

MYNGO - Digital Youth Work: Examples and Case studies

1. Online Mentoring: Guiding Paths to Success

- **Example: YouthNet Hellas (Greece)**

YouthNet Hellas pioneers online mentoring programs, seamlessly connecting young individuals with mentors through video calls, messaging platforms, and virtual meetings. These dedicated mentors provide invaluable guidance on personal and professional skills, assist in goal-setting, and adeptly navigate the challenges young individuals may face.

- **Case Study: E-Mentoring for Migrant and Refugee Youth (Sweden)**

Embarking on a commendable endeavor, the E-Mentoring for Migrant and Refugee Youth project in Sweden leverages an online platform to pair mentors with migrant and refugee youth. The mentors play a pivotal role in supporting language acquisition, aiding integration into society, and providing guidance on educational and career pathways.

LINK: [Mentor Sweden - Mentorship for Young People](#)

2. Digital Storytelling: Crafting Narratives Digitally

- **Example: Digital Storytelling Lab (Denmark)**

Copenhagen University's Digital Storytelling Lab stands as a beacon for creativity, offering workshops and training on digital storytelling for young people. By providing access to an array of digital tools, the lab empowers young individuals to express their experiences, culture, and aspirations through multimedia, fostering a rich tapestry of digital narratives.

LINK: [Digital Storytelling Lab](#)

- **Case Study: Successful Digital Youth Work Approaches (Belgium)**

Delving into the Belgian landscape, JINT's research unfolds case studies that delve deep into social and digital inclusion, emphasizing good practices in digital youth work. Through a two-folded approach involving desk research and in-depth interviews, this study unveils effective approaches that inspire and inform.

LINK: [JINT - RAY DIGI Report](#)

3. Virtual Communities: Fostering Digital Bonds

- **Example: Youth4Youth Online Community (United Kingdom)**

In the United Kingdom, the Youth4Youth online community stands as a dynamic hub, bringing together socially conscious young people. This digital platform serves as more than a space for connection; it's a virtual realm for idea-sharing, collaborative projects, and collective action on issues of paramount importance.

LINK: [People's Voice Media - Youth4Youth](#)

- **Case Study: YouthBank Initiative (Ireland)**

Ireland's YouthBank initiative is at the forefront of supporting virtual communities of young people. These communities come together to make funding decisions for youth-led projects, utilizing an online platform that facilitates discussions, project proposal reviews, and grants allocation, fostering community initiatives.

LINK: [YouthBank International](#)

4. E-Learning Initiatives: Unlocking Digital Education Frontiers

- **Example: CoderDojo Movement (Ireland)**

Originating in Ireland and spreading its wings across Europe, the CoderDojo movement is a testament to the power of free coding clubs for young people. This initiative not only provides online resources, tutorials, and interactive coding platforms but also nurtures a supportive environment for young minds to explore the realms of programming.

LINK: [CoderDojo](#)

- **Case Study: Digital Explorers Program (Estonia)**

Estonia's Digital Explorers program pioneers e-learning courses and hands-on workshops, introducing young people to cutting-edge technologies like robotics, artificial intelligence, and virtual reality. Beyond imparting digital skills, the program sparks creativity, innovation, and entrepreneurship among the youth.

LINK: [Digital Explorers](#)

5. Online Campaigns and Advocacy: Amplifying Voices for Change

- **Example: Reset.org - Digital for Good (Germany)**

Founded in Germany, the Reset.org - Digital for Good platform actively engages young people in online campaigns and advocacy for climate action. This platform offers not just training and resources but mentorship, empowering young individuals to create digital content, participate in social media campaigns, and influence discussions on climate policy.

LINK: [Reset.org - Digital for Good](#)

- **Case Study: Youth for Europe**

"Youth for Europe" goes beyond traditional youth participation by offering young participants a central role in the European decision-making process. Through intercultural learning, non-formal education, and peer-to-peer activities, the project stimulates a bottom-up process aimed at fostering a more inclusive European society through meaningful debates at local, national, and European levels.

LINK: [Youth for Europe](#)