

SCREENAGERS INTERNATIONAL SEMINAR

MARCH 31ST - APRIL 2ND 2014



USING ICT, DIGITAL AND SOCIAL MEDIA IN YOUTH WORK

56
YOUTH
WORKERS

6
COUNTRIES

3 DAYS OF DISCUSSION

4 SPEAKERS

10 WORKSHOPS



1 COMMON
CAUSE

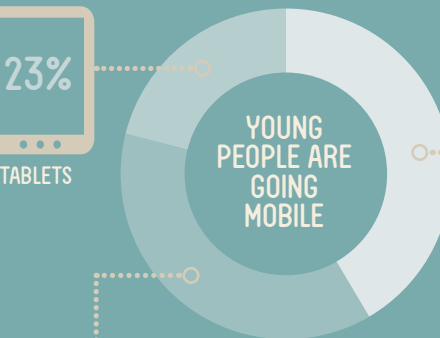
TO MAKE ICT WORK
FOR YOUNG PEOPLE!

The Screenagers International Seminar was a collaborative project involving the National Youth Council of Ireland, the Youth Council for Northern Ireland, Verke and Verein Wiener Jugendzentren. It aimed to create a new dialogue on ICT, digital and social media in youth work, and to identify areas of collaboration and action in the areas of policy and practice.

HOW ARE YOUNG PEOPLE ACCESSING THE WEB?



TABLETS



46%

LAPTOPS



SMARTPHONES



THE YOUTH SECTOR SHOULD COOPERATE TO MAKE THE MOST OF THE GREAT SENSE OF OPPORTUNITY AROUND ICT, DIGITAL AND SOCIAL MEDIA IN YOUTH WORK



USING ICT, DIGITAL AND SOCIAL MEDIA IN YOUTH WORK

WHAT ARE THEY DOING?



LISTENING TO MUSIC & WATCHING VIDEO CLIPS



85%



71%

SOCIAL NETWORKING

CREATIVE ACTIVITY

23%

REGISTERING THEIR POSITION THROUGH GEOLOCATING SYSTEMS

9%



2%

PURCHASING APPS

SOCIAL MEDIA

93% OF 15-16 YEAR OLDS

HAVE AT LEAST ONE SOCIAL NETWORK PROFILE

“Being a digital native does not necessarily mean a young person is digitally literate”

Mary Cunningham, Director,
National Youth Council of Ireland

SUGGESTIONS FOR FUTURE ACTIONS

HOW CAN YOUTH WORK CONTRIBUTE TO THE ICT, DIGITAL AND SOCIAL MEDIA SKILLS OF YOUNG PEOPLE?



“We need to move from consuming through technology to creating with technology”

Dr Brian O’Neill, Dublin Institute of Technology/EU kids online

youth.ie/screenagers_international

INFORMATION & TRAINING

1

1. Develop a training programme for the youth sector addressing key ICT issues and practicalities.
2. Circulate a monthly/quarterly ICT and Youth bulletin with the latest information, research, and opportunities.
3. Create a central online location where relevant and recent information regarding ICT best practice in youth work is available to the relevant stakeholders (youth sector, formal sector, parents, and young people) and ensure it is widely advertised.
4. Compile a list of funding opportunities that may support greater ICT practice and policy development in the youth sector e.g. ERASMUS+.
5. Identify the needs, gaps and opportunities for ICT within the youth sector, particularly for the various age groups of young people, and what supports are required and available.
6. Compile a list of the latest online and offline communication platforms that can best support information sharing across borders and countries.
7. Look at the potential of developing a game or app or both regarding how best to use ICT - for young people and the youth sector.

PARTNERSHIP DEVELOPMENT

2

1. Develop a strategic partnership between organisations/countries who participated in Screenagers International with a view to progressing the issues identified at the event.
2. Work with the formal sector - sharing knowledge, research, expertise and ideas for collaboration - with a view to putting digital rights and young people’s rights on the agenda.
3. Involve industry in the upskilling of the youth sector and in identifying key areas that need to be progressed in order to meet the needs of industry.
4. Convene an ICT Working Group consisting of the formal and non formal sectors, industry representatives, legal representatives and government departments with a view to developing an all island/Ireland ICT, children and youth strategy (including digital rights and youth rights).

“Regarding ICT literacy and digital literacy, there are lots of gaps.”

Dr Brian O’Neill, Dublin Institute of Technology/EU Kids Online

seminar partners



USING ICT, DIGITAL AND SOCIAL MEDIA IN YOUTH WORK

RESEARCH/
POLICY
DEVELOPMENT

3

1. NYCI and YCNI work together specifically to address the need for policymakers and the youth work sectors in both jurisdictions to become more ICT savvy including policy and collaborative/partnership initiatives.
2. Undertake a survey of ICT skills and requirements across all areas of the youth sector.
3. Undertake a roundtable/survey of young people on their use of the internet in the youth sector - what works and what doesn't and their advice for the sector into the future.
4. Undertake a consultation with youth workers to identify their challenges and successes regarding the use of ICT in the youth sector - for themselves personally and for those with whom they work.
5. Undertake comparative research into the use of ICT in youth work around the world (or key countries).
6. Develop a 'holding' document on the legal implications around the use of ICT for youth workers/the youth sector/policymakers/young people until national strategies are developed.
7. Identify the key European, global and national policy players and issues regarding ICT, digital and social media use and look to get involved in activities, events, and policy making with a particular focus on young people.

"We will use the report and learning from this seminar to influence new strategic plans for all youth work in both parts of this island."

David Guilfoyle, Director,
Youth Council Northern Ireland

MORE ABOUT SCREENAGERS INTERNATIONAL

Read the full seminar report and access resources from the event at youth.ie/screenagers_international

SOURCES:

Figures used are from the Net Children Go Mobile research presented by Dr O'Neill at the Screenagers International Seminar.

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