

1/25 Norden 0-30 Grant Programme

Name: Citytransformers (Bente Olsen)

Application: 36518

Applied amount:

Status:

Basic information

1.1 Application title

Quantum Camp 2025 on Youth Island

1.2 Short description

To mark UNESCO's proclamation of 2025 as the International Year of Quantum Science and Technology, we will bring together youth from the Nordic and Baltic countries. The gathering will strengthen collaboration across borders and empower young people from our region to take lead in the digital age.

1.3. Estimated start date:

07.04.2025

1.4. Estimated completion date:

31.12.2025

1.5. Where will the project take place?

• Denmark

What type of activity(ies) are you seeking funding for?

- Conference
- Camp
- Exhibition
- Production of information materials, web pages
- Workshop

1.8. Have you applied for funding from Nordic Culture Point before?

• Yes

Information on the project group and participants

2.1. The applicant is:

Association

What is the applicant's country of residence?

Denmark

2.3. The main area of activity of the applicant is primarily:

• Cultural

2.4. Provide the names and contact details of the other collaborators, including country and website. (Mandatory)

Ahmed Nadzry President AIESEC in Denmark Countrymanager@aiesec.dk +4591738982 https://www.aiesec.dk/

Yasmine Borghol Country director AIESEC in Sweden Yasmine.borghol@aiesec.se +46 0769544122 https://www.linkedin.com/in/yasmineborghol/

Zeynep Dabak Member Committee President AIESEC in Norway zeynepdbk@aiesec.no +47 45863047

Rania Khanfar Country Manager/ MCP AIESEC in Finland rania@aiesec.fi +358469355763 https://www.linkedin.com/in/rania-khanfar/

Seyedahmad Madani (AKA Romin)

National president (MCP) AIESEC in Latvia Romin.madani@aiesec.net +371-25565500

Nana Frimpong Opoku Country President AIESEC Lithuania nanafrimpong.opoku@aiesec.lt +370 6 252 6257 https://www.linkedin.com/in/nanafrimpongopoku19/

Amalie Eikeland Holmefjord Norwegian youth delegate in UN climate negotiations amalieholmefjord@hotmail.com +47 472 84 775

2.4.1. Which age groups are represented in the collaborating working group?

- 16-19 years
- 20-25 years
- 26-30 years
- 31+ years

2.5 Will the project create any kind of long-term value?

We are in the midst of a digital revolution unlike anything humanity has ever experienced. The most significant technological advancements are currently driven by major American and Chinese corporations. Rooted in our Nordic and Baltic heritage, we want to step up and advocate for a more human-centered approach, where democratic values, social responsibility, and ethical AI serve as fundamental principles.

Our highly digitalised societies and shared values put us in a unique position to leverage AI in a responsible way, but significant challenges remain. Access to talent is a key issue, highlighting the need for a more adaptive education sector.

Immersive learning is set to revolutionise education, and we aim to be at the forefront of this transformation. Our ambition is to turn Youth Island into a hub for digital innovation and regenerative development led by bold and creative young change makers from the Nordic-Baltic region who are committed to reshaping the world.

Since last year's event, we have been planning a series of actions to implement targeted initiatives that align with our strategic priorities. A key goal for the coming year is to create a digital twin of Youth Island, showcasing how the former sea fortress could be transformed into a regenerative oasis, using existing and emerging green solutions.

The next step on our journey is to develop a social VR multiplayer platform, enabling young people from across the region to connect in virtual reality and co-create simulations of the future they envision.

Looking ahead, AI and quantum technology will play a key role in addressing urgent global

challenges, including climate, energy, food security, and clean water. By engaging scientists, innovators, NGOs, policymakers, and visionary leaders, we will drive meaningful progress toward our overarching goal: to help ensure that the Nordic region becomes the most sustainable and integrated region in the world by 2030.

2.6. Which Nordic countries are involved in the project?

- Denmark
- Finland
- Iceland
- Norway
- Sweden

2.6.1. Will the project have residents from the following:

- Estonia
- Latvia
- Lithuania

2.6.2. Possible other countries that are involved in the project:

- Netherlands
- United States of America

2.7. Which age groups are targeted by the project?

- 16-19 years
- 20-25 years
- 26-30 years

2.8. Estimated number of participants per country

Denmark	16
Finland	4
Faroe Islands	0
Greenland	2
Iceland	0
Norway	4
Sweden	8

Åland Islands0Estonia2Latvia2Lithuania2Other countries (in total) 4

2.9. Estimated distribution of gender among the participants.

Male 16 Female 16 Unspecified 12

Evaluation, conditions and criteria

3.1 Project description

The UN has proclaimed 2025 as the International Year of Quantum Science and Technology, a global initiative to increase public awareness and engagement.

This milestone marks 100 years since quantum pioneers gathered at the Niels Bohr Institute in Copenhagen to debate the nature of reality and delve into the deep mystery of human consciousness.

To celebrate, we are inviting youth from across the Nordic and Baltic region to join a vibrant gathering of scientists, artists, innovators, and experts. The event will take place on Youth Island, a former sea fortress in the strait between Denmark and Sweden, just a short sail from Copenhagen's UN City.

Youth leaders from the Nordic and Baltic countries have joined the planning team. In preparation for the event, we will organise regular online meetings, and from September 19-21, the island will be transformed into a hub for exploration, collaboration, and artistic expression.

Over three days, participants will engage with quantum science, AI, and immersive technologies to explore the wonders of our universe and discover how emerging innovations can help solve some of the world's most pressing challenges.

The facilities on Youth Island are ideal for organising an exciting adventure camp. They include an outdoor amphitheater surrounding a former gun position, a hangar with space for 250 people, a food lab with modern cooking facilities, and a network of underground tunnels leading to partner rooms that house various youth organisations. Additionally, the island offers dormitories, shelters, and a campsite, accommodating up to 1,000 people.

A key part of the event is a 48-hour hackathon, where digital natives from across the region will use AI to prototype a digital twin of Youth Island. Mentored by leading experts, teams will integrate concepts such as renewable energy, biodiversity restoration, and smart infrastructure. Using AI-powered data visualisation tools and text-prompted imagery, they will demonstrate how the island can become green, self-sufficient, and carbon-neutral by leveraging both existing and emerging technologies.

At the end of the hackathon, participating teams will present their results to a panel of stakeholders and potential investors at a conference hosted by the Peace Day Youth Assembly. The conference will take place on September 21, coinciding with the UN's International Day of Peace.

Beyond the physical event, our goal is to turn the digital twin of Youth Island into a social VR platform, allowing a global audience to visit and explore the carbon-neutral island in virtual reality. The virtual Youth Island will serve as a learning lab, empowering young changemakers from the Nordic-Baltic region to collaborate across borders, share knowledge, and co-create solutions for a regenerative future.

By engaging innovators, NGOs, policymakers, and visionary leaders, we aim to drive meaningful progress toward implementing the best solutions in real reality by 2030.

3.2 How will you involve your target group in the project and in your collaboration?

According to UNESCO, one of the most crucial steps in discovering new insights and solutions for the 21st century is inspiring young people to become responsible AI users and quantum pioneers. The Peaceday Youth Assembly has taken on this mission. Through our coalition of partners, we have a unique platform to actively engage young people aged 16-30 in both the planning and execution of the Quantum Camp 2025 initiative.

We are collaborating closely with UN Youth delegates from the Nordic region and AIESEC, a global platform that empowers young people to explore and develop their leadership potential. Run by students and recent graduates from institutions of higher education, AIESEC holds consultative status with the UN's Economic and Social Council (ECOSOC) and is recognised by UNESCO.

AIESEC representatives from each Nordic and Baltic country will be invited to join our planning team, ensuring that young leaders from across the region are directly involved in shaping the event. To maximise their impact, they will be offered a crash course on seamlessly integrating AI into their daily workflow to boost efficiency, creativity, and decision-making. By equipping them with these skills, we enable our team members to take on leadership roles and contribute meaningfully to the event's vision.

Through AIESEC's Nordic and Baltic chapters, we will reach out to youth across the region, inviting them to join Quantum Camp either in person or online. The budget in this application covers travel and accommodation only for team members and specially invited participants. However, we will also collaborate with high schools and universities in the greater Copenhagen-Malmö region, inviting students to take part in the event.

Beyond the physical event, the initiative is designed to be widely accessible. The hackathon will be open to online participation, allowing young innovators who cannot travel to Youth Island to collaborate remotely. The conference on September 21st will be livestreamed to a global audience, further expanding our reach and engagement.

By integrating both physical and virtual participation, we anticipate engaging over 1,000 participants worldwide. This hybrid approach ensures that young people from diverse backgrounds and locations can contribute, exchange knowledge, and actively participate in discussions and the co-creation of solutions.

The skills, networks, and ideas generated during Quantum Camp 2025 will contribute to strengthening the region's role in ethical AI and sustainable technology. By fostering cross-border collaboration, we ensure that Nordic youth remain at the forefront of responsible innovation and digital transformation.

Through this inclusive, youth-driven model, we are fostering a new generation of leaders, problem-solvers, and change-makers, ensuring that Quantum Camp 2025 becomes a transformative experience with lasting impact.

3.3. What do you see as the common Nordic benefits of the project?

In a time of rising geopolitical tensions and mounting challenges to democracy, the Quantum Camp 2025 project strengthens Nordic collaboration by bringing together young people from across the region to exchange knowledge, ideas, and experiences. By engaging youth in AI, quantum science, and sustainability, the project fosters cross-border learning and strengthens the Nordic spirit of innovation, cooperation, and social responsibility.

One of the key benefits is the creation of a strong, interconnected network of young nordic change makers, empowered to develop solutions for a sustainable future. Working in multidisciplinary teams, participants will gain new perspectives, broaden their skill sets, and build lasting relationships that extend beyond the event itself.

Quantum Camp 2025 serves as a youth-driven supplement to the new Nordic AI Center, which aims to strengthen the region's leadership in ethical AI. By involving young people in AI-powered innovation, the initiative ensures that Nordic youth are active contributors to shaping the responsible development of AI. The project aligns with the Nordic Council of Ministers' vision by promoting ethical AI solutions and strengthening the region's position in artificial intelligence.

Through a shared physical and digital experience, young people will develop a sense of Nordic unity while benefiting from each other's unique backgrounds and expertise. The hackathon, in particular, encourages collaborative problem-solving and promotes peer learning, where participants contribute insights from their respective countries, creating an ecosystem of knowledge-sharing.

By integrating physical and virtual participation, the project ensures that Nordic and Baltic youth, regardless of location or background, have equal opportunities to engage and contribute. This hybrid model supports ongoing collaboration and innovation, reinforcing the Nordic region's leadership in ethical AI, sustainability, and youth empowerment.

3.4 How will you take ecological, economic or social sustainability into account? Sustainability is central to Quantum Camp 2025, integrating ecological, economic, and social aspects throughout the project. The event will promote green solutions by exploring AI-driven sustainability innovations, including renewable energy, carbon neutrality, and biodiversity restoration.

Social sustainability is ensured by fostering inclusive participation, enabling youth from diverse backgrounds to engage both physically and virtually. Economically, we emphasise long-term impact, equipping participants with AI and quantum skills that support ethical innovation and job creation.

By uniting young change makers, we create a collaborative, sustainable Nordic future aligned

with the SDGs.

3.4.1 Are you adapting to a changing climate and reducing co2 emissions?

• Yes

3.4.2 Please elaborate

We minimize CO₂ emissions by prioritizing virtual meetings, online collaboration, and remote participation. When travel is necessary, we choose eco-friendly transport or carbon offset tickets. We promote green solutions, including renewable energy, carbon-neutral infrastructure, and biodiversity.

3.5 How do your activities take gender equality into account?

We ensure gender equality by prioritizing diverse representation in leadership and workgroups. Guided by Art of Hosting methodologies, we create inclusive spaces where all voices are heard and valued. We actively encourage women, non-binary individuals, and underrepresented groups to engage. By fostering dialogue, empathy, and respect, we enable equal participation and leadership for all genders.

3.6 Will your activities take child rights and youth perspective into account?

• Yes

3.6.1 Please elaborate

Our activities prioritise child rights and a youth perspective by actively involving young people in decision-making, planning, and leadership. We ensure their voices are heard through inclusive dialogue and collaboration. By integrating AI, we equip youth with the tools to shape their future, aligning with the Nordic Council of Ministers' vision to make the Nordic region the best place for children and young people.

Communication, marketing and additional information

4.1 What communication channels are you planning on using (e.g. social media, websites, events, advertising, publications, podcasts or similar)?

We will use a multi-channel communication strategy to maximize outreach and engagement. Social media platforms, including Instagram, Facebook, LinkedIn, TikTok, and X (Twitter), will be key for reaching youth and stakeholders.

Our event will be featured on UNESCO's IYQ platform, aligning with global quantum science and technology initiatives, and we will collaborate with partner networks for cross-promotion through newsletters and digital publications.

A dedicated website will provide updates, resources, and event details. We will produce a series of shout-out videos to boost visibility and engagement, and a professional crew will film material for a TV documentary capturing the journey of our young changemakers.

Live-streamed events, webinars, and podcasts will expand accessibility, while press releases and media outreach ensure broader public visibility. By combining digital and in-person channels, we aim to create a dynamic, inclusive, and far-reaching communication strategy.

4.2 Links to additional material about the project:

https://www.peacecamp.online/

Financing