



RESOLUTION BOOKLET

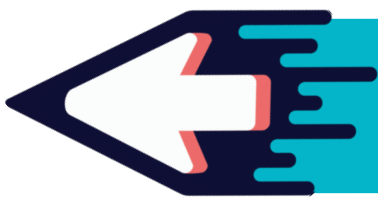


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GENERAL ASSEMBLY PROCEDURE

General Rules

- The wish to speak is indicated by raising the committee placard.
- The authority of the board is absolute.
- Points made in open rounds of debate must be constructive and add to the progress of the debate being held.
- Resolutions are passed if they receive a majority of votes in favour.
- All delegates are encouraged to vote and refrain from abstaining unless they have a true moral conflict.

GA procedure:

Reading out the proposing committee's topic (done by the board)

Reading out **internal amendments** (submitted to the board by 9pm the night before the relevant committee's debate through their chairperson)

- Internal amendments cannot substantially change the direction that the motion for a resolution proposes. There will not be any external amendments procedure. Other committees can submit their proposed amendments to the proposing committee, which, if accepted, become internal amendments.
- The board decides whether the amendments are approved.

Reading through the resolution (2 minutes in silence)

Defence speech (3 minutes by 1-2 members from proposing committee, passing the mic only once)

Position speeches (1-2 depending on the interest, 2 minutes each)

General debate from the floor (repeated for 3-4 rounds)

- **Response to position speeches** (90 seconds max. by 1 member of the proposing committee, reduced to 60 seconds by default if only 1 position speech was delivered prior)
- For each motion for a resolution, the board will announce the order of rounds (i.e. rounds on a specific set of Operative Clauses (OCs), and a general round at the discretion of the board)
- After each round, the floor will be given to the proposing committee for a response (the board reserves the right to cut off the proposing committee if they are over time)

GENERAL ASSEMBLY PROCEDURE

- **2 direct responses** by each committee are allowed throughout the debate (raised by the relevant placards in the same procedure as the general recognition of a committee), the second of which can be ignored by the board in the interest of even distribution of points of debate or other reasons. The first DR can also be ignored if there is a 'DR cascade' on a point that the board deems to be exhausted.
- Instead of a response from the floor, the last round of debate will be responded to by a summation speech.

Summation speech (3 minutes by 1-2 proposing committee members, passing the mic only once)

Voting (votes collected by chairs in committees, announced by each chair)

Speeches

Defence Speech

It is delivered by the **proposing committee**, to explain and defend their stance on the topic and the approach they have taken in their resolution. It outlines what they have aimed to achieve and how their resolution tackles their given topic. Delegates are encouraged to prepare this speech before coming to the GA.

Position Speech

It is delivered by **other committees**, to show a **fundamental agreement or disagreement** with the approach and aims of the resolution. This must be a comprehensive speech that tackles the entire resolution **fundamentally** - and does not go **point by point**.

Response to Position Speech

The proposing committee responds to the position speech and addresses any comments/concerns which were raised before moving onto the rounds of debate.

Points of Open Debate

A point of debate is **constructive** and does not only critically assess a clause, but also provides examples or potential strategies in order to improve upon it. One point can only refer to one OC. A point may only refer to an OC **within the set of OCs discussed in the round of debate**. Delegates are encouraged to propose alternative solutions and enrich the debate rather than simply asking for clarification.

Summation Speech

The summation speech sums up the debate and is an opportunity for the committee to once again convince the General Assembly that their resolution should pass. **Delegates are encouraged to prepare parts of this speech before coming to the GA.**

PLACARDS

Placards

Committee Placard

It is used to indicate that the committee would like to be recognised or is held up continuously whilst their resolution is being discussed. All other placards must be raised in combination with this placard when requesting a Point of Personal Privilege, Point of Order or Direct Response.

Point of Personal Privilege

Requests for a delegate to repeat a point that was inaudible. It is not a tool for repetition if not listening.

Point of Order

It is raised when a delegate feels that the board has not properly followed parliamentary procedure. The placard is used by chairpersons after a request from the delegate.

Direct Response

Twice per resolution (per committee), each committee may use the Direct Response placard. Should a delegate raise the Direct Response placard in combination with the committee placard, the board will recognise them immediately. A direct response must be used to contribute to the point made **directly beforehand**. Direct Responses that do not address the previous point can be cut off by the board.

Reaction cards

Three reaction cards will be provided for each delegate of the General Assembly. The purpose of the cards is to indicate one's support or disagreement with a point made by a fellow delegate during the position speeches or rounds of open debate. The third color will be used to indicate abstentions when voting.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON CULTURE AND EDUCATION (CULT)

From the classroom to zoom: Having witnessed the negative effects of school lockdowns on students across the continent, how can European governments learn from mistakes and work to make their education systems more resilient to crises?

Submitted by:

Marta Đukić (RS), Héloïse Forrest (BE), Patricia Galache (ES), Ilya Gulya (AT), Anhelina Honcharenko (UA), Petra Mavrinac (HR), Johanna Melin (SE), Éabha Murphy (IE), Alex Pope (UK), Jakub Rech (CZ), Giulia Romanini (IT), Ruben Sahakyan (AM), Marcus van Strien (NL), Joshua FitzGerald, Chairperson (IE)

The European Youth Parliament aims to build resilience within Member States' education systems through a reflection on the lessons learned during the Covid-19 pandemic. We aim to promote equity, mental health support and inclusion within educational environments. Moreover, we aim to support Member States in achieving these goals without impeding on their autonomy

because

- Educational inequity among different socio-economic groups is prevalent due to, among other things, [a lack of access to digital resources](#),
- Students with additional education needs in many contexts lack the required supports to [equitably benefit from educational structures](#),
- There is a lack of infrastructure and training for educators [to adapt to e-learning¹ environments](#),
- [Current levels of digital literacy](#) (54% among EU 16-74 years olds) are inadequate for e-learning structures,
- There is a lack of structures supporting [students' and educators' mental health](#),
- The Covid-19 pandemic highlighted how crises [can widen existing learning gaps](#),
- Traditional educational assessment methods are not [fully transferable to e-learning environments](#),
- Socio-economic educational disparities are [exacerbated](#) in digital environments in comparison to their in-person counterparts;
- Member States' educational systems are facing discrepancies in levels of preparedness for future crises,

by

Stemming Inequity

1. Asking the [Directorate-General for Education and Culture \(DG-EAC\)](#) to establish an application-based fund targeting:
 - a. national public schools aiming to devise e-learning infrastructure,
 - b. national-level students coming from socially disadvantaged backgrounds;
2. Inviting Member States to assist legal guardians during at-home learning processes through publicly accessible trainings and workshops;
3. Encouraging Member States to ameliorate educational inequity through implementing a remunerated teacher-led tutoring programme;

¹ **E-Learning** is a learning experience taking place exclusively online. This can come in the form of a digital classroom environment facilitated over video conference software, or through other mediums such as services like Khan Academy.

Fostering Digital Innovation

4. Expanding upon the European Digital Education Hub² to facilitate the exchange of best practices amongst Member States,
5. Calling upon the European Education Area³ (EEA) to provide research based guidelines aimed to aid teachers in developing and facilitating digital trainings;
6. Designating the EEA to establish a learning management system aimed to provide information about digital literacy and internet safety to primary and secondary school students;
7. Inviting the working group on Digital Education: Learning, Training and Assessment⁴ to build upon the [Digital Education Action Plan](#) to include alternative digital assessment methods;

Promoting Wellbeing

8. Recommending Member States promote a proactive approach to mental health in education systems based on the [European Framework for Mental Health and Wellbeing](#);
9. Further recommending Member States adequately train mental health counsellors in line with [EEA guidelines](#).

² The [European Digital Education Hub](#) brings together different stakeholders working on digital education, providing a dedicated space for information-sharing and cooperation needs.

³ The [European Education Area Initiative](#) sets out to support Member States in building “[more resilient and inclusive education and training systems](#)”. More specifically, this initiative has established a working group on equality and values in the fields of [education and training](#).

⁴ The [Digital Education Action Plan \(2021-2027\)](#) is an EU policy initiative that sets out a common vision of high-quality, inclusive and accessible digital education in Europe. It aims to support the adaptation of education and training systems of Member States in the modern, digital landscape.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON EMPLOYMENT AND SOCIAL AFFAIRS (EMPL II)

Replaced, retrained, retired - seeing that 45-60% of all workers in Europe could lose their job due to automation before 2030, what can European governments do to ensure replaced workers find new employment and the employment rate is increased overall?

Submitted by:

Yanis Aguado (ES), Antoine De Bourbon (CH), Adele De Meyer (BE), Jakub Dutý (CZ), Simon Gartner (AT), Teimuraz Jakeli (GE), Ioanna Alexandra Pappa (GR), Daria Pavlenko (UA), Tudor Petrescu (RO), Linus Schmidt (DE), Štefan Henri Števík (SK), Simen Vorhaug Yazdan (NO), Colin Gutsche, Chairperson, (DE)

The European Youth Parliament aims to establish a framework for the implementation of AI and automation processes to ensure that automation benefits both citizens and the economy alike. We aim to prepare workers for the future job market by focusing on the acquisition of digital skills, encouraging lifelong learning and strengthening social security nets.

because

- [Every third working European](#) lacks basic digital skills, which are essential to be competitive in future labour markets,
- There are insufficient retraining and upskilling programmes across Member States, despite [53% of employees](#) being willing to partially self-finance their training costs,
- Currently implemented [Social Safety Nets](#) (SSNs)
 - i. fail to identify job automation as a pertinent unemployment cause,
 - ii. are not sufficiently designed to prepare society for further automation and the subsequent need for requalification,
- Reskilling opportunities are hindered due to the lack of a cohesive and all-encompassing [digital skills' quantification system](#),
- The rise of AI is likely to increase pre-existing [socioeconomic disparities](#) between Member States and undermine the cohesion of the EU,
- There is [no sufficient system](#) for requalification making it harder for people to adapt to the new labour market,
- In 2020, [8% of EU households](#) lacked properly functional internet access, with vulnerable households being disproportionately affected,
- Vulnerable groups are more likely to be disproportionately affected by the negative consequences of automation due to them lacking [access to Information and Communication Technologies](#) (ICTs), which could subsequently lead to increased social and economic inequality,

- The current lack of guidelines regarding automation [could enable companies to further pressure their employees](#) to accept lower wages and worse working conditions,
- Workplace automation unevenly benefits large businesses at the cost of Small and Medium Enterprises (SMEs) due to scaling benefits observed in [large corporations](#),
- [The digital skills' gender gap](#) and gender-based stigmatisation in STEM professions are expected to grow due to automation,
- The fear regarding further automation [remains persistent](#) within the EU because of the related fear of job loss and insufficient education on technology,
- [Some Member States](#) have not sufficiently integrated digital & soft skills into school curricula,
- Accurate research on the impact of these new technologies on employment is insufficient as the nature of automation remains unpredictable.

by

Digital skills and retraining

1. Encouraging the European Commission to further promote the creation of a common framework for skill recognition throughout the EU by adopting the conclusions of current studies connected to the [European Digital Skills Certificate \(EDSC\)](#);
2. Urging Member States to provide welfare benefits for unemployed people during the period of retraining;
3. Asking Member States to enhance their cooperation with the competent EU-wide stakeholders, such as the [European Education Area](#), in order to prepare future generations for an automated labour market;
4. Encouraging Member States to make digital skills and soft skills an integral part of school curricula;
5. Recommending Member States to further support initiatives such as lifelong learning and acquisition of digital skills by updating school curricula and funding retraining programs;
6. Asking Member States to provide internet access in public locations, such as libraries, especially in areas without sufficient connection;
7. Calling upon Member States to raise the attractiveness of non-technology related professions where underemployment is prevalent by providing subsidies and improving working conditions;

Economic and social inequality

8. Proposing Member States to tax the acquisition of automation technology on the basis of enterprise size and profit margins as determining factors;

9. Calling upon the European Commission to subsidise and promote automation technology in SMEs;
10. Further calling upon the European Commission to further strategically distribute funding for the implementation of AI in order to ensure that automation does not increase socioeconomic disparities among Member States;
11. Requesting the Directorate General for Communications Networks, Content and Technology to support Member States in the improvement of internet accessibility and connectivity in less connected areas;
12. Urging Member States to:
 - a. promote gender equality in employment with particular emphasis on the STEM sector,
 - b. follow Norway's example in factoring gender into the application process at universities;
13. Encouraging Member States to adapt their unemployment benefit system, as well as SSNs, in order to respond to the additional pressure caused by automation

Social Safety Nets

14. Recommending Member States protect employees affected by automation by mandating that enterprises:
 - a. issue advance notices for workers endangered by job automation, in order to enable negotiation and retraining;
 - b. include resources for transition and retraining in a severance package for workers that have been laid off due to automation.
15. Calling upon the European Commission to subsidise companies which follow good practices beyond the abovementioned measures in order to encourage them to retain and retrain workers in events of large-scale automation;
16. Endorsing Member States to facilitate worker involvement in automation processes by mandating the incorporation of workers' unions into the decision-making process on job automation and retraining;

17. Recommending the European Commission to allocate funds for subsidising upskilling initiatives by companies;
18. Inviting Member States to cooperate with workers' unions in disseminating information on the importance of retraining, as well as workers' rights in the context of automation, through media campaigns;
19. Strongly recommending Member States pursue further research on how AI and employees could cooperate and enable ambitious social programs such as a four-day-workweek or Universal Basic Income;

General Stance on AI and automation

20. Expressing its hope for Member States to adopt pre-existing EU guidelines on [AI](#) and [automation](#);
21. Encouraging EU citizens to participate in present and future events hosted by the [European AI Alliance](#).

Factsheet

[Overall digital skills](#) refer to five areas: information and data literacy skills, communication and collaboration skills, digital content creation skills, safety skills and problem-solving skills.

[Social Safety Nets](#) are social assistance or welfare programs that are targeted at assisting the poor or vulnerable groups.

[Reskilling](#) means learning new skills and competencies to carry out a different occupation or career path.

In this context, [vulnerable groups](#) refer to for example people with disabilities, older people, low-income earners, the educationally disadvantaged, and minorities.

[Soft Skills](#) are professional abilities not connected to one single profession, such as problem-solving or emotional intelligence.

[Universal Basic Income](#) is a periodic cash transfer granted to all members of a political community, without work requirement nor means-testing, and high enough to ensure an existence in dignity and participation in society.

The [Directorate-General for Communications Networks, Content and Technology](#) is a body of the European Commission and supports the digital transformation of the Union's economy and society, fosters the internal market, and makes Europe fit for the digital age.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON CONSTITUTIONAL AFFAIRS (AFCO)

Democracy in the age of technology: with rising Euroscepticism throughout Europe, democratic values, ideas of integration and cooperation are facing a serious threat. How can the EU continue its fight against disinformation to protect democratic freedom and encourage active citizenship across Member States?

Submitted by:

Mehin Aliyeva (AZ), Emily Bennett (UK), Sergiu Cioti (RO), Sascha Emringer (LU), Miriam Lubrich (CH), Stephan Njemcevic (IT), Henry O’Riordan (IE), Mike Roelofs (NL), Mateja Savic (NO), Maria Yankova (BG), Alla Zapovitriana (UA), Jules Genbrugge, Chairperson (BE).

The European Youth Parliament aims to build a more democratic and equal society by combating euroscepticism, confronting disinformation, enforcing the rule of law and addressing the complaints regarding the democratic deficit of the EU. Furthermore, we envision a digital society where e-democracy can be implemented to incentivise active citizenship, thus making the EU more accessible and inclusive.

because

Combined support for populist and eurosceptic parties has surged from [15% to almost 35% since 1992](#).

- The European Commission is not directly elected by European citizens, which further contributes to the democratic deficit of EU institutions.
- [Only half of eligible voters](#) participated in the 2019 European Parliament elections.
- The European Parliament’s movement between Brussels and Strasbourg annually generates [EUR 114 million in costs](#) and [20.000 tons of carbon dioxide emissions](#).
- [The relative voting power between voters of different Member States in European elections is unequal](#), with citizens of larger Member States having proportionally less voting power.
- Member States such as [Poland](#) and [Hungary](#) have repeatedly violated core principles of the EU regarding [judicial independence](#) and [freedom of media](#).
- [Article 7\(2\) of the Treaty on the European Union \(TEU\)](#) is ineffective in its current form due to the veto power of representatives of all Member States in the Council.
- E-democracy is a widespread success in Estonia, [with over 46 percent of Estonians casting election ballots via online tools](#).
- [46% of Europeans aged 16 to 74 do not have minimum basic digital skills](#), with a lack of digital skills being more prevalent among older generations.
- [Only 60% of European rural households](#) have high-speed internet access.
- Government organisations are [highly susceptible](#) to being compromised by cyber attacks.
- Research suggests that [more than half of European citizens](#) encounter disinformation on a daily basis.
- Russian news networks and bots are spreading [disinformation](#) discrediting the EU targeted at European citizens.
- Citizens supporting populist ideas [often use social media](#) to find and share news.
- [Higher levels of education and income correlate with active citizenship](#).

By

Institutional reforms

1. Highly recommending that the European Commission proposes the amendment of [article 17 of the TEU](#) to make the Spitzenkandidatensystem mandatory in European elections;
2. Urging the European Commission to propose the amendment of [protocol 6 to the Treaty on the Functioning of the European Union](#) to permanently move the seat of the European Parliament to Brussels;
3. Calling upon the European Parliament to propose an amendment of [the 1976 European Electoral Act](#) in order to implement [pan-European electoral lists](#);

Safeguarding the rule of law

4. Encouraging the European Commission to provide further funding for non-governmental organisations dedicated to promoting free, fair and reliable news, such as [Reporters Without Borders](#), [the Trust Project](#) and the [European Federation of Journalists](#);
5. Urging the European Commission to initiate the amendment of [article 7 of the TEU](#) to only require a qualified majority of four fifths of members of the European Council in order to determine a serious and persistent breach by a Member State of Article 2 of the TEU;

E-democracy

6. Calling upon the Member States to develop secure e-democracy platforms to incentivise active citizenship in cooperation with the European Union Agency for Cybersecurity;
7. Further calling upon the Member States to introduce e-voting for national and European elections alike whilst ensuring resilience and anti-fraud measures, following the example of Estonia;
8. Inviting the Connecting Europe Facility (CEF) to fund the building of high-speed internet infrastructure in the European rural areas;

Combating disinformation

1. Calling upon Member States to cooperate with social media platforms to promote resources on how to recognise fake news and engage with high-quality journalism;
2. Highly recommending Member States to launch physical courses regarding digital literacy and identifying fake news for vulnerable groups such as marginalised people, the elderly, and those living in rural areas.

Factsheet

The European Commission is the executive power of the EU and also has the exclusive right to propose legislation. The [members of the European Commission](#) are proposed by the Member States and later approved by the European Parliament instead of being directly elected by European citizens, leading to concerns about its democratic legitimacy.

The [Spitzenkandidatensystem](#) is “a procedure whereby European political parties, ahead of European elections, appoint lead candidates for the role of Commission President, with the presidency of the Commission then going to the candidate of the political party capable of marshalling sufficient parliamentary support”. While the system was successfully applied in the 2014 European elections, it was abandoned in 2019 when Ursula von der Leyen, who was not a lead candidate of her party, was appointed as president of the Commission.

[Pan European electoral lists](#) refers to the creation of a pan-European constituency, where the candidates as well as the voters on that list encompass the entire territory of the EU.

[E-democracy](#) refers to “a range of tools which use information and communications technology to promote community engagement, involvement of citizens in decision-making and active citizenship”.

[European Union Agency for Cybersecurity \(ENISA\)](#) is an EU agency dedicated to achieving a high common level of cybersecurity across Europe. It contributes to EU cyber policy, enhances the trustworthiness of Information and Communications Technology products, services and processes with cybersecurity certification schemes, cooperates with Member States and EU bodies, and helps Europe prepare for future cyber challenges.

The [Connecting Europe Facility](#) is an EU fund focused on infrastructure and telecommunication investments.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON WOMEN'S RIGHTS AND GENDER EQUALITY (FEMM)

Cyberstalking, doxing, online harassment—considering the recent dramatic increase in cyberviolence with the vast majority of cybercrime victims in the EU being women, what can the EU do to combat gender-based cyber violence?

Submitted by:

Gulchin Aliyeva (AZ), Aisling Comiskey (IE), Fotis Dimou (CY), Ani Ioseliani (GE), Sudenaz Kalkan (NL), Laura Kautto (FI), Mara Meiners (PT), Mirela Munteanu (MD), Kateřina Nedvědová (CZ), Lize Pildegovica (LV), Szymon Stegliński (PL), Paulien Verhulst (BE), Suzanne van Spijker, Chairperson (NL).

The European Youth Parliament aims to create a safer cyber environment where women can express themselves freely without fear of retribution. It also strives to ensure greater protection of the EU Charter of Fundamental Rights¹ within cyberspace. Our ultimate aim is to eradicate cyberviolence against women and girls,

because

- There is insufficient data collection and research on cyberviolence against women and girls (C-VAWG) on both a national and EU level, which leads to an underestimation of the issue and insubstantial statistics.
- Most Member States do not have any laws addressing C-VAWG.
- Amongst Member States that do have laws against C-VAWG, [legislation differs widely](#).
- No EU-wide legal definition of C-VAWG exists, nor any legislation on an EU-level.
- Despite the [Istanbul convention](#)² being the single legally binding official document concerning online harassment against women, there are six Member States of the EU who have not ratified it.³
- [Over 50% of women](#) in the EU are reluctant to share their opinions online for fear of retribution.
- [People in marginalised groups](#) are disproportionately affected by cyberviolence.
- Cyberviolence is a contributing factor to the [underrepresentation of women](#) in fields such as Science, Technology, Engineering and Mathematics (STEM) and politics.
- The ease of creating new social media accounts along with the numbers of trolls and fake accounts cause the regulation of cyber violence to be even more challenging.
- There is a [low amount of reported cases of cyberviolence](#), partly due to social stigma, as well as [unequipped local law enforcement](#).
- Individuals affected by the non-consensual sharing of pornography often suffer severe psychological impact, [including suicidal thoughts](#).
- The [European Strategy for a Better Internet for Kids](#) (BIK+)⁴ does not include specific measures against C-VAWG or modes of protection against it.

¹ The Charter of Fundamental Rights of the EU (2000) states the most important personal freedoms and rights of EU citizens, such as freedom and equality.

² The Istanbul Convention (2011) is a human rights treaty by the Council of Europe on violence against women and domestic violence. Its four main pillars are prevention, protection, prosecution and co-ordinated policies.

³ The six Member States that have not ratified the Istanbul Convention are Latvia, Lithuania, Czech Republic, Slovakia, Hungary, and Bulgaria.

⁴ The BIK+ (2022) is an EU-wide strategy to improve age-appropriate digital services through protection, digital empowerment and active participation of children aged.

by

Legislation

1. Calling upon the European Commission to fund the EU Agency for Fundamental Rights (FRA)⁵ to conduct research on C-VAWG across the EU;
2. Urging the European Commission to develop legal definitions of each term related to cyberviolence, including online harassment, doxxing, non-consensual pornography, and cyberstalking;
3. Encouraging Member States that have not ratified the Istanbul Convention to do so as soon as possible;

Raising awareness and platforms

4. Proposing the establishment of a department within FRA responsible for coordinating efforts to combat C-VAWG, including:
 - a. training of the local law enforcement on handling reports of cyberviolence,
 - b. auditing social media platforms annually,
 - c. coordinating further mentioned media and educational campaigns;
5. Requesting the European Commission to develop media campaigns aimed to:
 - a. promote equal hiring opportunities for women, especially in the fields of politics and STEM,
 - b. drive employers towards skill-based assessment schemes, reducing the impact of C-VAWG in the hiring process that can be linked to one's profile,
 - c. reduce the underreporting and social stigma surrounding cyberviolence;
6. Further asking the European Commission to implement legislation that would promote a safer online environment on social media platforms through:
 - a. requiring users to present a proof of identity upon creating an account,
 - b. limiting the amount of profiles created per user for personal use, excluding business accounts;

Education

7. Calling upon the Member States to provide mental support to C-VAWG victims by increasing the number of mental health workers in schools;
8. Further encouraging Member States and local non-governmental organisations to develop educational campaigns for parents, aimed to present the dangers of C-VAWG for children;
9. Recommending the European Commission to include measures preventing C-VAWG in the BIK+-strategy.

⁵ The FRA is an advisory body of the EU, mainly concerned with collecting data and doing research on various human rights issues.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON THE ENVIRONMENT, PUBLIC HEALTH AND FOOD SAFETY (ENVI III)

Reduce, reuse, recycle (RRR) - Electronic waste is the world's fastest-growing waste stream, and only 38% of it is being recycled in the EU. Recognising the efforts that have been made so far, what can the European Union do to further address challenges in e-waste management?

Submitted by:

Ianna Brinza (MD), Ana Datiashvili (GE), Daniel Janda (CZ), Kristofers Kalniņš (LV), Abdulrazak Khallouf (BE), Margarida Lemos (PT), Hjalmar Sandberg (SE), Stribor Del Vechio (HR) and *Samir Mammadov, Chairperson (AZ)*

The European Youth Parliament aims to raise awareness about the severity of e-waste mismanagement. Furthermore, it strives to shift the perspective of European citizens from consumerism to a more sustainable lifestyle. The practices of reducing, reusing, repairing and recycling sources from electronic waste can be turned into valuable materials. With the right approach and guidance, the drastic effects of e-waste on the environment and human life quality can be diminished.

because

- The global estimated [worth](#) of e-waste is USD 62.5 billion annually, which includes valuable resources such as precious metals that can be recovered 13 times [cheaper](#) than by extraction from mines.
- The process of recycling e-waste is more [expensive](#) compared to other materials such as paper, plastic, and soda cans.
- Despite the fact that the EU is the top producer of e-waste, 24 out of 27 Member States failed to reach the collection [target](#) of 65%.
- In the Waste from Electrical and Electronic Equipment (WEEE) Directive, fines and penalties imposed towards the violation of e-waste management processes are not [effective](#) enough in reducing criminal activities.
- There is a lack of controlled and frequent [inspection plans](#) for WEEE collection and treatment.
- A unified Right to Repair legislation does not have equal [exposure](#) and manufacturers are exploiting the ambiguity of consumer rights.
- There is a lack of consumer [awareness](#) concerning e-waste dismantling and how it is handled.
- The [disparity](#) between the generation and recycling of electronic devices is getting wider due to overproduction.
- The disposal and incineration of the e-waste in landfills is [toxic](#) to the environment and harmful to human life.
- Funding for research and development in the e-waste recycling industry is comparatively [low](#).
- There is a lack of [accountability](#) for the Member States exploiting less developed countries for e-waste disposal needs.
- Despite the societal support for the reuse of electronic devices, consumerism is still widely encouraged by manufacturers by planned obsolescence, leading to an [increase](#) in WEEE.

by

Binding secondary laws on e-waste management

1. Calling upon the Directorate-General for the Environment to refine the WEEE Directive by:
 - a. improving clarity regarding key word definitions such as professional repair,
 - b. tailoring WEEE goals to the economic capabilities of Member States;
2. Encourages the European Commission to propose a universal Right to Repair legislation which:
 - a. ensures the inclusion of all Electrical and Electronic Equipments (EEEs),
 - b. addresses challenges regarding repairing access,
 - c. includes standardised common parts in the production chain;
3. Seeks the European Commission to establish a progressive fining system directed towards Member States who illegally dump e-waste outside of the EU, by introducing it in [Directive 2008/99/EC](#) on environmental offences;

4. Requests the European Commission to propose WEEE Regulation that includes:
 - a. defined steps and instructions towards achieving the WEEE Directive's collection and recycling targets,
 - b. defined penalties in line with the impact of the noncompliance,
 - c. reward and compensations to institutions who are dealing successfully with e-waste management;

Cooperation and promotion with stakeholders

5. Encourages the manufacturers based in Europe to join the [Responsible Business Alliance](#) to incorporate recycling and reusability features while designing electronic devices;
6. Appeals the [European Electronics Recyclers Associations](#) (EERA) to establish simple guidelines accessible to the public on the maintenance, recycling, and disposal of electronic devices;
7. Invites the [Basel Action Network](#) to set up close cooperation with the European Commission to trace Member States' e-waste dumping locations and discuss penalties when breaching the regulations regarding transportation of the toxic substances;
8. Urges manufacturers based in Europe to promote responsible consumption through establishing a repairability index for their electronic devices, measuring the complexity of repairing a product, enhancing consumer awareness on products' lifecycles;

E-waste awareness and management systems

9. Invites Member States to include e-waste within ecopoint systems by:
 - a. allocating e-waste bins across companies and stores,
 - b. creating a reward system to encourage people to reuse and recycle electronic devices;
10. Encourages electronic manufacturers based in Europe to publish e-waste reports that include the percentage of materials that can be recovered, and detailed information about their e-waste recycling records;
11. Strongly encourages the European Commission to stress the significance of e-waste in the [Circular Economy Action Plan](#) driving policy development tackling different stages of e-waste management;

Financial advantages of WEEE recovery

12. Encourages private investors in the EEE industry to recognise the benefits of reusing and recycling materials, through creating projections depicting the potential financial returns;
13. Suggests the European Commission to endorse cheaper, faster, and cleaner alternative recycling methods such as the acid-free dissolution of separating materials;
14. Considers the European Commission to utilise the [Horizon Europe](#) programme for innovation funds allocation and research promotion to construct a working group that will be assisting and guiding applicants for e-waste related research tenders.

Factsheet:

The Right to Repair - is the legal concept that allows consumers to repair electronic products and to choose the service provider for the repair.

Planned obsolescence - is the business strategy of promoting new e-products by ensuring that the earlier model is obsolete or no longer functioning.

Eco-point system - a system or group of various recycling and disposal containers.

Acid-free dissolution - the recycling of metals through acidic, chemical free decomposition.

European Electronics Recyclers Associations - the aim of the EERA is to further high quality educational research for the benefit of education and society. High quality research not only acknowledges its own context but also recognises wider, transnational contexts with their social, cultural and political similarities and differences.

Repairability index - a score ranging from 0 to 10/10, calculated based on Documentation: A score determined by the manufacturer's commitment to make technical documents available free of charge, in a number of years, to repairers and consumers.

Responsible Business Alliance - the RBA facilitates members' efforts to adapt their business models and products to the circular economy by supporting integrated, international supply chains that further circular material use and protect human rights and the environment.

Horizon Europe - an ambitious funding program for research and innovation that promotes the EU's industrial competitiveness and its innovation performance.

Circular Economy Action Plan - a comprehensive body of legislative and non-legislative actions adopted in 2015, which aimed to transition the European economy from a linear to a circular model.

Basel Action Network - a charitable non-governmental organisation, works to combat the export of toxic waste from technology and other products from industrialised societies to developing countries.

MOTION FOR A RESOLUTION BY THE COMMITTEE ECONOMIC AND MONETARY AFFAIRS (ECON)

Inflation in a digital economy: with inflation in the EU at its highest level since the creation of the Euro, how should the European Central Bank adapt its monetary policy to address the effects of digitalisation on inflation?

Submitted by: Sona Baghdasaryan (AM), Jordi Bravo (FI), Daniel Brown (UK), Alessandra Chivu (RO), Alexander Dankanich (AU), Dachi Darchidze (GE), Kian Deaves (ES), Emil Johnsen (NO), Giacomo Redivo (IT), Joaquim Rodrigues (PT), Marisa Troullidou (CY), Cécile von Roenne (FR/DE), Sacha Magnani, Chairperson (FR)

The European Youth Parliament aims to stabilise inflationary economic tendencies and, by doing so, tackle the pressing “cost of living” crisis, through a holistic approach. This is achieved by enforcing contractionary monetary policies and focusing on digitalisation as an ally in the disinflationary efforts, while reinforcing European resilience,

because

- Members of the [Eurozone](#) share a common monetary policy that is both guided and defined by the European Central Bank (ECB), pursuing initiatives such as the implementation of the [Transmission Protection Instrument \(TPI\)](#),
- The ECB’s monetary policy strategies have proven to be belated and inefficient in some instances, such as price fluctuations in the digital markets,
- Disequilibrium between aggregate supply and aggregate demand has been provoked by supply-side problems that have driven up inflation, such as the COVID-19 pandemic or the Russian invasion of Ukraine,
- Digitalisation is a driver of lowered menu costs, which lead to an increased price volatility,
- On an EU level, inflation is currently measured using the [Harmonised Index of Consumer Prices \(HICP\)](#), which fails to properly consider goods and services sold in the digital economy,
- The extent of digitalisation varies across the Member States, with an all-encompassing digitally-centred monetary policy being difficult to implement,
- The increased competition in digital markets has led to disinflation, with estimates showing that [digitalisation reduces annual inflation by 0.05 percentage points \(pp\)](#)¹ through direct and indirect competition channels,
- An overload of information that results from an abundance of complex and decentralised sources can be misleading for the general population, leading to imprecise economic decision-making,
- The ECB has stated that digitalisation has made inflation harder to measure, which hinders the development of a reliable inflation measure.

by

Changing the ECB’s spectrum and monetary policy closer to digital market reality

1. Calling upon the ECB to adjust its economic mechanisms to ensure price stability through:
 - a. appropriately adapting the key interest rate,
 - b. providing clearly developed ‘Forward Guidance’ tools as far as monetary policy is concerned;
2. Urging the ECB to reconsider the optimal inflation target in **annual** meetings, alongside the changes in wages and the cost of living;
3. Calling upon the European Commission to invest in research and development programs aimed at:
 - a. increasing the efficiency of transportation infrastructures with the help of blockchain technology,

¹ An increase in digitalisation by 1 pp corresponds to a decrease in inflation by 0.1 pp, due to falling average costs and greater efficiencies.

- b. improving resilience against cyber threats,
 - c. further avoiding logistical bottlenecks;
4. Calling on the ECB to create a separate measurement of inflation which will solely measure prices in the digital economy, similar to Adobe's Digital Price Index (DPI);
5. Urging the ECB to develop a digital currency which could be used to:
 - a. reduce inflation by decreasing transaction costs,
 - b. measure the direct effects of digitalisation on inflation;
6. Encouraging the ECB to frequently and efficiently communicate the economic status quo to the larger public through:
 - a. the use of media outlets to issue information regarding the monetary policy plans,
 - b. using a centralised app to educate individuals on the **digital economy**;
7. Directing the ECB to gather a specialised team of professionals to analyse the possible effects of digitalisation on monetary affairs, as well as investing in the research of digitalised inflation trends;

Developing and recognising a better legal framework for digitalisation

8. Urging the European Commission to support the digitalisation of all Member States through investments into digital infrastructure, which will lead to disinflation within countries with current low levels of digitalisation;
9. Inviting the European Commission to pass Anti-Trust Laws (ATLs) in order to prevent inflationary consequences of digitalised monopolies and increase market competitiveness and contestability in the digital economy;
10. Encouraging the Committee on Culture and Education to further explore the need for a European strategy on digital skills, both on national and international levels, as a tool to raise awareness of the digital economy and its future.

Factsheet

Eurozone: Economic region of 19 EU Member States that adapted euro as a national currency. The list consists of Austria, Belgium, Cyprus, Estonia, Finland, France, Germany, Greece, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, the Netherlands, Portugal, Slovakia, Slovenia, and Spain.

European Central Bank: The ECB is the central bank of the 19 European Union countries which use the euro. The main task is to maintain price stability by making sure that inflation remains low, stable, and predictable. In this way, we seek to help you plan your saving and spending.

Forward Guidance: Communication from a central bank about the state of the economy and the likely future course of monetary policy. *It attempts to influence the financial decisions of households, businesses, and investors by providing a guidepost for the expected path of interest rates.*

Digital Price Index (DPI): The Digital Price Index is the most comprehensive measure of inflation in the digital economy, and it's made possible by the ability of Adobe Analytics to turn terabytes of data into useable insights.

Harmonised Index of Consumer Prices: The Harmonised Index of Consumer Prices is an indicator of inflation and price stability for the European Central Bank. It is "harmonised" because all the countries in the European Union follow the same methodology. This ensures that the data for one country can be compared with the data for another.

Anti-trust laws: Statutes developed by governments to protect consumers from predatory business practices and ensure fair competition. Anti-trust laws are applied to a wide range of questionable business activities, including market allocation, bid rigging, price fixing, and monopolies.

Digital economy: Sustainable use of new technologies in the production process of goods and services, which can help enterprises produce more at the same time and potentially lower costs. The use of new technologies in the process of exchange and trade of goods and services. In this case, the new technologies give consumers the opportunity to have access to a larger, more international, market and thus to a larger supply.

Price volatility: Price fluctuations of a commodity. Volatility is measured by the day-to-day percentage difference in the price of the commodity. The degree of variation, not the level of prices, defines a volatile market.

Price fixing: Agreement (written, verbal, or inferred from conduct) among competitors to raise, lower, maintain, or stabilise prices or price levels. Generally, the antitrust laws require that each company establish prices and other competitive terms on its own, without agreeing with a competitor.

DG CONNECT: The Directorate General for Communications Networks, Content and Technology develops and carries out the Commission's policies on:

- Digital economy and society
- Research and innovation

Consumer Price Index: Changes in the prices of consumer goods and services in a specified period of time. The CPI measures the average level of price changes in a fixed amount of selected goods and services (the consumer basket).

Menu costs represent the costs of a company associated with changing the prices of goods.

Transmission Protection Instrument (TPI): A new bond purchase scheme aimed at helping more indebted Eurozone countries and preventing financial fragmentation within the currency bloc.

Inflation: Inflation is the rate of increase in prices over a given period of time. Inflation is typically a broad measure, such as the overall increase in prices or the increase in the cost of living in a country.

Disinflation: Disinflation is used to describe the slowing of price inflation. In other words, it is a decrease in the rate of inflation.

Cost of living crisis: The 'cost of living crisis' refers to the fall in 'real' disposable incomes (that is, adjusted for inflation and after taxes and benefits).

Monetary policy: Monetary policy is a set of tools used by a nation's central bank to control the overall money supply and promote economic growth and employ strategies such as revising interest rates and changing bank reserve requirements.

Optimal inflation target : can be considered as the optimal inflation rate to be maintained to ensure the prices' stability. In developed countries, this optimal rate is generally fixed near a rate equal at 2%, as it is the case for the ECB.

Interest rate: The amount a lender charges the borrower as an additional percentage of the loan.

Key Interest Rate : The key rate is the interest rate used by central banks on the interbank market to lend money to commercial banks when they have short reserves of money to do their job. The key interest rate is the main instrument of the central banks to implement the monetary policy and to impact the banks' interest rate

Blockchain: Decentralised, digital database that stores transactions and other forms of data.

Target long term refinancing operation (TLTRO): The targeted long-term operations are Eurosystem operations that provide financing to credit institutions. By offering banks long-term funding at attractive conditions, they preserve favourable borrowing conditions to stimulate bank lending to the real economy.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON THE ENVIRONMENT, PUBLIC HEALTH AND FOOD SAFETY (ENVI II)

How green is your pass? The COVID-19 pandemic has displayed the benefits of using technology to streamline access to individuals' health data. However, since various methods of breaching the imposed regulations appeared, how can the European Union use the advancements of eHealth to provide citizens with their up-to-date and attested health data, while reducing the risk of forgery?

Submitted by:

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The European Youth Parliament aims to create a comprehensive, European-wide, digitalised healthcare system, to the end of making medical information more accessible to healthcare professionals and patients alike, while protecting doctor-patient confidentiality. This system shall ensure accessibility to medical information in a straightforward and secure framework, allowing for the easier exchange of data across European borders,

because

- Patient data lacks authentication and verification of parties that access said information according to the current General Data Protection Regulation ([GDPR](#)).
- There are [increasing cases of forged eHealth documents](#) in Member States, especially regarding the EU digital COVID-19 certificate.
- eHealth-related data is valuable and as such can be a target for cyberattacks during its storage in the systems of Member States.
- The differences in national systems hinder cross-border data exchange as certain Member States may be more vulnerable to cyberattacks.
- There is a [lack of digital \(health\) literacy](#) amongst the elderly population, who are the [most vulnerable to chronic diseases](#) and other health issues.
- The [increasing euroscepticism](#) poses a prevalent hindrance to the implementation of a unified European eHealth system.
- There is a [divided opinion amongst healthcare personnel](#) regarding the transition to eHealth platforms.
- Citizens are increasingly wary of the spread of misinformation which became [more prominent during the COVID-19 pandemic](#).
- There is a lack of awareness among citizens regarding the [benefits and possibilities](#) of eHealth technologies such as easier accessibility to medical data.
- The existent [language barrier](#) in the EU results in communication issues through the transfer of patient data, cross-border healthcare procedures, and access to eHealth platforms.
- The [discrepancies between public and private healthcare centres](#) alongside differing operational structures within Member States render the transfer of patient data more difficult.
- The accessibility of eHealth platforms are impacted by the [lack of technological infrastructure mostly prevalent in the rural areas](#) of Member States.
- The transition from analog to digital health records proves to be difficult due to the time and workforce required, alongside the risks of possible human error.
- There is a need to [train medical staff for eHealth technologies](#), which will be costly and time-consuming for Member States.
- The environmental impact of expanding eHealth technologies on e-waste and carbon footprint is highly worrisome with the [EU producing 4 million tons](#) of e-waste in 2018.

by

Data security, privacy, and accuracy

1. Calling upon the European Commission to create an eHealth platform where:
 - a. EU citizens can access the medical records of themselves alongside those they have legal responsibility over as per the EU's general guidelines for eHealth and Member State laws,
 - b. providers can access the medical records of patients and, with consent, may access further relevant data in accordance with current GDPR rules and Member State laws,
2. Inviting the European Commission to employ the upcoming [EU eID](#) system as the identity verification method for users on the aforementioned eHealth platform;
3. Calling upon Member States to cooperate with the European Commission for a common approach to verify the authenticity of EU digital COVID-19 certificates and other medical documents by:
 - a. collaborating with the Electronic Identification, Authentication and Trust Services ([eIDAS](#)),
 - b. utilising the [eSeal](#) function of the upcoming EU eID system;
4. Suggesting that Member States exercise their powers devoted within the the Council of Europe Convention on the counterfeiting of medical products and similar crimes involving threats to public health ([MEDICRIME Convention](#)) by:
 - a. training their police and medical personnel in the identification of false documentation,
 - b. increasing punitive measures for those caught with falsified documentation based on the severity of the crime committed;
5. Encouraging non-party Member States to ratify the MEDICRIME Convention of the Council of Europe;
6. Supporting Member States to strengthen and maintain the security of patient data by:
 - a. employing ethical hackers and IT security specialists to conduct monthly checks upon the systems in place,
 - b. exchanging resources and expertise in the field of cyber security to better develop methods of data protection and encryption;
7. Calling upon the Member States to cooperate with [Erasmus+](#) to increase the IT and cyber security workforce by promoting internships for computer science students;
8. Calling upon the European Commission to create a task force under a collaborative supervision mechanism alongside the European Cyber Security Organisation ([ECSO](#)) dedicated to:
 - a. assessing the data security of consenting Member States,
 - b. creating a minimum standard of data security regarding cross-border data exchange;

Social resistance

9. Appealing to Member States for addressing digital illiteracy amongst the elderly population by:
 - a. creating citizen-run support programmes where volunteers help the elderly through the digital transition,
 - b. advertising the support programmes via analog and digital media to attract volunteers and users,
 - c. ensuring an adaptive implementation period during which analog alternatives to eHealth platforms are maintained,
10. Strongly recommending the European Youth Portal to promote Pro-EU youth groups such as the European Youth Parliament (EYP) for [decreasing the presence of euroscepticism within the population between the ages of 13-30](#);
11. Encouraging Member States to promote eHealth amongst medical personnel by:
 - a. preparing media campaigns and educational seminars in public health institutions, which will include but are not limited to the information regarding the need for digital transition and its benefits, and the availability of support programmes such as the Digital Europe Programme ([DIGITAL](#)) aiming to limit additional workload during the transition,
 - b. appealing to its private healthcare sector to benefit from the aforementioned materials;
12. Urging the European Commission to combat misinformation regarding healthcare through transparency, education and accountability by measures such as:
 - a. supporting non-governmental organisations (NGOs) such as the [Trust Project](#) to strengthen public confidence in the information on eHealth,
 - b. advertising the importance of using medically accurate sources and the dangers of misinformation on social media and public places in cooperation with the European Digital Media Observatory ([EDMO](#));
13. Inviting technology and medical-based NGOs such as the European Public Health Alliance ([EPHA](#)) to raise awareness regarding the benefits of eHealth for the general public through education campaigns and initiatives;

Interoperability & Utility

14. Calling upon the Translation Centre for the Bodies of the European Union ([CdT](#)) to cooperate with the European Commission on the elimination of language barriers within the eHealth software, whilst making the interface more user-friendly for healthcare professionals and patients of differing languages;
15. Trusting the European Commission Directorate General of Health and Food Safety ([DG-SANTE](#)) to ensure that the eHealth platform:
 - a. adheres to the [EU eHealth Network Guidelines](#),
 - b. is compatible with both private and public health providers;
16. Encourages the European Investment Bank ([EIB](#)) to cooperate with the European Network for Rural Development ([ENRD](#)) in creating a framework to support the development of technological infrastructure in rural areas;

Implementation

17. Calling upon the DIGITAL to aid the large scale transition to eHealth databases by allocating more funding into the research for technological systems that aim at mass conversion of analog records to digital ones and upkeep data security;
18. Requesting the EU Health Security Committee ([HSC](#)) to establish a task force aimed at creating training programmes that:
 - a. target current medical personnel,
 - b. are distributed by the ministries of health to their respective health providers,
 - c. create a unified and adaptable training framework within healthcare centres;
19. Encouraging the Member States to incorporate educational modules on eHealth technologies into their medicinal education curricula in accordance with the findings of the EU HSC task force;
20. Recommending that [Horizon Europe](#) promotes the deployment of green Information and Communication Technologies (ICTs) in healthcare by providing grants dedicated to Member States;
21. Calling upon the Member States to fulfill their obligations under the [WEEE Directive](#) and [RoHS Directive](#).

Factsheet

[The General Data Protection Regulation \(GDPR\)](#) imposes obligations on all organisations that target or collect data related to EU citizens. If violated, harsh fines - reaching into the tens of millions of euros - will be levied.

eID and **eSeal** are the functions of the upcoming **[European Digital Identity](#)** which will be available for all EU citizens, residents and businesses to identify themselves. It can be used for both public and private services across the EU. eID is mostly used for individuals and businesses to prove their identity digitally. eSeal focuses on the verification of a document's authenticity.

[eIDAS \(electronic IDentification, Authentication and trust Services\) Regulation](#) is a regulation created for ensuring safe cross-border transactions within the EU.

The **Council of Europe** is an international organisation founded to uphold human rights, democracy and the rule of law in Europe. Founded in 1949, it has 46 member states.

[MEDICRIME Convention](#) is an international criminal law convention of the Council of Europe addressing the falsification of medicines and medical devices.

[Ethical Hackers](#) - An ethical hacker, also referred to as a white hat hacker, is a data security expert who penetrates a computer system, network, application or other computing resource on behalf of its owners - and with their authorisation.

[The Trust Project](#) aims to amplify journalism's commitment to transparency, accuracy, inclusion and fairness so that the public can make informed news choices.

[Erasmus+](#) is the EU's programme to support education, training, youth and sport in Europe.

[European Cyber Security Organisation \(ECISO\)](#) is a partner of the European Commission for the implementation of the Cybersecurity Public-Private Partnership, as well as a recognised actor in the European institutional landscape.

[European Public Health Alliance \(EPHA\)](#) is a member-led organisation made up of public health NGOs, patient groups, health professionals and disease groups. They work on the improvement of healthcare services.

[European Digital Media Observatory \(EDMO\)](#) serves as a hub for fact-checkers, academics and other relevant stakeholders to collaborate with each other. It encourages them to actively link with media organisations, media literacy experts, and provide support to policy makers.

[European Youth Portal](#) offers European and country level information about opportunities and initiatives that are of interest to young people who are living, learning and working in Europe.

The main mission of the **[Translation Centre for the Bodies of the European Union \(CdT\)](#)** is to provide translation and related language services to the other decentralised EU agencies.

[DG SANTE](#) is a department of the European Commission responsible for EU policy on food safety and health and for monitoring the implementation of related laws.

[European Investment Bank \(EIB\)](#) works closely with other EU institutions to foster European integration, promote the development of the EU and support EU policies in over 160 countries around the world.

[European Network for Rural Development \(ENRD\)](#) serves as a hub for exchange of information on how Rural Development policy, programmes, projects and other initiatives are working in practice.

[Digital Europe Programme \(DIGITAL\)](#) is an EU funding programme focused on bringing digital technology to businesses, citizens and public administrations.

The [EU Health Security Committee \(HSC\)](#) is an informal advisory group on health security functioning at a European level.

[Green ICT](#) aims to achieve energy efficiency and a low-carbon economy through the smartification of various sectors.

[Horizon Europe](#) is the EU's key funding programme for research and innovation. It facilitates collaboration and strengthens the impact of research and innovation in developing, supporting and implementing EU policies while tackling global challenges. It supports creating and better dispersing of excellent knowledge and technologies.

[WEEE Directive](#) aims to contribute to the sustainable production and consumption of resources, as well as the efficient use of resources through reusing and recycling.

[RoHS Directive](#) aims to prevent the risks posed to human health and the environment related to the management of electronic waste.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON EMPLOYMENT AND SOCIAL AFFAIRS (EMPL I)

Keeping everyone connected - with 96.5 million people in the EU at risk of poverty or social exclusion in 2020 and with individuals becoming more dependent on technology, how can the EU mitigate the impact of the digital divide?

Submitted by:

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The European Youth Parliament aims to ensure equal chances in an age that is constantly digitalising by reducing disparities in digital literacy between Member States, national areas and disadvantaged social groups. Further, it aims to establish a resilient European economy by spreading awareness, destigmatising the Internet, providing long-term educational skills, and the means to ensure sustainable employment,

because

- The United Nations Human Rights Council (UNHRC) considers the Internet a [key means](#) for individuals to exercise their right to freedom and expression.
- [58 million Europeans](#) aged 16-74 have never accessed the internet.
- There are great discrepancies in distribution of internet access between and within Member States, with over a dozen Member States possessing [poor broadband](#) coverage in rural areas.
- Our ability to use technology impacts our education level, employment and access to public services, all of which are intrinsically connected to being at risk of poverty and [social exclusion](#) (ARPE).
- The digital divide disproportionately affects [minority social groups](#).
- [Adults above 55 and rural inhabitants](#) face disproportionately low levels of digital literacy and internet access, making them subject to a higher risk of social isolation, which can have [health consequences](#).
- There is an [increased reliance on digital literacy](#) due to the digitalisation of essential and employment services.
- As technology [develops](#) the digital divide also evolves, creating the potential for [“Digital Immigrants”](#).
- Costs of technological devices continue to be a barrier for accessing technology, with [6% of European households](#) being unable to afford necessary equipment, such as broadband and basic hardware.
- Whilst [over 90 percent](#) of [professional](#) jobs in Europe are estimated to require digital skills, one in three European workers lack basic digital skills.
- [Over 70%](#) of businesses in Europe report difficulties recruiting staff with adequate digital skills.
- The digital divide inhibits economic growth by:
 - creating structural unemployment within [labour markets](#),
 - obstructing the digitalisation of certain industries due to a lack of equipped employees.
- Despite the vast number of online educational resources available, studies show there remains [difficulties](#) concerning the accessibility and awareness of technological education.
- There are [prominent differences](#) in opinion among citizens regarding [digital infrastructure and reliance on data security](#).

By

Accessibility

1. Recommending the European Research Area to organise focus groups between policy-makers and social groups disproportionately impacted by the digital divide;
2. Highly encouraging Member States to take a hybrid approach to essential services such as eHealth and eGovernance by ensuring that analog access remains available;
3. Requesting the European Commission to divert attention within the EU Cohesion Policy towards focusing on discrepancies in availability of basic hardware between Member States;

4. Proposing that the European Commission and the European Investment Bank divert additional funding towards the Connecting Europe Broadband Fund to enable the provision of grants to businesses that are willing to invest in broadband infrastructure in rural areas and Member States with less developed technological infrastructures;
5. Further calling upon the European Waste Framework Directive to facilitate initiatives, such as the [RapacinOnline programme](#), which reduce cost barriers by coordinating the recycling of IT equipment through the use of an EU-wide certification;

Education

6. Asking the Directorate-General CONNECT in coordination with Member States to introduce easily accessible pop-up campaigns in communal spaces providing digital literacy to local communities;
7. Encouraging Member States to regularly update ICT curriculums within schools to ensure content reflects the continuous progress of technology;
8. Suggesting the Directorate-general for Education, Youth, Sport and Culture extends the Digital Education Action Plan 2021-27 through integrating materials related to Artificial Intelligence and digital scepticism;
9. Urging InvestEU to foster collaboration with the private sector through creating a human capital fund to facilitate trainings on digital skills within workplaces;

Coordination

10. Inviting the European Health and Digital Executive Agency to extend its cooperation with European non-governmental organisations through an expansion of the Connecting Europe Facility fund to facilitate:
 - a. improved coordination of NGOs tackling the digital divide both within and between Member States,
 - b. further support towards specific minority groups in overcoming the digital divide;
11. Calling upon the European Institute of Innovation and Technology to cooperate with Member States and NGOs to use traditional media materials to promote awareness of, and reduce knowledge gaps concerning the digital divide amongst both policy-makers and employers.

Factsheet

The **Digital divide** is the distinction between those who have access to Information and communication technology (ICT) and the relevant skills to take advantage of the services it offers and those who are excluded from this.

Digital literacy refers to possessing the skills required to be able to fully utilise ICT for work, leisure, learning and communication.

In the EU people are considered to be **at risk of poverty or social exclusion** (AROPE) if they are at risk of relative monetary poverty, severely materially deprived, or live in households with a very low work intensity.

Digital Immigrants refers to people who grew up prior to the digital age and were introduced to technology later on in life.

ICT encompasses all forms of communication technologies such as the internet, computers, smartphones, wireless networks, social media and data-handling services.

Structural unemployment is a form of involuntary unemployment caused by a mismatch between the skills of workers in the economy and the skills demanded by employers, often triggered by technological changes.

The **European Research Area** is the ambition to create a single, borderless market for research innovation and technology across the EU.

The **Directorate-General Communications Networks, Content, and Technology** (DG CONNECT) develops and implements policies to make Europe fit for the digital age.

The **European Health and Digital Executive Agency** is an EU agency aiming to enable European society to become more healthy, resilient, and fair, and European industry to become more competitive.

InvestEU is an EU-wide investment programme which focuses on boosting innovation and job creation in Europe.

The **European Institute of Innovation and Technology** is an independent body of the European Union which coordinates business, education, and research organisations across Europe to develop innovative products and services.

The **Connecting Europe Facility** is an EU funding instrument to promote growth, jobs and competitiveness through targeted infrastructure investment across Europe.

The **Digital Education Action Plan 2021-27** is a renewed EU policy initiative setting out a common vision of high-quality, inclusive, and accessible digital education in Europe, aiming to facilitate the adaptation of education and training systems to the digital age.

The **Connecting Europe Broadband Fund** is a private investment company, co-sponsored by the European Commission and European Investment Bank to provide ultra-high speed networks across rural Europe.

The **European Waste Framework Directive** sets the basic concepts and definitions related to waste management, including definitions of waste, recycling and recovery.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON SECURITY AND DEFENCE (SEDE)

Learning from WannaCry, NotPetya, Cloud Hopper: With cyberattacks becoming an increasing concern, how can Member States increase the coherence of their cyber diplomacy, ensure proportionate cyber sanctions and address problems surrounding the attribution of cyberattacks?

Submitted by:

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The European Youth Parliament aims to increase the EU's resilience in cyberspace, prevent and adequately react to cyber attacks and impose judicious sanctions on malicious parties. We seek to do this by finding cooperative, capacity-building measures that increase coherence among Member States and third parties respectively, considering cyber warfare is a rapidly growing issue with significant implications on global security,

because

- Cyberwarfare is emerging rapidly, as there was a [440% increase](#) in global cyberwarfare attacks between 2009 and 2018.
- A breach of cybersecurity in one state can cause [significant damage](#) on an international scale, including but not limited to the infrastructure and the global economy.
- Cyberattacks have the [potential to trigger a physical war](#) through the use of North Atlantic Treaty Organisation (NATO)'s Article 5 of collective defence.
- The lack of collective attribution across Member States weakens the effectiveness of European cyber diplomacy.
- Foreign policy agendas of different Member States are [incoherent](#), making allocation and responding to attacks less effective and immediate.
- European [cyber sanctions are lenient](#) and do not deter foreign cyber attacks adequately.
- The EU cyber diplomacy toolbox is [ineffective as it lacks clarity](#) regarding available measures and does not satisfy the needs of all Member States.
- The process of imposing sanctions through the Council of the EU is ineffective [as it lacks swiftness](#).
- The [inherent challenges of attributing cyber attacks](#) makes assigning adequate sanctions difficult.
- Online anonymity and the techniques, tactics and procedures (TTPs) used in cyber attacks result in [inconclusive attribution](#).
- The different national attribution capabilities of Member States' intelligence agencies [hinder coherent and adequate responses](#) to cyber attacks in all Member States.
- The lack of EU-organised intelligence capacities causes a [dependency on the Five Eyes \(FVIORC\)](#) for attributing cyber attacks.

by

Cyber diplomacy coherence

1. Recommending the Council of the EU to create a preparatory body under the common security and defence policy (CFDP) to the Foreign Affairs Council (FAC) in order to centralise EU cyber diplomacy and cyber warfare discussion in foreign policy;
2. Encouraging the European External Action Service (EEAS) to facilitate the creation of a cybersecurity charter between Member States and the United Nations Commission on Science and Technology for Development in order to create a clear framework and definition of cyberwarfare;
3. Further encouraging the EEAS to cooperate with NATO on matters of mutual interest in the field of cybersecurity to optimise resource usage;
4. Urging the European Commission to expand the European Union Agency for Cybersecurity (ENISA) and its cooperation with the

- EEAS in order to increase its focus on international cybersecurity;
5. Advocating for further cooperation between the European Cybercrime Centre (EC3), other relevant European institutions, and intelligence agencies of Member States, by conducting annual meetings and constant information sharing, in order to facilitate a joint effort for cybersecurity;
 6. Calling upon the European Commission to cooperate with FVIORC nations to aid developing countries in increasing their resilience to cyber attacks through the sharing of best practices, technological knowledge and equipment;
 7. Calling for the European Commission to allocate more funding to the European Union Institute of Security Studies (EUISS) in order to facilitate research concerning cyber warfare and cyber diplomacy;

Cyber sanctions

8. Encouraging the EUISS to further research the effects of cyber sanctions, leading to a more judicious imposition of cyber sanctions;
9. Calling upon the High Representative of the Union for Foreign Affairs and Security Policy to increase the severity of economic cyber sanctions;
10. Calling upon the EEAS to encourage allies to follow suit with the EU's imposed cyber sanctions, increasing their deterrence;

Attribution and prevention of cyber attacks

11. Urging Member States to accelerate the adoption of the Network and Information Security directive 2.0 (NIS2);
12. Encouraging the European Parliament committees ITRE, SEDE, and INGE to further improve the NIS directives increasing cyber resilience in the EU by:
 - a. determining the minimum size of companies regulated under the NIS2 directive and enforcing compliance,
 - b. regulating the private sector to report cyber security breaches as part of the NIS2 directive by assisting in the attribution process,
 - c. ensuring its relevance by introducing annual revisions;
13. Requesting the EC3 to strengthen the Joint Cybercrime Unit (JCU) by sharing existing forensic information and technical methodology;
14. Inviting the ENISA to incorporate the JCU's Rapid Response Teams into the NATO Cyber Rapid Reaction Teams (CRRTs) in order to enable effective attribution;
15. Recommending NATO CRRTs to commence the analysis of TTPs during the initial response of an attack;
16. Requesting ENISA to make the current cyber security training more relevant to the private sector in order to increase cyber resilience and prevent actions that hinder attribution;

Calling upon Member States to implement confidential "honeypots" in critical infrastructure facilitating attribution and deterring cyber attacks.

Factsheet

NATO Article 5 of Collective Defence (from NATO Charter of 1949) states that an attack against one ally is considered as an attack against all allies and will be followed by appropriate, possibly military response.

The **attribution of cyberattacks** is the practice of investigating the party behind a cyberattack.

The **European Union Cyber Diplomacy Toolbox** aims to develop diplomatic signalling and reactive capabilities at an EU and Member State level, by establishing an EU cyber sanctions regime and allowing for coordinated attribution at EU level.

Sanctions are decided upon by the European Council and executed by the European Commission, who also can propose sanctions. All proposals that the European Council takes a stand to are examined by the relevant working group. The High Representative for the Union for Foreign Affairs also plays a role in proposing sanctions by developing the Common Foreign and Security Policy. The HR receives help from the EEAS, who also play a key role in the preparation, maintenance and review of sanctions.

Cyber sanctions are sanctions used to prevent, deter and respond to malicious behaviour in cyberspace. They are one of the diplomatic means available to enforce a nation's cyber interests.

Five Eyes Intelligence Oversight and Review Council (FVIORC) is an intelligence alliance between Australia, Canada, New Zealand, the United Kingdom and the United States created to monitor and share the activity of internet users to protect national security.

Preparatory body is a highly specialised working group that advises the relevant bodies. For example **The European Union Military Committee** is a preparatory body to the FAC.

The **Foreign Affairs Council (FAC)** is a form of the Council of the EU where the ministers of Foreign Affairs of the Member States convene.

United Nations Commission on Science and Technology for Development (CSTD) is a UN agency, fostering discussion on the critical issues influencing the fields of science and technology today.

European External Action Service (EEAS) is the leading diplomatic service of the EU. It works under the High Representative of the Union for Foreign Affairs and Security Policy and aims to promote peace, prosperity, security, and the interests of Europeans across the globe. The main objective of the EEAS is to administer the **Common Foreign and Security Policy** (CFSP) as well as representing the EU in international matters, working closely with the United Nations (UN), NATO, and other international and multilateral organisations.

European Union Agency for Cybersecurity (ENISA) is an EU agency dedicated to achieving a high common level of cybersecurity across Europe. It contributes to EU cyber policy, enhances the trustworthiness of Information and Communications Technology products, services and processes with cybersecurity certification schemes, cooperates with Member States and EU bodies, and helps Europe prepare for future cyber challenges.

European Cybercrime Centre (EC3) is a cybersecurity unit of Europol, set up to strengthen the law enforcement response to cybercrime in the EU.

Europe-wide agencies working in the field of cybersecurity include [the European Union Agency for Cybersecurity](#), [the European Cyber Security Organisation](#) and [the European Network for Cyber Security](#).

Agencies of individual Member States working in the field of cybersecurity include [the National Cybersecurity Agency of France](#), [Italy's National Cybersecurity Agency](#) and [Spanish National Cybersecurity Institute](#).

The **European Union Institute of Security Studies (EUISS)** is an agency of the EU working in the field of common foreign and security policy. The EUISS is an autonomous agency with full intellectual freedom and researches security issues of relevance for the EU, providing a forum for debate.

The **High Representative of the Union for Foreign Affairs and Security Policy** is the chief representative of the EU in dealings with other entities, such as non-EU countries.

The **Network and Information Security Directive (NIS)** was the first EU-wide cybersecurity legislation, aiming to enhance cybersecurity across Europe, through an increase of national cybersecurity capabilities, cross-border collaboration and national cybersecurity supervision of critical sectors. The regulatory field was expanded with the **NIS2 directive** to include more important market operators and to better account for supply chains.

Joint Cybercrime Unit (JCU) is a new platform that aims to strengthen cooperation among EU Institutions, Agencies, Bodies and the authorities in the Member States on the matters of cybersecurity, outlined in the [EU Cybersecurity Strategy](#). It will help civilian, law-enforcement, diplomatic and cyber defence communities cooperate to prevent, deter and respond to cyberattacks, benefiting from the expertise of all relevant actors.

NATO Cyber Rapid Reaction Teams (CRRTs) are on standby 24 hours a day to assist Allies, if requested and approved. They were set up at the 2018 NATO Summit in Brussels following widespread concerns about the cybersecurity of public institutions. They are meant to respond to cyberattacks as fast as possible, assisting Member States which ask for help in the event of an attack of national significance.

“**Honeypot**” is a cybersecurity mechanism that uses a seemingly legitimate vulnerability in an information system to provoke an attack and allow for the analysis of techniques, tactics, procedures, as well as attribution.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON CIVIL LIBERTIES, JUSTICE, AND HOME AFFAIRS (LIBE)

A sense of belonging: seeing that more than 500.000 people living in Europe are stateless, and with digital services and e-government becoming increasingly essential, how can European governments ensure that these services are equally accessible for refugees and stateless persons?

Submitted by: Sergiu-Sorin Afanasiu (MD), Vittorio Caiazza (IT), Roemer Declercq (NL), Christos Efthimiadis (GR), Karol Hodur (PL), Nina Hong Nhung Luong (NO), Cian Walsh (IE), Connor McLellan (UK), Iva Pavlovic (RS), Tiago Pereira (PT), Mykhailo Sesin (UA), Daria Voicu (RO), Berre Wiels (BE), Amanda Häkkinen, Chairperson (FI)

The European Youth Parliament aims to integrate stateless persons and refugees into society by providing them with a digital legal identity and making digital services more linguistically and socio-economically accessible. Furthermore, it strives to ultimately end statelessness by filling in the gaps in legislation and establishing a common identification system for stateless individuals. Moreover, it wishes to offer digital solutions to the unique challenges faced by stateless persons and refugees.

because

- Stateless persons often face severe obstacles in their day-to-day life, including being denied access to social services, education, a SIM card, and a bank account.
- There are wide discrepancies between Member States' citizenship criteria,
- Despite being one of the **United Nations' Sustainable Development Goals (SDGs)**, Member States have yet to [ensure universal birth registration](#).
- There is an [insufficiency of data collecting mechanisms](#), leading to a lack of reliable reporting and availability of accurate data about the number of stateless people and their personal situation.
- There is [a concerningly low level of ratification](#) of the **1954** and **1961 UN Conventions on Statelessness** by Member States'.
- Failure to correctly identify and quantify stateless persons leads to them being at [a great risk of being detained or removed](#) from the country.
- [No new services targeting Third Country Nationals \(TCNs\) have been created](#) in Austria, Bulgaria, Cyprus, Estonia, Romania, or Slovenia since the outbreak of Covid-19 despite them having become quintessential to the integration of both refugees and stateless people.
- Many refugees have low levels of digital literacy, which can hinder their use of technology.
- A notable number of stateless persons do not [possess knowledge of the official language\(s\) of their country of residence](#), which is a significant barrier to them accessing digital services.
- Displaced communities, such as refugees and stateless people, often risk losing connection [with family members residing in other countries](#) without access to online platforms.
- Refugees are 50% less likely to have an internet capable phone, including 20% of rural refugees having no internet access, [making it more difficult for them to access digital services](#)
- Inadequate privacy and data protection in digital ID systems is [particularly dangerous to stigmatised and marginalised communities](#), like stateless persons and refugees.

by

Eradicating statelessness through international agreements and changes in jurisdiction

1. Urging Member States to sign and ratify the **Convention relating to the Status of Stateless Persons, the Convention on the Reduction of Statelessness, and the European Convention on Nationality;**
2. Encouraging Member States to grant stateless children a document indicating statelessness as soon as they enter the country, ensuring them a temporary citizenship on the condition of obtaining it after a time frame decided by the host country;
3. Further encouraging all Member States to adopt **jus soli** in addition to **jus sanguinis** in their citizenship criteria in case a child cannot acquire the citizenship of any other country;

4. Designating the European Commission to allocate funding to be provided to the Member States to further incentivise the implementation of the aforementioned conventions;

Providing stateless individuals with a legal digital identity

5. Requesting Member States to commence cooperation with the **United Nations High Commissioner for Refugees (UNHCR)** to provide refugees and stateless persons with identification documents through the **Population Registration and Identity Management EcoSystem (PRIMES)**;
6. Inviting Member States to provide stateless people and refugees with a digital identification that grants them access to digital services following their enrolment in the national identification system, following the [example from Estonia](#);
7. Requesting the European Commission to revise the upcoming **European Digital Identity Project** to provide a digital identity also to stateless individuals who are not eligible for a national ID-card;
8. Strongly requesting the **Translation Centre for the Bodies of the European Union (CdT)** to provide translations of the aforementioned platforms in the languages most used by stateless persons.
9. Recommending Member States and the European Commission to ensure that the aforementioned platforms make appropriate use of blockchain technology as a means to safeguard user privacy;
10. Trusting the **European Data Protection Board (EDPB)** to ensure and regularly monitor the full compliance of the e-identity platforms with the **General Data Protection Regulation (GDPR)** and to supervise the use of blockchain technology;

Furthering the accessibility of digital services

11. Recommending Member States to provide free language courses to refugees and stateless persons that do not speak the local language of their country of residence, particularly to older generations, following the Estonian example of [Integration Foundation](#);
12. Endorsing Member States to translate their government websites and e-government services to languages most commonly spoken by stateless persons and refugees residing in said countries;
13. Strongly recommending Member States to further their identification of refugee communities and their digital connection through supporting:
 - initiatives like [Refunite](#),
 - the UNHCR **“Connectivity for Refugees”** project;
15. Encouraging Member States to allocate funding through the **European Regional Development Fund (ERDF)** to the improvement of digital communication infrastructure in rural areas;
17. Urging Member States to, in cooperation with the UNHCR:
 - a) identify the needs of Member States regarding TCN services,
 - b) create a set of Member State specific guidelines with regard to their functioning,
 - c) provide Member States with the coordination and assistance needed to establish sufficient digital services targeting TCNs;
18. Strongly encouraging Member States to:
 - a) provide free computer rooms in public places like libraries and community centres,
 - b) supply these places with social workers that have been trained to help the digitally disadvantaged with accessing e-government services,
 - c) organise free trainings on digital literacy.

Factsheet

United Nation’s Sustainable Development Goals (SDGs) encompass 17 interlinked global goals. The SDGs were established in 2015 by the United Nations’ General Assembly and are to be achieved by 2030.

The 1954 Convention Relating to the Status of Stateless Persons was designed to ensure that stateless individuals enjoy at least the minimum set of human rights. The convention sets the legal definition of a stateless person as someone who is “not recognized as a national by any state under the operation of its law.”

The 1961 Convention on the Reduction of Statelessness seeks to prevent statelessness and reduce it. It puts forth a global framework that aims to ensure everyone has a nationality.

Third Country Nationals (TCN) are individuals who are in transit in countries that are not their country of origin in order to go to a destination country that is also not their country of origin.

European Convention on Nationality “establishes principles and rules relating to the nationality of natural persons and rules regulating military obligations in cases of multiple nationality”.

Jus soli means **birthright citizenship**. A country that follows this rule grants a child citizenship by virtue of being born within the state’s territory.

Jus sanguinis is a principle whereby a child acquires citizenship by the nationality or ethnicity of **one or both parents**.

The United Nations High Commissioner for Refugees (UNHCR) is a UN agency that focuses on helping refugees, stateless persons, and forcibly displaced communities

Population Registration and Identity Management EcoSystem (PRIMES) is a general platform for all UNHCR registration, identity management, and caseload management tools and applications.

Translation Centre for the Bodies of the European Union (CdT) provides translation services for EU agencies, bodies, and institutions.

European Data Protection Board (EDPB) seeks to ensure the consistent application of the GDPR. It also facilitates cooperation among the EU’s data protection authorities.

General Data Protection Regulation (GDPR) is an EU regulation on data protection and privacy. It seeks to harmonise data protection laws across Member States.

The “Connectivity for Refugees” project is an initiative by the UNCHR’s Innovation Service. It seeks to ensure displaced communities have access to technology and that internet is available, accessible, and affordable to them.

European Regional Development Fund (ERDF) seeks to strengthen socio-economic and territorial cohesion within the EU.

MOTION FOR A RESOLUTION BY THE COMMITTEE ON THE INTERNAL MARKET AND CONSUMER PROTECTION (IMCO)

Beyond art and collectibles: As non-fungible tokens (NFTs) are meeting a constant rise in popularity and while the draft Regulation on Markets in Crypto Assets (MiCA) does not address the topic of NFTs, what stance should the European Union take to define the ownership of these crypto-assets while preventing double-spending attacks and further fraudulent activities?

Submitted by:

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The European Youth Parliament aims to develop a unified stance regarding the ownership and protection of non-fungible token (NFT) users from fraudulent activities, whilst fostering innovation. In order to do so, we propose the creation of adequate legislative frameworks and support for stakeholders on all levels. Given the rise in popularity accompanied by lack of comprehension and insufficient systematisation of NFTs, we believe the EU must take robust and concrete action in defining ownership and creating a clear pathway for the development of the field in a manner that protects consumers and developing businesses,

because

- Rug pull scams caused more than [\\$2.8 billion](#) in losses in 2021.
- OpenSea reported that [over 80%](#) of NFTs minted on their platform were fraudulent (fake, spam, or plagiarised),
- There is no mandatory verification process in place for NFT sellers, which facilitates rug pull scams,
- There is a lack of sufficient and comprehensive regulation concerning “smart contracts”, especially when it comes to approval processes,
- There is little verification process for crypto-asset service providers (CASPs) leading to prevalence for fraudulent activities, such as double-spending attacks,
- The deficiency of a common legal asset classification for NFTs leads to legislative loopholes exploited for fraudulent conduct such as money laundering,
- There is no unified approach regarding the implications of intellectual property rights for NFT content creators across the Member States, facilitating theft and plagiarism,
- There is not a clear distinction between the stakeholders of an NFT creation process - owner, creator and minter - which leads to difficulties when trying to differentiate between their rights and obligations,
 - The decentralised nature of NFT assets is a promising concept, as it allows creators and artists to monetize their work product directly, so the further market regulations should avoid stunting innovation;

By

1. Calling upon the European Commission to introduce legislation regarding mandatory upon-transaction provision of proof of NFT ownership, ethicality of the NFT’s source, and other promised benefits, such as royalties;
2. Encouraging the European Commission to implement a rank-and-review system allowing consumers to inform themselves about the reliability of NFT trading platforms;
3. Suggesting the European Banking Authority (EBA) to propose a non-mandatory rating system for NFT sellers;
4. Urging the European Commission to create a thorough legislative framework which:
 - a. provides a minimum standard of requirements and regulations of smart contracts,

- b. requires CASPs to provide legal and legitimacy assurance support to their clients,
 - c. creates a mandatory Oracle to be updated according to changes in legislation;
5. Calling upon the European Securities and Markets Authority (ESMA) to create an association of high-earning CASPs and individual sellers tasked with peer-supervising the verification of remaining CASPs and sellers under common EU guidelines;
 6. Inviting the European Commission to include the association in creating further NFT market regulations;
 7. Strongly suggesting the European Commission to legally define NFTs as tradable certificates of ownership;
 8. Further inviting the Member States to impose taxes according to the holding period;
 9. Encourages the European Union Intellectual Property Office (EUIPO) to create guidelines on the process for the NFT creators to secure intellectual property rights over their NFT content and the possibility to initiate mutually agreed transactions unless specified differently through mutual agreement;
 10. Further recommending the EUIPO to define an NFT as encompassing both the content and the corresponding link;
 11. Encouraging all CASPs to provide information about all stakeholders involved in NFT transactions, following the example of OpenSea;
 12. Recommending the EU-based NFT stakeholders to increase spending on improving their IT safety structures in order not to become a target for fraudulent conduct.

Factsheet

Non-fungible tokens (NFTs) are certificates of ownership stored on a blockchain, typically associated with digital assets (images, GIFs, videos, songs, game skins, etc.) having unique identification codes and metadata that separate them from one another. They are similar to deeds or certificates of authenticity, but instead of being a physical document, they are stored on a blockchain.

Blockchain technology is an append-only digital ledger that may be used to track or record practically any form of asset, from products and services to patents and smart contracts. To safeguard transactions and, in the case of cryptocurrencies, to mine coins and tokens, blockchain technology relies on cryptography and a peer-to-peer verification system.

OpenSea is the leading marketplace for NFTs. The platform lets users buy and sell NFTs on the secondary marketplace, and also create their own NFT collections to sell on the primary marketplace.

Rug pull scams are scams connected to NFTs or cryptocurrencies. For NFTs, the scam consists in promoting a new NFT collection and promising benefits for buyers, thus creating value. When all NFTs are sold, the scam artists delete their profile and the promised benefits are never delivered, leaving buyers with essentially worthless purchases.

CASPs provide services for managing and regulating the exchange and/or sale of crypto-assets, such as Bitcoin.

Minting is the process of creating an NFT. Digital data is converted into crypto collections or digital assets recorded on the blockchain.

Smart contracts are contracts between buyers and sellers where the terms of the agreement are directly being written into lines of code.

Oracle is a trusted third party service that provides smart contracts with authenticated external sources of data from the real world through an [Application Programming Interface \(API\)](#).

European Securities and Markets Authority (ESMA) is an independent EU body aimed at improving the protection of investors and promoting strong and stable financial markets.

Holding period refers to the amount of time an investment is held by an investor, or the time between the purchase and sale of a security. It is used as a basis for calculating the taxation of capital gains or losses.

European Union Intellectual Property Office (EUIPO) is the EU body responsible for managing the EU trade mark and design rights. The EUIPO works in partnership with national and regional EU intellectual property offices, user groups, the European Parliament and other entities to offer a similar registration experience across Europe.

European Banking Authority (EBA) is an independent EU organ working to ensure effective and consistent banking regulation. The objective of this body is to maintain financial stability and ensure the provision of a harmonised framework in this sector.

MOTION FOR A RESOLUTION BY THE COMMITTEE on Environment, Public Health and Food Safety (ENVI I)

Food from the lab? Animal agriculture has a considerable impact on the climate, the economy and the health of citizens. How can European governments lead the way towards innovative food production which is more sustainable, while ensuring food safety as well as a future for farmers?

Submitted by:

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The European Youth Parliament aims to provide sustainable and innovative food production methods and ensure food safety for citizens, while securing a future for farmers. We are attempting to do so by promoting the environmental benefits of cultured meat and popularising meat alternatives. Further, we are improving the legislative process around the subject, increasing the funding of research for innovative food production. Lastly, we are working towards reducing the Greenhouse Gas Emissions (GHG) through new innovative farming processes,

Because

- Even though antibiotics are necessary to keep livestock healthy, their use alongside steroids [harms](#) the animals, which are subject to potential unexpected mass [diseases](#) leading to contaminated food supplies that are unsafe for consumption.
- [The average meat intake per person](#) is over three times the amount recommended by medical professionals, causing an increase in blood pressure, cholesterol, and a heightened risk of bowel cancer and cardiovascular diseases.
- The EU lacks a systematic approach to promoting alternative meat products which makes them prone to low public trust and acceptance.
- Concentrated animal feeding operations (CAFOs) are a common form of livestock agriculture, producing [37% of global methane emissions](#) and leading to water waste and air pollution.
- The meat industry is a major source of GHG, [representing 14.5% of all global emissions](#).
- Global demand for meat is projected to reach [455 million](#) metric tons by 2050, almost a 50% increase from the current rates.
- Meat alternatives are more sustainable and climate friendly than traditional livestock production, [emitting 89% less GHG emissions, using 96% less land and 87% less water](#).
- Industrial animal agriculture is extremely [land intensive](#), with [5 billion hectares](#) of land being used globally for animal agriculture, making it [responsible for 80% of global deforestation](#), reduction of green areas and interference with natural flora and fauna.
- [The meat industry was valued at USD 838 billion in 2020](#) with 1.3 billion people worldwide employed in animal agriculture, thus any radical change within these industries would be harmful to the global economy.
- There is a growing demand for meat alternatives, as the plant-based food market is expected to grow by [451%](#) between 2020 and 2030, from USD 29.4 billion to USD 162 billion.
- [Approximately 40%](#) of the profits created by agriculture in the EU are of animal origin, therefore the exclusion of farmers in the production of meat will be greatly detrimental to rural communities.
- There is a [lack of research](#) into the long-term health consequences of consuming cultured meat.
- There is a [lack of funding](#), research & development, and public support for cultured meat production which:
 - makes cultured meat [three to four times more expensive](#) than traditional ground beef,

- creates a discrepancy in public awareness, trust, and knowledge surrounding lab-cultured meat,
- stunts the development of the industry despite the existence of programs such as [EIT Food Cultured](#).
- Western dietary choices, cultures and religions heavily centre meat in their diets, thus traditionally farmed meat has become favoured in public opinion and there is a clear [public resistance](#) to the use of meat alternatives or lab-cultured meat.
- The European Commission allocated a EUR [170 million](#) budget to promote healthier and more sustainable food systems.
- Climate change mitigation and transformation towards sustainable diets are not called out as targets or considerations in [EU food laws](#) despite their appearance in the Farm to Fork Strategy.

by

Mitigating health risks:

1. Discouraging the overconsumption of meat by calling upon:
 - a. Member States to raise awareness through online media campaigns about the health risks associated with the overconsumption of meat, in order to give people a basis for educated decisions about their dietary options,
 - b. the European Commission to propose legislation requiring retailers to provide warning labels and extensive dietary information on the packaging of all meat products,
 - c. the European Food Safety Authority to create and implement guidelines reducing the recommended portion size for meat products,
2. Suggesting to the European Food Safety Authority to:
 - a. provide financial incentives to companies producing cultured meat to further research the long-term effects of consuming lab-cultured meats,
 - b. create specific guidelines and regulations for the quality control of cultured meat;

Reducing the climate impact of animal agriculture:

3. Calling upon Member States to establish agricultural systems based on the example of [Cargill](#), such as optimising nutrient management and waste-based renewable fuels;
4. Requesting farmers in Member States to utilise seaweed in feeding bovine livestock as it is proven to reduce methane emissions from dairy cows by [over 50%](#) by being used as a diet supplement;
5. Urging Member States to work with farmers unions and make use of the European Agricultural Fund for Rural Development (EAFRD) to conduct research regarding the impact feeding has on bovine livestock in order to further reduce its detrimental effects in the future;
6. Inviting Member States to follow the example of Latvia by participating in supporting programs such as the [EIT Regional Innovation Scheme](#) for sustainable farming;
7. Insisting that Member States increase the benefits to companies carrying the EU Ecolabel to encourage more sustainable practices in agriculture and safety in food distribution;

Supporting economic growth & ensuring a future for farmers:

8. Appealing to the European Commission to propose higher green taxation on [meat](#) producers in order to incentivise supply methods with low emission rates, like [Germany's increase from 7% to 19%](#);
9. Asking the European Research Council (ERC) to supply bursary grants to incentivise research and development in the production of cultured meat and meat alternatives;
10. Proposing to the EAFRD to finance schemes which would help farmers to reach the climate goals by 2050 through use of [sustainable farming techniques](#) such as carbon-storing farms and biodiverse farming;

Utilising education & culture to support innovative food production

11. Inviting Member States and NGOs such as [New Harvest](#) to educate and raise awareness about the benefits of cultured meat by:
 - a. publishing media content communicating the environmental sustainability of cultured meat which could possibly become part of a balanced diet, after being fact-checked by the European Digital Media Observatory (EDMO),
 - b. supporting and encouraging the release and proliferation of academic papers on the topic of cultured meat,
 - c. introducing relevant topics in school curriculum regarding the dangers of factory farming, the effect it has on general health and the environment, along with ways in which cultured meat combats this issue;

Strengthening laws & regulations:

12. Directing the European Commission to propose legislation regarding the packaging of alternative meat products in order to:
 - a. demonstrate their nutritional value & benefits,
 - b. create an improved universal label for vegan products;
13. Calling upon the Directorate-General for Environment to revisit and strengthen the “Regulation to minimise EU-driven deforestation and forest degradation” amongst Member States to reduce the environmental impact of imported products;
14. Seeking the European Commission to strengthen the already existing EU policies and produce new legislation which aims to make animal agriculture more sustainable while drawing an easier path for alternative meat production, through means such as:
 - a. reforming the EU’s Common Agricultural Policy to introduce EU-wide directives, with improved guidelines regarding sanitary conditions, production methods, and sustainability measures in factories,
 - b. reconsidering the budget allocated for the Farm to Fork Strategy of the European Green Deal;
15. Calling upon the European Environment Agency to create a report on the impact of traditional meat production compared to cultured meat in the long term, discussing the potential impacts of the environment and health of citizens;
16. Recommending the improved allocation and utilisation of the European Commission’s EUR [170 million](#) budget meant to promote healthier and more sustainable food systems by:
 - a. encouraging partnerships with initiatives such as [ProVeg International](#) and [EIT Food Cultivated](#),
 - b. awarding firms which abide by the standards set out in the European Novel Food Regulation “Sustainable, healthy and considerate food production” badges which they can publicise to attract consumers.

Factsheet

- 1) **Concentrated animal feeding operations (CAFOs)** are intensive animal feeding operations in which over 1,000 animal units (1,000 pounds of animal weight) are confined for a minimum 45 days a year.
- 2) **Greenhouse gas emissions** are a measurement method of carbon dioxide (CO₂) in the atmosphere.
- 3) **Cultured meat** is genuine animal meat that is produced by cultivating animal cells directly. This production method eliminates the need to intensively raise and farm animals for food.
- 4) **The Farm to Fork Strategy** aims to accelerate the transition to a sustainable food system that will have a neutral or positive environmental impact, help to mitigate climate change and adapt to its impacts, and reverse the loss of biodiversity, amongst its other aims.
- 5) **The European Food Safety Authority** is a body of the EU which acts when called upon by the European Commission for scientific advice or to investigate emerging issues.
- 6) **The European Agricultural Fund for Rural Development** is financing the EU's contribution to rural development farming in order to allow competitive agriculture, sustainable management of natural resources, and the balanced development of rural communities to prosper.
- 7) **The EU ecolabel** is a voluntary label of environmental excellence which certifies products that have a low environmental impact.
- 8) **Green taxation** includes taxes on energy, transport, pollution and resources.
- 9) **The European Research Council** is an EU body which provides grants to projects based solely upon scientific excellence.
- 10) **Carbon farming** is a farm approach optimising carbon capture on working landscapes by implementing practices that are known to improve the rate at which CO₂ is removed from the atmosphere and stored in plant material and soil organic matter.
- 11) **Biodiverse farming** is an agricultural practice that increases the abundance and diversity of above- and below-ground organisms and strengthens your crops' abilities to withstand pests.
- 12) **The European Digital Media Observatory** is bringing together fact-checkers and academic researchers with expertise in the field of online disinformation, social media platforms, journalist driven media, and media literacy practitioners.
- 13) **The Common Agricultural Policy** is conceived as a common policy, with the objectives of providing affordable food for EU citizens and a fair standard of living for farmers.
- 14) **The "Regulation to minimise EU-driven deforestation and forest degradation"** is a flagship initiative under the European Green Deal with the goal to minimise the EU's impact on forests worldwide by establishing a new "deforestation-free" standard for the sale of certain forest-risk commodities in the EU, and their export from the EU.
- 15) **The European Environmental Agency** is the agency of the EU which provides independent information on the environment.
- 16) **The European Novel Food Regulation** states that novel foods falling within scope must not:
 - 1) present a danger to consumers,
 - 2) mislead consumers,
 - 3) differ from foods or food ingredients for which they are intended to replace to such an extent that their normal consumption would be nutritionally disadvantageous for the consumer.

Supported by:



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