



MINDCRAFT YOUTH & AI IN ACTION

25-30 MAY 2026 SIGĠIEWI-MALTA

Organised by the Siggiewi Local Council, Malta
With the participation of European partner organisations
From Italy, Spain, Hungary, Portugal and Bulgaria

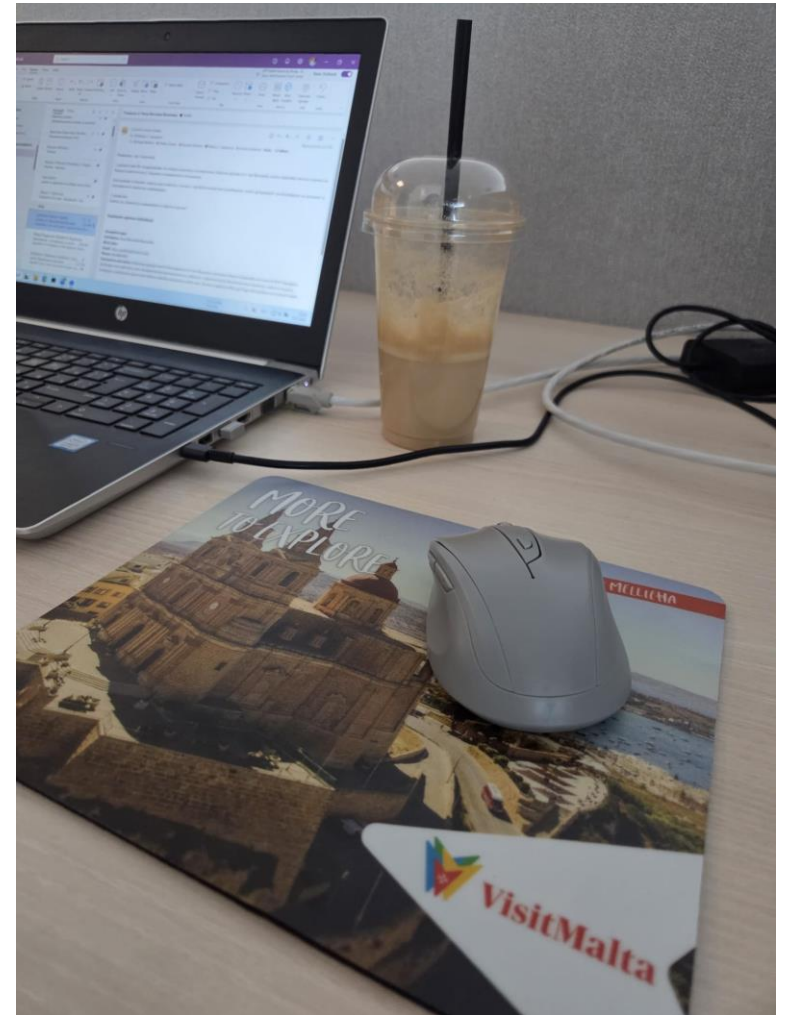


KUNSILL LOKALI
IS-SIGĠIEWI
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MindCraft: Navigating the Future, Youth Perspectives on AI and Responsibility

Project's journey,
activities,
outcomes, and
impact

The eBook can
function both as a
dissemination tool
for youth
organisations,
schools, local
authorities, and
future Erasmus+
partners





Forword

Artificial Intelligence is rapidly transforming the way young people learn, communicate, create, and interact with the world. The MindCraft project was developed to provide young people with the opportunity to explore AI not only as a technological tool but also as a social responsibility. Through intercultural exchange, workshops, discussions, creative activities, and community engagement, participants explored how Artificial Intelligence can support innovation while respecting human values, inclusion, sustainability, and ethical responsibility. This eBook captures the experiences, reflections, and outcomes of the project, highlighting the importance of empowering young people to become responsible digital citizens and active contributors to Europe's future

Chapter 1: Introducing MindCraft

Project Overview

MindCraft: Navigating the Future, Youth Perspectives on AI and Responsibility was an Erasmus+ Youth Exchange designed to bring together young people from different European countries to explore the opportunities and challenges created by Artificial Intelligence. The project aimed to:

- Increase awareness of Artificial Intelligence and its impact on society;

- Develop critical thinking regarding the ethical use of digital technologies;

- Encourage young people to become responsible users and creators of AI tools;

- Promote intercultural dialogue and European values;

- Strengthen digital competences through non-formal learning;

- Create connections between technology, sustainability, inclusion, and community participation.





Chapter 2: A European Meeting of Young Minds

The Power of Diversity

Participants from different countries came together to share their perspectives, cultures, experiences, and ideas. The project recognised Europe as a diverse reality shaped by different languages, traditions, cultures, religions, and identities. Through teamwork and dialogue, participants discovered that diversity is a strength and that different viewpoints contribute to more creative and responsible solutions.

Activities encouraged: Intercultural understanding; Teamwork; Communication skills; Respect for different perspectives; European citizenship.



Chapter 3: Artificial Intelligence: Understanding the Future

Exploring AI Through Youth Perspectives

During the workshops, participants explored: What Artificial Intelligence is; How AI systems learn and generate information; Opportunities offered by AI in education, creativity, communication, and sustainability; Risks related to misinformation, privacy, bias, and excessive dependence on technology. Participants reflected on important questions: Can technology be innovative while remaining human-centred? How can young people use AI responsibly? Who is responsible for decisions made with AI support? Through discussions and practical activities, participants developed a more balanced understanding of AI as both an opportunity and a responsibility.



Chapter 4: AI in Practice: Creativity and Digital Innovation

Creating with Artificial Intelligence

Participants experimented with AI tools to develop creative outputs and explore their potential in communication and learning. Examples included: AI-generated audio guides; Digital storytelling; Creative content development; Multilingual communication tools; Collaborative digital projects. One practical example was the creation of AI-supported audio guides connected through QR codes during the cultural heritage activities. Participants used technology to make local history accessible in different languages, combining digital creativity with cultural preservation.





Chapter 5: Inclusion in Action: Learning from Each Other

A Visit to Dar tal-Providenza - One of the most meaningful experiences of the exchange was the visit to Dar tal-Providenza, a residence supporting persons with disabilities. Participants experienced a powerful moment of inclusion through music, culture, and shared participation. Traditional instruments and songs from all participating countries were presented, involving residents in a joyful intercultural celebration. This activity helped participants overcome initial uncertainty and discover the abilities, talents, and contributions of every individual. The experience reinforced a fundamental message:

“Everyone has a place in society. Everyone has something valuable to contribute.”

Chapter 6: Discovering Malta: History, Nature and Community

A Journey Through Heritage and Sustainability

Participants joined a cultural guided tour through Siggiewi and surrounding areas in collaboration with: Siggiewi Scout Group; Students from St Ignatius College, Siggiewi; LegioX Fretensis Malta. The activity combined: History; Environmental awareness; Artificial Intelligence; Social interaction; Outdoor learning. The group visited: Buskett Gardens; The Cart Ruts; Għar il-Kbir. AI-generated multilingual audio guides created by participants were integrated into the experience through QR codes, demonstrating how technology can support cultural learning. The activity concluded with an outdoor cookout, encouraging teamwork, friendship, and informal learning.



Chapter 7: Sustainability and European Responsibility

The project connected Artificial Intelligence with wider European priorities: Environmental sustainability; Digital transition; Cultural heritage protection; Renewable energy awareness; Responsible consumption; Social inclusion. Participants discussed how technology can contribute to sustainable development when guided by ethical choices and human responsibility. The exchange encouraged young people to rethink daily behaviours and become active contributors to positive change.



Chapter 8: Voices of Participants



“MindCraft helped me understand that AI is not only about technology, but about the choices humans make.”



“I discovered new cultures, new friendships, and new ways of looking at the future.”



“The visit to Dar tal-Providenza showed me that inclusion starts with meeting people and sharing experiences.”



“AI can connect people if it is used responsibly.”

Chapter 9: Impact and Legacy

The project created an impact on:

Young Participants Improved digital competences; Increased confidence; Greater awareness of ethical AI use; Improved intercultural skills.

Organisations: Exchange of good practices; New cooperation opportunities; Development of future Erasmus+ initiatives.

Communities: Increased awareness of AI; Promotion of inclusion; Stronger links between local and European communities.



Chapter 10: Looking Ahead

The MindCraft partnership is committed to continuing cooperation through future Erasmus+ initiatives. Future actions will focus on:

Responsible AI education;

Youth participation;

Digital inclusion;

Sustainability;

Intercultural cooperation.

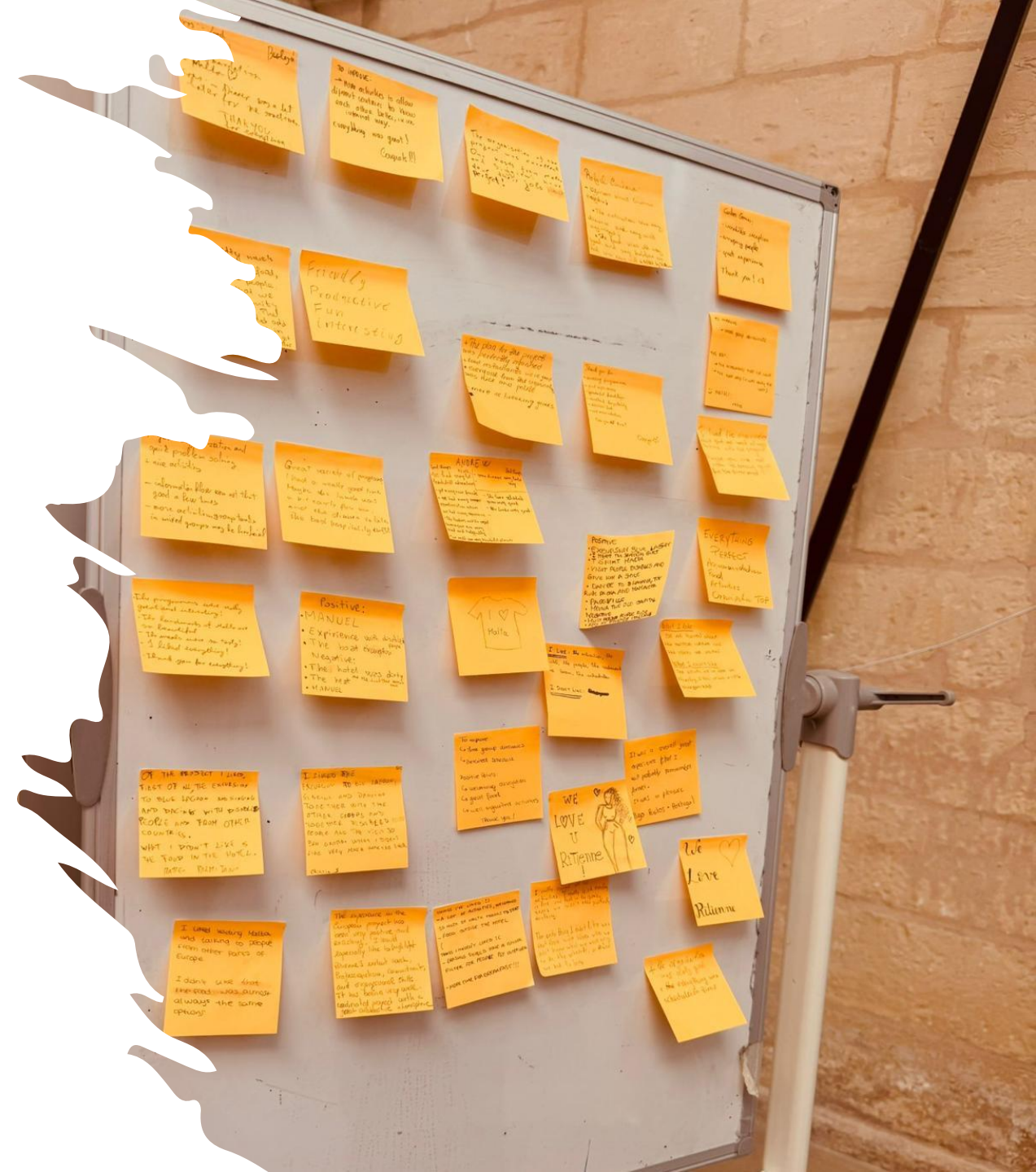
The project demonstrated that young people are not only users of technology — they are also creators, thinkers, and responsible citizens shaping Europe's future.



Participant reflections

Several participants highlighted that the project increased their understanding of AI beyond the stereotypes often portrayed in the media. They appreciated learning about both the opportunities and the ethical challenges associated with AI, including issues such as privacy, misinformation, bias and responsible use.

"Before this project, I thought AI was only about technology. Now I understand that it also involves ethics, creativity and critical thinking. It is a tool that should be used responsibly."





Many participants reported gaining practical experience with AI tools that can support learning, project management, content creation and problem-solving. They also recognised the importance of verifying AI-generated information rather than accepting it at face value.

"I discovered how AI can help me study, organise my work and generate ideas, but I also learned that human judgement remains essential."



Working in multicultural teams was another aspect that participants found particularly enriching. The exchange of different perspectives encouraged meaningful discussions about how AI is perceived and regulated across different countries and cultures.

"Collaborating with young people from different countries helped me understand that technology affects everyone differently. Sharing our experiences made the discussions much more interesting."



Participants also reflected on the development of important soft skills, including communication, teamwork, critical thinking, digital literacy and intercultural competence. Many expressed greater confidence in discussing emerging technologies and their implications for society.

"The project gave me confidence to speak about AI, not only from a technical perspective but also from a social and ethical one."

Several participants emphasised that the project inspired them to continue learning about Artificial Intelligence and to promote responsible digital citizenship within their communities.

"I am leaving this project with new knowledge, new friendships and new ideas that I can share with other young people in my Community".

Overall, participants described **MINDCRAFT – Youth and AI** as an engaging and thought-provoking experience that successfully combined non-formal learning, intercultural dialogue and practical exploration of Artificial Intelligence. The project encouraged them to embrace innovation while remaining conscious of the ethical responsibilities that accompany technological advancement.



MindCraft Manifesto: 10 Principles for Responsible AI Use by Young People

Artificial Intelligence is transforming the way we learn, communicate, create and solve problems. As young people, we recognise both its potential and its challenges. Through the **MindCraft – Youth and AI** project, we commit ourselves to using AI responsibly, ethically and for the benefit of society.

- 1. Use AI Responsibly** - We will use AI as a tool to support learning, creativity and innovation, never to deceive, manipulate or harm others.
 - 2. Think Critically** - We understand that AI can make mistakes. We will verify information, question outputs and use our own judgement before accepting or sharing AI-generated content.
 - 3. Respect Human Creativity** - AI should enhance, not replace, human imagination, originality and talent. We will always value authentic ideas and acknowledge the work of others.
 - 4. Protect Privacy** - We will respect our own privacy and that of others by avoiding the sharing of sensitive or personal information with AI systems unless it is safe and appropriate to do so.
 - 5. Promote Fairness and Inclusion** - We recognise that AI can reflect human biases. We will encourage the development and use of AI that is inclusive, accessible and free from discrimination.
 - 6. Act with Honesty and Integrity** - We will be transparent when using AI in our work, studies or creative projects and will never present AI-generated content as entirely our own when this would be misleading.
 - 7. Keep Learning** - Technology evolves rapidly. We commit to continuously improving our digital and AI literacy so that we can make informed and responsible decisions.
 - 8. Use AI for Positive Impact** - We will use AI to contribute to our communities, support sustainable development, solve problems and create opportunities that improve people's lives.
 - 9. Respect Digital Rights** - We support ethical AI that respects human dignity, freedom of expression, intellectual property and fundamental human rights.
 - 10. Remain Human** - AI is a powerful assistant, but people remain responsible for decisions, empathy, creativity and accountability. Technology should always serve humanity—not replace it.
- Our Commitment** - As participants of the **MindCraft – Youth and AI** project, we pledge to use Artificial Intelligence with responsibility, curiosity and respect. We will embrace innovation while protecting human values, encouraging ethical digital citizenship and helping build a future where AI benefits everyone.

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Siggiewi Local Council - Malta as project leader

Municipality of Bétera – Spain as partner

Holloko Kozseg Onkormanyzata – Hungary as partner

~~AJME – Portugal as partner~~

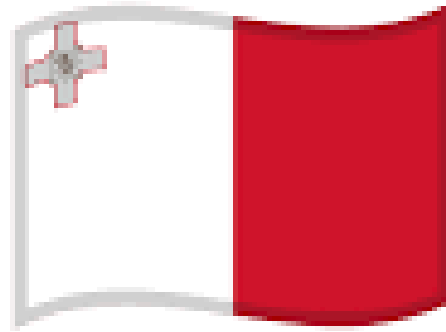
Le Coccinelle - Italy as partner

Give a hand Association – Bulgaria as partner



The project brought together
young people from:

Italy
Spain
Hungary
Portugal
Bulgaria
Malta





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