

CASE HISTORIES

VIRTUAL LEARNING PROJECTS



DIGITAL EQUALITY AND INCLUSION NETWORK

Scotland

Leading Organization: LGBT Youth Scotland

Year: From 2018/2019 - Ongoing

Target: LGBTI Young People and friends aged 13 – 18

Goal: to promote digital equality and inclusion for LGBTQ+ youth. It aims to create a safe and inclusive online space where LGBTQ+ youth can access resources, build digital skills, engage in peer support, and advocate for equality. The project seeks to empower LGBTQ+ youth with the necessary tools, knowledge, and support to navigate the digital world effectively and contribute to creating inclusive digital spaces for all.

Project

Group sessions take place at pre-booked times and have planned activities led by our Digital Youth Work Team. Young people in GSAs are able to request to join a session in advance and are sent the link to the group chat page on our website. They are then able to chat to each other and our team while working on a digital mini-project such as creating posters for their GSA. All sessions aim to connect young people across the GSA groups, allow them to learn new digital skills using online tools and share their learning with each other.

Ireland

GAMING AS YOUTH WORK

Leading Organization: Carlow Regional Youth Service

Year: 2019

Target: Teens, Socially Isolated Young People

Goal: Using Gaming in Youth Work to engage socially isolated young people who might not ordinarily access youth services.

Project

The aim of the Gaming as Youth Work project is engaging socially isolated young people who might not ordinarily access youth services. Gaming is a significant part of young people's lives, and they display a number of benefits and threats to their well-being. Despite this mainstream trend, youth workers are not using it in their youth work practice. This project seeks to move beyond youth work norms and develop youth led, evidence based and replicable practice to strengthen the youth work sector's response to Gaming and Isolated Youth.

YAD STREET TEAM

Finland

Leading Organization: Youth Against Drugs

Year: 2006

Target: LGBTI Young People and friends aged 13 – 18

Goal: The goal of the YAD Street Team is to influence attitudes towards substance abuse on a grass-roots level and bring forth the values of Youth Against Drugs. The goal is also to support active citizenship and provide opportunities for meaningful volunteer activities.

Youth against drugs is a national organisation based on youth volunteer activities.

Project

The structure of Street Team is a response to changes in both the NGO field and volunteer work. Young people today aren't interested in "traditional" participation in NGO activities that require a lot of commitment but are instead searching for more flexible ways to contribute in line with their values. A young person logs into the Street Team website with their alias and chooses from the task pool an activity they are interested in and requests for the needed materials. After completing the task, they report it as completed on the website. The admins give feedback and award points based on the mission. With the accumulated points volunteers can purchase various Street Team products, e.g. hoodies, pins or trainers.

VIRTUAL REALITY IN YOUTH WORK

Germany

Leading Organization: Produktionsschule
spacelab_kreativ (Association Viennese youth centres)

Year: 2018

Target: Young people and young adults

Goal: Integrating Virtual Reality into media education has the advantage that young people can get to know the diverse application possibilities in a safe and cooperative environment.

VIRTUAL EXCHANGE PROGRAM

Usa

Leading Organization: Soliya

Year: 2003

Target: Youth from diverse backgrounds

Goal: to promote mutual understanding, empathy, and cooperation among participants by providing a safe and structured online platform for facilitated dialogue. Through virtual interactions, participants have the opportunity to challenge stereotypes, explore global issues, and build connections across borders.

Project

The program utilizes a combination of technology, interactive online platforms, and trained facilitators to create a dynamic virtual learning environment. Participants engage in structured online discussions, collaborative projects, and experiential learning activities designed to promote intercultural competence and critical thinking.