



DALI4YOUTH

Newsletter #1

September 2022

About the Project

The project targets **youth workers** and **young people**, especially NEETs, to prepare them to face the current needs of the youth sector after the COVID-19 pandemic, by gaining more and improved **digital skills**, a higher level of **creativity** and more **awareness** of the situation NEETs are experiencing.

As young people are strongly keen on **digital technologies**, and **art** is a great means to express themselves and to connect to others, **combining** these two elements will manage to **promote social inclusion**.

Aims and Objectives

The project aims at **boosting youth workers' knowledge and competences of ICT tools** to create inclusive environments in their daily practice.

The main objective is to make Youth more capable of **entering the labour market** and taking an **active role** in the society.

The project will prioritize the **development of digital skills through creativity and art**, and raising awareness about the importance of **social inclusion** among young NEETs, often victims of stereotypes that lead to social exclusion.

To meet the goal, the project will develop a **Training KIT** focused on **digital art** which will target youth workers. This will be followed by the creation of an **App** with an educational game, based on the NEETs needs, interests, and trends. The last product of the project will be the establishment of **youth networks** in the field of Digital Art.



Results

During the project and once completed, in the short term partners are expected to:

- carry out a **mapping of youth workers' skills and competences**;
- establish the **methodology and the training framework** of the online training KIT;
- prepare the **online training KIT** for youth workers and conduct a **pilot test** of the KIT;
- define the **training content and pedagogical structure** along with the **design and development of the macro structure** of the online training game;
- **establish youth networks** at EU level to boost cooperation;
- create an **online learning platform**.

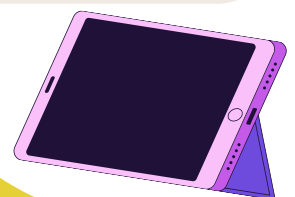
Long term results include: more **general knowledge** about digital art and **its potential** as a tool for **social and labour inclusion** and **improved digital skills** of youth workers and young people, specially linked to art and creative expression.

Online Training Kit

The first project result that has been completed is the development of an online Training KIT structured in 5 modules:

1. **Digital Art in theory:** in non-formal/informal contexts to foster creativity and motivation of young people, especially NEETS (*Ici & Ailleurs*);
2. **Digital Art in action:** tips and practical activities to improve artistic and digital skills to enhance employability and lifelong learning (*Open Europe*);
3. **Digital Art in practice I:** tools and techniques (*Zini Foundation*);
4. **Digital Art in practice II:** good practices and case studies (*Volunteers Centre Skopje*);
5. **Digital Art and European connections:** recommendations for implementation and adaptation of Digital Art strategies in specific youth contexts (*CRES*).

To find out more, click [here](#).



Kick off meeting in Riga (13th-14th of April 2022)



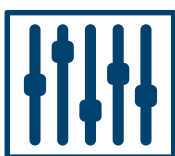
On the 13 and 14 of April 2022 Partners have gathered in Riga, Latvia, for the kick off meeting of the DALI4Youth project.

During the meeting, the members from the different organizations had the possibility to get to know each other face-to-face, and to learn more about each other's expertise and experience.

Partners have discussed what has been done so far, in particular the creation and implementation of surveys for youth workers, and the development of the project's social media accounts. In addition, a discussion about the Online Training Kit was carried out, to ensure that all Partners were able to contribute according to their practical knowledge.

The Consortium has benefitted from meeting in person, because a friendly work environment has been established, that has contributed to enhance cooperation and willingness to help whenever an issue has arisen in the following months.

Partners will meet again in Rome, Italy, in December 2022 to finalize Result 2 and to check implementation of Result 3.



The Partners



Ici & Ailleurs
Le monde s'ouvre à vous



OPEN EUROPE



ZINI FOUNDATION
FOR INNOVATION AND EDUCATION



**VOLUNTEERS
CENTRE SKOPJE**



CRES
Centre for Research and European Studies
Future Business

Follow us



[@Dali4Youth](https://www.facebook.com/Dali4Youth)



[@dali4youth](https://www.instagram.com/dali4youth)



dali4youth.eu



**Co-funded by
the European Union**

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.