



Report

Digital Transformer Days

International BarCamp on Digital Youth Work

June 24th-25th, 2021



Fachstelle für Internationale Jugendarbeit
der Bundesrepublik Deutschland e.V.

Digital Transformer Days, June 24th/25th, 2021



A project by



In cooperation with



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Frame

Digital transformation is in progress and affecting us. Worldwide. Also in the field of (international) youth work. Recently the pandemic has further accelerated the pace of digital transformation in non-formal education. Youth workers are experimenting with innovative formats and new approaches, learning from their experiences and implementing their learnings in online and blended projects: youth exchanges, work camps, voluntary services, trainings, conferences and others.

During the first Digital Transformer Days on the 24th and 25th of June 2021 around 50 youth workers, youth project managers, facilitators and researchers from 13 different countries across the world explored these experiences and connected them to innovations in other fields for the further development of youth work and international cooperation.

The Digital Transformer Days took place on [QiQo-Chat](#) and [Zoom](#).
Further tools used: [Miro](#), [Padlet](#), [Mentimeter](#), [Wonder.me](#).

The Digital Transformer Days were organised by IJAB in cooperation with ConAct – CoordinationCenter German-Israeli Youth Exchange, German-Polish Youth Office (GPYO), JUGEND für Europa – German National Agency for the EU Programmes Erasmus+ Youth and European Solidarity Corps, TANDEM – Coordination Centre German-Czech Youth Exchange and were funded by the Federal Ministry of Family Affairs, Senior Citizen, Women and Youth.

[Read on ijab.de the article more the Digital Transformer Days.](#)

Program Digital Transformer Days, June 24th/25th 2021

Thursday 24 June 2021

- 09:15* Welcoming and Getting to know each other
- 10:00 Impulse by Juha Kiviniemi, Verke, Finland
- 10:30 Introduction to BarCamp
- 11:15 BarCamp Round 1: Good Practices in Digital Youth Work
- 12:15 BarCamp Round 2: Your topics
- 13:00 Break
- 14:00 BarCamp Round 3: Your topics
- 15:00 Reporting from sessions
- 15:45 End of event

*Central European Summer Time (CEST)

See your time: <https://www.timeanddate.com/worldclock/germany/berlin>

Friday 25 June 2021

- 09:15* Welcoming and Getting to know each other
- 10:00 Introduction to BarCamp
- 11:00 BarCamp Round 1: Outside the Box: Innovative projects in other fields
- 11:45 Break
- 12:00 BarCamp Round 2: Your visions/next project ideas
- 13:00 Reporting from sessions & Future steps
- 13:45 End of event

[Visit the padlet of the Digital Transformer Days for more information about the program and the proposed BarCamp-Sessions.](#)



Check-In: Question 1 and 2 of 5

BarCamp-Sessions

(Video-)game-based Learning in Youth Work by Michele de Paola

Games have always been important in youth work... so why not video games too? We will talk about using video games as tools for learning. This is a topic which raises a lot of questions: which are the obstacles, and the strength points? How do I include games in a non-formal education session for young people? Which games, in the first place? Sharing experiences and practical tips, we will try to answer these and more questions... and maybe even to experience playing a little videogame together to see what we can learn out of it

Link to: [Minutes of the session](#)

*

Verke's Innobox by Juha Kiviniemi

Verke's Innobox is both a physical material and a process, which you can use to innovate new (digital) youth work practice or re-invigorate existing ones. It is an open source material available in the original Finnish as well as English and German, and you can download it for free from Verke's website. Innobox is published under a Creative Commons license, so you can even make your own version! In the workshop we'll go through a short overview on Innobox and try out some of the exercises online.



Credits: Juha Kiviniemi

Sharing experience on online training by Camille Farnoux

What we learned while training tutors for the e-learning platform PARKUR.

*

Escape Game as a digital outreach tool by Zsolt Marton, Communication Manager @Eurodesk Brussels



In recent years, escape room experiences have become increasingly popular. This upwards trend did not stop during the pandemic, however the format was adapted to the digital world. But how can a digital escape game be of use for youth workers? Join this session and hear more about how Eurodesk developed the Time to Move: Adventures in Berlin digital escape game to inform young people about mobility opportunities.

Reboot Europe **by Frank Morawietz**

In March 2020, two organizations (the Regional Youth Cooperation Office/RYCO and the Franco-German Youth Office) met for a planning meeting in Berlin to prepare a large youth conference in Skopje with 100 young people from 10 countries for the summer of 2020. Then came the pandemic and the lockdown and the adventure of an online conference began.

"Reboot Europe" took place online during six days in August 2020 with 100 young participants. We report on the project, introduce the platform and the technical, structural and pedagogical challenges.

*

Sharing experiences on digital Commemoration **by Nora Meduri**

This session is aimed at participants who are interested in including commemoration and/or biography research activities in international youthwork and maybe even have some experiences in it – digital or non-digital. I will present you one specific digital Commemoration Project – “The Pink Underground : Commemorating LGBTQI* victims of the Shoa” that was developed and is still in progress in the context of the German-Israeli youth(-workers) exchange.

Together, we will share experiences and best-practice tips on how to transform well-established methods into digital methods. Because it is not always necessary to create something completely new for a digital project – just think outside the box and take the means at your hands you already have!

*

CITIES AND REGIONS OF LEARNING - Unique Learning Pathways with Playlists and OpenBadges **by Johannes Bergunder & Rebecca Schlißke**

Learning should be fun and connected with the learners interests and passions. But how to explore and find opportunities which fit to me, how to recognize the learning process and how to arrange learning opportunities in pathways - and all this via an easy acces through the internet?

With Cities and Regions of Learning we build in an international consortium a digital platform which maps learning opportunities and provides opportunities for people to pursue their passion or learning goals in a flexible and open way. It brings possibilities for learning providers to offer local or digital activities and digital learning playlists. Additionally the platform generates Open digital badges for every activity or playlist to foster the recognition of learning experiences. So far the platforms are currently available in more than 32 cities around the globe. Each city is developing its own learning ecosystem, based on the needs of the community.

Links:

www.citiesoflearning.eu

www.citiesoflearning.eu/starterkit

<https://www.youtube.com/watch?v=85fEr4KdrLw>

<https://www.citiesoflearning.net/blog/>

Boosting the Q!uality of youth mobilities with Q!App!
by Peter Huray

Discover the Q!App as a tool for enhancing the Quality of your mobility projects. In the session you will have a chance to discover the features of the Q!App, its functions and tons of resources that are there for you to make your project Q! We will take a look at how to create a high-quality project, we will discover the Q!rating system and browse through the resources!

Link to: [Minutes of the session](#)

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Youth Pride Event
by Stacey Lyons | Limerick Youth Service

*

Blended formats in international youth work - how?
by Saskia Herklotz | EVZ Foundation

Link to: [Minutes of the session](#)

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Connecting youth organisations
by Editha

Best practices in digital youth work: How to link with other youth organisations? How do other people do this?

Link to: [Minutes of the session](#)

*

Introducing interdisciplinary art projects & digitization in youth exchanges
by Antonis Bertos

Interdisciplinary art projects for youth are able to connect young people with artists, people from different social groups, organizations (cultural organizations, theaters, museums, mental health companies, refugees, nursing homes and other vulnerable groups) through performances, videodance, short films, research, digitization (ex. visual effects) and "dream artistic dialogues" that will bring together the multifaceted populations living in Europe, at a time when the challenges are huge and the answer to them is necessary to contain more art-communication-youth work, research of methodology-inclusion and greater passion for life.

Home After War & TeenBook India by Felix Gaedtke

The session will be about Home After War, a room scale interactive VR experience focusing on the risks and dangers of improvised explosive devices (IED's) in Fallujah, Iraq. TeenBook India will also be mentioned. It is an augmented reality app that offers comprehensive sex education for adolescents in India.

*

Path Out - Migration as a playable experience by Georg Hobmeier

Path Out is a documentary game made by the Syrian artist Abdullah Karam with the game designers of Causa Creations. In this compact adventure, the players get to witness Abdullah's escape from the Syrian civil war. In the session, we'll do a detailed analysis of the game, look at the process behind it and compare it to other political experiences in the gaming field. At the centre is the unique notion that Path Out and numerous other



games are now bringing to the entertainment markets: creating experiential spaces and interactive stories that can be only told with the medium Game.

Links:

<https://path-out.net/>

<https://causacreations.net/>

Credits: Path Out

*

Comedy & Humor online & offline by Carmine Rodi Falanga

In this session we will explore comedy and humor, both offline and online, and learn simple tips to make public speaking and communication more effective and unlock everybody's comedy potential. There will be lots of interaction and exercises. So get ready for an interactive comedy show with one very special guest: YOU.

TALKING EUROPE creating a digital public for European Youth.

by Ticha Matting

The participatory workshop is open to people and organisations interested in European and international Youth exchange. At the start the Application TALKING EUROPE our experiences and our visions for a digital Youth platform will be presented. Within 45 minutes we want to discuss:

- How to build a strong European Youth public digitally?
- What are your experiences and best practice examples?
- Which topics and debates should be implemented permanently at TALKING EUROPE?
- Who of you are interested partners to lead and accompany European debates on the platform TE?
- Your questions and ideas.

*

Virtually There – The Making of NUFF Virtual Hubs

by Ismet Bachtiar

Each year, NUFF (Nordic Youth Film Festival) plays hosts to filmmakers all around the world to Tromsø, Norway for a week-long film workshop. That changed drastically in 2020, and the team set to motion plans to create a series of virtual arenas for our participants to attend from their corners of the world. Ismet Bachtiar, details the preparation, process and outcome that he and his team of creative technologists worked with achieving this goal.

*

Digital Skills, food & dialogues as tools to build bridges between Israeli, Palestinian and EU Youth

by Vasili Sofiadellis

The Erasmus+ Programs have been incredible at building bridges across the EU & beyond. How could similar projects, focused on building bridges between Israeli, Palestinian and EU youth, empower people and inspire a better future for all?

*

Future of Europe: Digital Skills and society

by Vasili Sofiadellis

The session will be about using digital skills and social entrepreneurship as tools to solve social challenges, including empowering youth and integration of marginalised communities through hubs / partnerships.

More about the IJAB-project IJA.digital on: <https://ijab.de/internationale-jugendarbeitdigital>

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IMPRESSUM

This report was created by von IJAB – International Youth Service of the Federal Republic of Germany.

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