

# Proceedings of CoPDA2026 - 10th International Workshop on Cultures of Participation in the Digital Age

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## Preface

This volume includes the proceedings of the 10th edition of the International Workshop on Cultures of Participation in the Digital Age (CoPDA).

Cultures of participation have emerged as a consequence of the shift from consumer cultures, where people are primarily passive recipients of artifacts and systems, to producer cultures, in which users are actively involved in designing and developing solutions to their problems [1]. This requires exploring related challenges and providing users with socio-technical environments that enable them to create their own artifacts fostering the development and enhancement of skills. The workshop series aims at involving researchers and practitioners in the discussion of the above topics, by presenting their research and sharing ideas on a specific edition theme [2, 3, 4, 5, 6]. This volume collects papers accepted and presented at CoPDA 2026 workshop held on June 9, 2026 in Venice (Italy), co-located with the International Conference on Advanced Visual Interfaces (AVI 2026) [7].

The main themes of this edition investigate how End-User Development (EUD), Meta-Design, and Cultures of Participation could and should evolve in the AI era, aligned with the main theme of AVI 2026 (“Interactive Creativity: Agencies, Interfaces, and Ethics”). More specifically, the workshop explores the unique promises and pitfalls of AI for rethinking learning, working, and collaborating, with a focus on the 4Cs (critical thinking, creativity, collaboration, and communication) as essential in the 21st-century skills for addressing the wicked problems and design trade-offs our world faces [8]. In this regard, an important aspect that is addressed in the workshop is to promote and support stakeholders in maintaining meaningful agency and transparency while shaping generative systems that align with their cognitive, social, and ethical goals. By addressing these dimensions, the workshop investigates solutions that mitigate the potential pitfalls of information overload, over-reliance, and deskilling, which become particularly relevant in the case of human-AI interaction to establish a symbiotic relationship between the two parties.

These dimensions reflect a broader commitment to designing AI-assisted environments that augment rather than diminish human capabilities, fostering a culture of participation in which users are not passive recipients of AI-generated outputs, but active, reflective, and skilled co-creators of the systems that shape their work.

An extended description of the workshop is included in the main conference volume [7].

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Each submission has been reviewed by at least 2 members of the Program Committee, and the review process allowed us to select 11 papers for presentation at the workshop. They are included in this proceedings volume.

## Program Committee

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