

Erasmus + Call for proposals 2020 — Deadline 05 February 2020

Action: Erasmus KA1 /Mobility projects for young people and youth workers

Field: Youth

Target group: 30 Youth workers experienced both in youth activities and use of digital tools from 5 EU countries. Age 18+

Project Title: Digital Youth Work & Digital Youth Addiction

Main aim of the project: To debate the necessity and/or addiction of digital use in everyday social and professional life and to explore the use of digital means in the youth work field.

Objectives of the project:

- highlight the importance of the digital use in everyday life
- stress the necessity of adequate digital competences for social and professional profile
- define the advantages of the tech evolution and its application on social context
- point the role of digital use in the youth work and youth activities
- Question the extreme use of digital means and showcase digital addiction among youngsters
- Exchange best practice to distract young people from their digital environment and engage them to youth activities

Summary of the project: The project concerns a training of youth workers under the topic of digital use and digital addiction. On the one hand, the participating youth workers will discuss on the necessity and importance of digital use and digital competences among youth and the role of digital tools in the youth work field. On the other hand, the participants will explore the issue of digital addiction among youngsters and explore the role of youth workers in

motivating young people to distance themselves from their addictive digital environment by getting engaged to youth activities. Through the project activities, the participants will exchange opinions and showcase best practice in order to eliminate addiction to digital means among young people and make youth activities more attractive. However, as tech appliances and social media are nowadays considered as an integral part of the socialization of young people, the participants will be asked to discover methods to apply these tools and make youth work activities attractive to youngsters. All activities will be based on non- formal learning techniques and participatory approach aiming to fully engage the participants to the project outcomes.

Outcomes/ Impact:

- ✓ Comprehend the psychology of a digital addicted young person
- ✓ Improve youth work with the proper use of digital tools
- ✓ Discover ways to promote youth activities instead of digital games and communication

Consortium: Organizations active in the fields of Youth, Digital Youth Work, non-formal learning and Active citizenship.