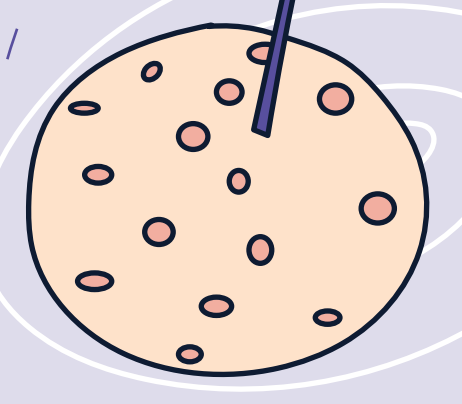
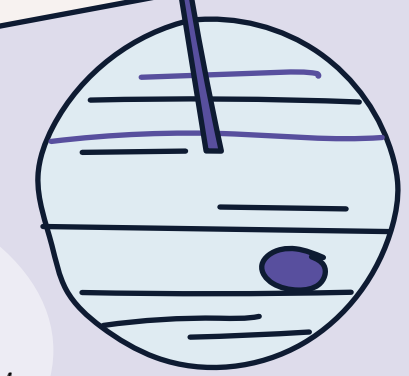


WAYS FORWARD - DIGITAL TRANSFORMATION AND FUTURE-FOCUSED DEVELOPMENT OF YOUTH WORK

YOUNG PEOPLE



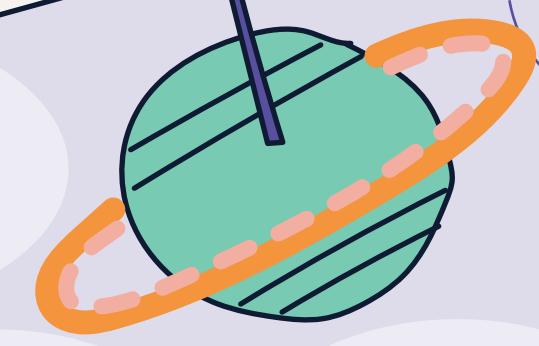
NAs AND SALTOS



Collect more practices, especially hybrid and blended forms of learning mobility, further survey and reflect.

All results and recommendations must be evaluated in relation to all relevant policy documents in the youth and education sectors

GENERALLY SPEAKING



Make sure everyone is heard in the process of building national strategies

Ensure support and follow-up of implementation of policies (D4W)

D4W practices and knowledge should be distributed more evenly and made more accessible

Invest in co-creation processes of digital environments and tools

Establish shared definitions in D4W and STEAM activities

PRACTITIONERS AND YOUTH WORK ORGANISATIONS



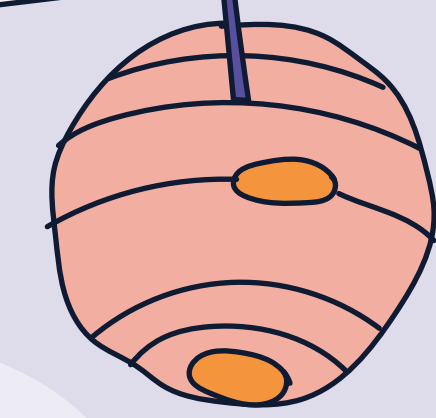
Digital youth work field should be recognised as a new but equally real and important work context in the youth work field

Enhance young people's knowledge, skills and competences

Invest in co-creation processes of digital environments and tools

Prioritise supporting capacities of organisations (self-assessment literacy)

POLICIES AND PROGRAMS



Ensure professional capacities in creative digital youth work and STEAM

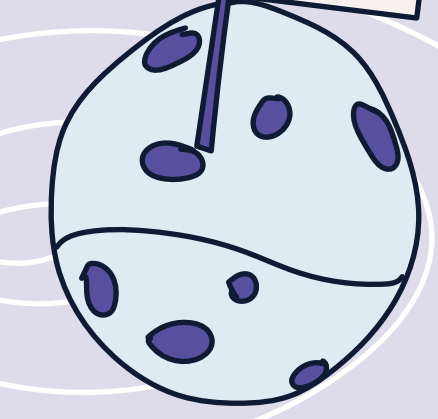
Harmonise approaches to develop digital competences and capacities and assessment processes on EU level

Make most of existing guidelines, expertise and knowledge as best as possible

A need for joint long-term approach (policy makers, NAs, researchers and practitioners) to develop D4W competences through learning mobilities

Adapt the funding rules and criteria so that experimenting with digital dimension is possible

RESEARCH



OTHER

