EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.

⚠ *Please provide one sheet per event (one event = one workpackage = one lump sum).)*

PROJECT	
Participant:	1 - Alternatives Européennes EA
PIC number:	941964479
Project name and acronym:	Democratic Digital Commons - DDC

EVENT DESCRIPTION	
Event number:	4
Event name:	Online assembly 2
Type:	assemblies
In situ/online:	online
Location:	online
Date(s):	17.06.2026
Website(s) (if any):	https://euroalter.com/fr/events/ddc-online-assembly-2/
Participants	
Female:	188
Male:	96
Non-binary:	49
Germany	77
Italy	44
Spain	37
France	27
Belgium	26
Netherlands	25
Czech Republic	17
Austria	16
Greece	16
Hungary	4
Portugal	12
Ireland	5
Romania	10
Finland	3
Sweden	3
Denmark	2

Kosovo			2
Poland			2
Serbia			2
Slovenia			1
Slovakia			1
Luxembourg			1
Total number of participants:	333	From total number of countries:	22

Description

Provide a short description of the event and its activities.

Online Assembly 2, Civic Tech: Technology for democracy & care

The second online assembly of the Democratic Digital Commons (DDC) and the 4th assembly of the overall project, continued the transnational process of collective reflection on the relationship between artificial intelligence, democratic participation and digital infrastructures. Building upon discussions from the Prague Assembly, Cluj Assembly and the first online assembly, this session shifted attention towards civic technology as a practical means of enabling democratic participation, strengthening public institutions and creating more inclusive digital futures.

Bringing together participants from across Europe and beyond, the assembly explored how AI can help citizen relations through supporting access to political decision-making and in community building, while also critically examining the opportunities and limitations of AI within democratic processes. Throughout the evening, participants reflected on how civic technologies can strengthen democratic participation while also fostering relationships of care, trust and collective responsibility, rather than efficiency or profit alone.

Rooted in the belief that citizens should actively participate in designing the technological systems that increasingly shape society, the assembly followed the DDC 4 part methodology of education, deliberation, imagination and contribution. Through expert presentations, facilitated breakout groups, demonstrations of emerging civic technologies and collaborative exercises, participants learnt about the current status of civic tech in the EU and imagined future possibilities of civic technology within democratic societies.

Where?

The assembly took place online, allowing participants from a broad range of countries, sectors and lived experiences to participate in a shared transnational space of dialogue and deliberation.

When?

The assembly took place online on June 17th, from 17:00 to 21:00 CEST, via Zoom.

Who?

The assembly brought together a diverse group of participants, including citizens, researchers, artists, technologists, students, educators, civil society representatives, designers, consultants, policy practitioner and activists. Participants joined with varying levels of familiarity with civic technology and AI governance, contributing perspectives informed by both professional expertise and lived experience.

The session featured contributions from three invited speakers:

Francesco Vecchi, Coordinator of EUMANS' Civic AI Campaign, introduced the concept of civic technology and reflected on its current development across Europe. Drawing on EUMANS' work advocating AI as a public service, he explored how civic technologies can strengthen democratic participation, transparency and accountability while advancing a

human rights-based approach to AI governance.

Clarie Alspektor, Head of Research Projects at Make.org, presented the Democratic Digital Commons AI tool developed in collaboration with Make.org for this project. She introduced participants to make.orgs vision of creating open-source AI applications that strengthen democratic participation and illustrated how these tools could support more inclusive and deliberative democratic processes.

Rachel Uwu, artist, educator, organiser and Programme Director at the School of Machines, Making & Make-Believe, explored civic technology through the lens of care, creativity and human connection. Her presentation encouraged participants to think beyond technological functionality and consider how digital tools might foster stronger relationships, collective imagination and more compassionate democratic communities.

To support deliberation, the assembly mobilised a facilitation team that enabled participants to engage in smaller breakout groups, creating opportunities for meaningful discussion and ensuring that all participants could contribute their perspectives.

AGENDA Online Assembly 2: Civic Tech & Democratic AI

17:00 - 18:00 Welcome

- Assembly consultations and preparatory participation

18:00 – 17:15 Introduction

- Introduction to the assembly thematics
- Overview of the assembly agenda

17:15 – 17:45 Presentation on Civic Technology by Francesco Vecchi

17:45 – 18:00 Demonstration of the DDC AI Tool by Clarie Alspektor

18:00 - 18:10

- Q&A

18:10 – 19:00 Breakout Group Discussions

- Facilitated deliberation
- Reflection on civic technology and democratic participation

19:00 - 19:15 break

19:15 – 19:45 Civic Tech as Care and Human Connection

- Presentation by Rachel Uwu

19:45 - 19:55

- Q&A

19:55 – 20:40 Breakout Groups and Future Thinking Exercise

- Facilitated discussions
- Collaborative imagination exercise
- Development of proposals for democratic civic technologies

20:40 – 21:00 Closing Plenary

- Reflections from breakout groups

– Next steps

Preparation Phase

The preparation process for the second online assembly built upon the methodologies established throughout the project, while introducing a new topic of civic technology. The event was designed to move from a phase around critical reflection, towards practical examples of democratic technologies already being developed across Europe.

The four core pillars established by the Democratic Digital Commons methodology - education, deliberation, imagination and contribution - continued to structure the assembly. The expert speakers being education, the break out sessions deliberation, the future thinking exercise imagination and the outcomes feeding to the contribution of the future citizens charter for democratic AI.

Participants received preparatory materials introducing the concept of civic technology, alongside practical information about the assembly and opportunities for continued participation throughout the wider Democratic Digital Commons process.

Facilitators participated in preparatory meetings to familiarise themselves with the discussion framework, ensuring consistency across breakout sessions while encouraging open and inclusive dialogue.

Opening and Shared Reflection

The assembly opened with a reflection on the objectives of the evening. Participants were reminded that the project seeks to create democratic alternatives for governing AI and digital infrastructures through citizen participation, artistic experimentation and transnational collaboration.

The opening situated the assembly within the broader DDC process, highlighting how discussions from previous assemblies had identified significant concerns regarding AI governance, digital sovereignty, environmental justice and democratic accountability. The Civic Tech Assembly therefore sought to move beyond critique by exploring practical examples of technologies designed to strengthen democratic participation.

Civic Technology in Europe

Francesco Vecchi introduced participants to the evolving landscape of civic technology across Europe. Drawing upon the work of EUMANS and its Civic AI campaign, he outlined how civic technologies differ from commercial digital platforms by placing democratic participation and public benefit at their centre.

The presentation explored how AI could be developed as a public service rather than a commercial product, enabling citizens to participate more directly in policymaking, democratic consultation and institutional accountability.

Clarie Alspektor introduced the Democratic Digital Commons AI tool currently being developed in collaboration with Make.org as part of the project's wider research programme.

The presentation demonstrated how open-source AI systems can support democratic participation by helping citizens engage more effectively with public consultations and deliberative processes. Participants were introduced to the principles underpinning the tool's development, including transparency, democratic oversight and public accountability.

Participants reflected upon the opportunities civic technology presents for strengthening democratic resilience while also discussing the political, institutional and social challenges facing wider adoption across Europe. Discussion following the presentation explored questions surrounding public trust, accessibility, transparency, digital literacy and the role of

European institutions in supporting democratic technological innovation.

Breakout Groups: Civic Technology and Democratic Participation

Following the presentations, participants divided into facilitated breakout groups to reflect on the ideas introduced during the first half of the assembly.

Facilitators guided participants through structured discussions exploring:

- current experiences with civic technology;
- barriers preventing wider democratic participation;
- opportunities for AI to strengthen democratic institutions;
- concerns surrounding accessibility, trust, transparency and inclusion.

Participants reflected on existing democratic processes and discussed where digital technologies might improve participation without replacing meaningful human deliberation.

Several discussions highlighted the importance of designing civic technologies that remain accessible to people with differing levels of digital literacy and varying levels of confidence using digital tools.

Civic Tech as Care and Human Connection

Rachel Uwu invited participants to consider civic technology from a fundamentally human perspective, arguing that civic technology should not simply make democratic processes more efficient, but should cultivate care, belonging, creativity and meaningful human connection.

Drawing upon her experience at the School of Machines, Making & Make-Believe, she argued that technology should strengthen communities rather than isolate individuals, encouraging participants to imagine civic technologies that support collective wellbeing, empathy, creativity and social connection.

Rather than viewing participation purely as institutional engagement, the presentation suggested that democratic technologies should cultivate belonging, trust and imagination, recognising these as essential foundations of democratic societies.

Participants reflected upon how artistic practice, education and community organising can complement technological development and help ensure that civic technologies remain centred upon human needs.

Breakout Groups: Future Thinking and Collective Imagination

The second breakout session invited participants to build upon the previous discussions by imagining future civic technologies capable of strengthening democratic participation.

Participants explored questions including:

- What would an ideal civic technology ecosystem look like?
- How should AI support rather than replace democratic decision-making?
- What values should underpin future civic technologies?
- How can democratic participation become more accessible and inclusive?

Across the discussions, participants emphasised themes including:

- transparency and explainability;
- accessibility for diverse communities;
- public ownership of democratic infrastructures;
- open-source development;
- digital inclusion;
- trust and accountability;
- citizen participation throughout technological design.

Many participants argued that civic technologies should complement rather than automate democratic participation, supporting informed deliberation while preserving meaningful human decision-making.

Emerging Proposals and Shared Principles

Across the breakout groups, participants collectively started to develop a number of shared principles for democratic civic technologies, summarised here:

Democratic Participation

- Citizens should remain actively involved throughout the design, governance and evaluation of civic technologies.
- Democratic technologies should strengthen rather than replace deliberative democratic processes.
- Public participation should be continuous rather than limited to elections.

Civic Technology

- Civic technologies should be developed as public infrastructures that serve the common good.
- Open-source approaches should be prioritised wherever possible.
- Democratic oversight should accompany technological innovation.
- Human-Centred Design

Participants consistently emphasised the importance of designing technologies that prioritise:

- accessibility
- inclusivity
- transparency
- care
- trust
- accountability
- creativity
- human connection

Participation Beyond the Assembly

Engagement remained consistently high throughout the assembly. Participants actively contributed during discussions, exchanged resources in the chat and continued conversations beyond the formal programme.

Recordings of the speaker presentations, collective summaries of the breakout discussions and supporting materials will be made available through the Democratic Digital Commons online community to support continued participation and future assemblies.

NEXT STEPS

The second online assembly demonstrated interest in civic technology as a means of strengthening democratic participation while ensuring AI remains accountable to citizens and public institutions.

Participants consistently highlighted the importance of designing technologies that support transparency, accessibility, public ownership, democratic oversight and meaningful human participation. The discussions reinforced the view that civic technologies should empower citizens and support a change in democratic practise, rather than simply optimise existing political processes.

The reflections made throughout the breakout discussions will contribute directly to the ongoing development of the Citizens' Charter for Democratic AI. In particular, participants'

proposals regarding public digital infrastructure, open-source technologies, participatory governance, human-centred AI and civic care will help shape future deliberations within the Democratic Digital Commons process.

The assembly also raised important questions that will continue to be explored during future gatherings, including how civic technologies can remain genuinely participatory as they scale, how AI can support democratic institutions without concentrating power and how care, creativity and community can become foundational principles of digital governance.

The continued engagement of participants throughout the discussions demonstrated the emergence of an active transnational community committed to shaping democratic digital futures together. Future assemblies will continue connecting education, deliberation, artistic practice, technological experimentation and policy development as part of the Democratic Digital Commons process.

Communication

1. EU visibility

Publicity of the EU CERV Programme's support was integrated throughout the event, including the opening presentation, event communications, project website, social media materials and participant resources.

2. Stakeholder mapping

Stakeholders from civil society organisations, academic institutions, civic technology initiatives, artistic networks, democratic innovation organisations and digital rights communities were engaged through consortium networks and invited to participate in the assembly and disseminate project activities within their own communities.

3. Dissemination

Dissemination activities included social media promotion, newsletters, direct outreach through consortium networks, engagement with partner organisations and continued communications through the Democratic Digital Commons online platforms.

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

Funded by
the European Union