

# MOVE IT Open Feedback Box

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

DAVID RÖTHLER MAY 21, 2020 09:23AM

## How are digital youth exchanges / mobilities linked to overall digital youth work?

Would you ask how is a mobility part of youth work? Then the answer is: in the same ways. I would say: putting your target group in touch with other people's experiences and cultures, etc etc. maybe with the possible aim of building up something together.

*Our target groups (young people with fewer opportunities) don't speak English. How can we deal with different languages, when the participants don't have a common language to communicate?*

– STERENCOUDRAY

*from my point of view, they should be discussed/ worked on together. It is not possible to separate them* – MEGASCOUT2000

## Digital youth exchanges needs to be taught

Maybe all our exchanges start in the virtual world at a very low entry level: how would participants find out about our exchange if they don't have facebook/a browser/email as that's where they are announced and they have to subscribe?

Our member need exchanges to start in the real world where we teach them virtual tools, there is a big difference between those who know how to work only with a smartphone and facebook and those who know how to work with a laptop. We show how "virtual office tools" improve collaboration, then we have sessions that are 100% virtual, and then alternate: real world. virtual world, real world. The digital component does allow our Asian members to reach out to their friends in their countries of origin. But if they are stuck to the level of "facebook" - they are prone to ambushes from professional troll from the Russian army/North Korea and the CCP targeting leaders of our communities and getting facebook to block their accounts. We analysed some the profiles and when you in these trolls profiles, you notice they are probably 1 person with probably 100 different accounts who all only

follow "lgbt / EU African communities / EU Arabo-Muslim communities / EU Asian communities". That same person will ambush with 5 or more accounts 1 single admin or moderator / leader in your organisation and trigger a facebook violation - or simply - with 5 or more accounts push the "report button" so your account gets blocked for multiple weeks. If this happens when you are preparing or having a digital youth exchange you're in big trouble and it is necessary this issue is taken up at EU level when they negotiate with facebook & co: it takes too long for facebook moderators to intervene, and when they intervene - we have serious doubts if they are based in Europe and share European values. We demand moderators for Europeans to be Europeans and be based in Europe and abide by EU laws and values.

And we - youth / community leaders need to signal this to the European commission. We hope you will support us in this.

Applying for Erasmus+ or any other funding remains far too difficult. Most projects in their countries of origin take place over their heads without the actual diaspora being involved. This is unacceptable. Digital (youth) exchanges needs to be taught.

## What makes digital youth exchanges / mobilities different from digital exchanges / mobilities in education (universities, schools, VET)?

### Non formal learning!

which is something to be considered and implemented while designing online activities. We want self directed learning, engagement, voluntary participation to be part of our activities (even online), otherwise we will be "more of the same" and we will lose our best asset!

*I agree with all of you. However, I start to experience young people being "full" of digital activities. Therefore, they need to be even more attractive/ entertaining/ interactive* – MEGASCOUT2000

*Totally agree. There is a key difference in motivation if your digital exchange participation is subject to evaluation from a teacher. And I hope to find a stronger motivation in our field towards claiming specificity and contribution in defining the way digital youth exchanges are meant to be in the NFL field* – JAN LAI

*oops! forgot you need to sign in before making a comment! :-)* – MARK

<https://www.facebook.com/groups/nflgoesonline> – ANONYMOUS

*Certainly our debates over the past couple of months have often centred on how to make online youth work courses, meetings, exchanges, etc more HUMANE and putting into action non-formal learning principles! Requires a lot of thought and a lot of authenticity!* – ANONYMOUS

*Fully agree that would it be a youth work activity in digital environment or not, the principles of youth work and non-formal learning would still need to be the core of it.* – ÜLLY ENN

## Where are the Asian (youth) in digital exchanges?

Herewith the input from ASIA2.0 - the federation for the Asian Diaspora Communities living in Europe, mixed couples and their children with Asian traits, adopted Asians, sympathizers.

The big difference: You can reach youth from the Asian communities in Europe when they are in school, but they vanish when you try to get them involved in "Digital Youth Exchanges".

1. Asians are very afraid of the government. "Europe" is like the super-government, like a big boogie man - like the Chinese Communist Party - who will come and punish you, check out your family, throw you in jail, or out of Europe. Parents don't understand and prefer to stay far away: better safe than sorry.

2. Language barrier: many Asians in Europe are from former "French-Indochina - Territoire d'exploitation" which tumbled into the cold war terrors; they didn't plan to stay in Europe/France, there are still huge language problems - speaking ones original language, french and then English ... and nowhere to practise it, no double language english-french Erasmus+ Salto workshops. The result is that you don't see any Asians.

3. Anti-racism organisations do not recognize racism against the Asian Diaspora communities in Europe; there are no Asian faces in those organisations; we don't receive any resources/money/invitations either. Nor at national levels, nor at EU levels there is no research on it. Everybody wrongly assumes everything is good: everybody is smiling, studying and at work - and that is not the case.

Looking forward being invited to your Erasmus+ / Salto projects

### ASIA2.0

PREMIÈRE in Europe! The first Erasmus+ Salto online Training course where the Asian Communities in Europa will meet other representatives from youth/your leaders/community leaders for 1 month to work out "engaged holidays" around topics they find important and that will take place later this year and in 2021 - all 100% financed by the Erasmus+ Youth & community leaders program !

FACEBOOK

**They should be intercultural, open for all young people and prepared with them**

## How to create a sense of community with online exchange partners?

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### Online Radio

[https://soundcloud.com/radioroom\\_ribadavia](https://soundcloud.com/radioroom_ribadavia)

#### RadioROOM

Todo empieza desde Omix Ribadavia (oficina municipal de información juvenil) que apoya a los jóvenes con actividades de educación no formales e informal. Todo empieza desde Omix Ribadavia (oficina municipal de información xuvenil) que apoia aos mozos con actividades de educación non formais e informal.

SOUNDCLLOUD



**"Doing youth work online we are free of the usual limits of physical environments,"**

...said one of the youth workers from the virtual youth centre in Estonia recently. She explained that their experience with virtual youth centre shows that it is more accessible to some of those young people who would otherwise not be able to visit a youth centre due to limited public transportation etc. I found it very powerful statement and probably well applicable to online exchanges where partners can opt for the best environment for their needs and interests. Would it be an agreement to have regular virtual hangouts; set up a

common virtual "home-office" for the exchange; exchange short videos about each groups, common online challenges etc.

PS. For setting up a common space, you can see an inspiring example of one of the youth centres in Estonia that set up a virtual centre, as copy of the physical centre in Roblox & that has created lot of interest from those young people who are into gaming:<https://www.youtube.com/watch?v=OgzIxcqbb9U&list=PL6JHB9n2vHNEk-nmcO9dCdtWqdHxp07T0> – ÜLLY ENN

## Virtual camp-fire as example from Estonian Scouts Association

An example from the recent COVID-19 emergency period: Estonian Scout Association teamed up with one of the leading adventure tour organising companies 360° in Estonia and introduced an innovative smart hiking format for their annual spring hike resulting with more than 500 participants taking part both in individual hiking as well as enjoying the virtual camp fire evening in Youtube. Even more interesting, in this e-hiking initiative, there were participants from Estonia up to Australia (!) serving as one of the examples on how the usual **limits of physical youth work are overcome with smart solutions.**

*I am so sorry, Michele, since I only now spotted your question. Unfortunately I only have a link to info in estonian but I think with the help of automatic translation, you might be able to get a glimpse of: [https://entk.ee/special\\_posts/skautide-e-matk-ja-e-loke/](https://entk.ee/special_posts/skautide-e-matk-ja-e-loke/) Also, I am sure that Estonian Scouts Association can be contacted for more: Mrs. Sigrid Kuuse, [programm@skaut.ee](mailto:programm@skaut.ee)*  
– ÜLLY ENN

*I am sure a lot of other scout associations in Europe would love to know more. can you share some links?* – MICHELE

## Live online disco?

During the distance learning period during the COVID-19 crisis, in Estonia, some of the school youth workers organised Live discos for the school community to still enjoy time together and have some fun. These have turned out to be very popular, with several hundreds of school students actively following. What about a Live disco for the online exchange partner groups? :)

*this is an article about that in Italian but you can translate the page easily with Chrome: <https://www.vanityfair.it/lifestyle/hi-tech/2020/06/03/distance-disco-ora-anche-la-discoteca-e-virtuale>*  
– JAN LAI

## Inside videogames?

this is still something to test extensively, but since I am convinced one of the very few places in digital environments where emotions and bonding are strong is inside multiplayer videogames, I would be super interested in experimenting team building activities inside games, from fortnite to whatever else – possibly free to play and not too hungry for hardware, so that you would not exclude too many people.

*social media for younger kids IS happening a lot in gaming. And there is also a huge work to be done in addressing hate speech or gender issues in gaming, just to name 2 topics, making it a very important field for digital youth work* – JAN LAI

## Take time for check-in and check-out

It is part of collaboration and online life is difficult if not against our physical and mental preconditions.

A 2hour meeting (if having a purpose and outcome) proved to need 50% of connecting space/time.

Eike

## Transnational Youth Initiatives in the Erasmus+ Youth Programme

Transnational Youth Initiatives in the Erasmus+ Youth Programme can offer a good format for young people to collaborate at distance and when possible during meetings in person.



Transnational Youth Initiatives in the Erasmus+ Youth Programme

Transnational-Youth-Initiatives-1.pdf

PDF document

JTBA.LT

Our NGO hosted a series of those workshops in cooperation with bilateral partners from France, Poland, Russia and Greece, so far not yet as online events. To spread our experience we also published some basics in a booklet "Sprachanimation inklusiv gedacht. Language animation - the inclusive way" (German-English). It was developed as part of IJAB's Innovationsforum Jugend global, an interactive service for qualifying and developing international youth work. Free pdf-download and German-English summary here:

#### Bestellservice

Seit einigen Jahren wird mittels verschiedener Initiativen und Projekte versucht, die Internationale Jugendarbeit für bisher wenig erreichte Zielgruppen zu öffnen. Eine große Herausforderung, die sich dabei stellt, ist der Umgang mit Sprache und Kommunikation. Nicht alle Jugendlichen sprechen eine oder mehrere Fremdsprachen, manche haben im schulischen Lernprozess negative Erfahrungen gemacht und trauen sich daher nicht zu, sich in anderen Sprachen zu verständigen.

IJAB



*The concept is not bound to media. Getting to the core, which is facilitated in the upper publication, immediately opens the door to any new setting. True story! Eike – ANONYMOUS*

### Chatting with Google Translate?

- 1: Open the Translate app & select the 2 languages each of you speak.
- 2: Tap Conversation; say something & enjoy conversing :)

Greetz Asia2.0 the EU federation for the Asian Communities & friends in Europe

## How to bridge language barriers online?

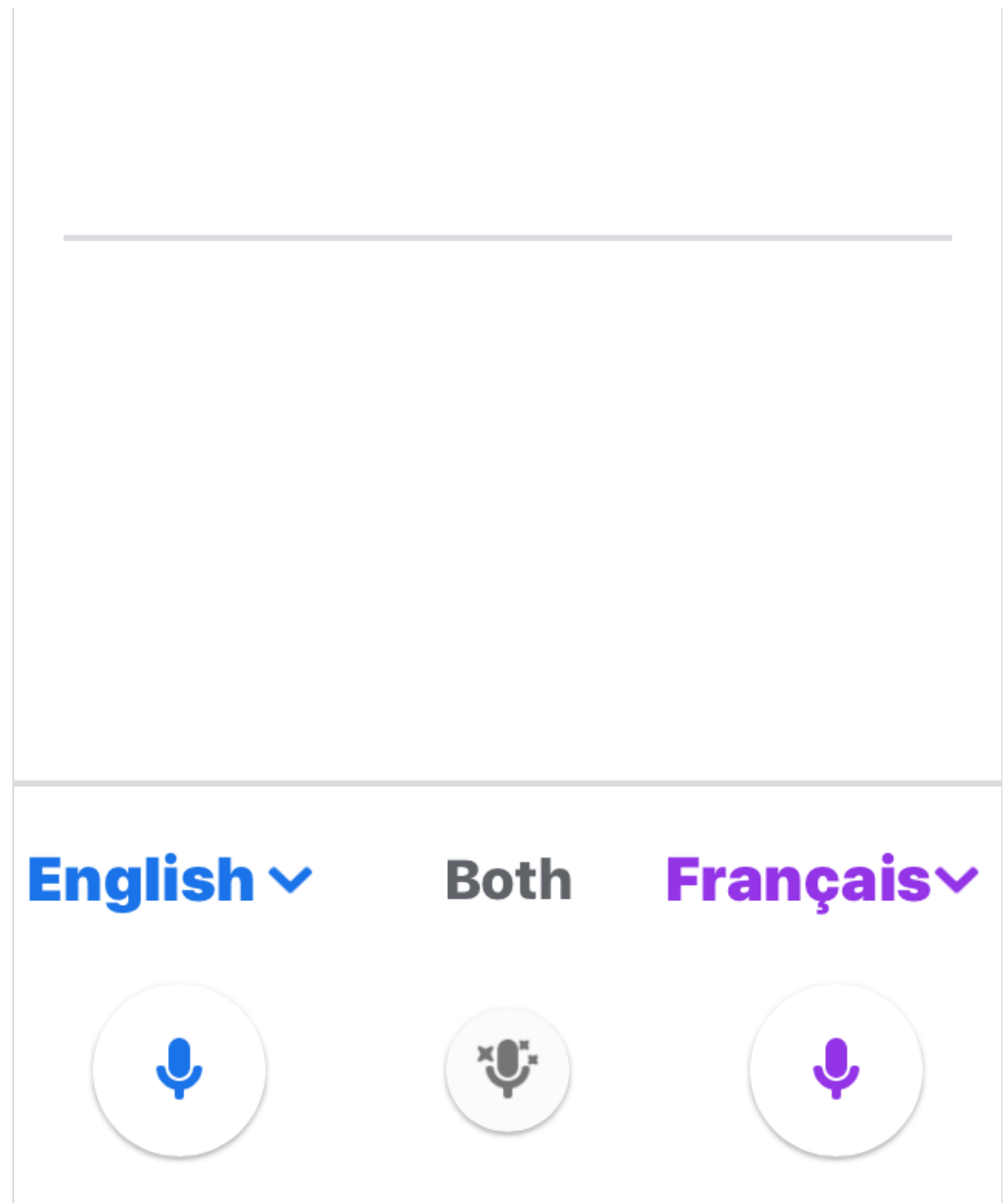
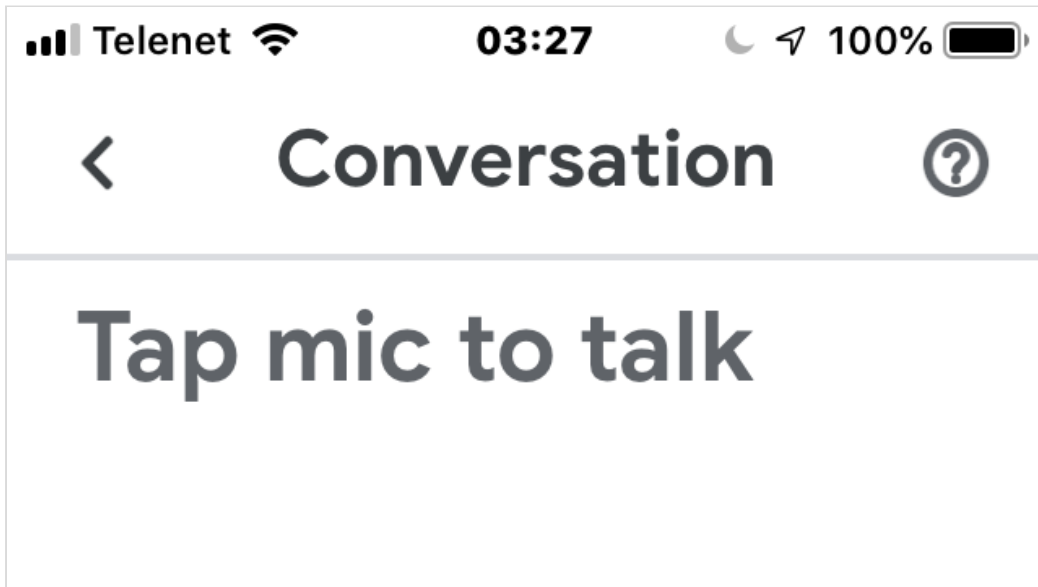
### language workshops

We have videoconference with youth people from our local community with volunteers we host in our village from different countries ( Portugal , France, Slovenia and Italy)

*Our target groups (young people with fewer opportunities) don't speak English. How can we deal with different languages, when the participants don't have a common language to communicate?*

– STERENNCODRAY

### Language Animation Workshops - why not online?



### Subtitles / captions

I recently discovered that the automatic subtitles in Skype work incredibly useable when speaking not too fast, even with the weird english accents in European language.  
Eike

And sure, this feature will not prevent us from falling into dictatorships, but until then, we can enjoy having it. Great hint! – ANONYMOUS

## glhgiljop

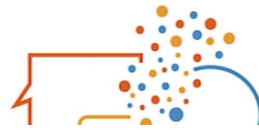
With common events, were the participants .could tell stories into a single langues  
– CINDEA NICOLETA

## Language animation

[www.languageanimation.org](http://www.languageanimation.org)

Mission Language Animation

YOUTUBE



## nice links thanks

## How to discover a foreign city country / city digitally?

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### IGTV

In our Youth Information Center, during the lockdown, together with our European Volunteers of the European Solidarity Programme, we decide to implement online intercultural activities through IGTV (instagram TV channel) and share also through our channel in Youtube (OMIX Ribadavia) and in our social networks

OMIXRIBADAVIA.WORDPRESS.COM



Test: Language Animation Workshops

## Meet the Asian Diaspora communities in Europe?

Greetings from ASIA2.0 - the federation for the Asian Diaspora Communities living in Europe, mixed couples and their children with Asian traits, adopted Asians, sympathizers. Maybe not so much discovering a country or city - but the Asian Community digitally? This is the first time in EU history that the Asian communities participate in an Erasmus+/Salto event. Our members would love to be invited / set-up Erasmus+ Salto projects together!

Before the Covid19, the Asian communities were hopelessly divided - we are also the smallest community/-ies in numbers versus African-/Moroccan-/Turk-/LGTB-/Women avocate-communities.

The Covid19/"China virus" unleashed an unseen wave of assaults and racism towards everybody with Asian traits living in Europe. Russian and Communist party Trolls attack people with admin/moderator roles in social media - they e.g. make that we are blocked from our facebook accounts, and set-up the African and Arabo-Muselman communities against us. This has brought the Asian communities in Europe to federate at an EU level and seek help from the EU's Fundamental Rights Agency - have a look at their publication of comment below.

### ASIA2.0

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FACEBOOK

but were we can find peoples which need to fight for European.s rights which was blocked by governs in the name of pandemic times ? – CINDEA NICOLETA

Vlog: <https://fra.europa.eu/en/video/2020/video-blog-michael-oflaherty-covid-19> – SVEN AERTS

Press release by the FRA-European Union Fundamental Rights Agency and vlog by its president Michael O'Flaherty: "Racism: The COVID-19 pandemic triggered an increase in racist and xenophobic attacks particularly against people of perceived Asian background.Reporting – EU countries should closely monitor racist and xenophobic incidents and effectively report, investigate and prosecute such crimes."<https://fra.europa.eu/en/news/2020/protect-human-rights-and-public-health-fighting-covid-19> – SVEN AERTS

## CitiesOfLearning.eu

This platform connects young people's interests with opportunities in specific locations. You can experience example of how this platform works by joining Learning Playlists with all activities of this online event MOVE IT

### MOVE IT online event on Youth mobility in the digital era

Digital and smart youth work in general have been widely debated and conceptualised over the last years, long before COVID-19 catapulted the topic into the spotlight. This online event focusses specifically on international youth mobility which, so far, has not been at the centre of the debates.

CITYOFLEARNING



## Inclusive digitalisation: projects, tips and ideas

### Game Over Hate

Are you part of the online gaming culture and tired of how hateful and violent it can be? Are you a human rights activist who never had the chance to talk seriously about gaming communities? Are you a passionate gamer with a strong interest in human rights?

TUMBLR



## web content accessibility guidelines

### Web Content Accessibility Guidelines (WCAG) 2.1

Web Content Accessibility Guidelines (WCAG) 2.1 covers a wide range of recommendations for making Web content more accessible. Following these guidelines will make content accessible to a wider range of people with disabilities, including blindness and low vision, deafness and hearing loss, learning disabilities, cognitive limitations, limited movement, speech disabilities, photosensitivity, and combinations of these.

W3



credit to Roman Banari who is advocating for these to be used in the youth sector. – DAN MOXON

*Perceivable: the user should be able to perceive the content through the senses – sight or hearing – either through the browser or with assistive technology such as screen readers. Operable: users should be able to interact with all controls and perform all functions through the keyboard, mouse or a supportive device. Understand: users should understand the function/ content and how to use it. Robust: a wide range of technologies and user agents should be able to access the content.*

– DAN MOXON

## AMEDY project

The european project **AMEDY (Active Media Education for Disabled Youth)** deals with the challenges of the digital world for young people with developmental disabilities and with the requirements of the professionals working with this target group. The project is funded by Erasmus+ and is carried out by the german project coordinator *Stiftung Digitale Chancen* together with partner organisations *UC Leuven-Limburg* from Belgium and *IASIS* NGO from Greece.

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AMEDY



## Summer Trainign for Young Patient Advocates.

An advocacy training programme for people with long term illness. It has always been mixed digital and face to face – but now we are in full digital mode.

## STYPA 2020 - Shaping The Future of Patient Advocacy

What is it? The Summer Training Course for Young Patients Advocates (STYPA) - Leadership Programme is an exciting and unique opportunity offering a tailored high-quality training to young patient advocates or representatives, who have the motivation to learn more about advocacy and maximise their leadership potentials in a real environment.

EU-PATIENT



## Biggest fails and cool examples

### Digital Workshops

- Online radio with our CES volunteers:

[https://www.youtube.com/watch?v=XcH1VkrP\\_70](https://www.youtube.com/watch?v=XcH1VkrP_70)

- Ioga Workshops: <https://www.youtube.com/watch?v=NNA8Y7LymL4&t=3s>

- Language workshops through videoconference

- In our Youth Information Center, during the lockdown, together with our European Volunteers of the European Solidarity Programme, we decide to implement online intercultural activities

through IGTV (instagram TV channel) and share also

through our channel in Youtube (OMIX Ribadavia) and in our social networks



### Radio Room - Música para bailar

by Omix Ribadavia

YOUTUBE

### Taking means for granted

Never assume anybody has a stable internet connection, can read from lips through muted or cluttered video, is sitting in a green box or the bridge of the enterprise.

Be aware that the most valuable contributor possibly needs subtitles, is sitting in their kitchen attending from a cellphone and calming a child who needs that phone to connect to their peers.

Try to calm those, who take everything for granted, it's not their fault to be privileged and they might share their privilege it by being patient - and will feel better.

Even after the lockdown.

Eike

### The Transformers: Youth Work Goes Digital



A long-term international project “Digital Superpowers: The Use of Digital Games and Tools for Youth Work” that aims to discover the potential of Information and Communication Technology (ICT) in youth field

### **The Transformers: Youth Work Goes Digital | VŠĮ Creativitas**

By Agne Rapalaite, Laimonas Ragauskas and Tobias Thiel Where it all started We are trainers and youth workers from Germany, Lithuania, Portugal, Italy and Estonia who had so many questions in our mind. How to go with digital technology instead of opposing it?

VŠĮ CREATIVITAS



## **KA2 Project - Youth workers 2.0.**

This digital guide is based on the results of the “Youth Workers 2.0” strategic partnership project supported by the Erasmus+ Programme of the European Union. As a joint effort of the Asociación EuropeYou (Spain), the Österreichische Jungarbeiterbewegung (Austria), the Group of the European Youth for Change (Romania) and the Institute for Cultural Relations Policy (Hungary), this booklet is aimed at providing to youth workers the resources and good practices in order to improve their knowledge of usage of different digital tools and making them understand what kind of skills are needed in different contexts.



**YW2.0\_Digital\_Guide\_English.pdf**

PDF document

[WWW.SALTO-YOUTH.NET](http://WWW.SALTO-YOUTH.NET)

