

# MOVE IT

26 May - 17 June 2020

## Youth mobility in the digital era

[www.jugendfuereuropa.de/veranstaltungen/MOVE-IT](http://www.jugendfuereuropa.de/veranstaltungen/MOVE-IT)

online  
event



Photo: Sebastian Voortman

 **JUGEND  
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National Agency (Germany)  
Erasmus + Youth in Action  
European Solidarity Corps

**ijab** International Youth Service of the  
Federal Republic of Germany

 **Estonian Youth Work Centre**  
20 years empowering youth

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#MOVEIT2020 #digitalyouthmobility

# Where do we stand in digital and smart youth work? - Bridging the gap to youth mobility!

Niels Brüggem

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# SIX THOUGHTS

## ON DIGITAL YOUTH MOBILITY

18:00





## Try to define „digital youth mobility“

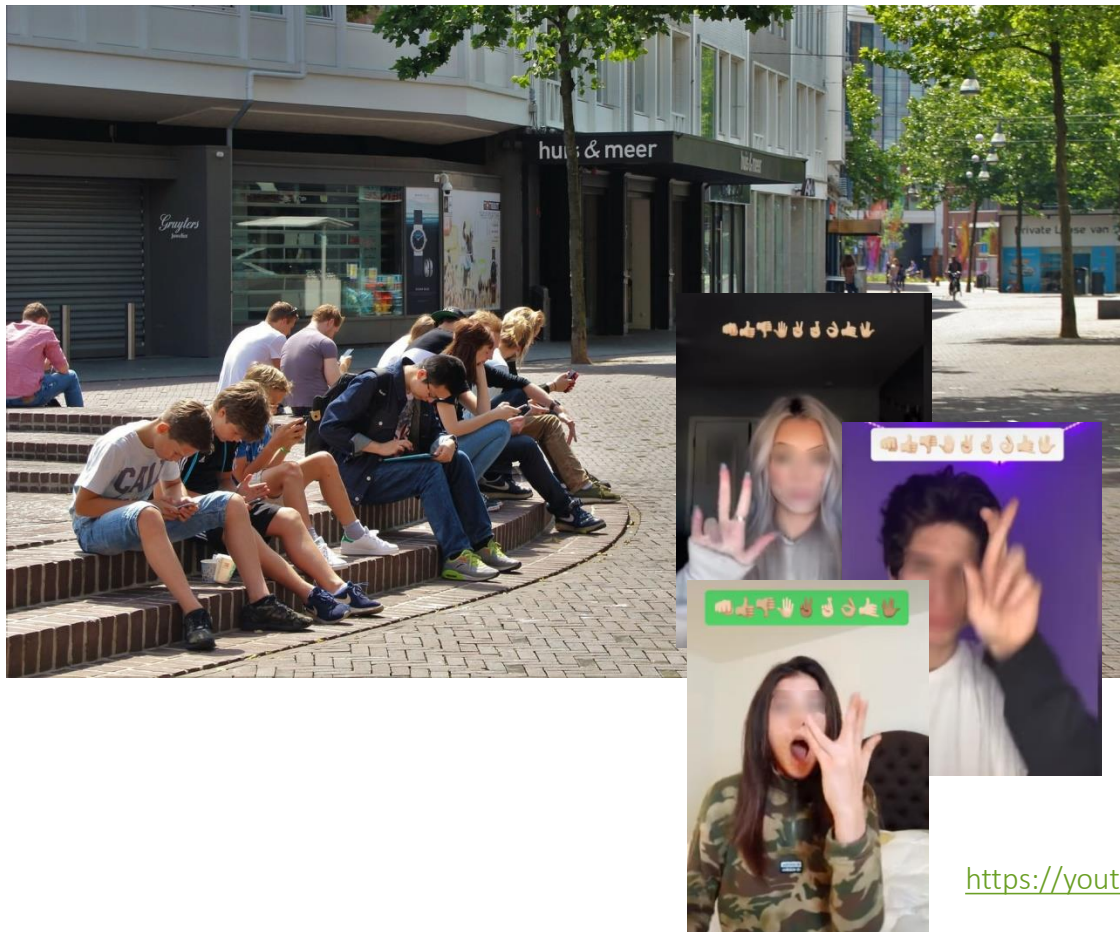


<https://www.collinsdictionary.com/dictionary/english/mobility>

1. the ability to move physically in spaces
2. (of individuals or social groups) movement within or between classes and occupations
3. time that a resident of a secure unit is allowed to spend outside the unit, as preparation for an eventual return to society



## Pay attention to digital media, space and (digital) mobility in the lives of young people



Digital media are a constitutive part of the life worlds of young people – hybrid life worlds

Via interactions and mediated by code young people experience and create social spaces

Re-connection to face-to-face-contacts *versus* interest-led online-communities

<https://youtu.be/ITR3Gw61OmI>

The background of the slide is a vibrant blue. It is decorated with several stylized illustrations of hands interacting with digital devices. In the top left, a hand in a green sleeve uses a smartphone. In the top center, a hand in a red sleeve uses a tablet. In the top right, a hand in an orange sleeve uses a smartphone. On the right side, a hand in a dark grey sleeve uses a tablet. In the bottom left, a hand in a yellow sleeve uses a tablet. In the bottom center, a hand in a dark blue sleeve uses a tablet. In the bottom right, a hand in a purple sleeve uses a laptop. Another hand in a pink sleeve uses a smartphone in the bottom right corner. Each device screen shows a white starburst icon, suggesting active use or a notification.

## Viewing options on digital spaces for digital mobility

Henry Jenkins (2009) ([Link](#)):

- Affiliation
- Expression
- Collaboration
- Circulation

Jane Melvin (2018) ([Link](#)):

- Information space
- Communication space
- Production space
- 'Safe' space



## Think of spaces rather than places



<https://youtu.be/r2zLcl8ffQg>

Digital youth mobility is not  
(VR-)tourism





## Think of spaces rather than places



<https://youtu.be/r2zLcL8ffQg>



Digital youth mobility is not  
(VR-)tourism

Apply Jenkins and Melvin to  
VR-technology



## Adopt rights of the child as an approach to safety



Safety is an issue to be tackled,  
but safety is also subjective

Guidelines to respect, protect  
and fulfil the rights of the child in  
the digital environment [CM/Rec\(2018\)7](#)

- Access to the digital environment
- ...
- Participation, right to engage in play and right to assembly and association
- Privacy and data protection



## Take away messages

mobility as the ability to move ~~physically~~ in  
**hybrid spaces**

digital youth mobility should make use of  
**digital** technology in a **smart** way

digital youth mobility must recognise  
the hybridity of today's life worlds

Working from home....





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Many thanks for the attention!

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