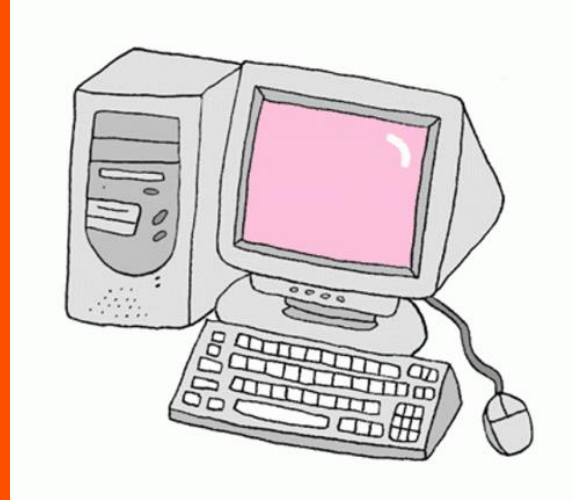
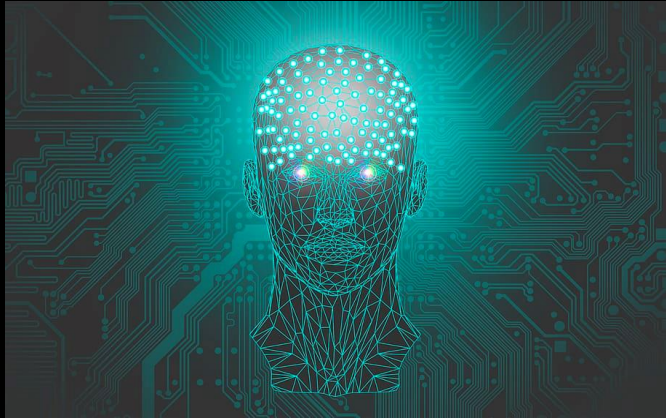


# Mikko Röman - Coordinator of Digital Youth Work



Helsinki



# 2030

Helsinki

23.9.2022



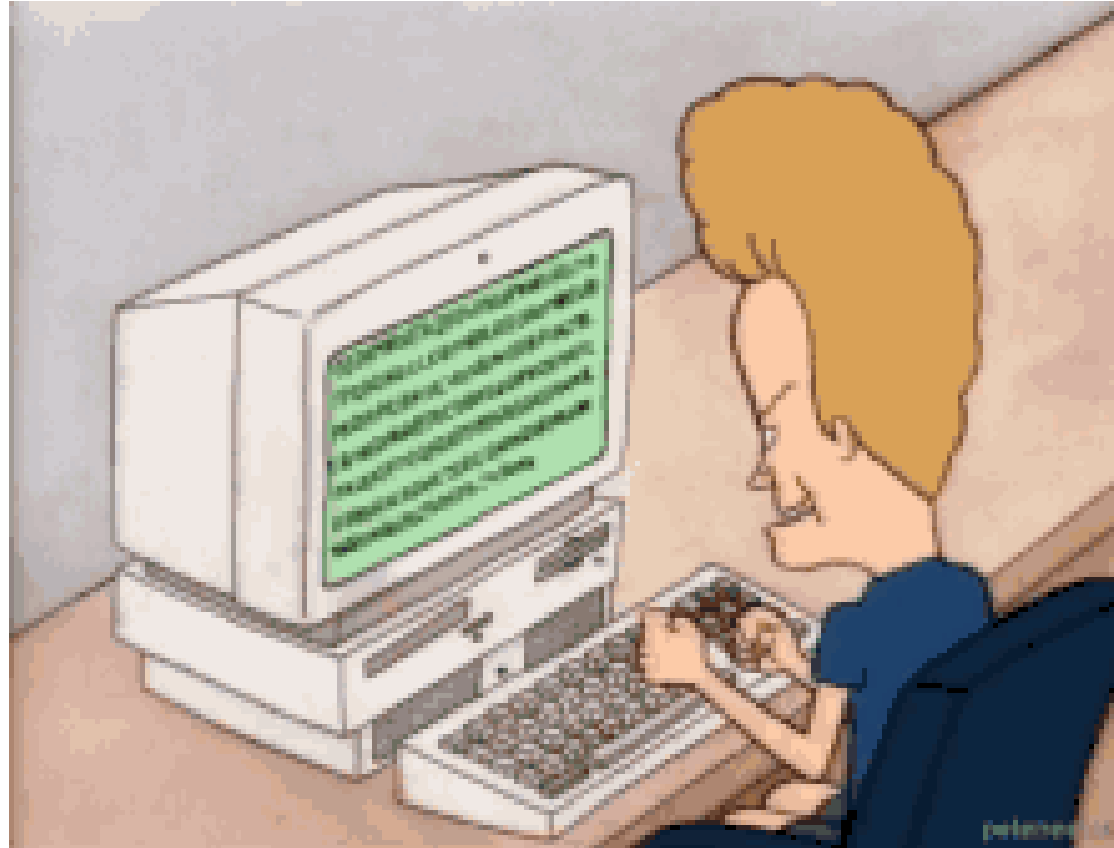


“We tend to overestimate the effect of a technology in the short run and underestimate the effect in the long run.”

-Amara's Law

# Digital Natives

- [Digital natives are a myth](#)  
(RMIT University – article)



# What is digital youth work?

Digital youth work means proactively using or addressing digital media and technology in youth work.

- Digital youth work is not a youth work method – digital youth work can be included in any youth work setting (open youth work, youth information and counselling, youth clubs, detached youth work...)

- Digital youth work has the same goals as youth work in general, and using digital media and technology in youth work should always support these goals.

<https://op.europa.eu/en/publication-detail/-/publication/fbc18822-07cb-11e8-b8f5-01aa75ed71a1>

Helsinki

23.9.2022



## Developing digital youth work

Policy recommendations, training needs and good practice examples

*For youth workers and decision-makers*

*Expert group set up under the European Union Work Plan for Youth for 2016-2018*

Youth

# What is digital youth work?

- Digital youth work can happen in face-to-face situations as well as in online environments – or in a mixture of these two. Digital media and technology can be used either as a tool, an activity or a content in youth work.
- Digital youth work is underpinned by the same ethics, values and principles as youth Work.



## Developing digital youth work

Policy recommendations, training needs and good practice examples

*For youth workers and decision-makers*

*Expert group set up under the European Union Work Plan for Youth for 2016-2018*

# Structure of this presentation

1. Conclusions of the Council and of the Representatives of the Governments of the Member States meeting within the Council of Digital Youth Work

2. #hashtags

3. Examples and/or links

IV

(Notices)

NOTICES FROM EUROPEAN UNION INSTITUTIONS, BODIES, OFFICES AND AGENCIES

COUNCIL

**Conclusions of the Council and of the Representatives of the Governments of the Member States meeting within the Council on Digital Youth Work**

(2019/C 414/02)

THE COUNCIL OF THE EUROPEAN UNION AND THE REPRESENTATIVES OF THE GOVERNMENTS OF THE MEMBER STATES MEETING WITHIN THE COUNCIL

RECOGNISING THAT:

1. The Council conclusions on smart youth work contribute to the innovative development of youth work in Europe and enhanced efforts should be made to continue on this path.
2. Digital literacy and other 21<sup>st</sup>-century skills play a crucial role in young people's independence, social inclusion, employability and daily lives. Young people have diverse competences enabling them to operate in a digitalised environment. However, all young people will need an agile, flexible and critical approach to digital technology in their future work and everyday lives.
3. The digital divide needs to be bridged <sup>(1)</sup>. All young people should have equal opportunities to enhance their digital competences, regardless of their background <sup>(2)</sup>.
4. Digital youth work can help to achieve the European Youth Goals <sup>(3)</sup>.
5. Gender gaps in digital competences and in engagement in digital activities need to be addressed, as do stereotypes related to the use of digital technologies.
6. Youth work has a great potential to allow for experiential learning in a non-formal setting and to involve young people in activities to strengthen their digital competences and media literacy. Youth work can also engage young people who are at risk of being left behind in a digitalised society.
7. Youth work approaches, goals, principles and professional boundaries should be considered in the context of digitalisation and their impact should be assessed in this light.
8. Youth work empowers young people to be active and creative in digital society, to make informed and reasoned decisions, and to take responsibility and control of their digital identity. Youth work may also help young people to face online risks related to conduct, content, contact and commercialism <sup>(4)</sup>, including hate speech, cyberbullying, disinformation and propaganda.

<sup>(1)</sup> 'Digital divide' explicitly includes access to ICTs, as well as the related skills that are needed to take part in the information society.

<sup>(2)</sup> 'Digital divide' can be classified according to gender, age, education, income, social groups or geographic location.

<sup>(3)</sup> Annex 3 to the EU Youth Strategy 2019-2027.

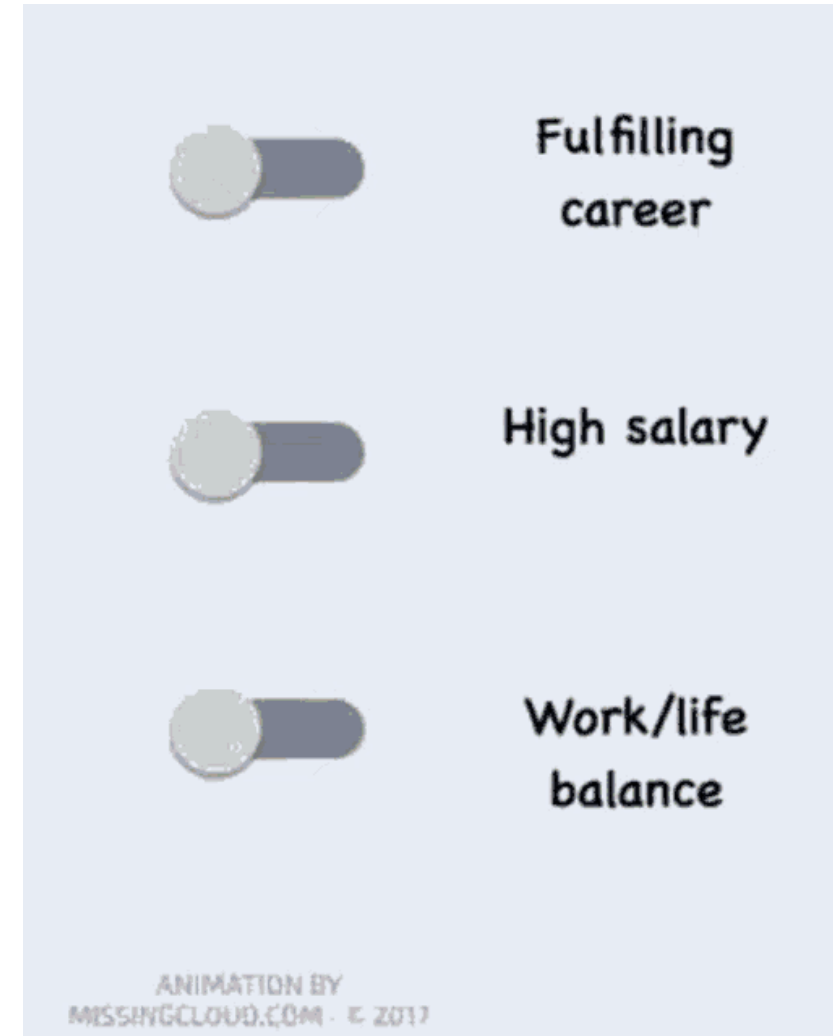
<sup>(4)</sup> <https://www.childnet.com/ufiles/Supporting-Young-People-Online.pdf>



# Digital skills

## CONCLUSION:

Digital literacy and other 21st-century skills play a crucial role in young people's independence, social inclusion, employability and daily lives. Young people have diverse competences enabling them to operate in a digitalised environment. However, all young people will need an agile, flexible and critical approach to digital technology in their future work and everyday lives.



# Digital skills



[The Youth Budget](#) gives youth the opportunity to have their say in the budgeting of the city's Youth Services.

*(digital inquiries and AI)*



[Ohjaamo Helsinki](#) is a guidance center for every 15-29 –year-old.

It's a place where you are heard, a government agency that doesn't feel like one, a place to go when you don't know where to go.

*(Discord, Instagram, Jodel (anonymous chat based on topics and locations))*

#digital CV

#LinkedIn

#digital bank services

#digital social services

#digital authentication

#inclusion

#voting

#digital payments

# Digital divide

## CONCLUSION:

The digital divide needs to be bridged. All young people should have equal opportunities to enhance their digital competences, regardless of their background



# Digital divide



The City of Helsinki offers young people [gaming activities](#) in all manner of forms. At youth centres, you can play PC, console, board, role-playing and card games!

## [Helsinki Central Library Oodi:](#)



[At the Urban Workshop](#) on the second floor, you can create new things and personalise old ones. At your disposal is a wide range of tools from a electronic workstation to a laser cutter, not forgetting traditional handicrafts.

#access to technology

#age

~~#digital natives~~

~~#grown-ups don't play games~~

#income

~~#bring your own computer~~

~~#everyone has a smart phone~~

#geographic location

#provide online activities

#travel to provide digital activities to villages

# Equality

## CONCLUSION:

Gender gaps in digital competences and in engagement in digital activities need to be addressed, as do stereotypes related to the use of digital technologies.



# Equality



## LGBTQAI+ gaming activities

Open game nights with PC and console games. Gaymers' night is for sexual and gender minority gamers between the ages of 15-25-years-old

#social groups  
~~#coding is for nerds~~

#education  
~~#you need to have skills to attend~~

#gender  
~~#only boys play videogames~~  
~~#girls don't like building robots~~

# Non-formal learning

## CONCLUSION:

Youth work has a great potential to allow for experiential learning in a non-formal setting and to involve young people in activities to strengthen their digital competences and media literacy.

Youth work can also engage young people who are at risk of being left behind in a digitalised society.



# Non-formal learning



"[In media activities](#), you pass into the wonderful world of the media with professional instructors and good new friends!"



[Voice of the Young Editorial Board](#)



[Helsinki Unity Music](#) – network of young musicians, producers and music studios

#free knowledge  
#learn by trying  
#learn by doing

#maker culture  
#podcast  
#video  
#music  
#robots  
#AI

#media literacy  
#fake news  
#deep fake



# Activism and acquirements

## CONCLUSION:

Youth work empowers young people to be active and creative in digital society, to make informed and reasoned decisions, and to take responsibility and control of their digital identity.

Youth work may also help young people to face online risks related to conduct, content, contact and commercialism, including hate speech, cyberbullying, disinformation and propaganda.



# Activism and acquirements



Poster campaign design by youths. Funded by the Youth Budget  
Translation: Intervene bullying early  
#do not ignore



[The Finnish Society on Media Education](#) – supports and provides activities helping professionals working with youths and kids.

#knowledge-based argumentation

#activism  
#hacktivism

#discrimination  
#don't ignore bullying

#how to report grooming  
#sexting

#conspiracy theories  
#who is behind article/video/news  
#who benefits

# Continuous learning

## CONCLUSION:

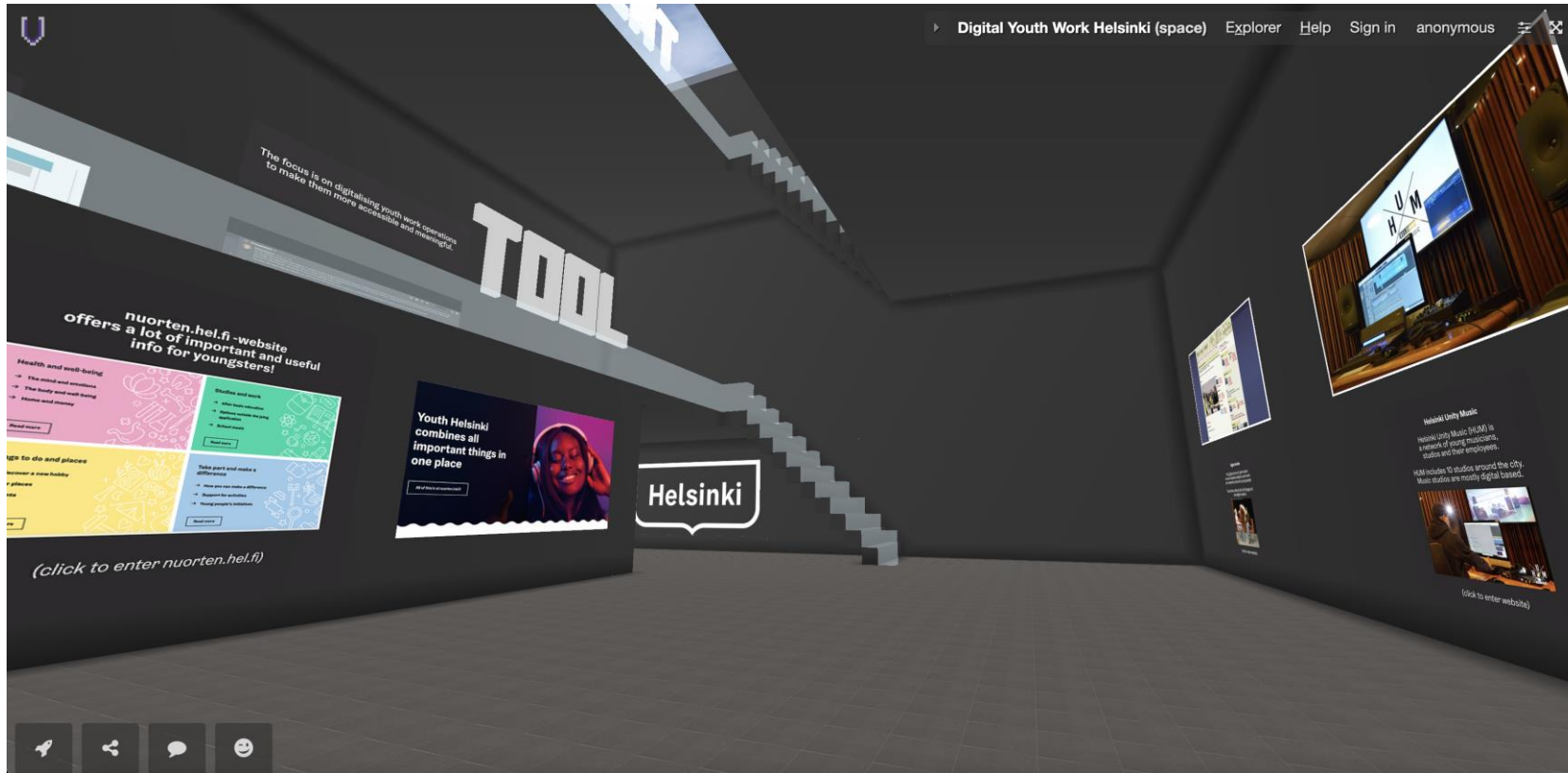
Digitalisation of youth work has often been understood as the use of social media. However, new digital technologies are emerging rapidly.

Artificial intelligence, virtual reality, robotics and block-chain technology, inter alia, are affecting our societies beyond the sphere of communication. Not only basic digital competencies are required, but also specific digital competencies enhancing the employability of young people are important.

Youth work should be able to address the challenges of convergence between the digital and physical environments and benefit from the opportunities offered by the digital transformation, while at the same time facing challenges in regard to services.



# Continuous learning



[Visit metaverse that introduces digital youth work in Helsinki](#)  
(made with free Voxels –account)

Helsinki

23.9.2022

#my co-worker is a robot

In metaverse:

#shopping

#gaming

#attend to a gig

#visit museum

#design a house

#increasing possibilities

#cryptocurrency

#blockchain

#digital well-being

#is this app/content good for me?

#acknowledge addiction

# Culture of experimentation

## CONCLUSION:

(We should) consider, where appropriate, experimental and innovative approaches and new co-operation models, to deliver digital youth work activities and services.



# Culture of experimentation

Psychology Today

## [Trying New Things](#)

Why new experiences are so important to have.  
(Article from Psychology Today)

#try new things  
#learn by trial and error  
#embrace your mistakes  
#share your process  
#generate development

# Online work

## CONCLUSION:

(We should) promote better access for young people, in particular those with fewer opportunities and those living in rural and remote areas, or where face-to-face access is not feasible, to youth work services through the use of digital technologies.



# Online work



Video: Outreaching youth work in game environment  
(you can also find this video from [Voxels Space](#))



Video: Digital Youth Work in Munkkiniemi  
(you can also find this video from [Voxels Space](#))



Video: Digital Youth Work in Munkkiniemi  
(you can also find this video from [Voxels Space](#))

#work via social media  
#game environments  
#video calls  
#hybrid meetings  
#chat services

#show your premises  
#live feed  
#videos

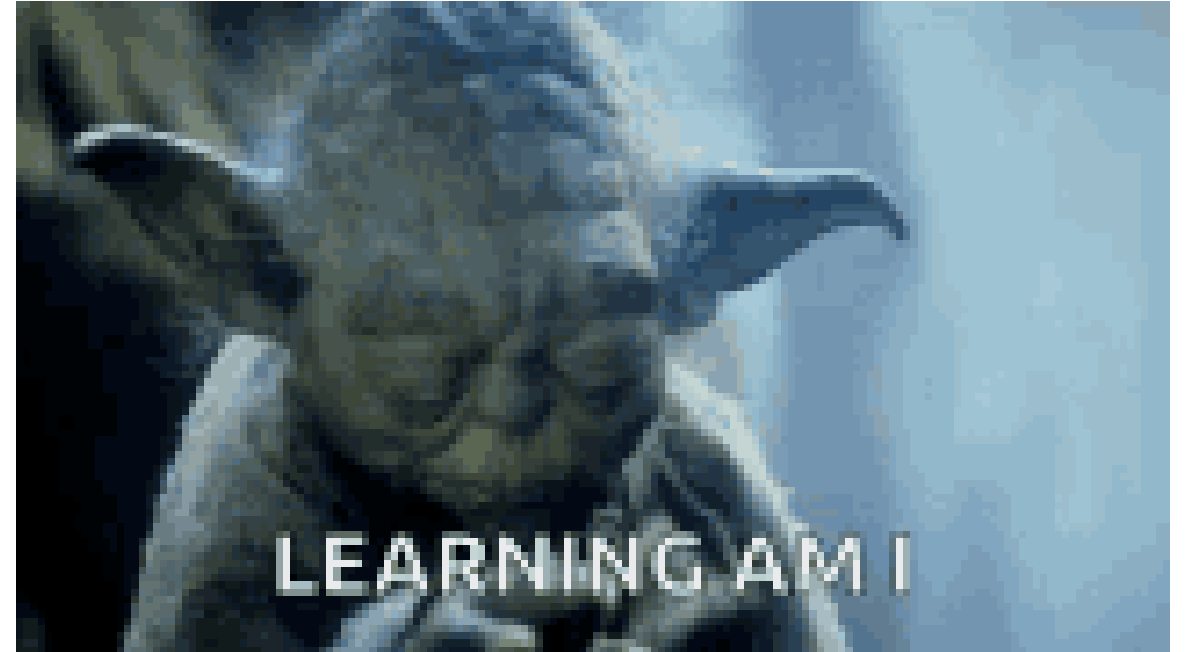
#youth club in metaverse?



# Basic skills

## CONCLUSION:

The rapid advances in digital media and technology in recent years have also influenced youth work. However, a significant number of youth work practitioners lack digital competences and knowledge to make the best possible use of digital technologies in delivering high-quality youth work due to financial, structural, material or administrative reasons.



# Basic skills

"I don't know how, but let's find out"

[Digital Youth Work -project website](#)

[Inclusion and Diversity in Digital Youth Work](#)

[Skill IT - Digital pathways for youth work](#)

[Keep it going! Online Tools Review for Erasmus+ and European Solidarity Corps National Agencies](#)

[HOP online learning](#)

[Safe, Secure and Empowered \(YouthLink Scotland\)](#)

[Report on Good Practice Case Studies of Online Youth Work Practices](#)

#basic skills

#positive attitude

#ongoing learning

#ask when needed

#curiosity

#learn with youths

#learn from youths

# THANK YOU!



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