yIGF
APrIGF 2016
Summary Report

Date: Friday, 29 July 2016
Time: UTC+8 16:00 - 17:00
Venue: Room 401
Estimated Number of Participants: 50

Geographical Balance:
Philippines: 21
Thailand: 4
Taiwan: 24
Malaysia: 1

Gender Balance:
Female 30
Male 20

Organizer:
CHAN Kwan Lam Canny, NetMission.Asia, Hong Kong
LEUNG Hing Helen, NetMission.Asia, Hong Kong
LO Hong Chak Adrian, NetMission.Asia, Hong Kong
Jianne Morny SORIANO, NetMission.Asia, Hong Kong
MOK Ching Yu Michael, NetMission.Asia, Hong Kong
TANG Ka Wai Candice, NetMission.Asia, Hong Kong
YANG Shan Yu Hailey, NetMission.Asia, Hong Kong

Supporting Party:
David NG, DotAsia Organisation
Aris Ignacio, MSG member
Sean Lee, National Information Infrastructure Enterprise Promotion Association (NIIEPA)

Attendee:
Aaron Paul R. Macabebe, Philippines
Adrian Justin C. Linsangan, Philippines
Adrian M. Tapar, Philippines, Philippines
Alexander Earl C. Bagorio, Philippines
Ana Patricia T. Dagdag, Philippines
Ardonuel T. Bautista, Philippines
Arvin Z. Reyes, Philippines
Dominique Valentine P. Frogoso, Philippines
Ian Patrick M. Ylagan, Philippines
Jamaela Fae L. Chua, Philippines
James Benedict T. Montes, Philippines
Jan Myckel L. Perez, Philippines
Jozeff L. Perez, Philippines

Marflorence B. Siton, Philippines
Margareth D. Cailing, Philippines
Miguel Efraim Virtusio, Philippines
Mico L. Salvador, Philippines
Patricia Dawn A. San Diego, Philippines
Peter Neill G. Soriano, Philippines
Ralph Rafael A. Lagrisola, Philippines
Winnie Mae DC. Silva, Philippines
Irin Wanaelo, Thailand
Supitchaya Sirithaweesit, Thailand
Wilasinee Yoon, Thailand
Mongkon Sengdang, Thailand
Luo De-Hua, Taiwan
Wang JUI-CHE, Taiwan
Ben C.C.Chen, Taiwan
Peter Y.C.Chen, Taiwan
Jessica Lauren, Taiwan
Chiu Yi Ching, Taiwan
HUANG,YU-HSUAN, Taiwan
Chen, Yun-Ting, Taiwan
Hsu, Ya-Ting, Taiwan
Chen Ting-Yi, Taiwan
Huang, Lin-han, Taiwan
Diawara Lassine Abraham, Taiwan
Chuang, Cheng-Chieh, Taiwan
CHAO HSIEN-PING, Taiwan
Amon Moce Bazongo, Taiwan
Chang Shu-laine, Taiwan
Lai, Yen Chu, Taiwan
Chen Hung-Chih, Taiwan
Huang, Po-Yen, Taiwan
Yang, Yi-Rong, Taiwan
Hong Pei-ting, Taiwan
Chang Fang-Yu, Taiwan
Lo, Yu-Yang, Taiwan
SHEN, YE-TIN, Taiwan
Muhammad Ashraf b Dzulkifli, Malaysia

Session Format
This year, participants have attended more than 12 sessions of APrIGF workshops in total after having more knowledge in IG after the session APILP and activities in yIGF. Each participant was free to participate in different workshops owing to our own interests. The yIGF sessions in four days which were conducted in various formats, while the role-play discussion is conducted in a panel discussion format with the facilitation of the co-moderators. Sessions were conducted with below agenda with the aim to better merge with the APrIGF workshops:

1) IDEA Wall
2) Simulation
3) Role-play Discussion
4) Discussion on Wildlife Protection (WS. 57 Internet Policy Impact on Wildlife Environment and Wildlife Friendly™ Practices)
5) Future Initiative (WS.77 Taking stock and moving forward: Youth Engagement in Internet Governance in Asia)
6) Engagement in Synthesis Document Session (Closing Plenary)

Discussion Summary

1) IDEA Wall

Mr. Edmon Chung, DotAsia Organisation; Mr. TH Schee, MSG member; Mr. Kuo-Wei Wu, local host of APrIGF; Mr. Chester Soong, MSG VP; Mr. Aris ignanco, MSG member, have been invited to the session for the sharing of their experience towards Internet Governance. After the fruitful sharing and discussion with the guests, six issues including Privacy, Security, Cyber bullying, Filtering, Internet Access, Right and Regulation were concluded to be the top concerns of the participants.

2) Simulation

Participants actively participated in a Simulation game in the session. They acted as representative from different multinational companies to make alliance with other companies, and to bid for project about 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.

3) Role-play Discussion

Two role-play discussion were held among participants under the multistakeholder model. The took the role from different sectors in Government, Academia and Business in the discussion regarding two topics. The first topic is about the roles and responsibilities of search engines and the multistakeholder model governing the Internet Architecture. For instance, participants took the roles of government officials, search engine providers, research centers and software developers, etc., while voicing out their opinions, requesting and seeking for collaboration with other parties. The other topic is about cyberbullying and human right. In the role-play, participants have discussed the definition of cyberbullying, some possible solutions to tackle the issues, just to name a few. The participants have experienced the multistakeholder model themselves thoroughly before attending the APrIGF workshops.

4) Discussion on Wildlife Protection (WS. 57 Internet Policy Impact on Wildlife Environment and Wildlife Friendly™ Practices)

There was a session about discussion in 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 gave the participants lots of insight by delivering

informative presentations on the current practice and initiative on the works and policy for a more harmonious wildlife environment 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 have great discussion and presented a couple of suggestions for protecting the wildlife environment with the help of Internet of things as follows,

1. Making 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 so they know what is wrong
3. Requesting the government to regulate when it comes to uploading pictures or videos online.
4. Not allowing people to tag the location of the wildlife animals, yet, there is concern about the balance between the monitoring, surveillance and the freedom of speech.
5. Requesting the Government should make stricter law who violate the endangers the animals and educate the children who is endangered and what can be done, for example, spreading the information online including their location and stop buying and selling, reporting what kind of animals are endangered, just to name a few.
6. Holding competition like videos, photos or articles regarding Internet Governance. It would be effective to let everyone knows about all kinds of topics within Internet Governance.

Regarding the efforts that can be initialed by youths particularly, there are a couple of suggestions as follows which have also been shared in the APrIGF workshops,

1. Creating a petition in the zoos and for the safaris where the animals are in their natural environment then 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 game or campaign can attract more than 1 billion downloads in just a few days. It can help to raise the awareness in a form of a game or a video, create a hype to protect the environment.
3. Building a mixed park between three countries to join the wildlife together to allow the animals to move in different countries like West Africa. One of the problems is that the wildlife animals are trapped in a tiny zone. The mixed park can allow tigers to be travel and stay in other countries. The campaign is suggested to open the borders to let the wild tigers move around.
4. There are tigers in Dubai, people cannot know if there are tigers around. With the help of the internet, signals can be sent to people if they want to monitor and better protect the tiger. The act can allow more people to be more responsible for the wildlife protection.

5) **Future Initiative (WS.77 Taking stock and moving forward: Youth Engagement in Internet Governance in Asia)**

Regarding the future initiative planning from the participants, participants came up with suggestions on what youths 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 program will provide education of Internet Governance, moreover, expend and provide more paths for young participation. To make them more willing to engage in this field. 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 is proposed to allow the youths to join freely in order to raise their digital literacy, awareness and responsibility. Apart from organizing a conference, hotlines for cyberbully victims is suggested to set up.

Proposal 3: **Disaster Information Platform**
The Disaster Information Platform is to spread information of disaster to the general public, such as 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: **Cyberbullying Support Centre**
The Cyberbullying 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 Program for Internet Access**

Building a website of fundraising, information of fund raising would be shown in a map form, 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 Philippines.

6) Engagement in Synthesis Document Session (Closing Plenary)

Being parallel with the APrIGF, the participants have attended workshops that allowed them to explore different internet governance issues both in the local and global area which would cultivate them in future discussions. Participants have compiled all the ideas, proposals and presented all the updates and information in the Synthesis Document Session in the Closing Plenary. In short, the youths hope to see more young people in the field of Internet Governance as participants, panelists or speakers in the future. Youth engagement is very important under multistakeholderism and will definitely lead to a sustainable development towards Internet Governance.

Reported by:

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