

## EVENT DESCRIPTION SHEET

PROJECT	
Participant:	9 - NOUS NGO
PIC number:	917308825
Project name and acronym:	Youth Debating the Future of Europe — U4EU2.0

EVENT DESCRIPTION	
Event number:	7
Event name:	Workshop on Media Literacy and Responsible Citizenship
Type:	Workshop
In situ/online:	in situ
Location:	Naples, Italy
Date(s):	16/05 - 18/05
Website(s) (if any):	<a href="https://www.u4euproject.eu/open-call-youth-workshop-on-media-literacy-and-responsible-citizenship-apply-now/">https://www.u4euproject.eu/open-call-youth-workshop-on-media-literacy-and-responsible-citizenship-apply-now/</a>
Participants	
Female:	30
Male:	21
Non-binary:	0
From country 1 ITALY:	26
From country 2 GREECE:	3
From country 3 GERMANY:	3
From country 4 HUNGARY:	3
From country 5 BULGARIA:	3
From country 6 THE NETHERLANDS:	4
From country 7 BELGIUM:	2
From country 8 SPAIN:	4
From country 9 PORTUGAL:	3

Total number of participants:	51	From total number of countries:	9
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**Description**

*Provide a short description of the event and its activities.*

**Event Overview**

The Workshop on Media Literacy and Responsible Citizenship was a two-day interactive event held in Naples, Italy, as part of the U4EU 2.0 project: Youth Shaping Europe's Tomorrow. The event brought together young people from across Europe to explore the role of media in shaping democratic societies and to strengthen their ability to identify and counter disinformation. Through a series of dynamic activities, participants gained tools for responsible citizenship and critical engagement with information.

Youth represented 9 countries and 12 nationalities (in addition to project partners: Moroccan, French and USA/Italian).

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**Activities**

1) Welcome Note and Overview of the Agenda  
Introduction to the workshop programme, registration, and a brief ice-breaker activity to create an open and friendly atmosphere.

2) Keynote Speech: Media Literacy & Responsible Citizenship  
Alessia Melchiorre from Marea Media shared insights on the importance of media literacy in today's information landscape and its role in fostering engaged citizenship.

3) Interactive Mapping Session: "From Where We Get Our Information"  
Participants, divided into mixed groups, explored their daily information sources through a hands-on visual mapping activity.  
They analyzed which sources are most used, discussed trust levels, and imagined their own ideal information sources using creative media formats.

4) Sharing & Group Discussion  
A facilitated discussion session where groups presented their reflections, ideal sources, and key learnings about information habits.

5) Lunch Break  
Time to relax, recharge, and connect informally.

6) Games Against Disinformation  
Participants engaged with a range of educational online games tackling disinformation, conspiracy theories, and media bias, such as:

- Bad News Game
- Harmony Square
- Conspiracy Kitchen
- Fake It To Make It
- Choose Your Own Fake News

Each game was followed by short group reflections on the lessons learned.

7) Final Discussion  
A wrap-up discussion to consolidate learning from the day, led by facilitators.

**DAY 2**

8) Welcome Back & Energiser  
A short energiser and recap activity to restart the day on a positive and interactive note.

**9) Panel Debate: “Building Resilient Communities”**

A moderated discussion with the organising NGO exploring how media literacy connects to democratic resilience and local community action, with examples of policy-making efforts by the European Commission to regulate the media sphere and the use of AI in the sector.

**10) Brainstorming & Recommendations**

A silent discussion format followed by group work to develop key recommendations for future actions within the U4EU 2.0 project.

**11) Final Round & Feedback (with Dixit cards)**

Using storytelling cards, participants reflected on their experiences and shared personal takeaways in a creative and informal way.

**12) Lunch Break**

Closing the event with shared time and appreciation.

**Key Takeaways**

- **Media Awareness:** Participants critically analyzed their information sources and explored how media can both empower and mislead.
- **Interactive Learning:** Through games and creative tasks, the workshop fostered active participation and peer-to-peer exchange.
- **Practical Tools:** Attendees discovered concrete digital tools and strategies to detect misinformation and fake news.
- **Recommendations for Action:** Participants co-created ideas and proposals for follow-up activities and campaigns within the U4EU 2.0 framework.
- **Youth Engagement:** The event encouraged young people to remain actively involved in building more informed, democratic communities.

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).