Organizing an IGF

Internet Governance Forum (IGF)

What is the IGF?

What is the IGF?

▷ Started in 2006
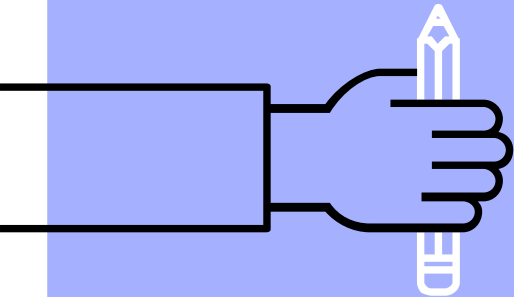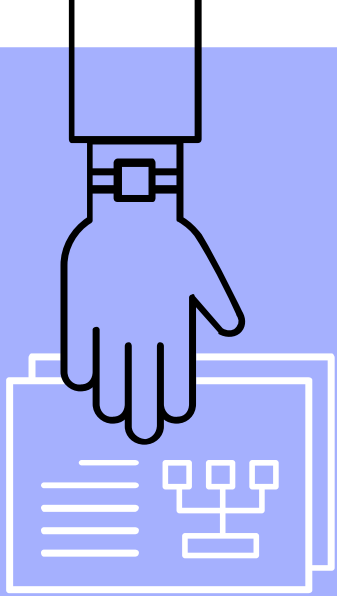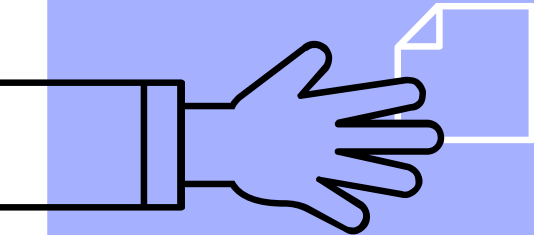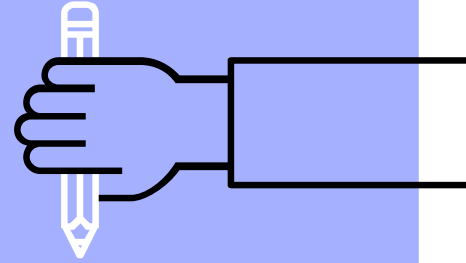▷ Global multi-stakeholder dialogue on public policy issues related to key elements of Internet governance issues
  ■ Internet's sustainability, robustness, security, stability and development

Two main aspects of the IGF

1. Multi-stakeholderism
2. Non-decision making body

> *What is the purpose of the IGF?*

Purpose of the IGF

▷ opportunity for open and inclusive dialogue and the exchange of ideas
▷ create opportunities to share best practices and experiences
▷ identify emerging issues and bring them to the attention of the relevant bodies
▷ capacity building
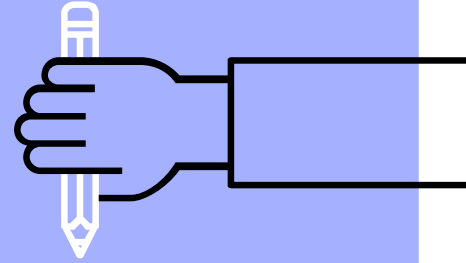
Who is the IGF for?

ANYONE.

Basically, participation is open.

"
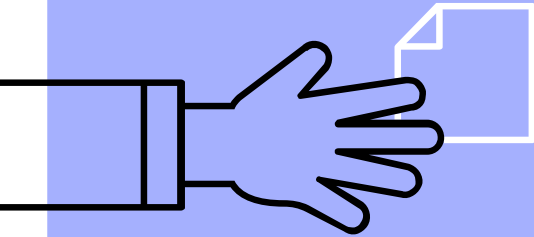
Who oversees the IGF process?

Organizational Structure

▷ Multi-stakeholder Advisory Group (MAG)

▷ Assist in convening the IGF

▷ Members are from international governments, the commercial private sector and public civil society, including academic and technical communities

▷ Coordinate with the IGF secretariat

What about national and regional initiatives? E.g. In South Korea?
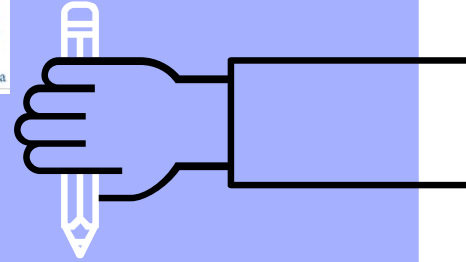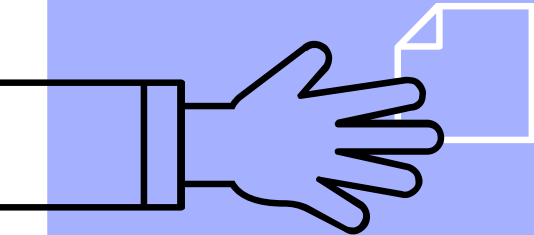
National and Regional Initiatives (NRIs)

National and Regional IGF Initiatives (NRIs)

▷ gather local communities to undertake open consultations and develop an annual IGF meeting, that addresses key issues of concern locally, or regionally
▷ Classified as: national, sub-regional, regional and Youth IGFs

Core Principles

▷ In accordance with the 5 IGF principles:

- Open and transparent
- Inclusive
- Bottom-up
- Multi-stakeholder
- Non-commercial

IGF Regional and National Initiatives
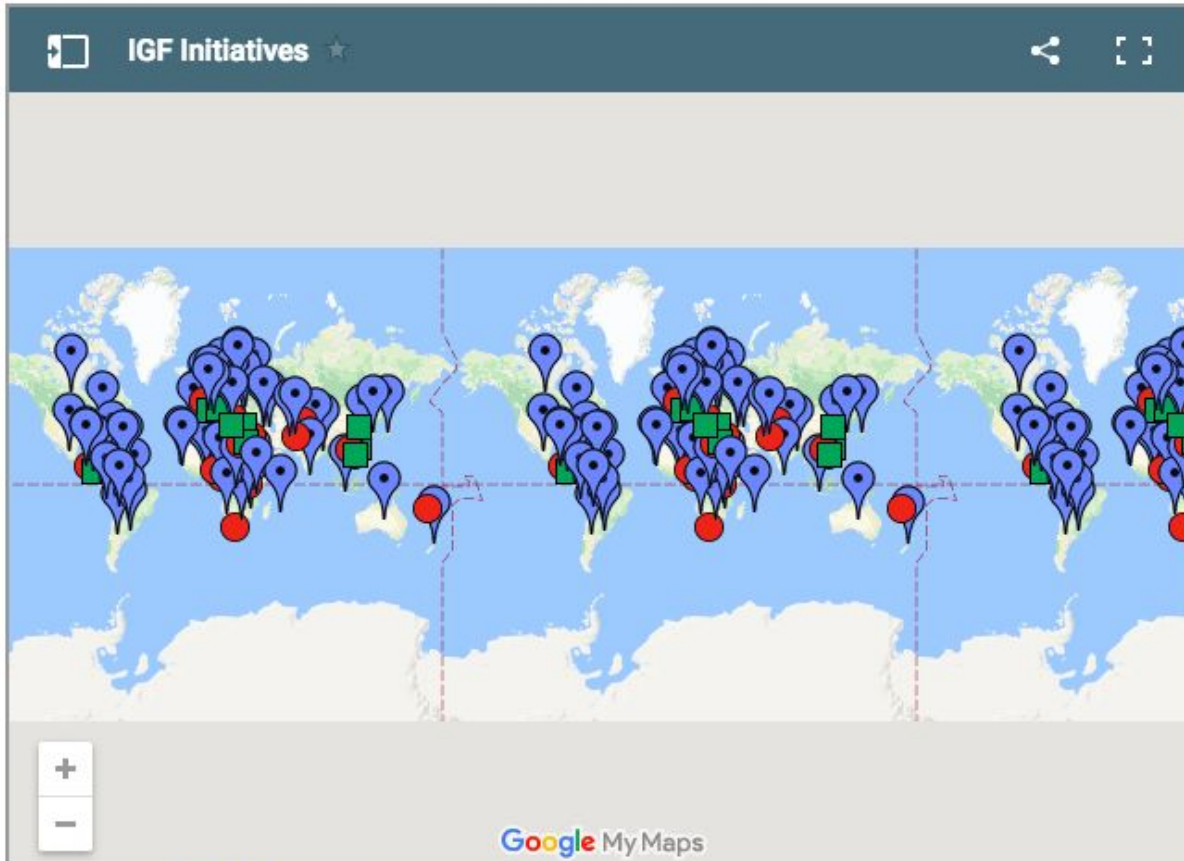
NRI Networks

▷ More than 100 initiatives
▷ 5 UN regions

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IGF INITIATIVES

A Toolkit to assist communities in establishing the IGF initiatives

- National, Sub-Regional, Regional and Youth IGF initiatives -

IGF Internet Governance Forum

IGF SECRETARIAT IN COLLABORATION WITH THE IGF INITIATIVES
- First Edition -

Toolkit put together by the IGF secretariat

http://www.intgovforum.org/multilingual/index.php?q=filedepot_download/3568/480

What about a youth initiative?

Youth Internet
Governance Forum -
Asia Pacific (yIGF)
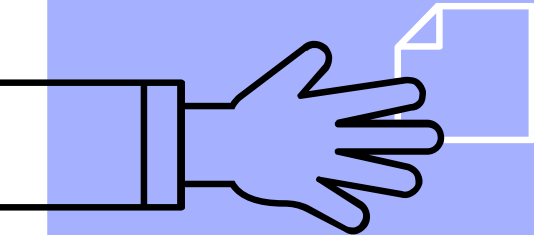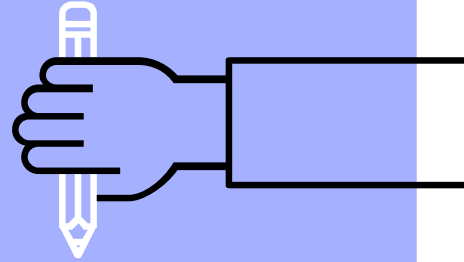
How it started?

▷ Since 2010 (8 yIGFs)
▷ First batch of NetMission ambassadors felt the need for youth-led initiative to engage more young people after attending the IGF 2009
▷ yIGF development model: *For* youth *By* youth
  ■ Learning from ambassadors
  ■ Modification by alumni
  ■ **Legacy**

Youth IGF Initiative

▷ Same multi-stakeholder approach as the IGF

▷ usually a 4-day-3-night camp

▷ provides an **open platform** to express and interchange their ideas and own thoughts freely

▷ serves as a **preparation camp** to understand various Internet issues and open their door to the international policy discussion

▷ Networking platform for connecting alike people

Elements of yIGF

▷   Role-play discussion
▷   Ice-breaking games
▷   Interactive sessions/games (related to internet governance or highlights an aspect of internet governance)
▷   Workshops
▷   Networking

Developing Toolkits

Role-play	Initiative planning	Land Developer
Important element of YIGF	How they can bring back what they learned to their communities	Internet-governance related game

http://www.netmission.asia/training-materials/

Organization Process

Expectation setting

Working groups formation

Call for meetings

Material preparation

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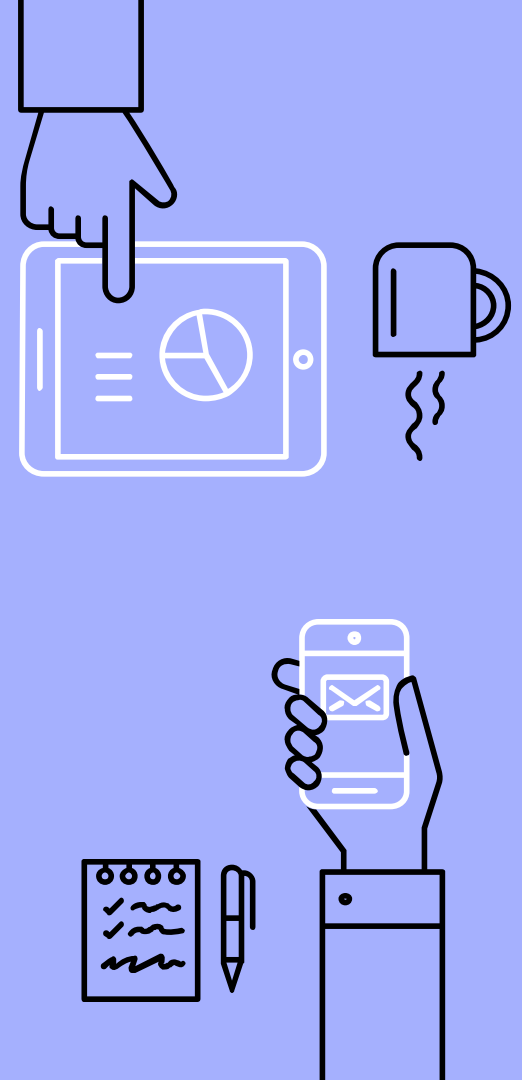
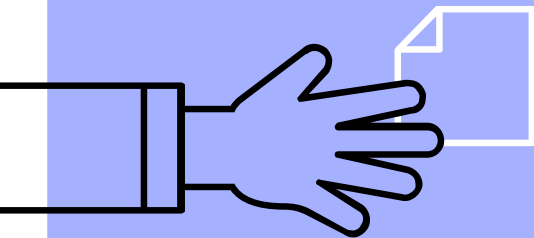*What about initiatives in the local level?*

Hong Kong Youth Internet Governance Forum (HKyIGF)
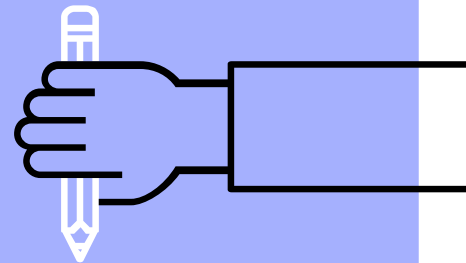
Objectives

A sense of digital citizenship

Introduce IGF ecosystem through simulation game

Speak up on the Internet Issues

Channel youth voices to global IG dialogues

Format

Netizen Boot Camp

Youth Internet Summit

PITCHING

Multi-stakeholders role play

HOW does SOCIAL MEDIA shape
our mind ?

Youth Internet Summit

❑ PROPOSE YOUR OWN WORKSHOP!
❑ in a similar format of Global Internet Governance Forum

HKYIGF 2018 Workshop Proposal:

How does social media affect critical thinking among youth?
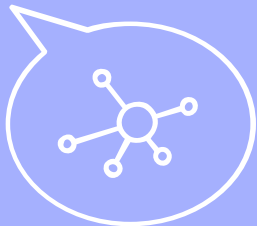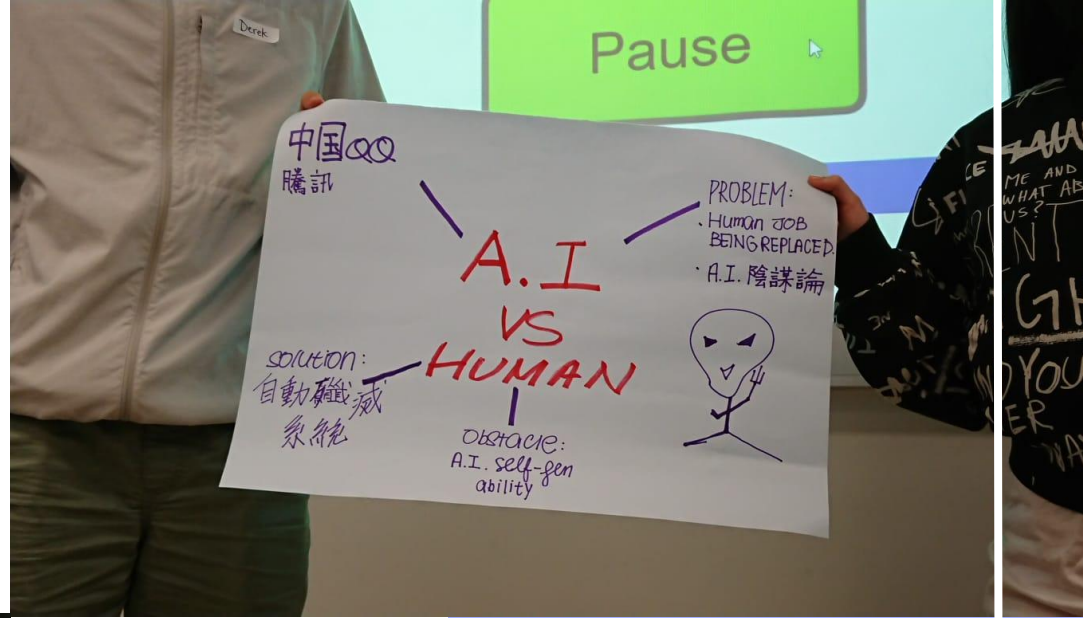
Date & Time: 21st July, 2018 (Saturday) 1-6pm
Venue: Room LT8, 2/F, Yasumoto International Academic Park (YIA), The Chinese University of Hong Kong

I. Session Title
How does social media affect critical thinking among youth?

II. Session Format
5 mins - [Background introduction] Introduction and briefing by session moderator. This consists of brief introduction of the topic, briefing of session rules, and guiding questions surrounding the topic.
15 mins - [Breakout group discussion] In groups of 4-5. Facilitators will be assigned to each group to facilitate the discussion on the topic
20 mins - [Open mic / roundtable discussion] Concerns as well as potential solutions regarding current policies of social media platforms will be discussed. This is open to all participating members of the workshop.
5 mins - [Wrap up] Follow-up items and key takeaways of the workshop.
Total duration of workshop: 45 mins

III. Theme
This workshop falls under, but not strictly limited to, the general theme of *media and content* and the subtheme of *fake news.*

IV. Proposer
Ms. Faith Lee, Student at Chinese International School

V. Organizing Team
Ms. Faith Lee, Proposer & Moderator, Student at Chinese International School
Ms. Queenie Li, Moderator, student at Diocesan Girls' School
Mr. Alan Wong, Moderator, student at Sing Yin Secondary School
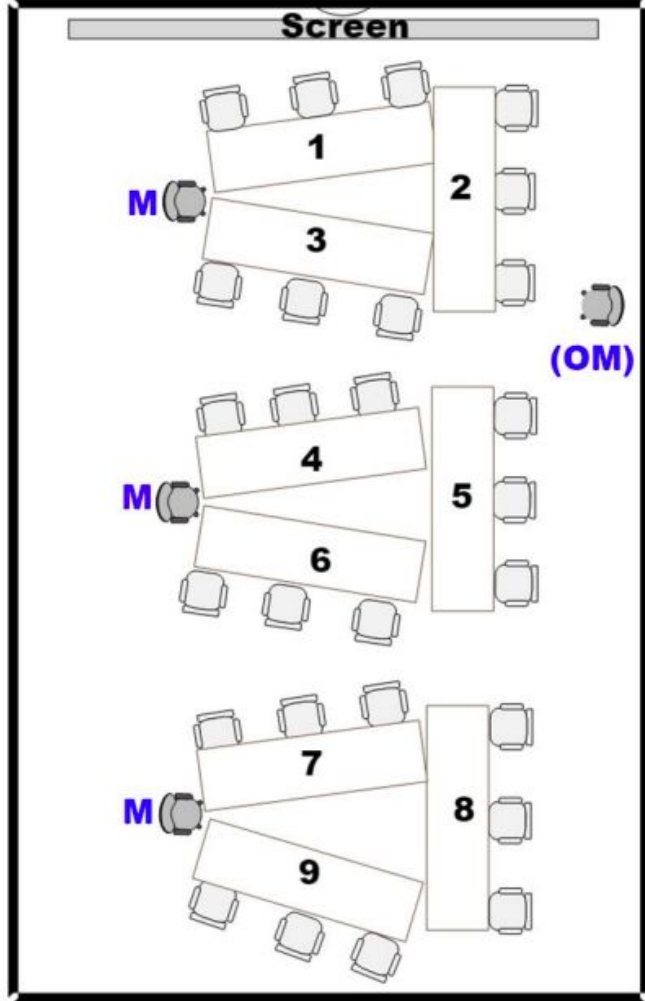Ms. Rouella Chan, moderator, student at NT Heung Yee Kuk Yuen Long District

❏ Theme
❏ Proposer
❏ Relevance of the Issue
❏ Content of the Session
❏ Interventions
❏ Onsite Moderators
❏ Rapporteur
❏ **Discussion facilitation**
❏ **Sustainable goals**

FAKE NEWS

NET NEUTRALITY

HOW SOCIAL MEDIA AFFECTS CRITICAL THINKING AMONG YOUTH
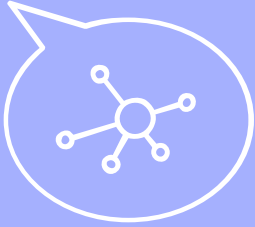
FREEDOM OF EXPRESSION

Screen

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(The above arrangement is for reference only,
it depends on the real situation.)

WHY ARE WE DOING THAT?

> " "

What about YOU?

Create a youth statement

1. Community need in your region
2. Proposed plan

Guiding questions

1. to you, what is an "impactful" IGF?
2. What outcomes do you want to see? e.g. youth statement /action plan / best practice
3. How can make young people more proud to be part of IGF?
4. What aspects or sessions you think your community wants / needs?

1. <u>East Asia & Pacific:</u>
2. Singapore, Taiwan, China, Australia, USA/Japan

2. <u>South Asia:</u>
India, Bangladesh, Nepal, Sri Lanka

3. <u>SEA:</u>
The Philippines, Vietnam, Thailand, Indonesia, Myanmar, Bhutan

4. <u>South Korea:</u> 2 teams

THANKS!

Any questions?

You can find us at:

✉ info@netmission.asia

𝐟 www.nma.asia

▢ NetMission