



# ICT4 YOUTH WORK



## EMPOWERING YOUTH WORK IN THE DIGITAL AGE!



SCAN ME

### AT A GLANCE

**Title:** ICT4YOUTHWORK - ICT for fostering quality improvements in youth work

**Programme:** ICT4YOUTHWORK project is funded by the Erasmus+ programme of the European Union, Key Action 2: Strategic Partnerships.

**Total Grant:** €296,540

**Duration:** 24 months

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**Project Coordinator:** STOCKHOLMS UNIVERSITET (SU) - eGovlab (Department of Computer and Systems Sciences DSV)

**Partners:** ASOCIATIA ZURY (ZURY), SOCIEDADE PORTUGUESA DE INOVAÇÃO - CONSULTADORIA EMPRESARIAL E FOMENTO DA INOVAÇÃO, S.A. (SPI), GOVERNMENT TO YOU (GOV2U)

**Project Website:** [www.ict4youthwork.eu](http://www.ict4youthwork.eu)

**Key Words:** youth work, youth organizations, online youth work, ICT, digital media



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## PROJECT OBJECTIVES

The ICT4YOUTHWORK project aims to better enable youth organizations, youth services and youth workers in reaching young people and delivering to them activities that will ensure responsiveness to the trends in society such as the latest progress in technologies and digital media.

### The ICT4YOUTHWORK sets to:

- ✦ map, analyze and report on good practices in online youth work that can be transferred and adopted across youth work from Sweden, Greece, Portugal and Romania as well as throughout Europe;
- ✦ enhance the uptake of ICT, digital and social media in the practices of organizations engaging in youth work;
- ✦ improve the access to existing knowledge, experience and know-how on best practices, tools and methodologies for youth work in the digital age;
- ✦ and promote effective digital communication amongst youth workers and young people in Europe. More specifically assist youth organisations to:
  - ✦ Use digital tools to promote and add value to existing youth work
  - ✦ Weave the digital tools into youth work activities
  - ✦ Make the most of the technology for youth work goals



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## WORKING TOGETHER TO PICK THE LATEST ICT AND DIGITAL MEDIA TRENDS FOR YOUTH!

## EXPECTED RESULTS

- ✦ To enhance the uptake of ICT, digital and social media in the practices of the organizations engaging in youth work;
- ✦ To improve access to existing knowledge, experience and know-how on best practices, tools and methodologies for youth work in the digital age;
- ✦ Establish “good practice cases” and “case studies” through ICT tools, methods, instruments, software, platforms;
- ✦ Highlight and classify “good practices” based on specific methodologies and according to focus groups.



## PARTNERS

