

DESIGNING QUALITY DIGITAL YOUTH WORK OPPORTUNITIES FOR YOUNG PEOPLE

PANDEMIC SITUATION

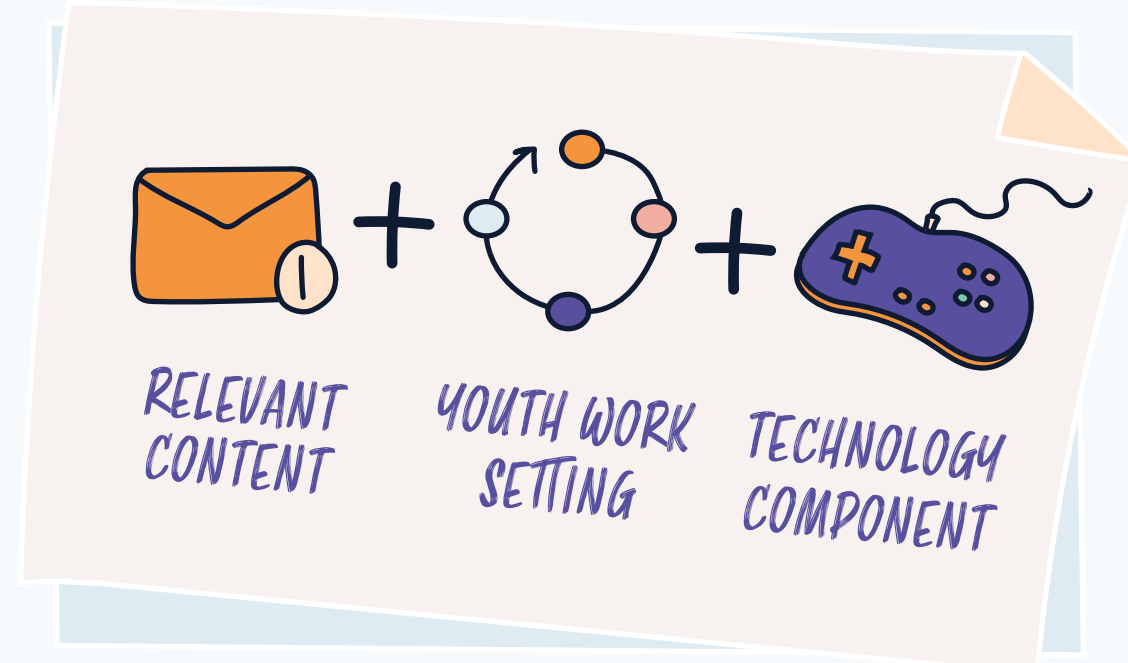
Learning how to facilitate online - Erasmus+ Programme was not flexible enough

Trying to understand the effects of Covid-19

Some practitioners are going back to face-to-face only

Importance of digital youth work became clear - further exploration needed

SUCCESS FORMULA:



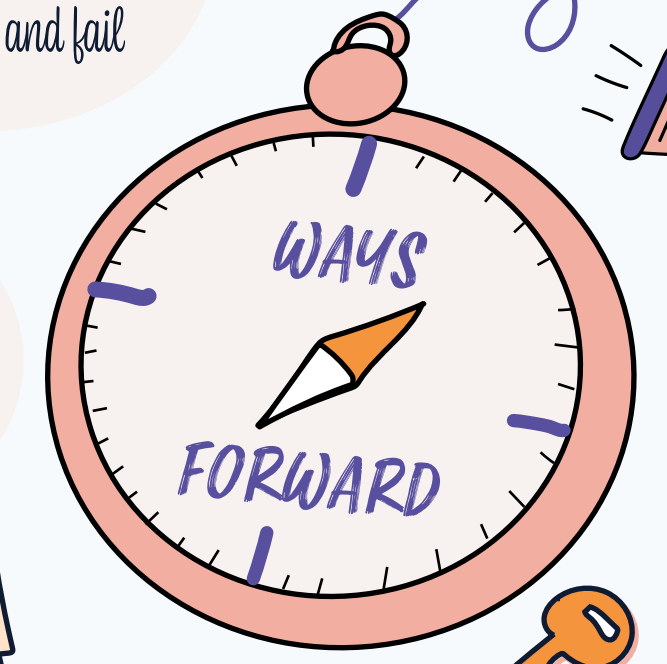
A need for more flexibility and freedom - to experiment and fail

A need for imagination - what could be done?

Training assessors how to evaluate digitalisation projects

Encourage The European Commission to support Programme applicants more

Having a strategy on national levels is necessary



Adopting a Digital Mindset

A need for access to tools, infrastructure, professional learning opportunities

RESEARCH RESULTS



DESIGNING DIGITAL YOUTH WORK

As a youth worker I WANT, but I CAN'T...

CONS

- DIGITAL LEAP is not always well received by practitioners. Still few dare to try
- A need for COMMON DEFINITIONS
- It's NOT EASY TO UNDERSTAND digital tools and services from first sight
- A lack of FINANCIAL MEANS and other resources
- Growing DIGITAL DIVIDE due to limited access to technology
- Many practitioners still DO NOT KNOW they are doing digital youth work
- Still MORE EVIDENCE, time and reflections needed



Opening NEW OPPORTUNITIES: new topics, new online communities, new type of partnerships

EMPOWERMENT of young people and CO-CREATION

ENSURING INCLUSION: for young people with disabilities, facing social exclusion, interested in sensitive topics, minorities, etc.

NOT ONLY FOR LEARNING - information and counselling and other areas

PROS

DEVELOPMENT OF SKILLS: creativity, critical thinking, problem solving, media literacy

PARTICIPATORY APPROACH IS CRUCIAL...

Most forms of youth work exist in traditional youth work settings - TRY TO ADAPT to online setting

Develop localised digital youth services

New collaborations needed (e.g. with Tech companies, artists, designers)

A need to bring new expertise into the youth field (e.g. STEAM education)

A need for more reflections and discussions among different stakeholders (including youth)