

# Digital Transformer Days

International BarCamp for digital international youth work  
17-18 May 2022



Documentation

In cooperation with:

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# Digital Transformer Days 2022

On 17 and 18 May 2022, the specialist and funding agencies for international youth work held their second international BarCamp. 53 participants from Germany, France, the Czech Republic, Poland, Greece and Ghana, three speakers from the US, Argentina and the Czech Republic and ten interpreters plus one host spent two days on the [DINA.international](#) platform where they enjoyed the participatory programme of Digital Transformer Days 2022. Their common objective: to discuss and explore the digital tools and methods, hybrid settings, good practices, innovative ideas and challenges associated with digital international youth work.

Digital Transformer Days, an international BarCamp, is the core element of the [Internationale Jugendarbeit.digital \(IJA.digital\)](#) project and is organised by IJAB in partnership with the following specialist and funding agencies for international youth work: ConAct, the Coordination Center for German-Israeli Youth Exchange; the Franco-German Youth Office; the Polish-German Youth Office; the German-Turkish Youth Bridge; the Foundation for German-Russian Youth Exchange; and Tandem – the Czech-German Youth Exchange Coordination Centre. IJA.digital is designed to identify the opportunities and challenges, along with the success factors of digital and hybrid projects, of digital transformation and use the resulting insights to develop the international youth work field further. The integration of international partners and international developments is at the heart of IJA.digital – which is why the first iteration of Digital Transformer Days took place already back in 2021.


In 2020, the specialist and funding agencies set up a working group on digital cooperation that has since met regularly to discuss developments and needs in the field of digital international youth work. Given the strong interest in the subject from international partners, and building on the foundation established at the first international (English-speaking) [BarCamp in June 2021](#), the working group quickly agreed to hold a Digital Transformer Days event in 2022, too – this time in several languages and on the [DINA.international](#) digital platform, which would offer a multitude of opportunities to meet, talk, build networks and interact. IJAB's [Language Unit](#) coordinated the provision of language interpretation.

The host of Digital Transformer Days 2022 was Sabrina Apitz, a multi-talented digital youth work specialist who is fully at home in the digital space and was hence ideally placed to promote a positive mindset when it comes to digital transformation in international youth work. A colourful, diverse and attractive addition to the event were the graphic recordings created by Coline Robin (France) over the course of the two days. She condensed and visualised the key outcomes of the discussions and activities of DTD22 on behalf of the participants. So what happened at Digital Transformer Days 2022? Let's take a look.

Simulation games for youth exchanges, the role of open-source software in society, videodance storytelling – the range of themes discussed by the participants during the Digital Transformer Days 2022 was inspiring as well as groundbreaking.

# 1. Program and contents

## 1.1 The DTD22 agenda at a glance

Day 1: Tuesday, 17 May 2022	Day 2: Wednesday, 18 May 2022
9:30 am Good morning! Tech check & welcome	9:30 am Welcome with warm-up exercise
9:45 am Getting to know each other Mentimeter survey & speed-dating	10:00 am "Explore, create, meet = live your role!?" Keynote address by Karel Hájek from the čojč drama network (Germany/Czech Republic) Q&A with participants
10:15 am "Digitalisation and sustainability" Keynote address by Katharina Maier – Fridays for Future USA, Q & A with participants	10:30 am Brief (re-)introduction to the BarCamp method Mapping of sessions & pitches Focus: Try-outs, visions, activity planning
10:45 am Break	11:00 am BarCamp sessions, round III
11:00 am Introduction to the BarCamp method Mapping of sessions & pitches Focus: Innovative ideas & good practices	Noon Reports from the sessions
11:45 am BarCamp sessions, round I	12:45 pm Participants' desires & ideas "What should we definitely start doing in future?"
12:45 pm Lunch break	1:00 pm End of Digital Transformer Days 2022
1:45 pm Biodanza energiser with Valerie Kattenfeld from Buenos Aires	
2:00 pm BarCamp sessions, round II	
3:00 pm Reports from the BarCamp rounds I and II	
3:30 pm Feedback & look ahead to day 2	
4:00 pm End of day 1 and matchmaking session on wonder.me	

Day 1 (Coline Robin | IJAB)

## 1.2 Tools, themes and methods of DTD22

### 1.2.1 Origami onboarding, speed-dating and Biodanza energiser


How can the digital be merged with the physical space by bringing participants from all over the world together in advance of an in-person event? Many ideas were proposed during the planning of Digital Transformer Days, but one was particularly fun: one week before the event, participants were sent a set of origami templates and instructions on how to fold their favourite animal. Pigs, dogs, cats – no matter the species, everyone was invited to fold their preferred mini-animal, design it as they wished and place it in a suitable position. Then they were asked to take a snapshot and upload it to a Padlet together with a short text – a creative way to introduce oneself to the rest of the group.

### Origami-Onboarding: Get to know the BarCamp-Community


**How to origami-onboard yourself**

1. Choose your favourite template out of the suggestions and print it out. If you do not have a printer, it is quite easy to copy the template by hand. Try it!
2. Create your favourite Origami! Feel free to design your Origami as individual as you wish it to be. If you have difficulties folding have a look at the step-by-step-picture.
3. You are of course free to create any other Origami you wish – you do not have to stick on the ones proposed.


**Step by step model (how to Origami)**




**Pig**




**Dog**



**Mouse**



**Cat**



Origami onboarding on Padlet (screenshots: IJAB)





The speed-dating session that kicked off DTD22 brought together the participants in groups of three for three rounds lasting six minutes each. In each round, they were given an ice-breaker question. The idea was to encourage everyone to get to know each other a little better away from the group.

**Round 1 (warmup):** Where would you like to be if you weren't here right now? What did you have for breakfast today? What was your personal highlight from last week? Or what was the best news you received last week?

**Round 2 (introduction to digitalisation):** What new discoveries did you make last week in regard to the world of digitalisation?

**Round 3 (in-depth discussion):** What is your personal relationship with digitalisation and sustainability?

### 1.2.2 Digitalisation and sustainability

How sustainable is digital transformation really? And how are young people dealing with the opportunities and challenges of digitalisation? Katharina Maier from the Center for International Environmental Law (CIEL) and coordinator of the Fridays for Future movement in the United States joined DTD22 from Washington, DC on day 1 to deliver a keynote statement, which opened with a videoclip of the UN Environment Programme's Digital Transformation (DT) subprogramme.<sup>1</sup> Sustainability doesn't just mean eco-friendly; it also means making choices that have a lasting and positive impact on the environment, the climate, and on society and social structures, which in turn enable more and more people to enjoy a good life. Digital transformation does not automatically deliver this kind of sustainability. Neither is it technology that drives and shapes digital transformation – that is done by humans. One of Katharina's key messages was that humans need to consider sustainability at every step of the way.

According to a UN report, said Katharina, early analyses suggest that the benefits of digital transformation are significant, potentially reducing

- carbon dioxide emissions by at least 20%,
- the use of natural resources in products by 90%,
- and waste and detoxifying supply chains by a factor of 10-100 X.

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*Digital transformation does not automatically deliver sustainability. Neither is it technology that drives and shapes digital transformation – that is done by humans. And they need to consider sustainability at every step of the way.*

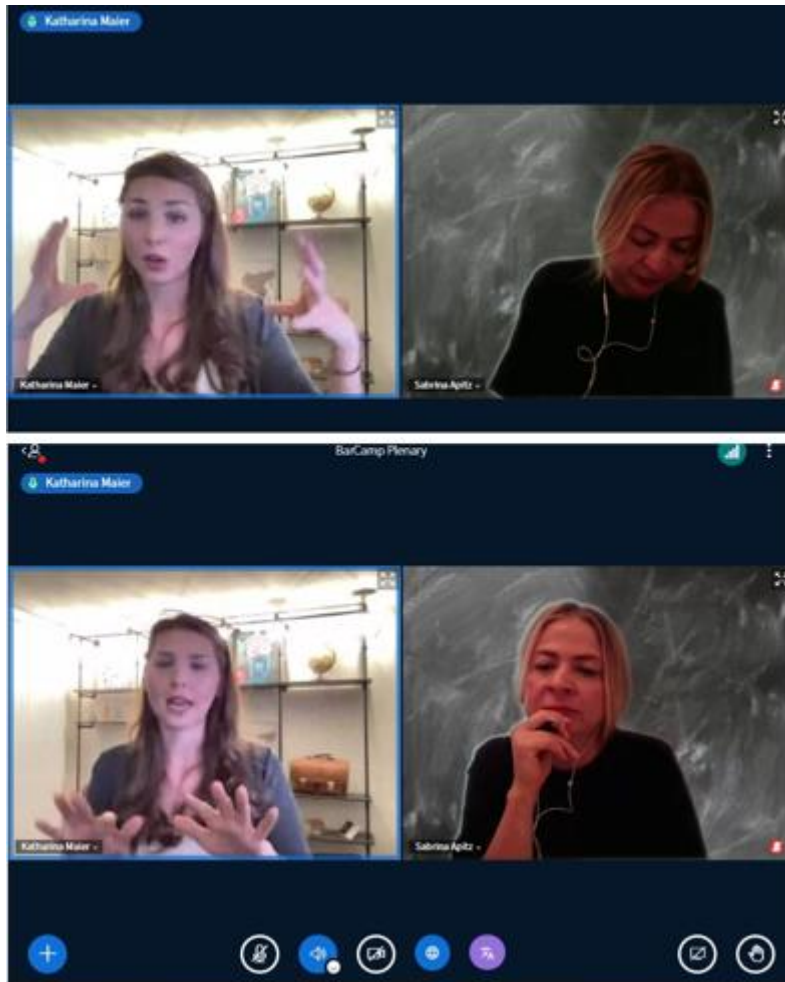
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We can connect with ever more people, learn more from each other and communicate more with one another. However, achieving global sustainability is not an inevitable outcome of digital transformation. In terms of material demands, the world produces as much as 50 million tons of electronic e-waste a year, of

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<sup>1</sup> <https://www.unep.org/explore-topics/technology/what-we-do/digital-transformation> (from 1:22) last accessed: 8 September 2022)

which only 20% is recycled. This means that valuable resources are too rarely recovered. Landfill sites are spilling over and increasing volumes of hazardous chemicals are released into the environment. To meet the high demand for hardware, extraction of rare earth elements and other precious metals like cobalt and lithium is increasing steadily, in turn leading to immense destruction and violence. Computing centres and servers, too, consume immense amounts of energy and often have inefficient cooling systems, meaning they, too, have a major CO2 footprint.



**Katharina Maier and Sabrina Aplitz on BigBlueButton (screenshot: IJAB)**

Today, knowledge is power – and so it is crucial to maintain control over our personal data and to not hand it over to a third entity. It is also vital to combat inequality when it comes to access to information. Activists can use information specifically to achieve a major objective of global significance. The easy availability of digital tools has made it possible to mobilise people around the world, contribute actively to a cause, share information, create websites and apps of their own, and work together on a common cause no matter where in the world they are. It's important to ensure we are not led astray in the world of digital transformation, but that we navigate it intelligently to overcome challenges and remain close to nature: for the benefit of humankind and the planet. This requires us to create systems in a such a way that it becomes ever more difficult to harm people and the environment.

In other words, despite all this exciting innovation, accelerating sustainability through digital transformation will not happen without deliberate decisions and actions.

Fridays for Future has harnessed the benefits of digital transformation for its own purposes. Everyone has a smartphone and can use it to join a group within a messenger app. This allows more and more young people around the world to connect with their peers to create change together. They learn things they didn't even know they didn't know, and things that they may not have wanted to know. They connect with people from very different backgrounds, which creates genuine friction. That, said Katharina, is one of the major challenges of digital transformation for the movement: to create a shared culture so everyone can collectively learn and grow inside a highly diverse community.

### 1.2.3 The BarCamp sessions on day 1

The BarCamp sessions proposed by the participants had already been collected in a Padlet on DINA before the actual event began, and further proposals were added on day 1. All suggested sessions were re-ordered on the Miro board and the schedule displayed.

SESSION	ROOM 1	ROOM 2	ROOM 3
1	<p>Online training for volunteer group leaders in int. work camps and youth exchanges - intro &amp; exchange + try-out</p> <p>Name: Lukas Wurtinger (english)</p>	<p>gamein.eu: Playing online and offline (platform presentation and exchange)</p> <p>Name: Babette Pohle</p>	<p>How to organise language teaching exchanges - school equipment, tools, approaches, ...</p> <p>Name: Agathe Brulat (french &amp; english)</p>
2	<p>Zourit: free software for email, cloud, video call, ... presentation + discussion about open software and politics</p> <p>Name: Morgane Peroche (english)</p>	<p>Question: Aspects of anonymity in online discussions</p> <p>Name: Sarah Neis (english)</p>	

The BarCamp schedule for day 1 on Miro (screenshot: IJAB)

### Session 1: Online training for volunteer group leaders in international workcamps 17 May in the morning



Five NGOs from Germany, the Czech Republic, Belgium, Hungary and Italy struck up a two-year strategic partnership under Key Action 2 of Erasmus+ to promote digital transformation in international youth work. They worked together to develop an online training course for volunteer group leaders working especially in international workcamps and youth exchanges. In the morning of day 1 of DTD2022, Lukas Wurtinger from [IBG](#) talked about the last time the training course was held for international experts.

Session 1: Online training (graphic recording: Coline Graphic | IJAB)



## Session 2: Gamesin.eu – Playing online and offline

### 17 May in the morning



Spielen auf Gamesin.eu (Screenshot: IJAB)

youth  
work

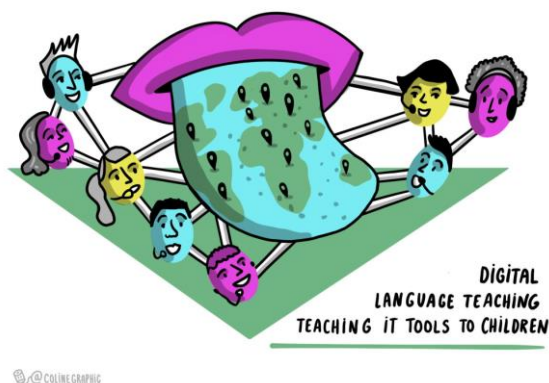
can only work if the principles of offline youth work are kept in mind: relationship-building with young people, group dynamics, synchronous meetings and in-person interactions. gamesin.eu is the result of a strategic partnership between organisations from Finland, Germany, Greece and Portugal. Babette Pehle from Kindervereinigung Leipzig held a presentation on the platform, after which the group discussed their experiences with digital youth work.



Session 2: Gamesin.eu (graphic recording: Coline Graphic | IJAB)

## Session 3: Language learning tools in schools and online school exchanges

### 17 May in the morning



In the third parallel BarCamp session, Agathe Brulat from France focused on online school exchanges and asked how sound relationships can develop between students and teachers in the virtual space. What tools are attractive to young people? How can they best be used to create a comfortable learning environment for students? How can synchronous and asynchronous phases be brought together effectively? During the debate, it emerged that students – maybe more so than adults – are in fact quite open to attractive learning environments. They also need to interact informally outside of the “classroom” via, e.g., messenger apps such as WhatsApp. These kinds of interactions can be shaped by giving the students small tasks to do, such as spending a few minutes every day talking to one another about their daily lives. Falko

Kliewe from ConAct – Coordination Center for German-Israeli Youth Exchange introduced those present during the session to language animation in online settings.

For more information on language animation online, take a look at the resources offered by the participating organisations:

- [Language Animation in Online Youth Meetings](#) (IJAB handbook)
- [Speak Easy: Activities for Playful Interactions with Language](#) (presentation by ConAct – Coordination Center for German-Israeli Youth Exchange)

**Session 3: Learning languages online (graphic recording: Coline Graphic | IJAB)**

#### **Session 4: Zourit – Discussion on open-source software and politics 17 May in the afternoon**

[Zourit](#) is an open-source software that was developed by the French organisation CEMEA as an alternative to digital applications that “leech” data from their users. CEMEA works to raise awareness among experts, organisations and young people of alternative, ethically acceptable digital tools and trains them to use them. During session 4, Morgane Peroche introduced participants to Zourit, a co-creative platform, and explained that these “communs”, as they are known in France, are not just digital tools– they also offer free access to an exchange of culture and knowledge, hence promoting human interaction. Morgane and the participants discussed the role of politics when it comes to collecting and processing users’ personal data. The next project will focus on building a European network in this area with support from Erasmus+.



**Session 4: Zourit.net (graphic recording: Coline Graphic | IJAB)**

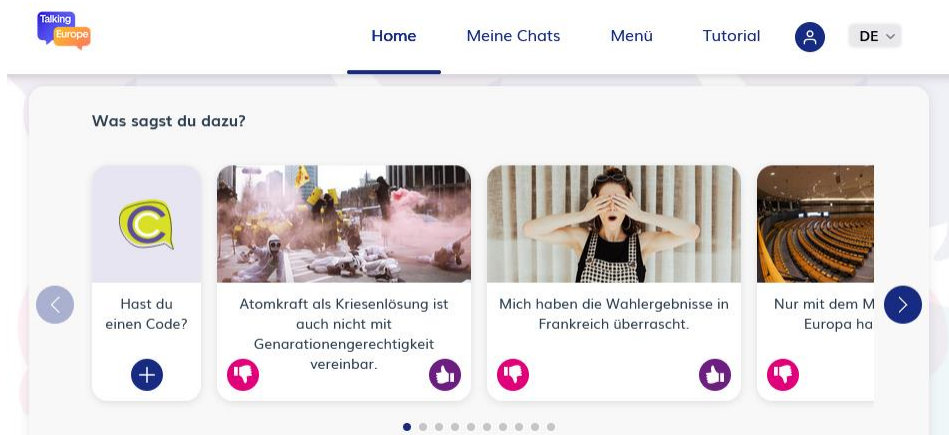
## Session 5: Discussion about anonymity in online discussions

### 17 May in the afternoon

To what extent are young people affected by the anonymity of certain online formats, such as internet forums? How does anonymity influence intercultural interactions? When does it make sense to make a discussion anonymous? How much information do you need about a person if you want to have a discussion with them – and why? Sarah Neis from the German organisation Europa Direkt raised these questions during the second parallel session on the afternoon of day 2 of DTD22, triggering a very interesting discussion among those present. The starting point of the debate was the experiences made with the [Talking Europe](#) app, a tool that young people can use to share their thoughts on Europe with each other. Users feel safer when they can remain anonymous: they can share their opinions without fear of personal or professional repercussions. Anonymity also removes the risk of being stereotyped or prejudiced according to one's gender, age or ethnic origin. Finally, it can also



Session 5: Anonymity (graphic recording: Coline Graphic IJAB)



Discussing on the platform Talking Europe (Screenshot: IJAB)

is for each user to choose an avatar with which they can interact with other users at a different level. In fact, the creative use of cameras has already been the subject of a DIY<sup>2</sup> Lab event: [Using cameras creatively](#).

eliminate any issues over social status. However, effective anonymous communication requires that everyone agrees beforehand to observe a certain "netiquette" so that all users feel safe and confident. In an anonymous setting, users who do not switch on their cameras may feel tempted to ignore the agreed rules. In addition, some

young users may withdraw and decide not to engage actively. One way to get around that



### 1.2.4 Biodanza energiser

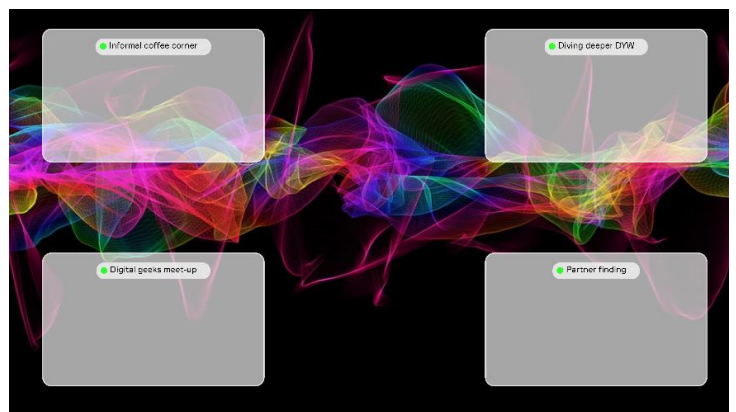
What is Biodanza and what does it have to do with digitalisation? In digital settings, it can seem hard to get participants going, especially during an online conference and after a good long lunch break before going into another round of breakout sessions. After the lunch break on day 1 of DTD2022, [Valerie Kattenfeld](#) from Buenos Aires, Argentina came on camera to energise the group in preparation for the afternoon session. Biodanza, also known as the Dance of Life, is a therapeutic method to activate one's personal potential through dance and physical movement. As an online dance coach, Valerie is skilled in connecting participants from around the world by encouraging them to listen to their bodies. The participants were invited to turn on their cameras on the BigBlueButton platform in DINA if they so wished, but they could equally leave them switched off.



Getting energised with Biodanza (screenshot: IJAB)

### 1.2.5 Discussing the day's outcomes and informal matchmaking on wonder.me

Towards the end of day 1 of Digital Transformer Days 2022, the most relevant key terms from the BarCamp sessions were collected and participants shared their expectations concerning day 2. Once the official part of the programme had finished, interested users were invited to move to the wonder.me platform to have an informal chat about project ideas or share their observations concerning digital transformation.



Matchmaking on wonder.me (screenshot: IJAB)

### 1.2.6 Keynote address by Karel Hájek: “Explore, create, meet”

Karel Hájek is a drama coach, language animation expert and coach and member of the čojč drama network in the Czech Republic. On day 2 of DTD22, he amazed the participants with his enthusiasm for experimentation, his long track record in German-Czech youth exchanges and his extensive experience of the digital world, which he uses to design attractive and creative online exchanges. “Let’s flip the paradigm!” is an inspirational motto for him, but also for all those who have spent the last three years helping to shape digitalisation in this field. They don’t see virtual settings as a substitute for in-person exchanges, but rather as an opportunity that allows youth work professionals to offer activities that would not be possible offline. This involves re-thinking, re-designing and creating concepts for virtual settings from the outset, rather than adapting existing offline concepts to an online space.

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*“Let’s flip the paradigm!” – Karel Hájek*

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According to Karel, an attractive online setting means putting together a mix of digital elements in line with one’s requirements: for internal and/or external communication and PR, for collaborative work, for informal leisure activities, for presenting information and project outcomes, for a discussion platform... There are many different permutations that team leaders and young people can agree on in preparation for a successful virtual activity.



Presentation by Karel Hájek: “Mix it, how you need” (screenshot: IJAB)



## 1.2.7 The BarCamp sessions on day 2

### Session 1: Online exchanges for children

18 May in the morning

A grant total of 14 BarCampers took part in Lisa Thierry and Katrin Jäkel's breakout session on the morning of day 2 of Digital Transformer Days 2022. Their presentation showed that organising a successful online exchange for children aged 9 to 12 requires a sound pedagogical concept. Everything needs to be thoroughly prepared; children can't work online for more than half an hour; and it's important to incorporate offline activities for the national groups, too. Lisa and Katrin talked about a Franco-German youth exchange they organised between Blossin youth centre and the M-ECK youth club (Cottbus) in Germany and the ECCO Association (Ardennes) in France. The main success factors here were online and offline language animation as well as a mix of analogue and online activities – which energised the children and helped create a productive and dynamic atmosphere in the group. The motto here was “less (technology) is more”. It turned out that because the children already got to know each other during the online phase of the project, they were able to communicate more smoothly when they later met in person. That said, without the in-person phase of the project, the encounter would not have felt complete.



@COLINEGRAPHIC

Online exchanges for children (graphic recording: Coline Graphic | IJAB)

### Session 2: Living Labs: “I am another” – a hybrid German-Greek youth exchange

18 May in the morning



I am another (graphic recording: Coline Graphic | IJAB)

“I am another” is the title of a hybrid German-Greek youth exchange that was organised as part of the IJAB project [Living Labs: Internationale Begegnungsorte für Toleranz](#). The Living Labs project is all about exploring the crucial success factors of digital projects, initially without regard to rules and regulations around funding. Adonis Bertos, leader of the [Dare.Dance.Digitalize](#) project and one of the four team leaders of the German-Greek exchange, connected to DTD2022 via videolink from Athens, Greece to talk about videodance storytelling as an artistic method to explore racism, identity and alterity with young people from Germany and Greece. During this BarCamp session, participants discussed how to design ideal hybrid settings for the future.

### Session 3: Tiled: Create your map!

18 May in the morning

On day 2 of DTD22, Karel Hájek from the čojč drama network presented ways to use the gather.town platform to create landscapes via the open-source software Tiled on mapeditor.org. Tiled offers a variety of levels of varying complexity so users can create digital landscapes and upload them to platforms like gather.town. They produce objects that range from very simple to highly complex and place them one by one in the landscape to be created, making it easier to create games for users. To make matters easier, Karel recommended getting started with existing template landscapes – and never to forget to click on “save” so one’s valuable work does not disappear by mistake. The screenshots below (from the software website) are examples of what the resulting landscapes/games can look like.



Tiled on mapeditor.org (screenshot: IJAB)

#### 1.2.8 Learnings from Digital Transformer Days 2022

Among the vital takeaways from Digital Transformer Days 2022 was this: hybrid formats have a stronger motivational effect, are suitable for larger groups, and make it easier for strong group dynamics to develop than purely online formats. However, the experts frequently wondered how best to combine online and offline elements and create an attractive hybrid setting. A key issue for experts both in Germany and abroad, at DTD22 and otherwise, is data privacy and the role of open-source software for sustainable digital transformation. There needs to be greater awareness of data privacy, and one of the ways to achieve that is to use more privacy-sensitive applications such as DINA.international.

## 2. The setting: Multilingualism and DINA.international

### 2.1 DINA.international

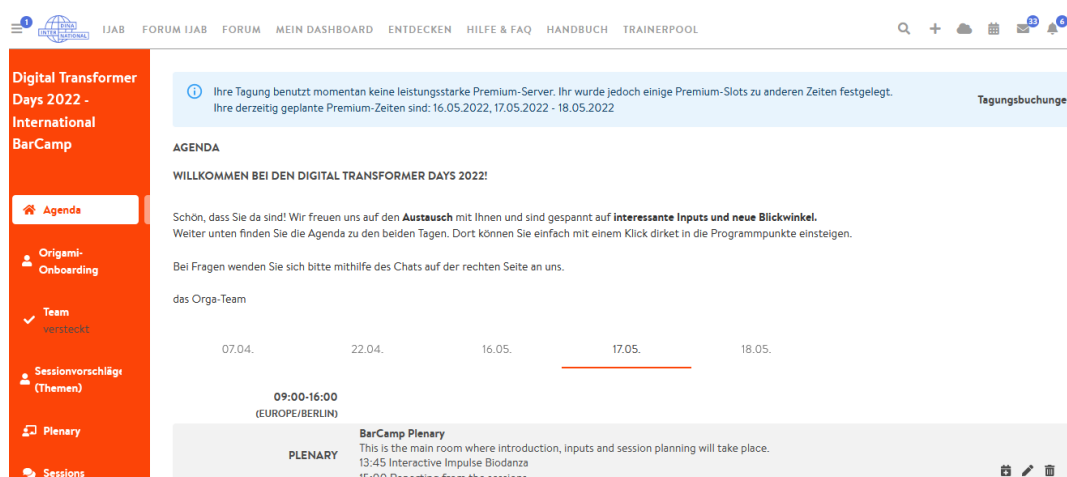
The digital meeting platform for Digital Transformer Days 2022 was DINA.international, which was launched in 2021 by the specialist and funding agencies for international youth work. Interested parties were able to sign up for the international BarCamp via DINA and explore the platform in advance of the actual event. The advantages of DINA are clear:

- > DINA is an open-source tool and runs on a CO2-neutral server in Germany
- > DINA respects data privacy rules

- > DINA is ad-free
- > DINA meets current EU security standards
- > All required tools are either already integrated or can easily be added
- > DINA is available in several languages
- > DINA has a language interpreting function

What was particularly practical for DTD22 was that all necessary tools and functions were already available on the platform: the video conferencing tool BigBlueButton, Padlets for the onboarding and BarCamp sessions, and a “shared notes” function for notetaking during the sessions. The participants were able to stay logged in to the platform for the duration of the event, meaning they did not have to get used to several different environments. Moreover, they could sign up to DINA’s growing international network and stay in touch after DTD22 ended. Technical support came from the Foundation for German-Russian Youth Exchange, which is responsible for the development and maintenance of DINA.

To ensure that participants could enjoy (and produce) good video and audio quality during DTD22, before the event participants, speakers and interpreters were given an introduction to the platform, had their audio and video quality checked, and were advised on various aspects such as headsets, suitable browsers, etc. During the plenary sessions, participants were advised to switch their cameras off if they didn't have an active role.



Digital Transformer Days 2022 on DINA (screenshot: IJAB)

## 2.2 Language and communication at DTD22

How can communication run smoothly during an international digital event, particularly if equal weighting is to be given to all partner languages? This was a key concern for the specialist and funding agencies for international youth work in the preparation phase of DTD22. The new interpreting function of BigBlueButton, which is integrated in DINA, enabled the organisers to offer six different languages through a team of ten interpreters. During the plenary sessions, participants could communicate in German, English, French, Czech, Polish or Turkish. During the BarCamp sessions, session leaders were free to choose to speak in whatever language they wanted and request the services of the interpreters when needed.

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### *The use of multiple languages at Digital Transformer Days was a first.*

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IJAB's [Language Unit](#) coordinated the team of interpreters and remained on hand throughout the event to ensure that everything ran smoothly. And it did, thanks to a handbook explaining how to use the interpreting function on DINA and two tech checks for the interpreters in advance of the event. And yet: the use of multiple languages during DTD22 was a first. One key takeaway from the event was that while thorough preparation and the use of headsets to produce good sound quality are important, it is equally vital for all participants to understand that all of the partners' languages are equally relevant. This requires awareness of the following points:

- > It is not just the presentations, documents, invitations and other information that need to be provided in several languages – all tools to be used during the event must be multilingual, too. Remember that some tools may not recognise certain alphabets/scripts.
- > It may be helpful to indicate participants' language abilities in the list of participants in advance of an event.
- > When using relay in multilingual settings, interpreters rely on interpretation that is provided into one language (e.g., English) so they can interpret into their respective target languages. A reliable contingency plan needs to be in place, such as including additional interpreters in the team, in case there are technical difficulties.

### **3. Further reading: Information and tools**

Below is a list of resources and tools that were used and/or introduced at Digital Transformer Days 2022.

Handbook *Language Animation in Online Youth Meetings* (IJAB)

<https://ijab.de/en/publications/language-animation-in-online-youth-meetings>

Handbook *Interpreting at Online Events* (IJAB)

<https://ijab.de/bestellservice/leitfaden-verdolmetschung-von-online-veranstaltungen>

Article on Digital Transformer Days 2022 on [ijab.de](https://ijab.de) (English)

<https://ijab.de/en/projects/internationale-jugendarbeitdigital/current-articles-on-internationale-jugendarbeitdigital/digital-transformer-days-2022-1>

DINA.international – a collaborative platform for international youth work projects

[www.dina.international](http://www.dina.international)

Edkimo – Survey/evaluation tool (in German)

[www.edkimo.com](http://www.edkimo.com)

Facebook group “DIY<sup>2</sup> - Do-it-yourself in Digital International Youth Work”

<https://www.facebook.com/groups/826632721550695>

Gamesin – Online game platform

<https://gamesin.eu/app/app.html>

gather.town – Digital interactive games with avatars

[www.gather.town](http://www.gather.town)

IJA.digital – Information on the IJAB project

<https://ijab.de/internationale-jugendarbeitdigital>

IJAB Language Unit

<https://ijab.de/en/resources-for-practitioners/language-unit>

Using cameras creatively –DIY<sup>2</sup> Lab documentation (IJAB)

<https://ijab.de/bestellservice/kreativ-mit-der-kamera-begegnen>

Mapeditor – Creating digital landscapes

<https://www.mapeditor.org/>

Menti – Polling tool

[www.menti.com](http://www.menti.com)

Miro – Collaboration tool

[www.miro.com](http://www.miro.com)

Padlet

[www.padlet.com](http://www.padlet.com)

Speak easy: Activities for playful interactions with language (ConAct – Coordination Center for German-Israeli Youth Exchange)

<https://www.conact-org.de/news-terminen/conact-terminen/termin-detail/news/speak-easy-methods-for-digital-language-animation>

Talking Europe – App to encourage a European dialogue among young people

<https://www.talkingeurope.com/>

UN videoclip on the challenges of digital transformation

<https://www.unep.org/explore-topics/technology/what-we-do/digital-transformation>

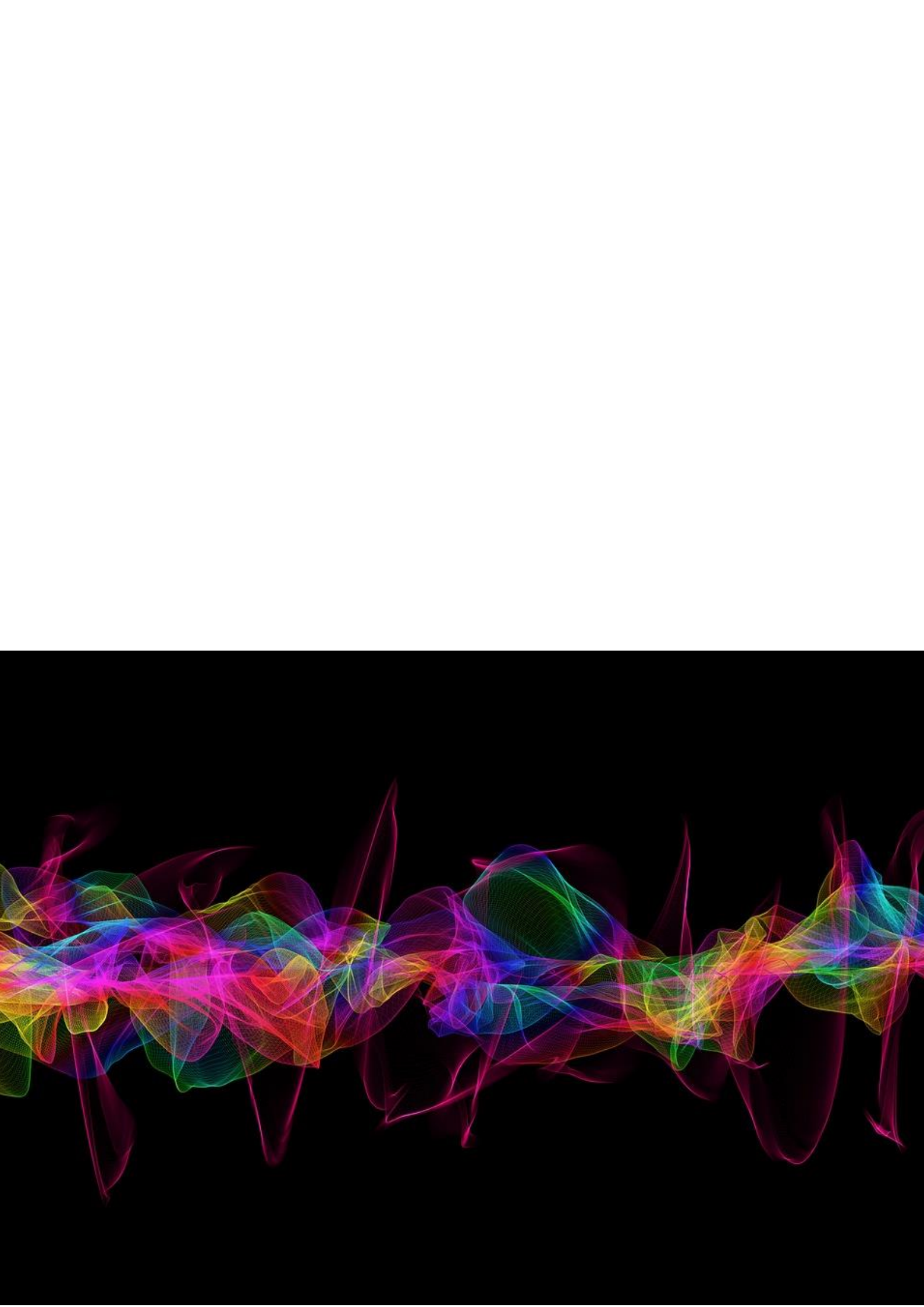
wonder.me – Digital environment for informal meetings, group work or panel discussions

<https://app.wonder.me?spaceId=86af5486-7d61-4a75-af78-4a057350bd06>

Zourit – Open-source software for collaboration and knowledge exchange for schools and organisations

[www.zourit.net](http://www.zourit.net)





# Legal section

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