

**EVENT DESCRIPTION SHEET**

*(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.)*

**⚠ Please provide one sheet per event (one event = one workpackage = one lump sum).)**

<b>PROJECT</b>	
<b>Participant:</b>	MUNICIPALITY OF ATHIENOU (ATHIENOU DIMOS)
<b>PIC number:</b>	907666928
<b>Project name and acronym:</b>	Reflexions on Local Resilience and Reactions to COVID-19 impact on Youth(RE- ACT)  Project's Number: 101053745

<b><u>EVENT DESCRIPTION</u></b>	
<b>Event number:</b>	WP1
<b>Event name:</b>	Debate on the key impacts of the pandemic at local level. Data analysis and conclusions
<b>Type:</b>	Start-up Online Meeting
<b>In situ/online:</b>	Online
<b>Location:</b>	Athienou, Cyprus
<b>Date(s):</b>	30/9/2022
<b>Website(s) (if any):</b>	-----
<b>Participants</b>	
Female:	79
Male:	25
Non-binary:	----
From country 1 - AYUNTAMIENTO DE MURCIA(SPAIN):	21
From country 2 - GEMEENTE AMSTERDAM (NETHERLANDS) :	1

From country 3 - ATHIENOU DIMOS (CYPRUS) :	12
From country 4 - LOCAL GOVERNMENT OF KEKAVA MUNICIPALITY (LATVIA) :	21

From country 5 - GRADSIBENIK (CROATIA) :	7		
From country 6 - COMUNE DI TORINO (ITALY):	11		
From country 7 - PRO ARBEIT -KREIS OFFENBACH (AOR)- KOMMUNALES JOBCENTER (GERMANY):	13		
From country 8 - Municipal Suceava (ROMANIA) :	18		
Total number of participants:	104	From total number of countries:	8

**Description**

*Provide a short description of the event and its activities.*

The WP1 objectives were:

- Reflecting on COVID impact Phase.
- To create a starting point based on data collection and needs analysis.
- To start the debate among project participant towns.
- To define the main axis of work per areas of wellbeing.
- To set the project guidelines.

The first work package was structured around the online start-up meeting of the project, where the project guidelines and main axis of work defined. Before this meeting, the partners carried out desk research in their territories that provided a European perspective of the starting point. This analysis complemented with a city SWOT analysis on the response of the city to youngsters' needs and participation carried out with the support of the local groups and an online questionnaire that helped to define the main axis of work per areas of wellbeing and access to participation.

The Online start-up meeting organized by the Athienou Municipality, has been developed as follows:

1. Friday, September 30th, opening with participants presentation and registration. Then, the Mayor of Athienou and a Representative of Murcia Municipality, the Lead Partner, welcomed all the participants.
2. Afterwards, the Presentation by the Municipality of Athienou about the results of the questionnaires, the SWOT analysis, and the desk research of each partner was presented.
3. Then, the Lead Partner explained the next steps of the project.
4. The meeting closed with questions and conclusions of the day.

#### **Conclusions at the end of the online meeting:**

REACT partners debated about the significant impact that the COVID-19 pandemic has had a significant impact on the mental health of young people in Europe and compared the consequences on their respective municipalities such as associated lockdowns, school closures, and social restrictions have led to increased levels of stress, anxiety, and depression among young individuals.

The most common mental health challenges faced by young people in Europe, as perceived by participants of the online meeting were:

1. **Isolation and Disruption:** The pandemic has disrupted the social lives and routines of young people, leading to feelings of loneliness, isolation, and disconnection from peers and support networks. Lack of social interaction, reduced access to recreational activities, and remote learning have all contributed to increased psychological distress.
2. **Academic Pressure and Uncertainty:** School closures and the shift to online learning have posed challenges for students, including difficulties in adapting to remote education, increased workload, and uncertainty surrounding examinations and future prospects. These academic pressures have been a source of stress and anxiety for many young people.
3. **Financial Strain and Employment Concerns:** The economic consequences of the

pandemic, such as job losses and financial strain on families, have affected young people's mental health. Concerns about future employment prospects, internship opportunities, and financial independence have added to their stress and anxiety.

4. **Disrupted Mental Health Services:** The pandemic has strained mental health services, resulting in reduced access to professional support and resources. Many young people have faced difficulties in accessing counseling, therapy, or psychiatric care, leading to unmet mental health needs.
5. **Increased Screen Time and Online Harassment:** With the shift to online learning, socializing, and entertainment, young people have spent more time on digital devices. Excessive screen time, coupled with the potential for cyberbullying and online harassment, has had negative impacts on mental well-being.

Efforts are being made by municipalities through their educational institutions, and mental health organizations to address these challenges. Some initiatives include promoting online mental health resources, offering virtual counseling services, implementing mental health support programs in schools, and raising awareness about the importance of mental health.

However, it is crucial to continue monitoring and addressing the long-term mental health effects of the pandemic on young people to ensure adequate support and interventions are in place.

At the end of the meeting, partners discussed the best way to move forward with WP2. As agreed, partners will work together to illustrate in detail local approaches and present an overview of the interventions. This exercise should show the different policy fields in the strategies used by the municipalities participating in REACT project.



HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).