



**H.F.R.I.**  
Hellenic Foundation for  
Research & Innovation

**Description of the funded research project**  
**1st Call for H.F.R.I. Research Projects to Support Faculty**  
**Members & Researchers and Procure High-Value**  
**Research Equipment**

**Title of the research project:**  
e-polis of the future

**Principal Investigator:**  
Gerasimos Kouzelis, Emeritus Professor,  
NKUA

**Reader-friendly title:**  
e-polis

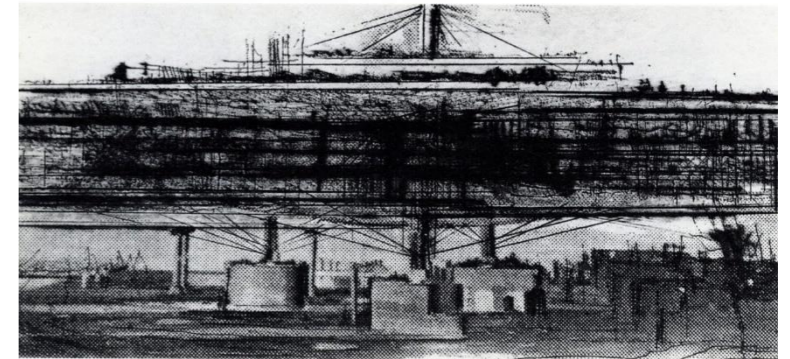
**Scientific Area:**  
Social Sciences

**Institution and Country:**  
National and Kapodistrian University of  
Athens (NKUA), Greece

**Host Institution:**  
National and Kapodistrian University of  
Athens (NKUA)

**Collaborating Institution(s):**  
Democritus University of Thrace (DUTH)

**Project webpage**  
(if applicable): <http://www.e-polis.pspa.uoa.gr>



**Budget: 157520 euro**

**Duration: 36 months**

## Research Project Synopsis

The research project “e-polis of the future”, supported by the Hellenic Foundation of Research and Innovation (H.F.R.I.) in the context of the “1st Call for H.F.R.I. (<http://www.elidek.gr>) Research Projects to Support Faculty Members & Researchers and Procure High-Value Research Equipment” (Project Number: 2617), aims to examine how youth, as a generational factor of social change, perceives and understands democracy and civic engagement issues. In particular, *e-polis* explores through a questionnaire survey and in-depth interviews the way young people think and act in the social and political field, highlighting their views on institutions and practices of political participation and governance, and then develops a digital “serious game”, in which users will be called to envision and create the “ideal” society (polis), to solve political “crises”, and take initiatives to structure forms of social coexistence.

## Project originality

The originality of the project lies both in the demarcation of the developed research scope and in the multimethodological approach to the research questions. E-polis is not limited to the study of young people's attitudes towards sociopolitical issues, but it also mobilizes them to reconstruct, narratively, their interests regarding political participation, to argue for or against existing or suggested institutions and practices, clarifying their syllogism, as well as to envision alternative forms of collective organization and re-signify the concept of democracy. Thus, particular emphasis is given on the exploration of the critical potential of young people's imagination and on the utopian contents of their thought, that delineate tendencies of social transformation. In this context, the creation of a virtual "playful" environment in the form of a video game for the examination of the players' reactions and preferences in simulation conditions constitutes a novel element, that highlights the use of digital games as methodological tools for social research, suggesting new transdisciplinary approaches and fields. The analysis of virtual worlds, where participants interact and intervene in social and political issues, without having in mind the physical limitations and constraints of reality, offers valuable data for investigation.

## Expected results & Research Project Impact

Research findings are expected to contribute to the understanding of the changing trends of youth politicization and the coupling of the generational element with politics, conducing to the enrichment of the current discussion, both in Greece and internationally, with new data and theoretical formulations. Multiple indications seem to support the view that youth today demonstrates different political characteristics compared with previous generations, a fact that reinforces the interesting speculation about contentual and morphological changes in the field of political subjectivation. The final conclusions can be utilized by stakeholders in the context of developing policies for the new generation, designing social interventions (e.g. information and raising awareness actions) and education programs with a main focus on combating stereotypes and prejudices that undermine democracy. Finally, the digital game, which after the completion of the project will become available to the public, can be used as an educational tool for a creative and interactive approach to the concept of democracy.

## The importance of this funding

HFRI's funding secures the necessary material terms for the realization of an ambitious, scientifically and socially beneficial, project, strengthening transdisciplinarity and the cooperation between faculty members and universities, and providing young researchers with the possibility to work in a novel and related to their interests program, to participate in collective scientific processes and obtain useful for their academic development skills and experiences.



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