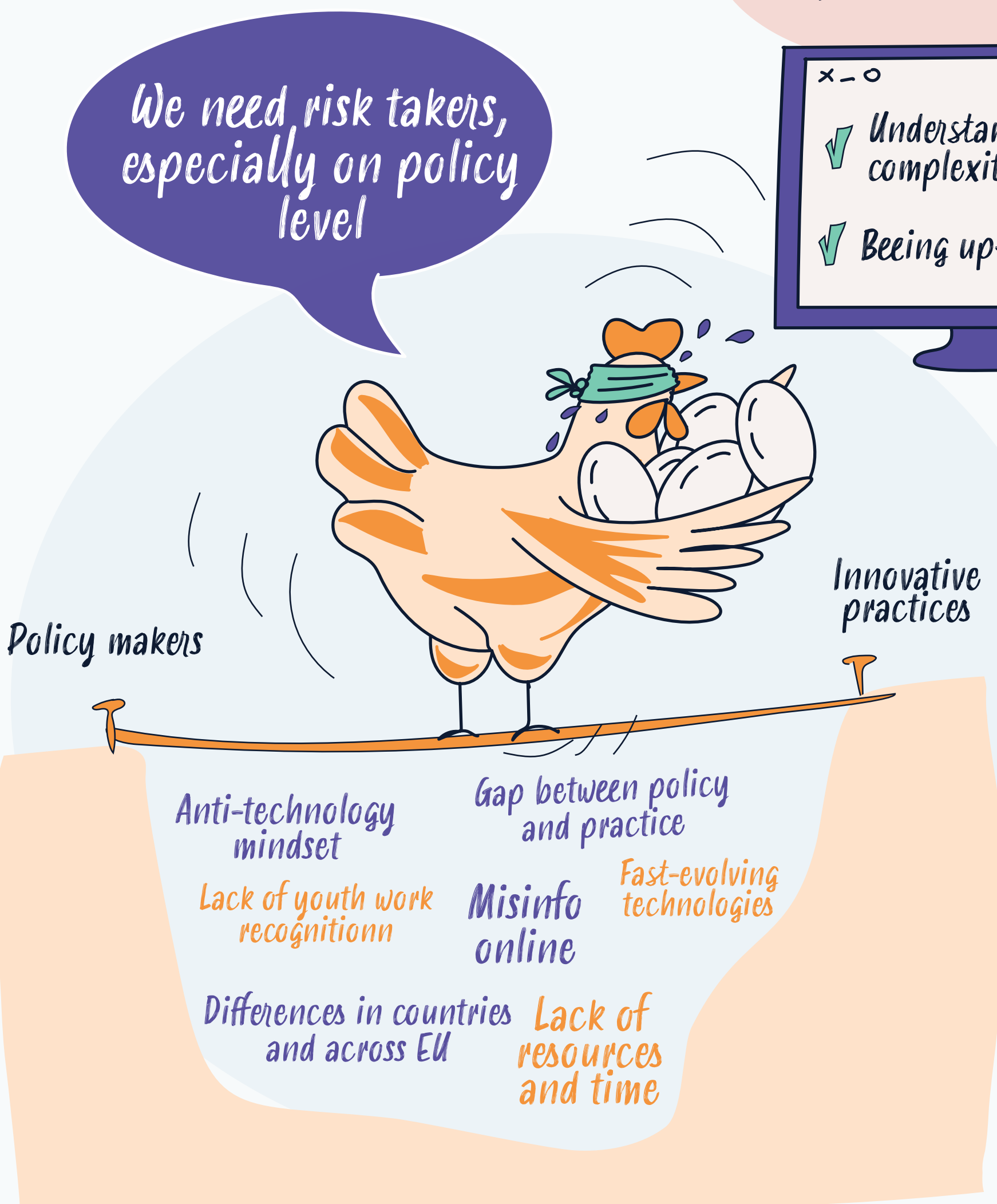# POLICIES AND EU PROGRAMMES IN QUALITY DEVELOPMENT OF DIGITAL YOUTH WORK

## DIGITAL YOUTH WORK - STATE OF PLAY - MOVING FORWARD

22nd March 2023, Dublin

## EXISTING GAPS AND BARRIERS

A call for a platform where youth workers can access resources and tips for using them

We need risk takers, especially on policy level

x — o
✓ Understanding the complexity of DYW
✓ Beeing up-to-date

Policy makers

Innovative practices

Anti-technology mindset

Lack of youth work recognitionn

Fast-evolving technologies

Misinfo online

Gap between policy and practice

Differences in countries and across EU

Lack of resources and time

Digital youth work goes beyond the key activities - a need to understand the inner works of technology (e.g. coding)

Research

Policy

EU wide conversations can help to fill the gaps and national differences

Should Digital youth work be a separate thing?

Focus on art and let the digital follow (e.g. art teachers making connections with techies)

Practice

Try to raise the importance of dogital youth work and workers

Youth are decision makers - they need to understand fake news online

The power should be within young people. How to bring young people in these conversiations?

Need to have some core and it will develop in time

Maybe through digital means and online spaces?

Youth workers should organise themselves as gaming communities do

## WAYS FORWARD

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