ACTION PLANS

MAASTRICHT 2021

4th International Forum & 1st Digital Forum of EYP the Netherlands

Resolution Booklet of
Maastricht 2021 – 4th International Forum & 1st Digital Forum of the European Youth Parliament
The Netherlands

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SCHEDULE OF THE GENERAL ASSEMBLY

09:00-09:15	General Assembly Opening
09:15-10:00	Committee on Constitutional Affairs (AFCO)
10:00-10:45	Committee on Culture and Education (CULT)
10:45-11:00	Coffee Break
11:00-11:45	Committee on Civil Liberties, Justice and Home Affairs I (LIBE I)
11:45-12:30	Committee on Environment, Health and Food Safety II (ENVI II)
12:30-12:45	Coffee Break
12:45-13:30	Committee on Industry, Research and Energy (ITRE)
13:30-14:30	Lunch Break
14:30-15:15	Committee on Environment, Health and Food Safety I (ENVI I)
15:15-16:00	Committee on Civil Liberties, Justice and Home Affairs II (LIBE II)
16:00-16:15	Coffee Break
16:15-17:00	Committee on Regional Development (REGI)
17:00-17:45	Committee on Security and Defence (SEDE)

GENERAL ASSEMBLY PROCEDURE

GENERAL RULES
The wish to speak is indicated by the chairperson using the raise hand function in the Zoom room. Once recognised the delegate may enable their mic. Indicate your committee's name in the first part of your Zoom name, followed by your first name, i.e. EMPL_Anna. Zoom's Chat function is for General Assembly -related purposes only and should not be spammed by the delegates.

The authority of the Board is absolute.

PROCEDURE AND TIME SETTINGS
- Two minutes to read through the action plan
- Three minutes to defend the motion for the action plan
- Three minutes to present two amendments for the action plan
- Three minutes to decide and respond to the amendments
- Four rounds of open debate
- Three minutes to sum-up the debate
- Voting procedure
- Announcing the votes

AMENDMENT PROCEDURE
Modifications of an action plan in order to improve it. Amendments are to be handed in on a specific form (distributed through online channels) one day prior to the General Assembly. There will be a maximum of 2 amendments presented per action plan debate and the proposed amendment, and the clause it relates to, will be indicated in the Action Plan Booklet.

USE OF PLACARDS
Should a Delegate raise any points during the Open Debate or any tools mentioned below be used during the General Assembly, the Chairperson of the respective Committee shall use the raise of hand function and indicate the Points of Personal Privilege, Direct Responses and Points of Order through the Chat-function in Zoom. Regular points only imply the raising of the hand, no message in the chat - other placards require it as indicated below.

Point of Personal Privilege
Request for a Delegate to repeat a point that was inaudible. Failure to understand the language being spoken does not make for a Point of Personal Privilege. Implies the Chair raising their Zoom hand and sending a message in the Zoom chat about a Personal Privilege.

Direct Response
Twice per debate, each Committee may have a Direct Response. Should a Chairperson indicate the use of the Direct Response during the open debate, their delegate will immediately be recognised by the Board and given the floor as soon as the point being made is concluded. A Direct Response can only be used to refer to and discuss the point made directly beforehand. If two or more Direct Responses are requested at once, the Board will decide which Committee to recognise. In this case, the second Direct Response shall only be held if it can be referred to the first Direct Response, so on and so forth.

Point of Order
These can be raised by the Chairperson if a Delegate feels the Board have not properly followed parliamentary procedure. Ultimately, the authority of the Board is absolute.
Implies the Chair raising their Zoom hand and sending a message in the Zoom chat about a point of order.

Defence Speech
One member of the Proposing Committee delivers the Defence Speech. It is used to explain the rationale of the overall lines of the Action Plan and convince the Plenary that the Action Plan is worthy of being adopted. This speech can last a maximum of three minutes.

Amendment Speech
One or two individual Delegates from a Committee other than that proposing the Action Plan may deliver an Amendment Speech. It is used to propose alternative solutions for individual operative clauses. This speech can last a maximum of one and a half minutes each.

Response to the Amendment Speech
The proposing committee will have three minutes to both decide whether or not to accept the amendments mentioned in the Amendment Speech(es) and to respond to that amendment(s).

Summation Speech
One or two members of the Proposing Committee deliver the Summation Speech. It is used to summarise the debate, respond to main, selected criticism and to once more explain why the chosen approach is the most sensible. This speech can last a maximum of three minutes.

MOTION FOR AN ACTION PLAN BY

THE COMMITTEE ON CONSTITUTIONAL AFFAIRS [AFCO]

With young, activist citizens marching en masse for ends like Fridays For Future and Black Lives Matter, it is becoming increasingly clear that their opinions are not reflected well in the European political agenda of today. In an age where more and more citizens get involved in political movements digitally, European democracies fail to accommodate citizens that engage in politics virtually. What should Member States do to improve the engagement between policy makers and the younger generations via digital means?

Submitted by: Aleksandra Borowska (PL), Mariana Costa (PT), Luke De Lacey (IE), Isabel Denkers (NL), Mattia Di Russo (IT), Alice Ferreira (PT), Abdulrazak Khallouf (BE), Zara Nijzink-Laurie (NL), Ghizlan Rebbah (NL), Hayat Solmaz (TR), Madeleine Tempelman (NL); Emilie Lutz (Chairperson, FR)

Context

The voices of young people are often not considered in policy making. They are not represented enough within legislatures, owing to the fact that the average age of European Parliament members is 49.5 years old. Cyberactivism is on the rise, with over 60% of young people getting their information from social media, yet it is still not taken seriously by political institutions. The initiatives and programmes created to facilitate youth engagement often target a small minority of young people already engaged with politics, failing to advertise the programmes available to them and to create a diverse and inclusive environment for all.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Encourages local governments and educational organisations to create secondary level programmes around current political affairs in collaboration with local politicians or municipal employees;

2. Suggests Member States' local governments to create a platform where young people can:

   a) obtain information about political parties,

   b) suggest solutions to problems local policymakers are facing,

   c) submit proposals to improve city management and infrastructures;

National level

3. Trusts educational institutions of Member States to engage young people in politics by:

   a) investing in extracurricular activities,

   b) creating more project-based assignments,

   c) displaying current actions undertaken by the European institutions on their official website;

4. Calls upon Member States to encourage the participation of young people in political discourse from disadvantaged and diverse backgrounds by:

   a) creating a national sponsorship programme to eliminate financial barriers,

   b) working with NGOs and advocacy groups to encourage youth engagement in politics;

5. Asks all national and European political parties to develop youth wings accessible to underaged people;

6. Requests every Member State to have a specific Ministry focusing on youth affairs which actively engages with young people;

7. Invites national parliaments to implement quotas to ensure the presence of young politicians amongst their members;

8. Proposes the Member States' Ministries of Education, in collaboration with NGOs in related fields to develop workshops and university programmes to educate young and older politicians about new forms of digital engagement and activism;

European level

9. Further encourages the European Commission, in cooperation with influencers and using hashtags notifying political content, to organise a social media campaign that advertises existing programmes available for the participation of young people;

10. Further encourages the European Commission, in cooperation with influencers and using hashtags notifying political content, to organise a social media campaign that advertises existing programmes available for the participation of young people;

11. Urges the European Commission to provide the conditions and resources to develop autonomous, representative, and effective bodies for youth representation;

12. Further invites European politicians to continually engage with the younger generation through:

    a) a digital peer-to-peer knowledge-sharing platform,

    b) directly debating and discussing issues with important youth organisations;

13. Calls upon the European Commission to propose the introduction of youth delegates to the European Parliament.

Main aims

We want the politicians to hear the voice of the youth and for the policies to better reflect what the youth wants. By making use of digital means, we aim to politically and socially engage a diverse group of young people. To achieve this, we need to raise awareness amongst youths of varying backgrounds and empower young activists by enabling them to use digital engagement as an effective tool for change.

ACTION PLAN BY

THE COMMITTEE ON CULTURE AND EDUCATION [CULT]

With 60% of people reporting no experience with distance learning before COVID-19, developing and implementing the "Digital Education Action Plan" is a flagship priority of the current European Commission. Bearing in mind that 1 in 5 young people across the EU fails to reach a basic level of digital skills, and less than 40% of educators feel comfortable with digital technologies, how should the new Recommendation on Online and Distance Learning address issues of effectiveness and inclusivity?

Submitted by: Rana Aliosmanoglu (NL), Melanie Azetmüller (AT), Meri Bourhaleb (NL), Agnese Calcina (IT), Emilia Göbl (DE), Dhruv Maggon (SE), Harsh Mishra (NL), Mariana Sousa (PT), Tiemen Tolsma (NL), Mika van Uum (NL); Aarni Rantanen (Chairperson, FI)

Context

The COVID-19 pandemic has pushed Member States to switch to a distance learning format. This is a pertinent issue at this moment, as there is a lack of resources and guidelines for actors in this area. These issues consequently result in safety and inclusivity shortcomings in education. What is more, educators and students might experience a lack of motivation and productivity and might also experience mental health complications in the long run.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Invites schools to raise awareness about the importance of mental health within their educational curricula by:

a) setting up a mental health support platform,

b) creating an educational day for mental health awareness in schools;

2. Urges schools to facilitate continued on site learning for students with difficult learning environments prioritising:

   a) individuals from disadvantaged socio-economic backgrounds,

   b) individuals from rural areas where there is a lack of internet infrastructure,

   c) individuals with learning difficulties;

3. Encourages schools to involve students in making important decisions regarding digital learning strategies;

National level

4. Requests Member States to create a network of medical professionals to consult in the creation of mental health support platforms for students;

5. Proposes Member States to provide teachers with workshops, which will be held annually across all Member States, that shall include information on online interactive and non-interactive platforms;

6. Further suggests the Member States recognise the European Digital Skills Certificate (EDSC) for attending digital upskilling courses, awarded for attending courses at least every two years;

European level

7. Calls upon Directorate-General for Education, Youth, Sport and Culture (DG EAC) of the European Commission to establish a regulatory body in cooperation with Member States' Ministries of Education to investigate the privacy and security of any educational platforms;

8. Suggests the European Commission to initiate an independent advisory council that would:

   a) review and certify voluntarily submitted educational curricula on their mental health awareness standards,

   b) certify appropriate socialising platforms for school use;

9. Directs the European Commission to set up a Digital Learning Fund for Member States' Ministries of Education, to provide digital tools for those in need.

Main aims

The vision of this action plan is threefold. Firstly, tackling the current issues with online and distance learning by firstly ensuring that there is enough money for institutions to adequately support online distance learning. Secondly, raising the awareness of mental health problems whilst destigmatising receiving mental health support. Thirdly, stimulating Member States to adhere to a harmonised standard of distance learning. Ultimately, we aim to ensure that there is a safe network for students and teachers is in place which also meets the educational needs of students and teachers alike.

Asynchronous activities: This refers to activities that are non-interactive and do not happen in real-time. In the context of this topic, it refers to educational activities in the form of pre-recorded lectures or work done alone without assistance or cooperation.

Directorate-General for Education, Youth, Sport and Culture (DG EAC): This European Commission department is responsible for EU policy on education, culture, youth, languages and sport. The department also supports these policies and priorities through a variety of projects and programmes.

European Digital Skills Certificate (EDSC): It is a certificate type proposed in the Digital Education Action Plan 2021–2027 that would be recognised and accepted by governments, employers, and many other stakeholders across Europe. It would provide information on its holders' digital competence levels.

Pedagogical practises: This is an umbrella term for activities and classroom interactions that support the delivery of educational content. It can also be activities and opportunities that aim to advance one's skills in ways that build on previous knowledge, assist in learning and provide a strong foundation for further education.

MOTION FOR A RESOLUTION BY

THE COMMITTEE ON CIVIL LIBERTIES, JUSTICE AND HOME AFFAIRS I

[LIBE I]

Balancing the scale of Data: Data is the lifeblood of the digital economy. However, there have been calls across Europe to ensure digital sovereignty — whereby states protect their citizens and businesses from the challenges of self-determination in the digital sphere. How can the EU and other European countries promote sustainable technological growth while also ensuring digital sovereignty in this sphere?

Submitted by: Bade Akın (TR), Deren Bulut (TR), Rania Derweesh (RO), Riezwaan
Dinmahomed (NL), Sofia Federico (IT), Manzoer Gulzar (NL), Matilde
Paquete (PT), Agnieszka Podstolak (PL), Daria Primavarus (RO), Enzal
Youx (NL); Anastasia Khairova (Chairperson, HR)

Context

The EU is increasingly dependent on geopolitical competitors and powerful tech companies to provide digital services and store data of EU citizens. This poses a threat to the democratic principles that underlie the EU as well as the long-term competitiveness of the European digital economy. Therefore, there is an urgent need for the EU to enhance its digital sovereignty in order to ensure its prosperity and autonomy.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Encourages European citizens to utilise products and services owned by European

businesses;

2. Reminds citizens of their right to be forgotten, provided by the General Data Protection Regulation (GDPR);

3. Draws attention to initiatives, such as the "Terms of Service; Didn't Read", directed at rating website privacy policies in order to make them more accessible to European citizens;

National level

4. Calls upon companies with an online presence in the European Economic Area (EEA) to create a summary of cookie policies accessible to all citizens, regardless of age or level of education;

5. Further encourages Member States to implement Informations and Communications Technology (ICT) lessons in primary and secondary schools;

6. Invites Member States to reform the curricula with the aim of raising awareness on the importance of data security and the harms resulting from possible violations;

7. Suggests that Member States sponsor expert-led information sessions about data security for the general public by 2023;

8. Supports further use of data servers located in Member States;

9. Welcomes the use of standardised European software in governmental organisations of Member States;

10. Urges Member States to increase investments in technology and science in order to create a European telecommunications company and network;

European level

11. Commends the efforts of the European Commission to increase industrial and non-sensitive data sharing between companies and national governments;

12. Appeals to the European Commission to further regulate the recognition of online paid political advertisements;

13. Endorses the European Commission's efforts in funding programmes such as VentureEU that support digital start-ups;

14. Further invites the European Commission to subsidise European digital companies and start-ups on the condition that their business practices satisfy a level of

transparency accredited by the Commission;

15. Expresses its appreciation for projects such as Gaia-X that promote digital sovereignty and innovation;

16. Approves the creation of the European Cybersecurity Competence Centre (ECCC) aimed at improving the coordination of research and innovation in cybersecurity in the EU;

17. Reminds the European Commission to review the ePrivacy Directive (ePD) to ensure that all communications over public networks respect high level of data protection and privacy;

18. Further urges the European Commission to consider the introduction of regulatory guidelines applicable in health or financial service sectors, given the lack thereof in the GDPR;

19. Considers more thorough implementation of fines for companies operating in the EU that commit privacy violations.

Main aims

EU citizens have to be provided with education on the topics related to data protection as it is becoming an everyday issue. The EU needs technology companies that will be able to efficiently and sustainably compete with global powers, while establishing grounds for technological advancements in accordance with European values. It is crucial to ensure more transparency about data collection and its usage, while making sure that the key players have access to the open data they need.

European Economic Area (EEA): It is a free trade zone created in 1994, composed of the states of the EU together with Iceland, Norway and Liechtenstein.

European Cybersecurity Competence Centre (ECCC): The Centre aims at improving the coordination of research and innovation in cybersecurity in the EU. It will also be the EU's main instrument for pooling investment in cybersecurity research, technology and industrial development.

ePrivacy Directive (ePD): An EU directive focused on protecting privacy and security of personal data in electronic communications.

GAIA-X: A project for the development of an efficient and competitive, secure and trustworthy federation of data infrastructure and service providers for Europe, which is supported by representatives of business, science and administration from Germany and France, together with other European partners.

General Data Protection Regulation (GDPR): It is a regulation in EU law on data protection and privacy in the EU and the EEA. Its primary aim is to give individuals control over their personal data and to simplify the regulatory environment for international business by unifying the regulation within the EU.

Non-sensitive personal data: Non-sensitive personal data is clearly distinguished from sensitive data under the GDPR. Examples of **non**-**sensitive data** would include gender, date of birth, place of birth and postcode.

Right to be forgotten: A term that describes the right to have private information about a person be removed from internet searches and other directories under some circumstances.

Terms of Service; Didn't Read (ToS;DR): A community project which aims to analyse and grade the terms of service (TOS) and privacy policies of major internet sites and services. Each aspect of a TOS or privacy policy is assessed as positive, negative, or neutral. Services are graded from A (best) to E (worst) once a comprehensive list of cases has been reviewed by volunteer curators.

VentureEU: A Pan-European venture capital funds-of-funds program to boost investment in innovative startup and scaleup companies across Europe. The program was created by the European Investment Fund (EIF) and the European Commission.

Motion for an Action Plan by

the Committee on Environment, Health and Food safety II (ENVI II)

With recent developments in medical technology, genome editing opens up the possibility of heritable modification of our genetic composition, to either heal a genetic illness or alter physical traits. How should the EU approach these new possibilities in the field of research and practical application?

Submitted by: Jesse Hendrickx (NL), Olga Kyriakoudi (CY), Amanda Laulainen (FI), Oliwia Łatka (PL), Miloslava Patzeltová (CZ), Marta Seredyńska (PL), Pavlos Xeniadis (GR); Eva Thorshaug (Chairperson, NO)

Context

The practical implementation of human genome editing has raised many social, ethical and religious concerns, yet the lack of a public debate regarding potential misuse is striking. The absence of a comprehensive European legal framework and the differing approaches Member States have towards genome editing is cause for concern as current legislation often does not entirely reflect the interests of the scientific community, posing an obstacle to research rather than serving as a guidance for it. Finally, there is minimal research on the possible off-target effects of genome editing and its hereditary nature, with little research being conducted at the moment due to restrictive national and European laws.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Recommends Member States encourage women undergoing (IVF) therapy to donate their surplus egg cells for research purposes whilst ensuring that they have

been duly informed about their right to give or refuse consent;

2. Suggests Member States include the topic of human germline editing into their national school curricula whilst facilitating visits from student ambassadors and scientists;

3. Encourages Member States to organise public town halls on the issue of germline modification and invite the opinion of scientists and patient groups;

National level

4. Urges Member States to take the necessary steps in ensuring greater coherence of national legislation beyond the minimum common standard provided in the Convention on Human Rights and Biomedicine (ETS No 164) (Oviedo Convention), allowing the EU to take a leading role internationally;

5. Invites Member States to initiate public information campaigns about the developments in the field of human germline modification, raising the level of public debate;

6. Strongly recommends Member States to ensure that human germline modification for treatment purposes is covered by national healthcare systems in case of future permission of medical applications;

European level

7. Designates the Directorate-General for Research and Innovation (DG RTD) of the European Commission to initiate a Directive permitting pre-clinical research on human germline editing, as well as the creation of embryos for research purposes and prolonging the standard storage period;

8. Instructs the European Medicines Agency (EMA) to organise annual multidisciplinary conferences with governmental and scientific participants aiming to homogenise research and evaluate ethical matters regarding human germline modification;

9. Asks the EMA to further develop its network of national competent authorities to accelerate the exchange of information and facilitate greater cooperation between Member States regarding research on human germline modification;

10. Calls upon the contracting parties to amend the Oviedo Convention to allow the creation of embryos explicitly for research purposes.

Main aims

The main aim of the Action Plan is to promote and facilitate the development of genome editing technology in a manner that is safe, ethical and equally accessible for all European citizens. To ensure this, it is necessary to establish a common European legislative framework that delineates the boundaries of scientific research without being excessively restrictive and allowing for some room for Member States where that is needed. The promotion of genome editing should be done in a manner that does not exacerbate existing social differences and should provide a clear distinction between treatment and enhancement. Finally, more public discourse where both patient groups, scientists and legislators are present is needed to combat existing social stigma.

The Convention on Human Rights and Biomedicine (ETS No 164) (Oviedo Convention): The Oviedo Convention is the only international legally binding instrument on the protection of human rights in the biomedical field. It is a framework Convention aiming at protecting the dignity and identity of all human beings and guarantee everyone, without discrimination, respect for their integrity and other rights and fundamental freedoms with regard to the application of biology and medicine.

Directorate-General for Research and Innovation (DG RTD): This Commission department is responsible for EU policy on research, science and innovation, and defines and implements European Research and Innovation (R&I) policy to achieve the goals of its key flagship initiative, the Innovation Union.

European Medicines Agency (EMA): The European Medicines Agency (EMA) is a decentralised agency of the EU responsible for the scientific evaluation, supervision and safety monitoring of medicines in the EU.

Human germline editing: The direct inheritable manipulation of the genome using molecular engineering techniques, often called "gene editing". It can be applied in two different ways. Somatic genetic modification adds, cuts, or changes the genes in some of the cells of an existing person, typically to alleviate a medical condition. Germline genetic modification would change the genes in eggs, sperm, or early embryos. Often referred to as "inheritable genetic modification" or "gene editing for reproduction", these alterations would appear in all subsequent generations.

In Vitro Fertilisation (IVF): Refers to the process where a woman's egg is fertilised in vitro ("in glass") outside of her body in a laboratory. IVF is a type of assisted reproductive technology.

Motion for an Action Plan by

the Committee on Industry, Research and Energy [ITRE]

The power to change: The deepening climate crisis has provoked an ambitious commitment to a European Green Deal and a sustainable energy transition across all aspects of the European economy. The role of climate-neutral industrial production and goods transport is crucial for achieving these targets: Electrification alone will not cover the rising demand for clean energy in industry, and no single alternative has yet emerged to replace fossil fuels. How should the EU empower the research and adoption of new digital and energy-efficient technologies to enable a climate-neutral future for European industry?

Submitted by: Roemer Declercq (NL), Johanna van Dujin (NL), Yusuf Khalid (NL), Lucas Röing (SE), Carlos Saraiva (PT), Klára Vísnerová (CZ), Julia Waligóra (PL); Viktor Salenius (Chairperson, FI)

Context

Existing European energy supplies do not meet the rising energy demand, and the continued dependence on fossil fuels is causing significant climate damage and pollution. Industry stakeholders in Europe have an unclear vision of how to transition to green energy and what steps to take to substitute existing processes and value chains for zero-emission alternatives. Conflicting interests between sustainability and economic profit in industrial production continue to hinder progress towards a green industry transition.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Calls upon local and regional authorities to introduce green industry transition processes to students and citizens through interactive activities that engage

communities by:

    a) arranging to pick up litter in parks, and that;

    b) incentivising participants through a reward points scheme in collaboration with local industry;

National level

2. Strongly encourages Member States and international corporations based in Europe to align with the aims and funding criteria of the European Green Deal (EGD), by way of banning the construction of new fossil-fuel power plants after the end of the year 2021;

European level

3. Recommends the European Commission to urgently earmark subsidies within the LIFE Programme for the Environment and Climate Change to support expenses incurred by companies that transition to sustainable energy production and consumption;

4. Calls upon the European Commission to urgently make more accessible the application process for funding under Horizon Europe for companies transitioning to carbon neutrality, including within the Just Transition Fund;

5. Invites the European Commission to establish an incentive and reward structure based on environmental performance and improvement of companies in alignment with the EGD;

6. Expects the European Innovation Council by the end of 2022 to host digital training and workshops related to the green industry transition, geared towards:

    a) providing reskilling opportunities for workers whose tasks are being displaced by the transition to green industry,

    b) planning and presenting accessible and concrete strategies to companies struggling to navigate the green industry transition;

7. Urges the European Innovation Council to:

    a) rejuvenate targeted research on how to source, transition, and adapt to the most efficient sustainable energy resources for industry,

    b) introduce tailored designs for completing the green energy transition within industry, energy, and transport companies;

8. Requests the European Commission to drive ambitious Member State action

against pollution and greenhouse gas emissions by adapting the already existing air pollution limits to each Member States' capability, and by continuously tracking progress in reducing the volume of used EU tradable emissions permits.

Main aims

The Committee on Industry, Research and Energy (ITRE) takes steps to facilitate a full green transition of all areas of the industrial value chain to benefit the economy and ecological environment. There is a need to change mindsets and highlight the urgency of enabling a green industry and energy transition, both among individuals and corporations. Providers and consumers of green energy need to be supported through increased subsidies. EU institutions also need to reignite a wide discussion on research into sustainable technologies and introduce a clear and concrete design for the green transition that companies can follow.

Fact Sheet

the Committee on Industry, Research and Energy (ITRE)

European Green Deal: The European Green Deal (EGD) is the European Commission's vision for a carbon-neutral EU industry and economy by 2050. The EGD pledges to mobilise €1 trillion in sustainable investments combined from different EU research and development funds.

European Innovation Council: The European Innovation Council is an EU body that aims to identify and support breakthrough technologies and game-changing innovations, with an allocated budget of €10.1 billion.

EU Emissions Trading Scheme: The EU has launched this Cap & Trade based emissions trading system for allocating tradable emissions permits to industry stakeholders in the EU/EEA area.

Horizon Europe: The current EU funding framework programme for research and innovation is called Horizon Europe. It has a budget of €95.5 billion for the period 2021-2027.

Just Transition Fund: The European Commission manages the Just Transition Fund that supports European regions facing severe socio-economic challenges due to the green transition.

The LIFE Programme for the Environment and Climate Change: The LIFE Programme is an EU framework that supports public, private and non-governmental stakeholders in implementing low-carbon technologies and green transition approaches.

MOTION FOR AN ACTION PLAN BY

THE COMMITTEE ON ENVIRONMENT, PUBLIC HEALTH AND FOOD SAFETY

I [ENVI I]

No Game, No Life: With the World Health Organisation recently recognising compulsive gaming as a mental health disorder, how can the EU harness the benefits of video games in supporting and learning while combating video game addiction?

Submitted by: Ilinca Bodnar (FR), Samuel Carn (DK), Livia Draaisma (NL), Jan Drastil (CZ), Emma Høyeraal Leen (NO), Sveva Giordani Ressel (IT), João Salgado (PT), Elena Stunda (NL), Jente Vredenbregt (NL); Lazaros Hadjiforados (Chairperson, CY)

Context

In 2018, the World Health Organisation (WHO) recognised compulsive gaming as an official mental health condition because of its increasing prevalence. Yet, evidence indicates a positive side to video games, particularly as an educational tool used to improve learning and cognition. Therefore, the EU needs to find a balance between promoting video games as a pedagogical learning tool and combating video game addiction prevalence.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Asks students to undergo yearly screening test at schools to check if any student exhibits symptoms of video game addiction provided by the Member States;

2. Hopes that those who tested positive for symptoms of gaming addiction will be referred to a specialist for further examination, with support of the Member States'

Ministries of Health;

3. Proposes Member States ensure that this compulsive gaming treatment is covered by national health insurance schemes;

National level

4. Calls upon Member States to instruct their Ministers of Health to organise anonymised focus groups aimed at supporting individuals diagnosed with compulsive gaming;

5. Encourages Member States to collaborate with non-governmental organisations (NGOs) such as the European Schoolnet to create training programmes for teachers on:

   a) gamification,

   b) game-based learning,

   c) understanding the signs of excessive gaming and gaming addiction,

   d) digital literacy;

6. Suggests Member States instruct financial services companies to impose a mandatory two-step authentication procedure when paying online by 2023;

7. Requests Member States to raise awareness of the benefits and dangers of video games by organising:

   a) workshops,

   b) expert talks;

8. Further requests Member States to implement warning texts about the risks of excessive gaming across gaming platforms;

European level

9. Invites the Directorate-General of Health and Food Safety (DG SANTE) of the European Commission to create a Task Force aimed at:

   a) creating a legislative framework for combating compulsive gaming,

   b) supporting Member States to promote video games as pedagogical tool;

10. Welcomes the newly created Task Force to create a standardised diagnostic and treatment algorithms for compulsive gaming;

11. Calls upon the European Commission to propose a legislation for game developers to incorporate monthly in-game microtransaction limits;

12. Affirms the Directorate-General of Research and Innovation (DG RTD) of the European Commission to invest in research on:

    a) better understanding the pathogenesis of video game addiction,

    b) use of video games in healthcare,

    c) benefits of video games in learning;

13. Advises the DG RTD to set up a grant scheme to support organisations who want to promote video games as pedagogical support.

Main aims

The vision of the Committee of Environment, Public Health and Food Safety I (ENVI I) is to propose holistic measures striving to harness the positive aspects of video games whilst combating the ongoing prevalence of compulsive gaming. The core of our action plan centres around inviting the European Commission to create a Task Force composed of stakeholders that both affect and are affected by video games. Their responsibility is to assist the Commission in the hope of creating a legal framework and policy proposals for the Member States to create a European operational framework that would help better their pedagogy through game-based learning and gamification and safeguard their citizens from video game addiction.

Addictive behaviour: A type of behaviour characterised by the development of the repeated desire or compulsive use of, usually, a substance or substances regardless of its harmful consequences.

Cognition or cognitive functioning: The mental process of thinking and acquiring knowledge.

Cognitive skills: The core skills the brain uses to think, read, learn, remember, reason, and pay attention.

Compulsive behaviour: It strictly refers to a repeated behavioural pattern that disrupts the person from functioning normally in life.

Compulsive gaming or video gaming addiction: Defined by the WHO as a pattern of gaming behaviour, both for online and offline gaming, characterised by the obsessive need to play video games.

Directorate-General of Health and Food Safety (DG SANTE): DG SANTE is the Commission department, which is responsible for EU policy on food safety and health.

Directorate-General of Research and Innovation (DG RDT): This Commission department is responsible for EU policy on research, science and innovation, and defines and implements European Research and Innovation (R&I) policy to achieve the goals of its key flagship initiative, the Innovation Union.

European Schoolnet: A non-profit organisation that aims to bring innovation in teaching and learning by supporting European education stakeholders in the digital transformation of education processes.

Gamification: It is the idea of turning the entire learning process into a game. It involves taking game mechanics and gameplay elements such as leaderboards, levels and quests and applying them to existing learning courses and content to better motivate and engage learners.

Game-based learning: It involves the use of games to enhance the learning experience.

Mental health disorders or illnesses: Health conditions that negatively affect a person's emotional and psychological well-being. They are generally associated with changes in emotion, thinking, behaviour or a combination of these.

Pedagogy: Relating to teaching.

MOTION FOR AN ACTION PLAN BY

THE COMMITTEE ON CIVIL LIBERTIES, JUSTICE AND HOME AFFAIRS II

[LIBE II]

An online presence comes with a variety of dangers. With access to the internet and digitalisation becoming a necessity for education, economic and social well-being, how can the EU ensure that States, digital platforms and individuals all cooperate towards protection against image-based sexual abuse and cyber sexual harassment?

Submitted by: Leonardo Carvalho (PT), Liam Downes (IE), Rebecka Hemmestorp (SE), Annahita Koot (NL), Goos Kuijper (NL), Maria Kushleva (BG), Sophia Lialiou (GR), Minni Paju (FI), Daniela Pomyjová (CZ), Eliza Wójcik (PL), Lor van der Zalm (NL); Maria Tanou (Chairperson, CY)

Context

Victims of online sexual abuse, and particularly those belonging to vulnerable communities, are prevented from freely enjoying the benefits of the internet, while being under a high risk of offline violence. Simultaneously, cultural norms around sexual expression and stigmatisation heavily impact the mental health of victims and their ability to report. The lack of research and advocacy on the topic further allows private online platforms to underestimate the pivotal role of preventing such acts and monitoring their content. The core issue of the matter is the lack of uniformity in legislation across the EU, with Member States often having regressive or non-existing laws and reporting mechanisms regarding cyber sexual abuse and harassment.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Urges the European Commission to support Member States in allocating the appropriate funds and infrastructure towards the training of authorities handling cyber sexual abuse reports, in particular with regards to:

    a) the first respondent duties of police officers, when receiving reports of cybersexual assault,

    b) the necessary IT skills in order to efficiently investigate instances of cyber sexual abuse;

2. Congratulates the efforts of NGOs such as Women's Aid and Women Against Violence in Europe (WAVE) towards providing psychological support and guidance to victims of cyber sexual abuse and harassment;

National Level

3. Encourages social media companies to collaborate with Member States in order to:

    a) enable users to be redirected to websites that list resources for professional, state-specific assistance,

    b) comply with the Directive on E-Commerce within Member States' jurisdiction regarding their liability to remove illegal or harmful content;

4. Recommends Member States support the implementation of sexual education and consent-oriented courses within the curricula of Member States, in cooperation with relevant local NGOs;

European level

5. Requests the European Commission directly addresses the cyber sexual abuse and harassment by issuing an Opinion on:

    a) the creation of a legal definition of cyber sexual abuse and harassment applicable across the EU,

    b) the potential for Member States to review existing outdated legislation,

    c) procedures regarding prosecution of online sexual abuse and sexual harassment across Member States;

6. Calls upon the European Commission to encourage further implementation of

educational programmes like Cybersafe across the EU by:

    a) funding similar programmes across States through the Rights, Equality and Citizenship Programme (REC),

    b) promoting cross-border collaboration between relevant NGOs;

7. Congratulates the European Commission on the introduction of the EU Strategy on Victim Rights 2020-2025, and further calls upon its strict implementation regarding victims of online sexual abuse and harassment;

8. Calls upon the the European Research Council and the European Institute for Gender Equality (EIGE) to conduct comprehensive and up-to-date research towards cyber sexual abuse, in particular with regards to its effects on minority groups;

9. Strongly encourages the European Commission to work together with the European Network and Information Security Agency (ENISA) to support the creation of an independent monitoring body that can assist and guide platforms in:

    a) Recognising and profiling those who are especially at risk and then use AI algorithms and monitoring technology in order to acutely track and report online sexual abuse as soon as it happens,

    b) Taking an active role in finding, banning and reporting online sexual harassment,

    c) Implementing increased transparency toward their users about possible spreads of non-consensual material,

    d) Implementing more efficient reporting mechanisms regarding explicit, illegal, or non-consensual content,

    e) faster removal of content that is non-consensual or directed to/depicting children;

10. Calls upon the European Commission to start consultations regarding a Directive specifically focusing on the issue of cyber sexual abuse and increase monitoring of previous instruments and treaties such as the Istanbul Convention and their applicability to online sexual abuse and harassment.

Main aims

The present Action Plan is based on four different aspirations: firstly, the Committee on Civil Liberties, Justice and Home Affairs II (LIBE II) seeks to promote tighter and cohesive regulatory frameworks of online platforms in order to ensure the protection of children, adults, and

members of vulnerable groups from cyber-sexual abuse and harassment. Secondly, the present Action Plan aims to streamline the reporting and prosecution mechanisms in order to ensure effective prevention and penalisation of offenders. Furthermore, the proposed Action Plan aims to bridge the gaps of research and promote knowledge sharing by experts across the EU. Lastly, the Committee aspires to establish a basic standard of awareness and education on consent and reducing risks of victimhood.

Fact Sheet

the Committee on Civil Liberties, Justice and Home Affairs II (LIBE II)

Cybersafe: The CYBERSAFE Toolkit provides information and tools to prepare and facilitate workshops on the issues of gender-based online violence, in order to raise awareness and to encourage and support young people in safe and responsible online behaviour.

Directive on E-Commerce: This Directive sets harmonised rules for electronic commerce and explicitly refers to the liability of service providers. As per the Directive, service providers are liable to remove or disable access to illegal content hosted on their platforms as soon as it comes to their knowledge.

EU Strategy on Victim Rights 2020-2025: It is the first-ever strategy on victims' rights, which aims to ensure that all victims of all crimes can enforce their rights, no matter where in the EU or in what circumstances. The strategy aims to empower victims of crime, and enable Member States, EU instruments and civil society to work together for the enforcement of victim's rights. It also aims to provide a safe environment for victims to report and communicate their circumstances, improve support and protection, facilitate access to compensation and strengthen the international dimension of victims' rights. It was adopted on 24 June 2020.

The Council of Europe Convention on preventing and combating violence against women and domestic violence (Istanbul Convention): It is the first European multi-country treaty on combating violence against women and domestic violence. The Convention sets out minimum standards for signatories regarding prevention, protection and prosecution of violence against women and domestic violence. Several articles of the Convention can be also applied to the specific topic of digital violence.

The European Institute for Gender Equality (EIGE): The European Parliament and the Council of the European Union have assigned the Institute with the central role of addressing the challenges of and promoting equality between women and men across the EU. To support better-informed policy-making, EIGE contributes to the promotion of gender equality in Europe through delivering high-level expertise to the European Commission, the European Parliament, the Member States and enlargement countries.

The European Network and Information Security Agency (ENISA): The EU Agency for Cybersecurity contributes to EU cyber policy, enhances the trustworthiness of ICT products, services and processes with cybersecurity certification schemes, cooperates with Member States and EU bodies, and helps Europe prepare for the cyber challenges of tomorrow. Through knowledge sharing, capacity building and awareness raising, the Agency works together with its key stakeholders to strengthen trust in the connected economy, to boost resilience of the EU's infrastructure, and, ultimately, to keep Europe's society and citizens digitally secure.

The European Research Council: The European Research Council is a public body for funding of scientific and technological research conducted within the EU.

The Rights, Equality and Citizenship Programme: It is a funding initiative by the European Commission which aims to contribute to the further development of an area where equality and the rights of persons, as enshrined in the Treaty, the Charter and international human rights conventions, are promoted.

Women Against Violence in Europe (WAVE): It is a formal network NGO composed of European women's NGOs working in the field of combatting violence against women and children. The WAVE Network aims to promote and strengthen the human rights of women and children, and works closely with multiple NGOs across the EU to promote online safety from gendered abuse.

Women's Aid: It is a grassroots federation working together to provide counselling, legal aid, awareness and support to victims of offline and online domestic abuse in the United Kingdom (UK).

MOTION FOR AN ACTION PLAN BY

THE COMMITTEE ON REGIONAL DEVELOPMENT [REGI]

Collaboration despite differences: In the EU, cross-border regions such as the Rhine-Meuse-Nord Euregio are witness to some of the most dynamic exchanges of people, knowledge, services, and goods, actively redefining the meaning of borders and of the nation itself. This regional and local cooperation is often a grassroots effort, a spontaneous action happening individual of capitals' control. How can the EU improve its collaboration as a union of states through the model of regional border cooperation?

Submitted by: Magnus Andersson (SE), Amélie Beenhakkers (NL), Epifanios Evangelou (CY), Mikaella Hadjisavva (CY), Aurora Lubini (IT), Timin Mahajan (NL), Kateřina Matoušová (CZ), Renata Sarre (PL), Elisabeth Vascotto (IT), Nadya de Vlieger (NL); Amanda Häkkinen (Chairperson, FI)

Context

European cross-border regions, or Euroregions, are a defining feature of European geography as they make up 40% of the EU territory and host 30% of the population. Despite their potential for furthering European integration, cross-border cooperation is hindered by a plethora of social, cultural, economic, administrative, and linguistic barriers between adjacent Member States. Moreover, although cross-border regions contribute to 30% of the Union's GDP, they typically lag behind in development as the citizens of these areas lack access to healthcare, public transportation, education, and employment.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Appeals to the Member States' local governments and municipalities to provide

subsidies to small and medium-sized enterprises (SMEs) for hiring bilingual staff in cross-border regions;

2. Urges the European Research Council (ERC) to fund projects in research institutes located in border regions with the aim of responding to common challenges, such as

    a) environmental changes,

    b) public health threats,

    c) transportation,

    d) digitalisation;

3. Requests European Commission's Interreg A -section of the European Territorial Cooperation (ETC) programme to create a mechanism used to assess the comparability of educational and professional qualifications obtained in a neighbouring country, in accordance with the European Qualifications Framework (EQF);

4. Suggests universities located in cross-border regions, in cooperation with Member States' Ministries of Education, to organise:

    a) exchange programmes with educational institutions from bordering countries,

    b) joint courses with bordering countries;

5. Encourages the European Regional Development Fund (ERDF) to reallocate funding for translating professional and educational qualifications in Member States' local administration;

6. Invites Eurodesk to organise a media campaign and workshops on cross-border opportunities for municipalities and public services;

7. Instructs Euroregions to organise free language classes for people from cross-border regions in cooperation with the European Language Equality Network (ELEN) starting in 2022;

National

8. Strongly encourages the Trans-European Transport Network (TEN-T) to introduce a centralised scheme for public transportation companies operating in Euroregions with combined timetables and a coordinated ticketing system by 2023;

9. Strongly urges Member States' Ministries of Employment to ensure cross-border workers receive necessary taxation information on time by appointing a group of social and tax workers to this task;

10. Asks Member States to create common legislation which allows for medical, police, and

firefighting personnel to smoothly travel across borders in case of emergency in all Euroregions by 2025;

11. Strongly requests Member States to:

    a) reallocate funds received from the Recovery and Resilience Facility to provide Euroregions with rapid COVID-19 tests for citizens of cross-border regions,

    b) coordinate the distribution of these tests in cross-border areas;

12. Proposes Member States to form bi- and multilateral agreements on social security policy, whereby cross-border workers:

    a) are entitled to rehabilitation in the case of a work-related incident in another country,

    b) obtain pension in the country they work in,

    c) receive unemployment benefits;

13. Further invites Member States' Ministries of Health to share resources by:

    a) introducing mobile hospitals in cross-border regions in emergency situations,

    b) assisting with COVID-19 patients and other patients who need immediate help,

    c) establishing healthcare cooperation zones in cross-border regions where people can receive treatment across the border;

European level

14. Designates the ERDF to provide monetary support to launch school- and hospital building programmes within Euroregions starting with the budgetary period of 2021-2027;

15. Calls upon the European Commission to direct funding starting with the budgetary period of 2021-2027 to the developing green public transportation systems in Euroregions;

16. Welcomes the pan-European use of the Europass system by the beginning of the 2022-2023 academic year.

Main aims

Our mission is to highlight the crucial role cross-border regions play in furthering European

integration by releasing their full potential for spontaneous territorial cooperation, social cohesion, and regional innovation. Our goal is to facilitate a dynamic exchange of goods, people, services, funds, and culture in cross-border regions by introducing bi- and multilateral social security agreements, more efficient recognition of professional and educational qualifications obtained in a neighbouring country and reallocating further funding to public transportation in often peripherally located cross-border areas. Moreover, we aim to improve the quality of life in border regions by ensuring access to quick help in case of an emergency, whether it be medical, firefighting or police intervention by providing borderless movement. Lastly, we wish to fight discrimination and bring people in cross-border areas closer to one another socially and linguistically by introducing joint university programmes, research projects, and language classes.

Fact Sheet

the Committee on Regional Development (REGI)

Bilateral agreement: It is an agreement between two parties, such as Member States. They range from legal obligations to non-binding agreements.

Europass: It is a tool that can be used to create a profile containing a motivational letter and a CV, that is widely accepted across Europe.

Eurodesk: It is an European programme targeted to young people from 36 countries, created as a reliable information source about studying, volunteering, etc. abroad.

Euroregion: It is a transnational cooperation structure between two or more adjacent European countries and represents a type of cross-border region.

The European Regional Development Fund (ERDF): It is one of the main financial instruments of the EU's cohesion policy. Its purpose is to contribute to reducing disparities between the levels of development of European regions and to reduce the backwardness of the least-favoured regions. Particular attention is paid to regions which suffer from severe and permanent natural or demographic handicaps, such as the northernmost regions, which have very low population densities, and island, cross-border and mountain regions.

The European Research Council (ERC): It is a public EU institution for funding scientific and technological research executed within the Union. Researchers from any field can apply for funding within the ERC.

The European Central Bank (ECB): It is the central bank of the euro area and an EU institution located in Frankfurt am Main, Germany. Together with the euro area national central banks, it forms the Eurosystem, which conducts monetary policy in the euro area. Its primary objective is to maintain price stability, i.e. to safeguard the value of the euro. In addition, the ECB, in cooperation with the national supervisors, carries out banking supervision in the euro area and in other participating Member States within the Single Supervisory Mechanism (SSM).

The European Language Equality Network (ELEN): It is an NGO that promotes and protects lesser-used European languages and works towards multilingualism in the continent.

European Territorial Cooperation (ETC) or so-called Interreg: It is an instrument of the European cohesion policy with the aim of solving problems across borders and to create joint solutions to common challenges and problems. Its projects are supported by the European Regional Development Fund (ERDF). It has three components: cross-border cooperation, transnational cooperation and interregional cooperation. Cross-border cooperation programmes are carried out under Interreg A, a section of the ETC.

European Qualifications Framework (EQF): It is a translational tool used to compare national educational and professional qualifications across Europe.

Healthcare cooperation zone: It is a term used to describe an area of land at a small distance from a national border, in which the national healthcare systems could potentially cooperate without limitations in case of need or emergency.

Multinational agreement: It is an agreement between three or more parties, such as Member States. They range from legal obligations to non-binding agreements.

Recovery and Resilience Facility: It is a facility that aims to mitigate the economic and social impact of the COVID-19 pandemic. It offers €672.5 billion in loans and grants to Member States.

Small and medium-sized enterprises (SME): They are businesses whose personnel numbers fall below 250 people and have a maximum turnover of €50 million.

Trans-European Transport Network (TEN-T): It is an actor in the areas of transport, energy, and telecommunications, first mentioned in the Treaty of Maastricht in order to connect all the regions of the EU. These networks are tools intended to contribute to the growth of the internal market and to employment, while pursuing environmental and sustainable development goals.

MOTION FOR AN ACTION PLAN BY

THE COMMITTEE ON SECURITY AND DEFENCE [SEDE]

L'Europe qui protège: With digitalisation and globalisation greatly increasing the potential impact of hybrid threats, how can the EU protect its citizens against those threats?

Submitted by: Ali Alonzo (SE), Fotis Athanatos (GR), Minijohana D'Orlando (IT), Gabriella Eckardt (SE), Despoina Mangel (GR), Noor Menten (NL), Alex Nowak (NL), Mirre Prinsze (NL), Maria Sieradzan (PL), Erika Tugaudyte (LT); Henri Haapanala (Chairperson, FI)

Context

Hybrid threats are actions targeted at states aiming to undermine citizens' confidence in democratic institutions, spread disinformation, or challenge national sovereignty and territorial integrity without crossing the legal threshold of warfare. The risk posed by hybrid threats to the EU, Member States, and European citizens, in cyberspace as well as the physical world, has increased following the unstable geopolitical situation in Ukraine and the growth of political campaigning and news consumption in social media. While the NATO military alliance and the defence ministries of Member States are putting considerable effort into countering hybrid threats, this Action Plan calls for further integration of diplomacy, intelligence, and hard power at the EU level to strengthen the resilience of Europe in this volatile security environment.

The European Youth Parliament recommends taking the following actions on the

Individual and local level

1. Calls upon the European Commission to launch a European-wide information campaign across social and traditional media, encouraging a feeling of unity and trust in the democratic institutions of the EU and Member States;

2. Asks the European Commission to launch social media campaigns regarding the definitions and types of hybrid threats to raise awareness;

3. Invites Member States to provide objective and unbiased information during elections and other significant democratic processes according to the European Democracy Action Plan;

4. Strongly recommends that the upcoming Digital Education Action Plan emphasises critical thinking skills and digital literacy;

5. Encourages Member States to collaborate on educational programmes including individual and national preparation against cyber attacks, online manipulation and other types of hybrid threats;

National level

6. Invites Heads of State and Government to cooperate with the European Council to streamline EU diplomacy with third countries;

7. Strongly appeals to Member States' Ministries of Defence to lead the cross-domain response to hybrid attacks, supporting other ministries if they are disrupted by an attack;

8. Urges Member States to further develop their Ministries of Digital Affairs, which would be tasked with:

   a) defending the security of all private and public internet networks within their jurisdiction,

   b) supporting small and medium-sized enterprises (SMEs) with their digital security systems through subsidies and one-on-one support;

9. Congratulates Member States such as Estonia for their successful rollout of e-voting, while protecting the integrity of democratic processes;

10. Suggests Member States to reduce their geopolitical dependency on energy imports from third countries which their relations are not stable and trusted, for example through accelerated investment in renewable energy sources along with the help of their trusted third country partners something which would promote energy efficient and sustainable energy sources not only inside the EU but also

near its borders and in other countries;

11. Appeals to Member States to develop their national security and defense policies in line with the EU Security Union Strategy;

European level

12. Calls for greater funding to the Civil Security for Society cluster of Horizon Europe, with particular regard to research initiatives aiming at increasing cybersecurity capacity across all Member States;

13. Supports the further integration of the Common Security and Defence Policy (CSDP) with the counter-terrorism and counter-intelligence work of Europol, under a hybrid threat department of the European External Action Service (EEAS);

14. Urges the European Commission to draft new anti-disinformation legislation, particularly addressing the major social media platforms with requirements for:

    a) fact-checking in topics relevant to national security or public health,

    b) Codes of Conduct and content guidelines,

    c) rapid responses to data breaches and cyber attacks,

    d) safety of all social media users, especially ones from vulnerable groups;

15. Strongly recommends the Directorate-General for Communications Networks, Content and Technology (DG Connect) of the European Commission to review the European Digital Services Act and the General Data Protection Regulation (GDPR), to see which elements are applicable to countering hybrid threats;

16. Calls upon the European Union Agency for Cybersecurity (ENISA) to support cyber exercises and technological innovation in the field of cyber defense;

17. Supports the ongoing expansion of the European Border and Coast Guard Agency (Frontex) as a projection of European hard power in the external border regions;

18. Encourages Member States to improve their military capabilities for responding to hybrid threats on a voluntary basis, through Permanent Structured Cooperation (PESCO).

Main aims

The main aims of this Action Plan are to raise awareness of hybrid threats among Europeans and give the European institutions sufficient resources to lead the response at the EU level. To achieve this, the flow of information and knowledge between Member

States must be improved through, for example, a coordinated intelligence-sharing campaign involving all Member States' Ministries of Defence. This Action Plan also calls for the strengthening of existing security and defense institutions such as Permanent Structured Cooperation, ENISA and Frontex, since their full potential in this field has not yet been tapped. The most appropriate response to hybrid threats involves cross-domain collaboration, where the soft and hard power of the EU meet the geopolitical expertise of Member States in their own territories.

Fact Sheet

The Committee on Security and Defence (SEDE)

Common Security and Defence Policy (CSDP): The legal framework for the common foreign and security policy of the EU. The political and military structures of the EU are governed by this policy, including military and civilian missions and operations abroad.

Directorate-General for Communications Networks, Content and Technology (DG Connect): The Directorate-General of the European Commission responsible for the digital single market. It also takes part in the preparation of foreign affairs and security policy, particularly in topics regarding cybersecurity and data protection.

Digital Education Action Plan: The European Commission's vision for high-quality, inclusive and accessible digital education in Europe, designed to raise education to the demands of the post-COVID-19 world and the digital age more broadly.

European Border and Coast Guard Agency (Frontex): The border agency of the EU, tasked with upholding freedom and security at the external borders of the Union.

European External Action Service (EEAS): The EU agency responsible for diplomatic and foreign affairs and military operations.

European Democracy Action Plan: A strategy of the European Commission, aiming at empowering citizens and improving the resilience of democracies by promoting free and fair elections, strengthening media freedom and countering disinformation.

EU Security Union Strategy: The European Commission's strategy for security at the EU level in the complex security environment. Its main pillars are the protection of critical infrastructure and public spaces; tackling evolving threats such as cybercrime; protecting Europeans from terrorism and organised crime; and building a strong security ecosystem in Europe.

European Union Agency for Cybersecurity (ENISA): The EU agency responsible for coordinating cybersecurity affairs and policies in Member States, conducting research and offering services in the field of ICT and cybersecurity.

European Union Agency for Law Enforcement Cooperation (Europol): The EU agency responsible for supporting Member States in preventing and combating all forms of serious international and organised crime, cybercrime and terrorism.

General Data Protection Regulation (GDPR): It is a regulation in EU law on data protection and privacy in the European Union (EU) and the European Economic Area (EEA). Its primary aim is to give individuals control over their personal data and to simplify the regulatory environment for

international businesses by unifying the regulation within the EU.

Horizon Europe: The key research and innovation funding programme of the EU.

Permanent Structured Cooperation (PESCO): A framework for deepening the defence cooperation of Member States who are capable and willing to do so. It includes investment, planning and collaboration of defence resources across various domains.

Third countries: Countries that are not Member States of the EU.

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