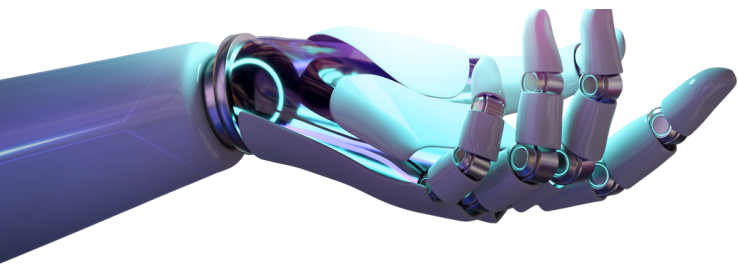# #NEXT

#NEXT GENERATION SHAPES THE EU'S DIGITAL SOCIETY

AI Artificial intelligence (AI) is expected to play a major role in shaping global competitiveness and productivity over the next couple of decades, granting early adopters significant societal, economic, and strategic advantages. As the pace of AI innovation and development picks up—underpinned by advancements in big data and high-performance computing—the United States and China are both in the driver's seat. Europe, meanwhile, despite having certain advantages such as a strong industrial base and leading AI research and talent, is punching far below its weight. This state of affairs is especially due to the fragmentation of the EU's digital market, difficulties in attracting human capital and external investment, and the lack of commercial competitiveness. The youth project #NEXT is aiming to fill this gap, by mainly targeting young people aged 18-30 and has started 01-03-2022.

AI The Project's major aims are to promote AI through the most simple ways to build trust in AI by raising awareness of the importance of AI in social, political, and working life in EU society. Moreover one of the aspects is bringing youth operators (youth-led NGOs), youth workers, young people, researchers, policy-makers, and universities to improve young people' critical thinking, problem-solving, and decision-making skills and give them a chance to improve AI's norms (legal infrastructure of artificial intelligence); policies, ethics, law, and practice. Furthermore, within the project an e-learning course on improving young people's critical thinking, decision making and problem-solving skills, and will produce value-oriented, human-centric, and specific skills-focus development-related academic studies in the field of AI will be developed. By implementing this project, we will give a voice to young people to shape AI's trustworthy norms in developing better AI norms, policies, and practices in the EU.

WHO ARE WE?

The projects partners are multinational, STOWARZYSZENIE CENTRUM WSPIERANIA EDUKACJI I PRZEDSIEBIORCZOSCI or **The Centre for Education and Entrepreneurship Support (CWEP)** is a non-governmental organization/association from Poland, that is mainly taking part in youth-led events and youth participation activities. **ASOCIATIA SCOUT SOCIETY** is a non-governmental organization/association that has as a vision reaching and positively influencing as many young people from our local community, country, and Europe by using digital technology and ITC in general from Romania. **DEX INNOVATION CENTRE** is a private non-profit digital innovation center highly focus on support of young innovators & start-up support from Czech Republic. **bit Schulungscenter GmbH**\ bit (= best in training) schulungscenter (= training center), is one of the leading adult education providers in the area of vocational education, training and employability in Austria.Their diverse target group, which includes people of all ages and with different educational needs, they also have a special focus on youth - especially on young unemployed adults. Avrasya Enstitüsü Araştırma ve Geliştirme Limited Şirketi or **Eurasia research and development LTd. co.** is set up in order to ensure digital and green transformation of the society and 't 's located in Turkey. The company has the required and relevant equipment to enable meaningful engagement with all aspects of YOUTH, SCHOOL, VET, ADULT and HIGHER EDUCATION and aims to fully engage young people and their communities. **Fthia in action**/ ΣΥΛΛΟΓΟΣ ΔΡΑΣΗΣ ΚΑΙ ΕΘΕΛΟΝΤΙΣΜΟΥ is a non-governmental organisation/association which has started as a YOUTH GROUP in order to get actively involved in Volunteering and Youth in Action projects and after a while transformed into ASSOCIATION OF VOLUNTEERS. Main goal of the Association is the involvement in Education and Training activities and discussions that have to do with important topics such as technology, environment, education, job opportunities, unemployment,economy, cultural awareness and volunteerism.

" WITH THIS NEW YOUTH PROJECT, WE HOPE TO CHANGE THE VOLTE-FACE TO THE AI. "