European Citizens' Panel on Virtual Worlds

Session 2

10.03.2023-12.03.2023



European Citizens' Panel Virtual worlds Have Your Say



1. Overview

The European Citizens' Panel on Virtual Worlds consists of 150 randomly selected citizens and meets for three sessions. During the first session, which took place from 24-26 February 2023 in Brussels, citizens were introduced to the topic and built a common vision of what desirable and fair virtual worlds should be like (utopia) and should not be like (dystopia). Based on this work, the panel's Knowledge Committee identified four cross cutting themes of interest to the citizens:

- 1. Economy, jobs and businesses (including Learning & skills)
- 2. Safety & Security (Crime cyber security; Data & digital; Personal safety/security)
- 3. Health & well- being / Environment (Mental & physical health)
- 4. Society: Inclusiveness, accessibility, democracy

The second session of the panel was held online from 10-12 March 2023. The goal of this session was to start working on values and actions that could guide the construction of fair and desirable European virtual worlds. These will constitute the basis for the development of the panel's final recommendations during its 3rd and final session.

Day 1 (Friday)

On Friday, the citizens were welcomed in a virtual plenary on the Hyperfair platform by the two moderators. Moderators then briefly walked citizens through the agenda of Session 2, before giving the floor to experts for an input on each of the four topics:

Topic block 1: Economy, jobs and businesses (including Learning & skills)

- Harmen Van Sprang, Sharing Cities Alliance
- Eric Marchiol, Renault

Topic block 2: Safety & Security (Crime – cyber security; Data & digital; Personal safety/security)

- Mariëtte van Huijstee, Rathenau Institute, The Netherlands
- Fabien Bénétou, Independent WebXR expert, Belgium

Topic block 3: Health & well- being / Environment (Mental & physical health)

- Sara Lisa Vogl, Virtual Reality artist, Women in Immersive Technologies Europe, Denmark
- Bruno Thomas, The International Consortium of Investigative Journalists

Topic block 4: Society: Inclusiveness, accessibility, democracy

- Elisa Lironi, European Citizen Action Service
- Matthias C. Kettemann, Leibniz Institut

Following these inputs, **Yvo Volman**, Director of Data, DG CONNECT, presented the <u>Declaration of EU</u> <u>digital rights and principles</u> to the citizens.

Day 2 (Saturday)

On Saturday, citizens worked in 12 parallel working groups, with simultaneous interpretation, and facilitated by experienced facilitators. During the **first round**, each group worked on the Declaration of EU digital rights and principles and identified the three most important values for them. During **the second round**, each topic block was assigned to three working groups which were asked to formulate

up to three domain of actions that could help achieve the desirable and fair virtual worlds. From the **third to fifth round,** the groups developed feedback on the other topic blocks. To do so, a facilitator presented the action points developed by a previous group. The receiving group then gathered suggestions, comments, and questions on these action point for an hour, before moving to a new topic block.

Rotation schedule:

	Round 1 (values)	Round 2 (action points)	Round 3 (feedback 1)	Round 4 (feedback 2)	Round 5 (feedback 3)
Group 1	General	Economy; jobs; business; learning & skills	Safe & Security; person; data; crime	Health; mental & physical; environment	Society: Inclusion, access, democracy
Group 2	General	Economy; jobs; business; learning & skills	Safe & Security; person; data; crime	Health; mental & physical; environment	Society: Inclusion, access, democracy
Group 3	General	Economy; jobs; business; learning & skills	Safe & Security; person; data; crime	Health; mental & physical; environment	Society: Inclusion, access, democracy
Group 4	General	Safe & Security; person; data; crime	Health; mental & physical; environment	Society: Inclusion, access, democracy	Economy; jobs; business; learning & skills
Group 5	General	Safe & Security; person; data; crime	Health; mental & physical; environment	Society: Inclusion, access, democracy	Economy; jobs; business; learning & skills
Group 6	General	Safe & Security; person; data; crime	Health; mental & physical; environment	Society: Inclusion, access, democracy	Economy; jobs; business; learning & skills
Group 7	General	Health; mental & physical; environment	Society: Inclusion, access, democracy	Economy; jobs; business; learning & skills	Safe & Security; person; data; crime
Group 8	General	Health; mental & physical; environment	Society: Inclusion, access, democracy	Economy; jobs; business; learning & skills	Safe & Security; person; data; crime
Group 9	General	Health; mental & physical; environment	Society: Inclusion, access, democracy	Economy; jobs; business; learning & skills	Safe & Security; person; data; crime
Group 10	General	Society: Inclusion, access, democracy	Econom; jobs; business; learning & skills	Safe & Security; person; data; crime	Health; mental & physical; environment
Group 11	General	Society: Inclusion, access, democracy	Econom; jobs; business; learning & skills	Safe & Security; person; data; crime	Health; mental & physical; environment
Group 12	General	Society: Inclusion, access, democracy	Economy; jobs; business; learning & skills	Safe & Security; person; data; crime	Health; mental & physical; environment

Day 3 (Sunday)

On Sunday morning, the groups received the feedback collected during Saturday, before finalizing the values and domains of action they had started to work with on Saturday.

After a coffee break, all citizens gathered in the virtual plenary. Firstly, Deputy Director of DG CONNECT, Renate Nikolay, gave citizens further background on ongoing Commission work. Then, randomly selected representatives of each topic block presented their action points. Two members of the Knowledge Committee, Rehana Schwinninger-Ladak, Head of Unit of DG CONNECT, and Frank Steinicke, University of Hamburg, Department of Informatics reacted to those points. Final remarks and a farewell were given by the main moderators.

2. Short agenda

Friday 10 March – PLENARY				
02:10pm – 02:25pm	Welcome and review of Session 1 output			
02:25pm – 02:50pm	Topic discussion: Economy, Jobs, Business			
02:50pm – 03:10pm	Break			
03:00pm – 04:05pm	Topic discussion: Safety and Security / Health and Wellbeing / Environment			
04:05pm – 04:25pm	Break			
04:25pm – 04:50pm	Topic discussion: Society: inclusion & access			
04:50pm – 05:10 pm	Break			
05:10 pm – 05:50pm	Presentation of the Declaration of EU digital rights and principles			
05:50pm – 6:10pm	Next steps and Closing remarks			

Saturday 11 March - WORKING GROUPS				
09:30am – 09:45am	Group building/ice breaker			
09:45am – 10:45am	Block 1: Our core Values for European Virtual Worlds			
10:45am - 11:15am	Break			
11:15am – 12:30pm	Block 2: Key actions points for THEME 1			
12:30pm – 02:00pm	Lunch break			
02:00pm – 03:05pm	Block 3: Feedback & action points for THEME 2			
03:05pm – 03:20pm	Break			
03:20pm – 04:25pm	Block 4: Feedback & action points for THEME 3			
04:25pm - 04:55pm	Break			
04:55pm – 06:00pm	Block 5: Feedback & action points for THEME 4			

Sunday 12 March - WORKING GROUPS AND PLENARY				
	Working Group			
09:30am – 09:50am	Specifying values for EU virtual worlds			
09:50am – 10:50am	Consolidating action points			
	Plenary			
11:05am – 11:25am	What is DG CONNECT? Interview with Renate Nikolay			
11:25am – 11:35pm	Feedback polls			
11:35pm – 12:15pm	Presentation & feedback session #1			
12:15pm – 12:35pm	Break			
12:35pm - 01:05pm	Presentation & feedback session #2			
01:05pm - 01:15pm	European citizen values for future metaverse			
01:15pm - 01:30pm	Wrap up and closing remarks			

3. List of resource persons involved in the Knowledge Committee

Throughout the second session, the following speakers participated:

European Commission:

- 1. Gaëtane Ricard-Nihoul, Deputy Head of Unit, Citizens' Dialogues Unit, European Commission
- 2. **Rehana Schwinninger-Ladak**, Head of Unit, Interactive Technologies, Digital for Culture and Education, DG CONNECT, European Commission, Luxembourg

External:

- 1. Fabien Bénétou, Independent WebXR expert, Belgium
- 2. Cathrine Hasse, University of Aarhus, Department of Education, Denmark
- 3. Frank Steinicke, University of Hamburg, Department of Informatics, Germany
- 4. Mariëtte Van Huijstee, Rathenau Institute, The Netherlands
- 5. Sara Lisa Vogl, Virtual Reality artist, Women in Immersive Technologies Europe, Denmark