



ICT4  
YOUTH  
WORK

**PRESS RELEASE**  
FOR IMMEDIATE RELEASE

# ICT4YOUTHWORK

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‘Empowering youth work in the digital age!’

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**Brussels, 10/05/18** – The ICT4YOUTHWORK project, co-funded by the Erasmus+ programme of the European Union Key Action 2: Strategic Partnerships and running from June 2017 to May 2019, has published its first research findings within its first intellectual output, the “Report on Good Practice Case Studies of Online Youth Work Practices” (O1).

The O1 Report identifies 30 case studies on best practice in online youth work in Sweden, Greece, Portugal and Romania, which can be replicated and adopted throughout Europe. The best practices comprise digital and social media tools that can improve not only the engagement of youth organizations with their target audience, but also the internal communication within the youth organizations.

The full report can be found [here](#).

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‘Working together to pick the latest ICT and digital media trends for youth!’

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## About the Project

ICT4YOUTHWORK stands for *ICT for fostering quality improvements in youth work*- the project aims to address the needs of youth organizations, youth services and youth workers to better reach young adults and to deliver activities that ensure responsiveness to the trends in society such as new technology and tools in today’s digital era.

ICT4YOUTHWORK is carried out by a multi-disciplinary, complimentary partnership consisting of four institutions from four EU countries: Sweden, Greece, Portugal and Romania. The project partnership is led by Stockholm University (SU) through eGovlab



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(Department of Computer and Systems Sciences DSV) who acts as coordinator for the partners: Government To You (Gov2u), Sociedade Portuguesa de Inovação - Consultadoria Empresarial e Fomento da Inovação, S.A. (SPI).

Moreover, the ICT4YOUTHWORk project 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 the project will 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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**ICT4YOUTHWORk**

*ICT for fostering quality  
improvements in youth work*

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