

Hello YouHeroes!



At the beginning of July we have finished piloting of Youth Work HD training course. 160 youth workers from Bosnia and Hercegovina, Croatia, Italy, Latvia and Lithuania had the chance to learn the 4 modules of dedicated online course.



Here is the **feedback** and some nice **comments on the course**:

Truly interesting material, which I will be able to use with youngsters.

The material is vivid and contains lot of videos and images. The information is easy to understand. Personally, I really liked this type of training.

I liked the course because I was able to plan the time by myself. Learning material was presented in a clear and easy understandable way.

Eye-catching and engaging material, which encouraged my full engagement. It was very effective.



The training was extremely interesting. It is very useful that test taking is not limited – you can try as much as you can.

Partners are now preparing for the final major activities – project dissemination.

We have presented our project and Youth Work HD platform on the symposium 'CONNECTING THE DOTS: Young People, Technological Developments and Combating Inequalities' in Tallinn, Estonia at the end of June. We had interesting discussions with experts from the youth field and gave our input for the new EU Youth Strategy.



Our Italian partner, EgiNA Srl, has organised the **multiplier event in Foligno** during the Social Hackathon Umbria 2018. About 60 people participated to the event: youth workers, teachers, stakeholders, youngsters and refugees.

During the conference, the 3 project outputs and results were presented. A specific focus was dedicated to the professional use of social networks for youth work and youth workers who participated to the Youth Work HD online course shared their experiences through Pechakucha presentations. Plans for exploitation of results especially for the sustainability of the platform were presented.

The most appreciated action was the workshop for youth workers on LEGO® SERIOUS PLAY®, an innovative, experimental process designed to enhance innovation. Participants had the chance to join the workshop who was specifically dedicated to the promotion of youth work for social inclusion, together with the refugees who participated to the event, in order to enhance their non-formal competences and skills in the field.

New publication - [Young people in a digitalised world](#)

Digitalisation and new media create new opportunities for leisure-time consumption. Typically, this raises questions regarding the relationship between online and offline forms of activity. Does online activity reduce possibilities for offline activity? Or does one type of activity generate spill over effects regarding the other?

On the one hand, digital literacy allows one to express opinions, share ideas and quickly organise a large number of like-minded people. On the other hand, it carries the risk of online hate speech, bullying and other sorts of crime.

All in all, the contributions in this issue of Perspectives on youth illustrate nicely how the digitalisation of contemporary European societies offers opportunities and poses considerable challenges.

Till next time, stay positive and smart ;-)