26 – 29 July, 2016, Taipei

Report on YIGF 2016 Taipei

Content	
What is YIGF?	P.2
Organiser	P.4
Core Elements of YIGF	P.5
Programme Agenda	P.11
Role Play Discussion	P.14
Future Initiative	P.17
Discussion on Wildlife Protection	P.19

Youth IGF Organiser

Supporting Organisation

APrIGF Local Hosts

What is YIGF?

Youth's voices are always not considered in decision making processes though they are the major active Internet users. With a dedication to raise the awareness of youth on Internet governance and to encourage the younger generation to participate in policy discussion, a group of NetMission Ambassadors (http://www.netmission.asia) has initiated the Youth Internet Governance Forum (YIGF) since 2010 in parallel with the Asia Pacific Regional Internet Governance Forum (APrIGF).

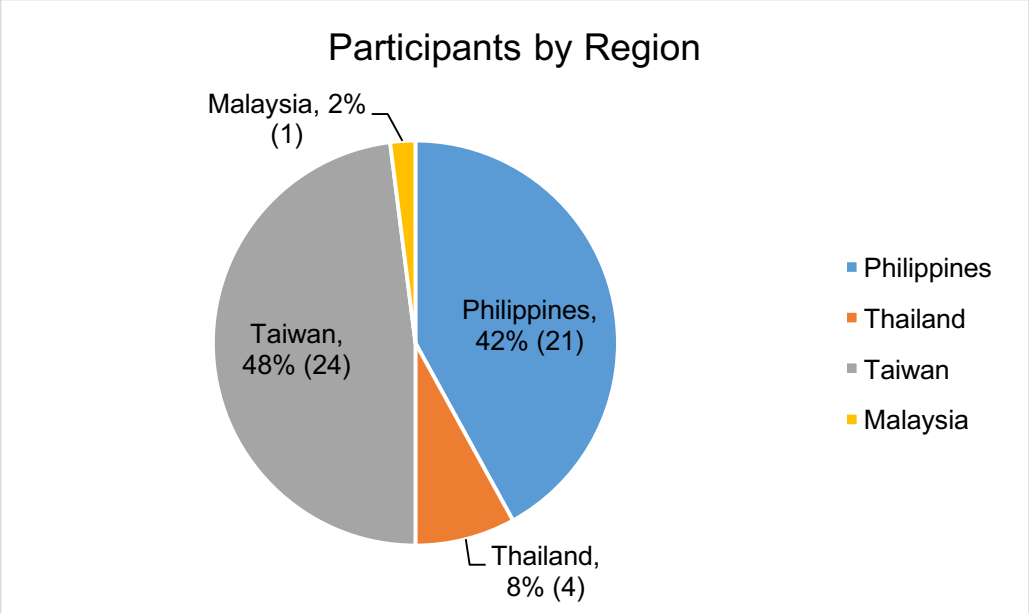
Inspired by United Nation's Internet Governance Forum, the Youth IGF takes the same multi-stakeholders' approach as the global IGF. YIGF is usually a 4-day-3-night camp and participants are assigned roles as one of the interest groups such as government, private sectors and NGOs. During the camp, they are encouraged to think from new perspectives.

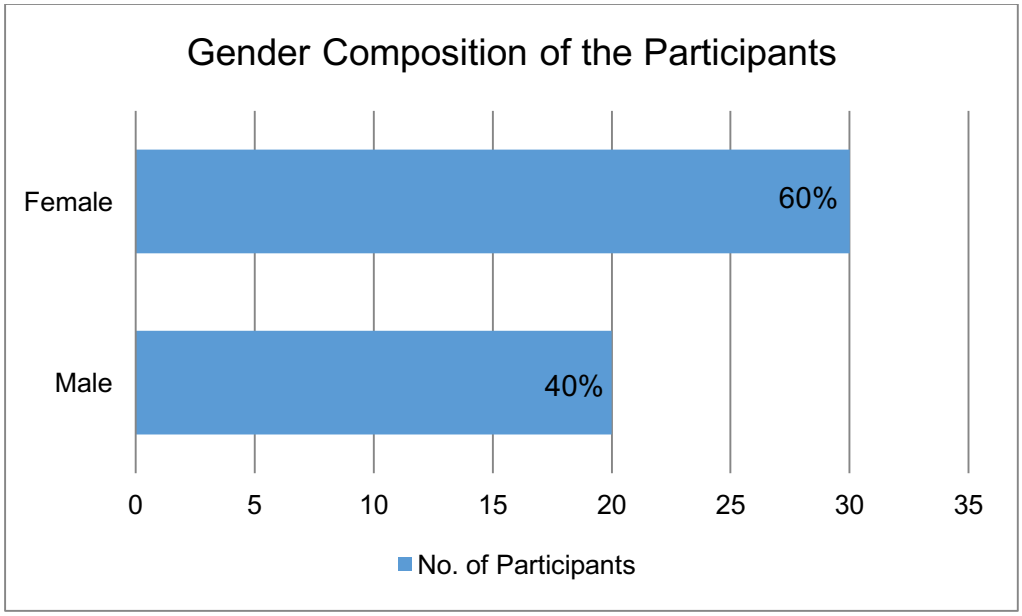
Based on equality, YIGF provides an open platform for younger generation to express and interchange their ideas and own thoughts on Internet governance freely. It also serves as a preparation camp for them to understand various Internet issues and open their door to the international policy discussion.

This year, YIGF 2016 was held in NTUH International Convention Center, Taipei from 26th to 29th July. 50 participants from Taiwan, Thailand, the Philippines and Malaysia came together and actively participated in activities like Simulation, Role Play Discussion and Workshops.

For more details, check out http://www.yigf.asia.

Here is the background information of the participants this year.





Organiser

NetMission.Asia (http://www.netmission.asia) is an Ambassadors Programme supported by DotAsia Organisation, which aims to bring together a network of dedicated young volunteers to devote to promoting digital inclusion, Internet governance, as well as a respectable and harmonious Internet environment.

The programme recruits a group of students from top local tertiary institutions and universities in Hong Kong every year. We train and sustain a network of volunteers to contribute to digital inclusion works. We endeavour to empower young minds through trainings, exchange opportunities, international conferences and community projects, therefore to constructively contribute to the local, regional and global Internet governance discourse.

NetMission has always been supporting youth participation on Internet governance and the Ambassadors themselves are actively participating in various international Internet conferences such as ICANN meetings, United Nations Internet Governance Forum (UNIGF), Asia Pacific Next Generation Camp (APNG Camp) and Asia Pacific Regional Internet Governance Forum (APrIGF).

As NetMission is endeavoured to empower and engage youth on Internet governance discussion, the ambassadors have been organising the Youth Internet Governance Forum in different Asia Pacific countries since 2010 in Hong Kong. It has been successfully held in Singapore, Tokyo, South Korea, India, Macau and Taiwan. The Ambassadors have also self-initiated a NetY Programme (www.nety.asia) partnering with Chinese YMCA of Hong Kong to further outreach to secondary school students from 2012 to 2014. In addition, this year, 2016, marks the first year of HKYIGF. It is a 3-days 2-night camp followed by an Internet Summit and uses the same approach as the YIGF model with aims to reach secondary school students when it comes to Internet governance and Sustainable Development Goals.

Core Elements of YIGF

1) Idea Wall

Honourable guests are invited to share on Youth Engagement on Internet Governance Discussion. The current situation and the way forward on youth engagement on Internet governance discussion were discussed. After the fruitful sharing and discussion with the guests, six issues including Privacy, Security, Cyber Bullying, Filtering, Internet Access, Rights and Regulations were concluded to be the top concerns of the participants. Guests are as follows,

Guest	Organisation
Mr. Edmon Chung	DotAsia Organisation
Mr. Kuo-Wei Wu	Local Host of APrIGF
Mr. Aris Ignanco	APrIGF Multi-stakeholder Steering Group Member
Mr. TH Schee	APrIGF Multi-stakeholder Steering Group Member
Mr. Chester Soong	APrIGF Multi-stakeholder Steering Group Vice Chair

2) Role-play Discussion

To embrace the multi-stakeholders model used in Internet governance discussion, the participants took up different roles throughout YIGF that were derived from the three sectors of stakeholders, namely, Government, Businesses, and Civil Society. Different stakeholders have their own areas of concern and represent different groups in society. During the discussion, reaching consensus among different stakeholders is of paramount importance. The YIGF included parallel discussion topics with the APrIGF and local participants were highly encouraged to approach the topics from various perspectives, especially from a Youth standpoint.

3) Internet Governance Theme Game – Simulation

Simulation is mass games designed by NetMission Ambassadors aimed at allowing the participants to understand the difficulties in building a better Internet environment. Participants were separated into groups and they actively participated in the Simulation. They acted as representatives from different multinational companies to form alliance with other companies, and to bid for projects on improving the Internet backbone proposed by the Indian Government. The simulation showed the difficulties in improving the Internet architecture, in particular, in developing countries, due to various reasons, differences in the progress and technology level of different countries, the lack of resources and capital for the development of better Internet, just to name a few. The participants engaged actively in the Simulation to make the bid and understand the difficulties in building a better Internet environment.

4) APrIGF Workshop

This year, participants have attended more than 12 sessions of APrIGF workshops in total and actively engaged in giving inputs to the APrIGF Synthesis Document drafting discussion after having more knowledge in Internet governance after the session APILP and activities in YIGF. Participants were free to participate in different workshops owing to their own interests.

Programme Agenda

July 26 (Tue)	
08:30-09:00	Registration
09:00-10:30	APILP Session General: 1. Introduction to Internet Governance & Multistakeholder Model 2. Introduction to APrIGF/MSG
10:30-11:00	Coffee Break
11:00-12:30	YIGF - Programme Introduction, Ice-breaking and Expectation Setting
12:30-14:00	Lunch
14:00-18:00	YIGF Session - IDEA Wall, Simulation and Wrap Up
18:00-20:00	Dinner
July 27 (Wed)	
09:00-10:00	YIGF Session - Ice-breaking Introduction to Role-play model and APrIGF Model Briefing
10:00-11:30	Opening Plenary
11:30-12:00	Coffee Break
12:00-13:00	APrIGF Workshop WS.58 Asia-Pacific Region's Best Practice in a New Internet Era: Safe and Secure Cyberspace for Youth https://apps.2016.rigf.asia/submission/proposaldetail?id=61

13:00-14:00	Lunch
14:00-15:30	YIGF Session - Role play
15:30-16:00	Coffee Break
16:00-17:30	APrIGF Workshop
17:30-18:30	Synthesis Document Discussion
18:30-20:00	Dinner
July 28 (Thur)	
09:00-10:45	YIGF Session - Briefing and Role-play
10:45-11:00	Coffee Break
11:00-12:30	APrIGF Workshop
12:30-14:00	Lunch
14:00-15:30	APrIGF Workshop
15:30-16:00	Coffee Break
16:00-17:30	YIGF Session - Preparation for Future Initiative
17:30-18:15	Synthesis Document Discussion
18:30-20:00	Dinner

July 29 (Fri)	
09:00-10:30	YIGF Session - Global Tiger Day Activities
10:30-11:00	Coffee Break
11:00-12:30	APrIGF Workshop WS. 57 Internet Policy Impact on Wildlife Environment and Wildlife Friendly™ Practices https://apps.2016.rigf.asia/submission/proposaldetail?id=60
12:30-14:00	Lunch
14:00-15:30	WS.77 Taking stock and moving forward: Youth Engagement in Internet Governance in Asia https://apps.2016.rigf.asia/submission/proposaldetail?id=81
15:30-16:00	YIGF Round Up Session
16:00-17:30	Closing Plenary (Summary Sessions & Synthesis Document Presentation)

Role-play Discussion

The YIGF will discuss two different topics related to Internet Governance issues. To familiarise the participants with the issues, research notes on individual topics were prepared by NetMission Ambassadors to facilitate the discussion. The information provided is merely background information on the topic. Participants have to conduct their own research on the topics to know more about the issues to be discussed.

Objectives of Discussion:

1. Think about the importance of the Internet
2. Conduct a review on the current situation
3. Understand multi-stakeholders' views on Internet issues
4. Think about the issues from diverse angles
5. Suggest ways to deal with the problem
6. Think about what we can contribute to the Internet as Youth

The discussion topics are as follows,

1) What are the roles and responsibilities of Search Engine/Commerce in the Internet? Under the multi-stakeholder model, how can each stakeholder govern the Internet architecture? How can people prevent being trapped in the Information bubble?

2) Is cyber bullying inevitable? How to draw the line between joking, trolling and cyber bullying? How can each stakeholder help prevent or stop cyber bullying? What are the rights and responsibility of Internet users when it comes to online speech or actions?

Summary of Topic One:

Participants took the role of government, researcher in the research center, NGO, Internet users, search engine provider and large companies who used paid search advertising services in the role-play discussion. The discussion focused on the importance of privacy. The responsibility of the party in collection and use of the personal data in advertisement and commerce is emphasised. There was review on the current practice of the protection towards personal data security. The legitimacy of the use of data by various social media and search engine has been discussed.

Apart from that, different parties have sought collaboration with other sectors. For instance, stricter regulations from the Government is proposed by the research center when dealing with false information online, and so on.

Summary of Topic Two:

Participants took the roles of three sectors as follows,

1. *Government*
   Commissioner of Police Force, District Councillor, Minister of Education, Legislative Councillor (Internet sector), Executive Board Member of Council for Youth Internet Safety, Secretary for Justice

2. *Civil Society*
   Victims' Family, Students' Union, Young Victims, Social Workers, Internet User, School Principal, Executive Director of Child Online Safety Awareness Organisation

3. *Business*
   Representative from Social Media, Software Developer, Hardware Manufacturer Business, Communication Apps Founder

Three sectors have different suggestions regarding the issue of cyber bullying. Civil society has to protect the victim. The mental support is emphasised so that the victims would be willing to speak up and recover from the trauma. Some organisations can help in providing related lecture and consultation service for the target group. Regarding the Business sector, more advanced preinstalled protection systems should be invented. When there is a post reported to be classified as bullying, parents should receive notifications and have the choice to block it. When it comes to the Government, it is very hard to define what joke and cyber bullying are. What can be done is to set a better privacy policy which is more tangible for certain monitoring. The clearer line is still left to be discussed with different sectors. In short, there were two rough consensuses from the discussion. Firstly, education on how to protect students from cyber bullying is needed. Secondly, software developer has an

important role in developing new technologies to tackle the issue. There is an urge in machine learning about tracking bully wordings, separating posts that are harmful, blacklisting certain posts, etc., with the help of Artificial Intelligence. Yet, human rights, privacy and freedom are still areas needed to be worked on.

Future Initiative

Regarding the future initiative planning, participants came up with suggestions on what youth can do to help their own community as a way to "move forward". After brainstorming in YIGF own sessions, they were able to share their thoughts and some of the proposals in the APrIGF workshop, namely WS.77 Taking Stock and Moving Forward: Youth Engagement in Internet Governance in Asia. Ideas regarding local and overseas collaboration with more youth engagement in the region proposed by the participants are as follows,

- *Proposal 1: Bottom-up! TWyIGF*
  The TWyIGF aims to increase the participation of youths taking part in the government from local to global. The participation of young people would be a sustainable strength towards Internet governance. This programme will provide education of Internet Governance, moreover, expend and provide more paths for young participation. Some of the possible activities are training camp, study group, workshop and conference, and so on.

- *Proposal 2: Intuition*
  Conferences for the Filipino youth with aged 15-25 are proposed to allow them to join freely in discussions, in order to raise their digital literacy, awareness and responsibility. Apart from organising a conference, hotlines for cyber bully victims are also suggested.

- *Proposal 3: Disaster Information Platform*
  The Disaster Information Platform is to spread information of disaster to the general public, such as the current situation, supplies and aids needed. The

information flow is more flexible, instant and comprehensive because it does not need to wait for the information broadcast officially from the government.

- *Proposal 4: Cyber Bullying Support Centre*
  The Cyber Bullying Support Centre aims to allow victims to share stories online. It can provide mutual support and private solutions for victims, educational materials are also available online for cultivating the correct attitude of using Internet.

- *Proposal 5: NGO of English Education*
  The NGO is to address the inequality of accessing information arising from the lack of English education, so as to improve the effectiveness and efficiency of the use of Internet.

- *Proposal 6: Reward Scheme*
  The scheme aims to address the problem of "Phubber" which means mobile device addiction, the reduction in usage of Internet can exchange for tokens from various places, like McDonald's or 7-11, to increase their incentive to limit their Internet usage. When the reduction reaches certain goals, sponsors would donate money to rural areas for infrastructure of Internet access.

- *Proposal 7: Fund-raising Programme for Internet Access*
  Building a website of fund-raising, information of fund-raising would be shown on a map and people can browse the situation and required funding on it for them to decide where and what to donate.

- *Proposal 8: Infrastructure Project*
  It is encouraged that the domestic business should collaborate with foreign Internet service providers to build a better Internet backbone, and thus, providing better Internet service in the Philippines.

Discussion on Wildlife Protection

There was a session about how teenagers can engage in protecting wildlife environment. Ms. Joyce WU, TRAFFIC East Asia, Mr. Mike Baltzer, WWF and Ms. Yannis Li, DotAsia Organisation have delivered informative presentations on the current practices and initiatives on the works and policies for a more harmonious wildlife environment through the use of Internet.

After the fruitful discussion, participants have the chance to share their ideas in the APrIGF workshop, namely WS. 57 Internet Policy Impact on Wildlife Environment and Wildlife Friendly™ Practices. Participants actively participated and presented a couple of suggestions for protecting the wildlife environment with the help of Internet of things. Suggestions are as follows,

1. Setting up a website or hotline for people to report dangerous trading and products online.

2. Suggesting social media to warn people before they post photos and videos about endangered animals.

3. Requesting the government to regulate when it comes to uploading pictures or videos of endangered animals online.

4. Not allowing people to tag the location of the wildlife animals, yet, some participants raised their concerns about the balance between monitoring, surveillance and the freedom of speech.

5. Organising competitions like video-making, photography or essay writing, regarding Internet governance.

Regarding the efforts that can be initiated by youth particularly, they have raised a couple of suggestions in the APrIGF workshops. Suggestions are as follows,

1. Creating a petition in zoos and safaris where the animals are in their natural habitats so that people can watch the wild animals at a safer distance.

2. Creating a trend like Angry Birds and Ice Bucket Challenge. It is hoped that the campaign can attract more than 1 billion downloads in just a few days to help to raise the awareness in a form of a game or a video and to create a hype to save the environment.

3. Building a park between three countries to join the wildlife together to allow the animals to move freely across the borders. This solves the problem of wildlife animals being trapped in a tiny zone.

4. Setting up sensors and sending tiger signals to people who are interested in wildlife protection to better protect the tigers and the environment.

Youth IGF Organiser

Supporting Organisation

APrIGF Local Hosts