

D4.3 Final methodology for the CompletEU European decision-making simulation: Envisioning a Democratic Decision-Making Process for Europe

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Summary of steps

100 participants

30 Senators = Bosnia+Montenegro+ Serbia+Albania+North Macedonia+Ukraine+ Moldova+ Georgia+ Kosovo

- Benelux

- Baltics

- Remove Cyprus and President of senate nationality

- Rest EU

60 house of citizens members

• Ultra left 3

• Left 12

- Greens 5
- Center 6
- Right 18
- Ultra right 16

5 journalists - 2 big outlets right/left (written + instagram captions), 1 social media/influencer on instagram (video), 1 independent, 1 independent fake news, visual code for each outlet
press conferences

5 lobbyists - (1 NGO, 1 indigenous, 3 companies), will try to get an invite to hearings of the Committees

3 committees in the House and the Senate, expert hearings (EU delegation)?

party group elections, president of House of citizen election, committee elections

senate committees

Country representatives for the Senate: (Excludes Baltic states and Germany)

1. Austria
2. Benelux
3. Bulgaria
4. Croatia
5. Czechia
6. Denmark
7. Finland
8. France

9. Greece
10. Hungary
11. Ireland
12. Italy
13. Malta
14. Poland
15. Portugal
16. Romania
17. Slovakia
18. Slovenia
19. Spain
20. Sweden
21. Bosnia and Herzegovina
22. Montenegro
23. North Macedonia
24. Serbia
25. Albania
26. Kosovo
27. Cyprus

The CompletEU European decision-making simulation will seek to involve young participants from the EU, Western Balkans, and Eastern Partnership countries in a reimagined democratic decision-making process. It will model a reformed institutional

framework designed to promote inclusivity, equal representation, and the active participation of all member states and citizens.

Participants will take on roles representing various countries, institutions, and stakeholder groups to explore diverse perspectives in the decision-making process.

The event is scheduled to take place over 3 days in December 2025 in Bakuriani, Georgia (location to be confirmed). **A draft methodology for the event was finalised by the end of March 2025 (Deliverable D3.4). To test this methodology, a smaller-scale version will be conducted during the final online capacity-building session (part of Deliverable D4.2) by the end of May 2024. This test will be a condensed, two-hour online session with fewer participants, primarily aimed at gathering feedback from youth who may participate in the larger event. Insights from this test will be used to refine the methodology and programme to better align with participants' needs and suggestions. Based on the draft of the method and the feedback from online participants, consortium members will refine the programme and key highlights of the event during the transnational partners meeting in Albania scheduled in early summer 2025 (end of June/beginning of July). The simulation event is for the moment schedule for early October 2025.**

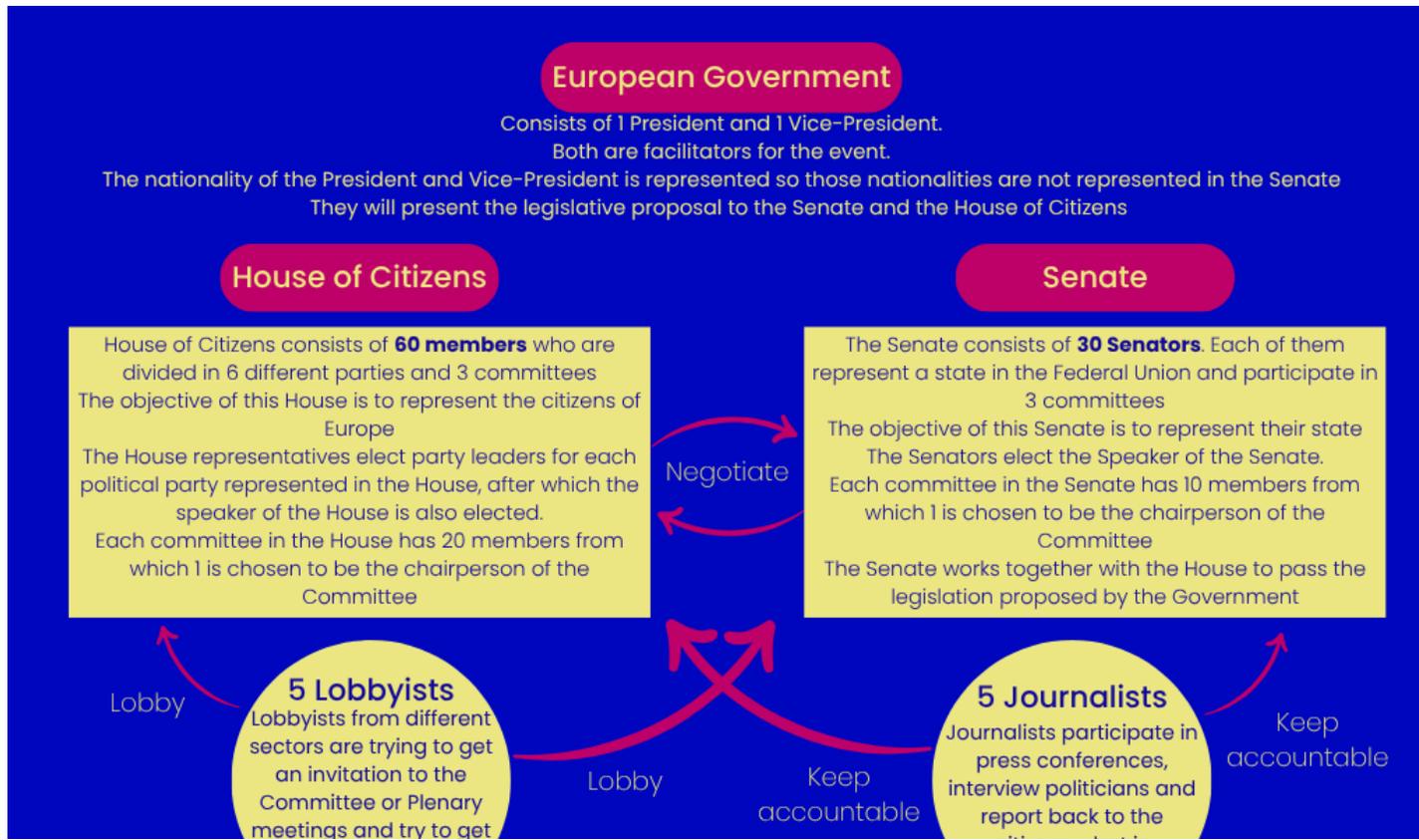
D3.4 Objective

The objective is to develop a framework for the programme and goals of the simulation event. This involves designing a structure for decision-making institutions, determining the roles to be assigned to participants and consortium members, and selecting a central topic for the event. Focusing on a single overarching topic is preferred to streamline preparation for all involved, but it could be further discussed. The topic should be a highly debated one, controversial, and the baseline of the activities/debates that will be prepared and proposed to the participants should be controversial to ensure that participants will find ways to discuss and debate.

JEF Europe will contribute proposals based on its experience with the Y-FED project (a EU project which engaged participants in a hybrid simulation of a reformed European Parliament deliberating on Green Deal legislation). All consortium members are encouraged to share insights and suggestions drawn from their experiences organising similar activities.

The framework should also include a strategy for selecting participants and assigning them to roles once these roles have been finalised. This approach will ensure a balanced and effective representation of perspectives during the simulation.

CompleatEU European decision-making simulation setting



Roles:

House of Citizens (60 members)

The House of Citizens represents the European Citizens. They are considered as directly elected to represent the Citizens. . In the complete EU simulation event, representatives will debate on the texts proposed by the by the European Government. Members of HoC will represent positions on the basis of their political affiliation.

All participants assigned to the role of HoC members will work together with their colleagues in order to reach a common position and then try to create consensus within the House of European Citizens and with the European Senate.

Most selected participants will be assigned the role of HoC members. By being a member of the Hoc, participants will also be a member of:

- a **political group (Ultra left 3, Left 12, Greens 5, Center 6, Right 18, Ultra right 16)**

Political groups: Political groups gather different HoC representatives from different committees. When political groups internally meet, they discuss and debate in order to find common positions to defend in committee meetings. These political groups' meetings play a key role because their members will be able to express personal positions freely

without being scrutinised by the journalists or lobbyists. (Include explanation of the political groups, why we chose those and why those numbers - proportional representation of the existing European Parliament)

- a committee (6 committees; 10 members each)

Committees: They will be made of different members from all political groups. Each committee is responsible for analysing legislative proposals relating to its field. Members discuss the amendments that will be proposed in plenary sessions. (What committees will we have? That depends on the topic of the simulation and the legislative proposal that will be discussed. Probably the MFF - Multinational Financial Framework (budget))

European Government (The facilitators)

In this context, the European Government is the executive body of the European Federation. The European Government has the full executive powers and is accountable to the HoC.

During the simulation, the Government will be represented by 1 or 2 spokespersons.

Senate (30 senators):

Each senator represents the interest of their country/group of countries. They will have to amend the legislative texts proposed by the European government, and get to work with the members of the House of Citizens, since they are their co-legislator.

By being a member of the Senate, participants will also be a member of a committee, made of different members. Each committee is responsible for analysing legislative proposals relating to its field. Members discuss the amendments that will be proposed in plenary sessions.

Journalists (5 journalists):

The main task of journalists will be to report on the state of events and debates by taking part in different sessions (plenaries) and by requesting interviews with HoC members. Journalists will constantly report on the event based on what they hear and observe. They should focus on producing the best journalistic output. Their output can actually influence the positions taken by members of the HoC.

Lobbyists (5 lobbyists):

Lobbyists are professional advocates who seek to influence legislation in favour of a specific interest or cause. In the simulation, the lobbyists should ensure that the interests are upheld in the adopted legislation. They will attend the debates in the HoC in order to be informed of the latest developments. They will request meetings with HoC members to present to them the impact of their policy choices by providing documented expertise, written reports, graphs and other statistical data related to the proposed policies. Lobbyists should aim at targeting the best Hoc members based on their political group and committee affiliation. This is the main part of their preparatory work.

CompletEU European decision-making simulation outline

Members of the CompletEU Parliament will be called to discuss legislative texts presented to them by the European Government. In definitive, the HoC and the Senate will proceed to the vote of the finalised texts.

To prepare the final vote, several discussions among HoC members and Senators will take place during political group meetings (establishing common group positions) and committees meetings (debating to propose amendments to the plenary).

Following this, during a plenary session, amendments will be proposed, HoC members and Senators will be able to take the floor in front of the plenary. **Then, the final text will be put to a vote.**

Journalists and lobbyists will engage at various stages to question the members of the HoC members and Senators, challenge their positions, and attempt to influence their final decisions.

Preparatory work

From the first day, participants should have access to the directive they will work on.

For Participants as member of House of citizens: General information about the topic, position of parliamentary group they will be a member, general information about the EP, standing orders and procedure of the plenary debate should be sent before the start of the event so that participants can get familiar with the setting and the positions they will be able to defend (toolkit format).

For Participants as member of Senate: General information about the topic, position of country/group of country they will represent, general information about the EP, standing orders and procedure of the plenary debate should be sent before the start of the event so that participants can get familiar with the setting and the positions they will be able to defend (toolkit format).

For Participants as journalists and lobbyists: information about their role in a parliamentary setting, guidelines on how to write their defense and press points during the day.

The topics that will be tackled during the simulation will be linked to enlargement, as decided during the February 2025 online consortium meeting.

Collective work to be done by the consortium:

- Decide how many committees there will be and their domains

- Decide how many political groups there will be, whether they will be existing groups or newly reimagined ones. (Note: The concept of proposing reimagined, fictional political groups is in the completEU project proposal. The goal is to simulate a future, at the moment “imagined” parliament.); and decide on their political tendencies.

Divided tasks once previous tasks are completed:

- Produce legislative proposals
- Produce 1 informative fact sheet for each committee with guidelines on their positions
- Produce 1 informative fact sheet for each political group with guidelines on their positions
- Produce 1 informative fact sheet for each journalist (including: tendencies/editorial line of the journal they represent; information about their role in a parliamentary setting, guidelines on how to write their defense and press points during the day.
- Produce 1 informative fact sheet for each lobbyist (including: tendencies and positions defended by the company/organisation they represent; guidelines on how to approach their task in a daily setting; information about their role in a parliamentary setting)

Preparatory work is currently not exhaustive. Preparatory work will be detailed as the concept is being refined.

Coordinating roles needed during the simulation (ensured by consortium members and/or recruited volunteers)

- Overall logistic coordination: team members that make sure that the programme unfolds as planned, prepare the different rooms, guide the participants when they need logistics support.

- 2 coordinators per political group - their role is to assist the participants in their political groups meetings. They chair the meetings by guiding the participants through the agenda, presenting the proposed texts, and ensuring everyone has the opportunity to speak. While coordinators facilitate the discussions, they do not actively contribute to drafting positions. Instead, they take note of the group's stance on each text and communicate this to the committee's coordinators (each political group member is also responsible for taking their own notes to be fully prepared for the committee meetings).
- 2 coordinators per committees - their roles are similar as political groups coordinators. They facilitate the debates among committee members in order for them to reach consensus on amendments to propose during the plenary sessions.
- 1 or 2 coordinators for the journalists (depends on how many participants are selected as journalists. The journalists group will be smaller than the different HoC groups) - they guide the journalists in the preparation of their press conferences, support them in the production of relevant press content to be published during the event (aiming at having an external influence on negotiations and debates). Ideally, the journalists coordinators are people that have experiences in journalism to make sure that the participants benefit from their role at the best.
- 1 or 2 coordinators for the lobbyists (depends on how many participants are selected as lobbyists. The lobbyists group will be smaller than the different groups) - they guide the lobbyists in the drafting of their messages to be delivered to the HoC members and senators.
- Representatives of the European Government - exact number to be decided

- Chairs of the HoC - exact numbers to be decided, they facilitate the debates during the plenary sessions
More roles to be fulfilled will be added as the concept is better defined.

Pre-Planning

Strategy to recruit participants

Strategy for Recruiting Young Participants for Decision-Making Simulation in Serbia (December 2025)

To successfully recruit young participants for the decision-making simulation in Serbia in December 2025, the following multi-phase strategy is envisaged but is going to be refined in the coming months:

1. Mobilisation through JEF Europe's sections, Youth Councils and Umbrella

- JEF Europe will actively engage its national and local sections to secure broad representation and ensure a diverse pool of participants.
- JEF Europe will promote the event within its global networks and in its upcoming youth activities, encouraging direct outreach to young people

- Delegates will be encouraged to engage with **all five Youth Councils** and relevant **Umbrella networks** to broaden outreach and connect with a wider audience of young people.
- Presentations, information sessions, and networking opportunities within these structures will be used to increase awareness and interest in the simulation.

2. Online Method Presentation (26 May 2025)

- An online session will be held on **26th May 2025** to introduce the simulation method and generate interest.
- The session will feature interactive elements, including Q&A segments and testimonials from past participants, to highlight the value of participating.
- Registration for the online session will be promoted through JEF's communication channels and partner organisations' platforms.

3. Official Call for Participants (September 2025)

- Following the **transnational partners' meeting** in July 2025, an official call for participants will be launched.
- The call will outline the application process, participation criteria, and key benefits of joining the simulation.
- Consortium members will share the call widely, using social media, targeted emails, and direct outreach to youth networks.

4. Targeted Communication and Engagement

- The recruitment campaign will use a mix of social media platforms, appealing to youth audiences

