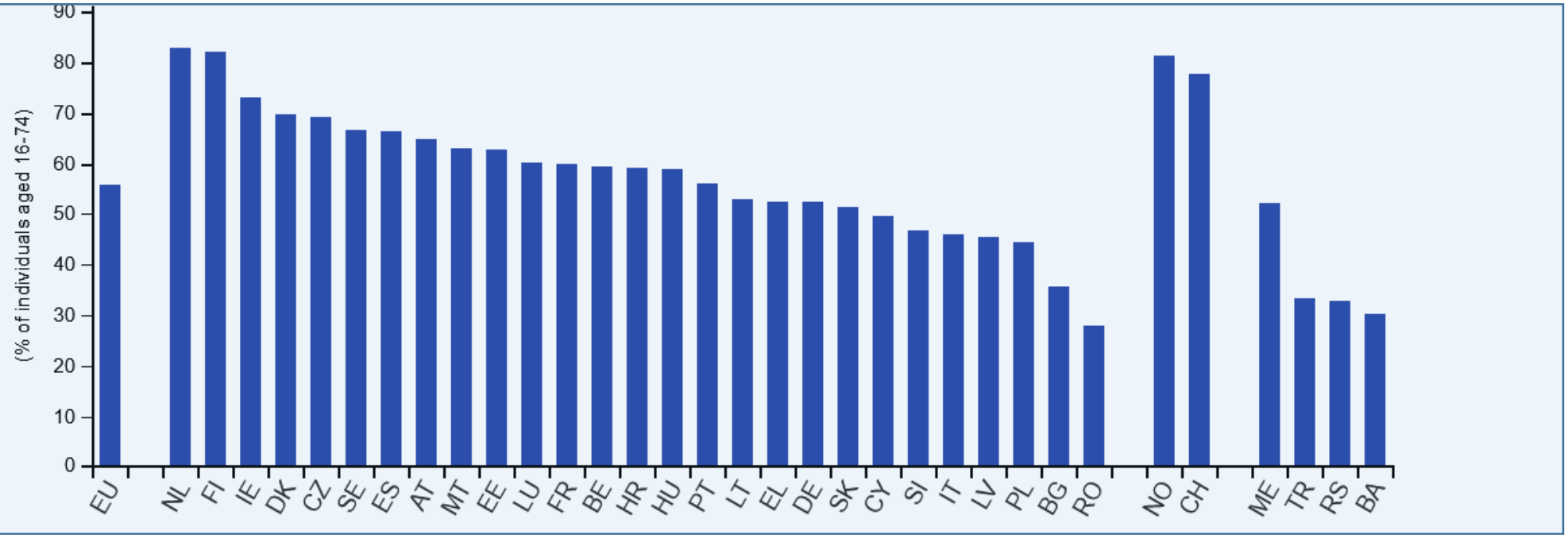
Individuals with basic or above basic digital skills (age 16-74)

2023



Eurostat (isoc_sk_dskl_i21): https://ec.europa.eu/eurostat/databrowser/view/isoc_sk_dskl_i21/default/table?lang=en

Age & skill & engagment gap

Engagement correlates strongly with age

Based on OECD PIAAC Data

OECD 2019, 2024, 2023

55–65 years ~35% regularly use digital tools in daily life/work, but 32% have basic or below-basic digital skills.

45–54 years ~52% show medium engagement levels and 48% have only basic digital competencies.

35–44 years ~65% engage actively in digital tasks. 61% possess sufficient digital skills.

25–34 years ~77% demonstrate strong engagement. 72% demonstrate high-level digital skills.

16–24 years ~85% daily engagement across devices, but 78% have proficient problem-solving skills in technology-rich environments.

Deep in callanges and solution for digital participation

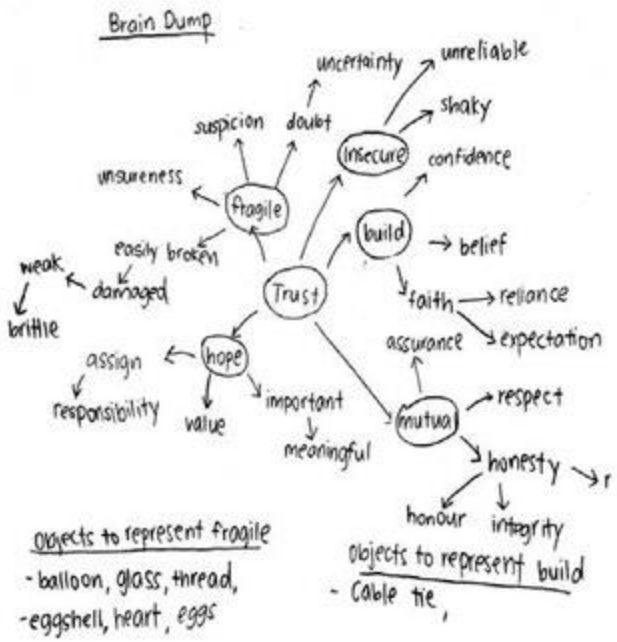
Challenges in Digital Participation

1. Brain Dump Empty your mind of all possible ideas — good, bad, incomplete, or wild about challenges in digital participation

Goal: to write down all thoughts related to the chalanges without filtering them.

Time: 10–15 minutes without interruption.

Result: “raw” ideas, chaotic but rich.



Bryar, Carr, 2021

Winstanley, 2020

Challenges in Digital Participation

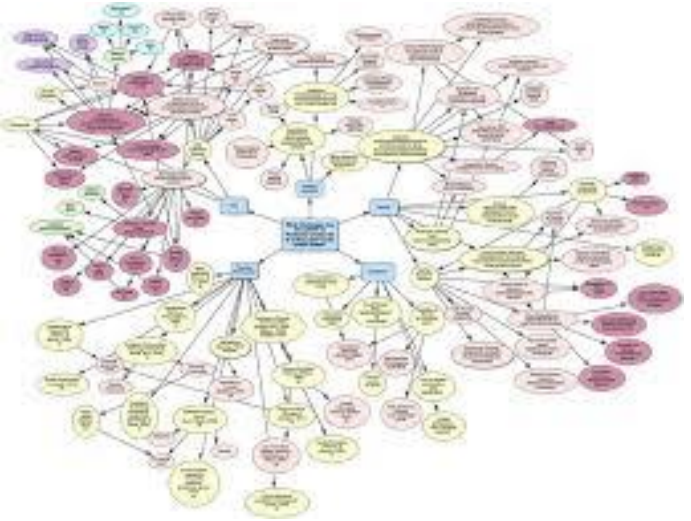
2. Systematize

Group, link, and order your ideas into logical clusters or flows.

Goal: to organize ideas by topic, steps, or hierarchy.

Time: 5 minutes without interruption.

Result: visible “idea families” and main topics.



Bryar, Carr, 2021

Challenges in Digital Participation

Rate each of the chllange listed from 1 to 10, where 1 is the least important and 10 is the most important challange.

Challenges & solutions in Digital Participation

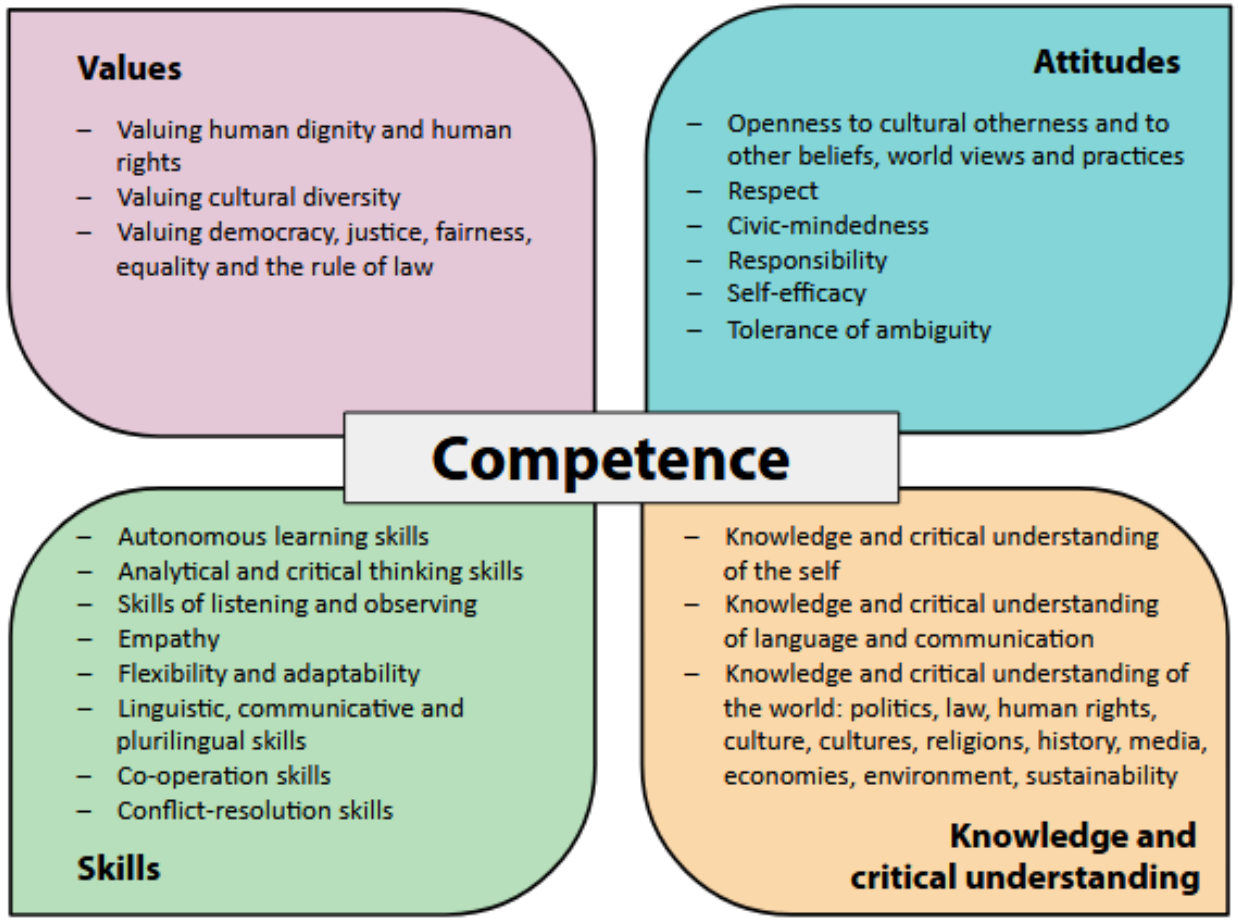
1. **the top 3:** take 3 highest rated challanges
2. What will happen if the challange is not resolved?
3. What will happen if the callange is resolved?

4. Choose one most important of top 3 and create 2 alternative solutions for first place challange.

What is your take a way?

Digital space for work

The 20 competences for democratic culture



Council of Europe. (2019). *Recommendation CM/Rec(2019)1 of the Committee of Ministers to member States on preventing and combating sexism.* Council of Europe. https://rm.coe.int/16809382f9

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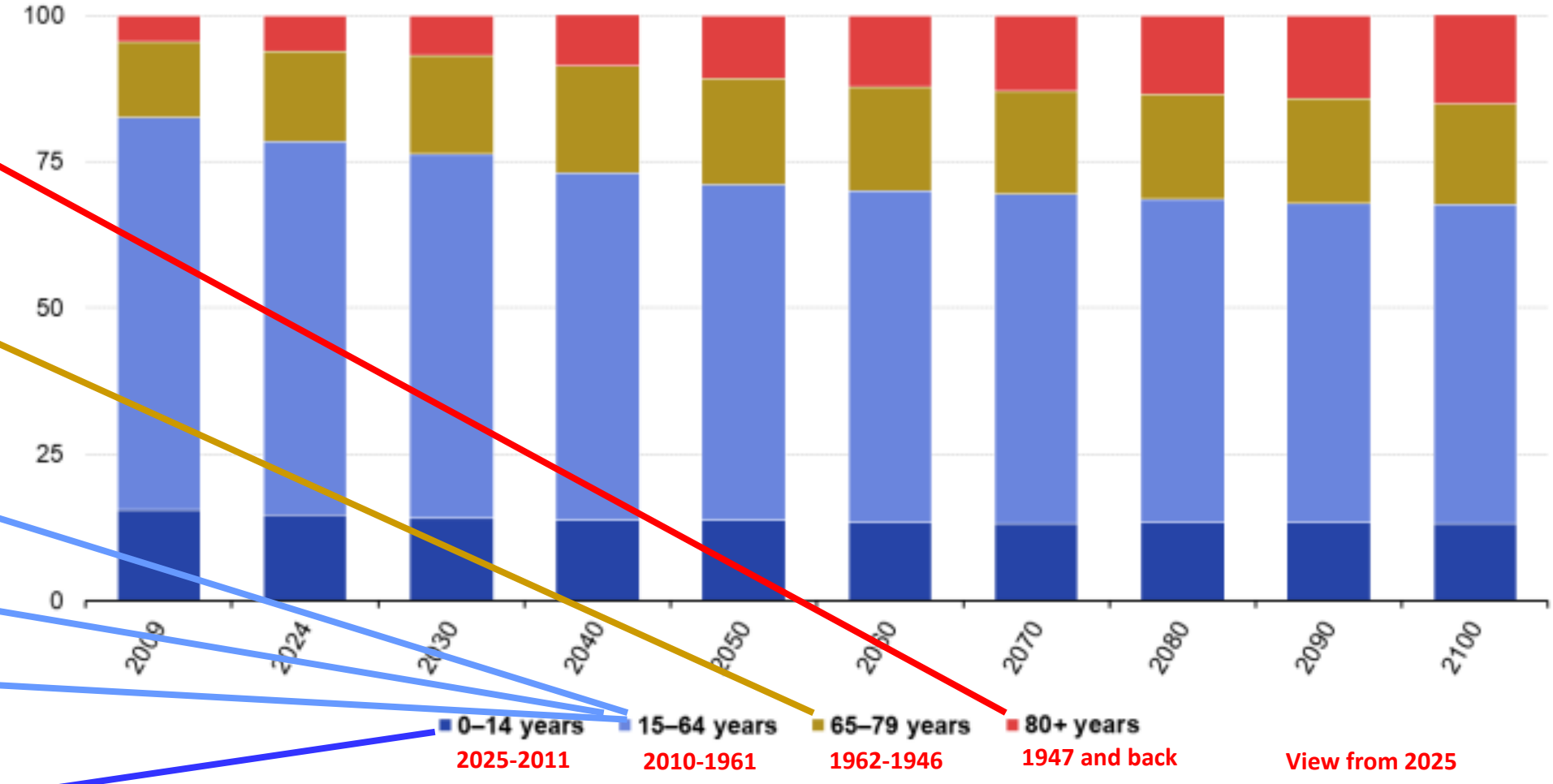

Note: 2024: provisional/estimated. 2030–2100: projections (EUROPOP2023).
Source: Eurostat (online data codes: demo_pjanind and proj_23np)

eurostat

Digital Skills by Age Group

Based on OECD PIAAC Data (N=34 countries)

Age Group	Key Characteristics (from PIAAC findings)	Main Data (OECD average)
55–65 years	Lowest level of digital engagement; many avoid or struggle with technology use.	**32% have basic or below-basic digital skills.**
45–54 years	Growing risk of digital divide, especially among lower-income or less-educated groups.	48% have only basic digital competencies.
35–44 years	Skills begin to decline slightly, particularly among non-digital sector workers.	61% possess sufficient digital skills.
25–34 years	Strong and stable digital competence; frequent users of technology in professional and everyday contexts.	**72% demonstrate high-level digital skills.**
16–24 years	Highest level of digital proficiency – most young adults can complete complex problem-solving tasks using digital tools.	78% have proficient problem-solving skills in technology-rich environments.

OECD 2024, 2023