

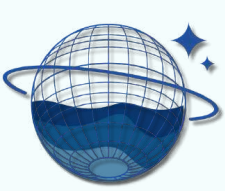
SEA YOUTH IGF

EMPOWERING SOUTHEAST ASIA'S YOUTH IN SHAPING THE FUTURE OF THE INTERNET

2024 SUMMARY REPORT

Developed by:

SEA YIGF 2024 Organizing Committee



A. About Southeast Asia Youth Internet Governance Forum 2024

The Southeast Asia Youth Internet Governance Forum (SEA Youth IGF) is a youth-led initiative aimed at fostering advocacy, discussions, awareness, and engagement on internet governance issues among the youth in the Southeast Asian region. This report outlines the purpose, scope, and structure of the SEA Youth IGF and summary of SEA Youth IGF 2024.

The primary objectives of the SEA Youth IGF are:

- To provide a platform for young people in the Southeast Asia region through an open and inclusive discussion as well as an exchange of ideas of the internet governance issues;
- To enhance advocacy on internet governance issues among youth;
- To raise awareness about internet governance and its relevance to the youth;
- To support young people in delivering their ideas for the internet-policy-making purposes;
- To foster collaboration among youth across Southeast Asian countries in addressing internet-related challenges and opportunities;
- To encourage young people to participate in an open and inclusive engagement in the national, regional, and global Internet community.

B. Organizing Committee Members

The organizing committee is composed of individuals from various Southeast Asian countries, each bringing their unique expertise and representing diverse stakeholder groups such as government, civil society, the technical community, and youth organizations. Below is the list of the Coordinators and Organizing Committee Members:

No.	Full Name	Nationality	Stakeholder
1	Hasrul Eka Putra Kau**	Indonesia	Government
2	Phyo Thiri Lwin**	Myanmar	Technical Community
3	Bea Soriano Guevarra	Philippines	Civil Society
4	Felicia Yunike	Indonesia	Youth/Student
5	Jeremy Revadia Kristasurya	Indonesia	Government
6	Maruf Chebueraheng	Thailand	Civil Society
7	Siriracha Kaeoyong	Thailand	Government

C. Program Details

SEA Youth IGF operates based on guiding principles that [align with the NRI Principles of the global Internet Governance Forum \(IGF\)](#), which serves as a model for many national and regional youth IGF initiatives. The forum provides a platform for young people to exchange ideas, propose solutions, and collaborate on initiatives that address the pressing current digital challenges faced by their communities.

The program focuses on empowering young people to actively participate in discussions surrounding topics such as digitization challenges in the Region, peace building in the age of digital diplomacy, green technologies and digitalization challenges.

In its first year, SEA YIGF was held as a 3-day meeting in a hybrid format, with physical co-location at 3 local hubs in Bangkok, Chiang Mai, and Jakarta. Below is the complete list of topics, speakers, and the event agenda.

Theme	Enhancing the digital contribution to peace, development, and sustainability
Date:	27-29 July, 2024
Time:	10:00 AM - 15:00 PM (GMT+7) / 03:00 AM - 08:00 AM (UTC)
Location:	Online and with local hubs in Thailand and Indonesia
Language:	English
Meeting Link:	https://bit.ly/SEAYIGF2024

SEA yIGF Day 0 - July 27, 2024	
03:00 - 03:10 UTC (10 mins)	Welcome
03:10 - 03:35 UTC (25 mins)	Introduction SEA Youth NRI <ul style="list-style-type: none"> • Hasrul Eka Putra Kau, SEA YIGF
03:35 - 04:00 UTC (25 mins)	Get to know each other: Ice Breaker
04:00 - 04:20 UTC (20 mins)	Internet Governance 101 (Session 0) <ul style="list-style-type: none"> • Aris Ignacio, Southville International School and Colleges, Philippines
04:20 - 04:35 UTC (10 mins)	Introduction Program Agenda <ul style="list-style-type: none"> • Siriracha Kaeoyong, SEA YIGF
04:35 - 04:55 UTC (20 mins)	<u>Youth Policy Statement</u>
04:55 - 05:00 UTC (5 mins)	Communication Channel & Mailing List Invitation
05:00 - 05:05 UTC (5 mins)	Wrap Up

SEA yIGF Day 1 - July 28, 2024	
03:00 - 03:10 UTC (10 mins)	Welcome
03:10 - 03:20 UTC (10 mins)	Opening Remark - Video Message <ul style="list-style-type: none"> • Anja Gengo, United Nations IGF Secretariat
03:20 AM - 03: 40 AM (20 mins)	1st Keynote Speaker Session <ul style="list-style-type: none"> • Mr. Hario Bismo Kuntarto Head of Governance for Digital Economy, Gaming, and Artificial Intelligence, Ministry of Communication and Informatics of Indonesia
03:40 AM - 04:40 AM (60 mins)	S1: Digitization Challenges in Southeast Asia Region (Open floor) <ul style="list-style-type: none"> • Ricardo Valente Araujo, Gen-Z Talk, Timor-Leste • Mary Rose Ofianga, Wadhwani Foundation, Philippines • Bhredipta Socarana, Indonesia Youth IGF, Indonesia
04:40 AM - 05:30 PM (40 Mins)	S2: Empowering youth as Peacebuilders in the age of Digital Diplomacy <ul style="list-style-type: none"> • Maruf Chebueraheng, Digital4Peace Foundation, Thailand
Lunch Break (05:30 PM - 06:15 PM)	
06:15 PM - 07:15 PM (60 Mins)	S3: Green Technologies and the Digital Economy: Pathways for Southeast Asia <ul style="list-style-type: none"> • Jasmine Yee Man Ko, EII, DotAsia Organisation • Khun Paing Htet Kyaw, Chiang Mai University, Myanmar • Kadesiree Thossaphonpaisan, APriGF Alumni, Thailand • Praise Ichthus Tampi, Obviously Sustainable, Indonesia
07:15 PM - 07:30 PM (15 Mins)	Wrap Up

SEA yIGF Day 2 - July 29, 2024			
Time (+UTC)	Sessions		Organizer
03:30 - 04:00 UTC	1	IDSIG Presentation	Jennil Illona Mayshiogie
04:00 - 05:00 UTC	2	Exploring Racial Harmony in the Digital Sphere: Lessons from Singapore	ALEX LEW WEN JIE
Lunch Break 05:00 - 06:00 UTC			
06:00 - 07:00 UTC	3	Cambodia First Youth IGF: Youth Initiative Toward Sustainable Digital Development	Hong Tholly Sonit
07:00 - 08:00 UTC	4	Democratizing Access to Justice with Technology	Arasy Pradana
08:00 - 08:30 UTC	5	Input Call for Summary of Policy Statement	SEA Youth IGF OC
Closing Remark - SEA Youth IGF			

D. Summary of SEA Youth IGF 2024

Session 1: Digitization Challenges in Southeast Asia Region

How can Youth in SEA be empowered to take an active role?

Philippines:

- Education and training programs focusing on digital literacy are crucial for equipping youth with real-world skills.
- Collaboration with educational institutions is vital to support youth development.
- Digital literacy programs are essential for equipping youth with the skills needed to navigate the digital world.
- Partnerships with educational institutions and practical training are critical for preparing the youth for the industry.

Mary Rose Ofianga shared her experience of feeling intimidated when she first joined the IGF due to the specialized jargon and lack of formal education on internet governance. She emphasized the need for proactive learning and support to overcome these challenges.

Timor Leste:

- Providing youth with necessary resources, such as AI and internet governance materials, is critical, as these topics are often not included in formal education.
- Educating young people about cybercrime, security, and misinformation is essential for navigating the digital landscape.
- Young people should be involved in decision-making to encourage their development and learning. Active participation of youth in policy development ensures their perspectives are considered. Providing platforms for youth involvement, like the Southeast Asia Youth IGF, is crucial for learning and contributing to digital transformation.

Ricardo Valente Araujo mentioned, creating Space for Youth: Beyond education, it's crucial to provide youth with spaces to create and participate in decision-making processes, particularly in areas like cybersecurity, policy, and regulations. Ricardo emphasized the importance of including young people in discussions that impact their futures, as they are often excluded from such decisions. For youth to innovate and contribute meaningfully, they need financial support and trust from stakeholders. Without these, it is challenging for young people to achieve their goals and make an impact in the digital space.

The speakers emphasized the critical need for reform and accessibility in empowering youth, particularly within the realm of policy-making. They argued that **current processes must be restructured** to better align with the unique challenges and responsibilities faced by young people today. By making these processes more accessible, youth can actively participate and contribute to shaping the digital future.

Additionally, the discussion highlighted the importance of treating youth as partners, rather than mere consumers, in capacity-building activities. The speakers stressed that **youth should be actively involved** in these processes, allowing them to play a more substantive role in the digital ecosystem. A significant point of discussion was the balance between critical thinking and authenticity, especially when using AI tools like ChatGPT. The speakers acknowledged the benefits of such tools in enhancing efficiency but cautioned against over-reliance on them. They emphasized the importance of authenticity in the work produced by young people, suggesting that while AI can be a valuable resource, it should not replace genuine, thoughtful contributions.

Lastly, the speakers addressed the role of educators in this evolving digital landscape. They underscored the need for **educators to not only familiarize themselves with new technologies like AI but also to teach students how to use these tools effectively**. This includes imparting skills such as prompt engineering, which can enable students to leverage AI in a more innovative and productive manner.

Indonesia:

- Internet governance experienced setbacks during and after COVID-19, but there are current efforts to engage youth as beneficiaries.
- It's essential to make resources accessible and involve youth meaningfully in the policy-making process.
- Youth should be viewed as partners rather than mere consumers in training and policy initiatives.

Bhredipta Socarana explained that youth must be seen as equal partners in policy-making, emphasizing the importance of capacity building to empower young people.

In **Indonesia**, internet governance faced setbacks during and after COVID-19, but current efforts aim to engage youth as beneficiaries. It's crucial to make resources accessible and involve youth meaningfully in policy-making, viewing them as partners rather than mere consumers.

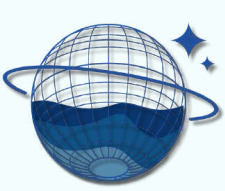
In the **Philippines**, digital literacy education and training programs are vital for equipping youth with real-world skills, with educational institutions playing a key role in supporting their development. Meanwhile, in **Timor Leste**, providing youth with resources on AI and internet governance is essential, as these subjects are often absent from formal education. Educating youth about cybercrime, security, and misinformation is critical for navigating the digital landscape. Including young people in decision-making processes encourages their growth and fosters learning. The discussions also highlighted the use of generative AI in projects, recognizing its potential to enhance productivity while maintaining authenticity. Educators should focus on integrating new technologies that support real-world applications.

In addition to digital issues, the environmental impact of e-waste is a significant concern, particularly in **Thailand**, where approximately 56,154 metric tons of e-waste were collected in 2023. Solutions to minimize risks must be undertaken, and young people are encouraged to play an active role in policy-making on e-waste management and recycling facilities.

Discussions also stressed the need for maintaining humanity's role in a technology-driven world, emphasizing collaboration between humans and machines. This partnership can drive innovation while safeguarding human-centric qualities like empathy and creativity. Ethical considerations and the development of social safety nets are necessary to mitigate the risks of technological displacement.

In **Indonesia**, the quality of arguments and evidence matters more than age or identity in policy-making. Well-founded and clear perspectives from youth, supported by evidence, are considered valuable in the regulatory process. The importance of diverse viewpoints in creating effective policies was highlighted.

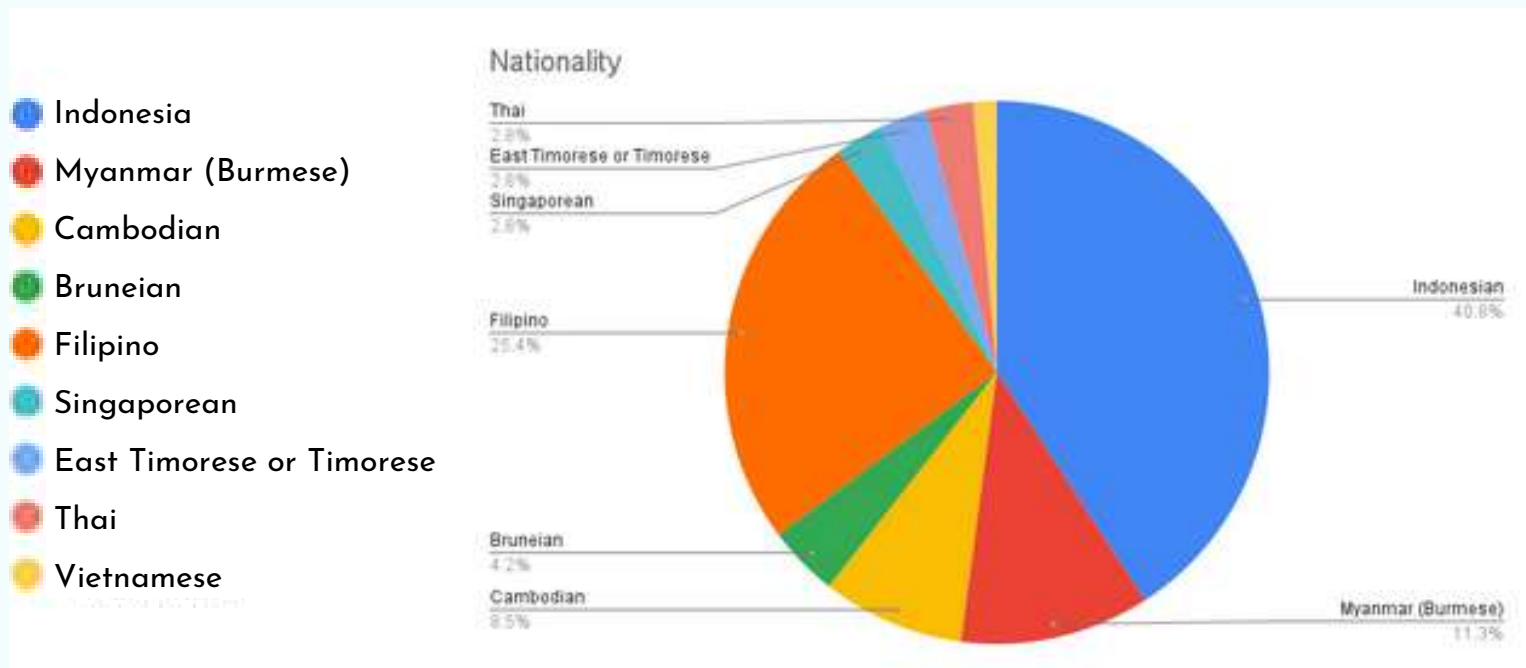
Finally, empowering youth to influence government policy-making—particularly in Internet governance—was discussed. The key advice was to start small by finding allies in non-governmental organizations, private companies, or international bodies, and to build networks. Platforms like the Southeast Asia Youth IGF can help youth showcase success stories and gradually gain recognition without needing to force their way into government spaces. Continuous learning, volunteering, and connecting with mentors were emphasized as crucial steps for youth to become effective advocates in their communities.



Session 3: **Green Technologies and the Digital Economy**

- **Definition of Green Technology:** Green technology encompasses both software and hardware designed to enhance environmental productivity and support ecosystems. While it promotes sustainability, it also presents challenges, including high resource and energy demands that can hinder economic feasibility.
- **Digital Economy Overview:** The digital economy involves people, businesses, data, devices, and processes. It plays a crucial role in facilitating the adoption of green technologies.
- **Challenges Identified:**
 - **Environmental Megatrends:**
 - Emissions from data centers and internet networks.
 - Rapid obsolescence of technology tools.
 - Environmental impact of manufacturing components.
 - Energy-intensive construction of subsea networks.
- **Indonesia's Digital Economy:**
 - Expected to recover by 2025, it accounts for 42% of ASEAN's digital economy, with internet penetration increasing from 78.1% in 2023 to 79.5% in 2024.
 - However, Indonesia remains heavily reliant on fossil fuels, with low renewable energy utilization.
- **Recommendations for Advancing Green Tech:**
 - **Policy Advocacy:** Encourage policy changes to streamline regulations and reduce bureaucratic barriers.
 - **International Support:** Secure resources and stability in unstable regions through global partnerships.
 - **Investment Promotion:** Develop mechanisms to attract domestic and international investment in green technologies.
 - **Multi Stakeholder Collaboration:** Engage various stakeholders in the national digital ecosystem to facilitate sustainable digital transformation.
 - **Innovation and Research:** Shift from being technology consumers to global innovators in green technologies.
 - **Youth Involvement:** Empower young people to lead initiatives in sustainable technology development through advocacy, research, and community engagement.

E. Number of Participants (including speakers)



Overall, the session emphasized the need for a balanced approach to leveraging green technologies within the digital economy, advocating for collaborative efforts, regulatory support, and active youth participation to create a sustainable future for Southeast Asia.

Participants Information:

Day 1: 54 participants in total, statistical data of each country

Day 2: + 6 (Session organizers)

Total: 60 participants

F. Youth Policy Statement



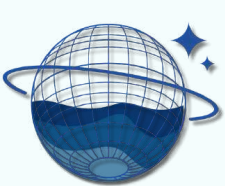
The discussion highlights the importance of empowering youth in Southeast Asia through **inter-generational and cross-border collaboration**, particularly in digital transformation and governance. It emphasizes the need for targeted skill development programs, mentorship, and capacity-building opportunities to ensure youth can actively contribute to technological innovation. The dialogue also addresses significant challenges such as the digital divide, poor internet accessibility in remote areas, and the need for inclusive platforms, especially for marginalized communities. Moreover, it stresses the importance of involving **youth in decision-making processes** within ASEAN digital frameworks, while acknowledging the current gaps in implementation. The conversation underscores the need for continuous monitoring, ethical oversight, and the sharing of lessons learned across countries to foster a more cohesive and inclusive digital future in the region.

Youth are often seen as adversaries by governments, but they possess the power to change this narrative by equipping themselves with knowledge, building networks, and utilizing technology effectively. **Emerging technologies** like Web3 and blockchain exemplify how youth are ahead in areas where governments struggle to keep up. By involving young people in policymaking, governments can better harness the potential of these technologies while managing risks. To achieve this, **youth must educate policymakers on the benefits of their involvement**, demonstrate their talents through projects, and demand their rightful place in decision-making. Embracing technological advancements not only streamlines tasks but also creates opportunities for innovation and new roles.

The ASEAN region is currently grappling with the severe impacts of global warming, such as storms, flooding, and heatwaves.

Green technologies like **solar power and electric vehicles (EVs)** are crucial solutions to mitigate environmental challenges, particularly in power generation. However, rapid urbanization in ASEAN cities has hindered progress due to poor urban design and facilities, exacerbating issues like waste management. To address these challenges, youth initiatives **need funding for community or social enterprises**, with competitions or grants being effective solutions. Private tech companies and governments should encourage youth awareness and action on environmental problems, including the adoption of green technologies. **Research opportunities** in green technology can also foster youth interest, emphasizing that today's youth must act now to become tomorrow's change makers. Engaging youth in research will give them firsthand experience in addressing these critical issues.

The summary highlights key initiatives for **promoting peace, development, and sustainability** within the ASEAN community and beyond. It advocates for combating misinformation, disinformation, and malinformation on social media platforms while respecting diverse perspectives and embracing diversity. **Peace-building forums** should be launched to foster understanding and unity within the ASEAN community. The promotion of **eco-friendly materials** in digital products and the encouragement of an eco-friendly mindset are essential, along with increased investment in research and development. **Capacity-building programs**, collaboration, and strict cybersecurity regulations are crucial for protecting critical infrastructure, and ensuring access to justice will help prevent cybercrimes. **Adopting laws** and policies against misinformation and hate speech, along with promoting fact-checking platforms, is vital. Strengthening legal frameworks to support youth initiatives, social enterprises, and digital startups is necessary, with a focus on international collaboration and the exchange of best practices. **Joint research projects** and the development of international forums, such as SEA YIGF, are encouraged to enhance global cooperation and contribute to a more sustainable and prosperous world.



G. Feedback

SEA YIGF 2024 was a **resounding success**, thanks to the engaging discussions, informative presentations, and warm atmosphere. Participants appreciated the **availability of local hubs**, the sharing of information about the IGF, and the opportunity for youth to contribute and be empowered. The moderators were praised for their friendly and approachable demeanor, while the **active interactions between speakers and participants fostered a collaborative environment**. Attendees were particularly impressed by the increased knowledge gained on topics outside their initial expertise, from **technical aspects to diplomatic considerations**. The discussions were deemed helpful and informative, contributing to a valuable and impactful experience. While participants overall enjoyed the event, some feedback suggested improvements. A few attendees noted a lack of engagement from some participants and fewer questions than expected. The format was considered a bit long for Zoom, with suggestions for shorter sessions or breaks. Despite these areas for improvement, the majority of **participants would recommend** the event to their colleagues and friends.

H. Regional Involvement: APAC Youth Leaders Dialogue

During the APAC Youth Leader's Dialogue, held by Asia Pacific yIGF. One of our members, **Felicia Yunike**, was given an opportunity to share the issues happening in the SEA YIGF. The speaker was given 5 minutes to answer the following policy question:

"In what ways can multistakeholder partnerships be leveraged to develop comprehensive strategies for empowering marginalized youth and ensuring their equitable access to digital resources and protections?"

Felicia emphasized the importance of addressing the digital challenges in the SEA region. The Speaker stated that in the Philippines, digital literacy is still an issue and a highly important program to be taken into consideration. In both the Philippines and Timor Leste, the lack of formal education presents challenges for youth engaging with the Internet Governance community. In the Philippines, digital literacy gaps can intimidate young people from participating, making it essential to support educational institutions in equipping them with the necessary knowledge. Similarly, in Timor Leste, the absence of AI and technology-related subjects in the curriculum hinders youth from navigating the digital landscape. Therefore, incorporating AI and tech materials into education is crucial for empowering young people.

Felicia also suggested that creating a space where governments, private sector and young people can interact and share their insights – in an equal manner – is highly required. For example, establishing a forum is a good way to invite young people in a policy-making process. In support of this suggestion, it is still an issue for the governments to view young people as a consumer rather than their equal. Therefore, establishing an open and inclusive dialogue between governments and young people is considered essential in a way that this discussion may potentially break the barriers. Lastly, receiving support from multi-stakeholder for young people is highly suggested. For example, supporting young people in the form of funds is beneficial in a way they can contribute to the society regionally and globally. Without funds and trust from the multi-stakeholders, this might influence their creative ideas for a project in a digital space.

Lastly, receiving support from multi-stakeholder for young people is highly suggested. For example, supporting young people in the form of funds is beneficial in a way they can contribute to the society regionally and globally. Without funds and trust from the multi-stakeholders, this might influence their creative ideas for a project in a digital space. Felicia concluded that education (digital literacy in particular), open and inclusive dialogue as well as support from the multi-stakeholders are ways to empower marginalized youth and create equitable access to digital resources and protections.

During the dialogue, she admired the enthusiasm and active participation from the participants though the time was very limited.

I. Conclusion & Recommendations

SEA Youth IGF 2024 was a success, with engaging discussions, informative presentations, and a positive atmosphere. Participants appreciated the local hubs, opportunities for youth involvement, and the approachable moderators, contributing to a collaborative environment. Attendees gained valuable insights on a variety of topics, enhancing the overall impact of the event.

Some feedback suggested minor improvements, such as increasing participant engagement, more questions, and shortening the Zoom format. Despite these suggestions, most attendees found the event beneficial and would recommend it to others.

To enhance future Southeast Asia Youth IGF events, it's suggested to broaden participation by including more countries like Malaysia, Vietnam, Timor Leste and Laos, and to provide materials after each session for continued learning. Increasing youth engagement through learning and exchange opportunities, along with creating a research community, is also recommended. There should be a greater focus on technology and relevant topics such as Internet governance and issues affecting migrant workers. Interactive elements like breakout rooms for in-depth discussions on main themes could allow participants to offer recommendations and develop initiatives. Promoting collaboration among participants and providing more speaking opportunities are additional considerations for future events

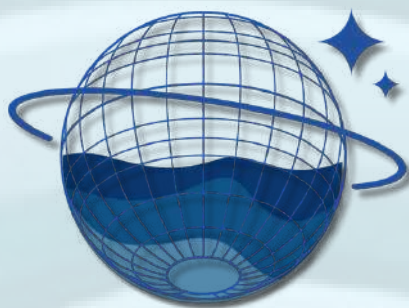
J. Sponsor and Supporters

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