



Co-funded by  
the European Union



# Carpe DIEM!

Digital Innovation in  
Educational Methodology

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## Professional Development Activity

Resources and Activities Booklet

Molfetta, Italy

October 11th-15th, 2023

**Associazione InCo - Molfetta APS**



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## ABOUT THE PROJECT

The project is a Professional Development Activity (PDA) developed within the Accreditation annual project 2023 and funded through the Erasmus+ Programme of the European Union.

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A **5-day** international training designed for **Youth Workers** who wanted to explore innovative digital tools and AI tools, and at the same time introduce the digital tools developed within their own organization.

The main objective was to give participants opportunities to exchange experiences, methodologies, and digital educational tools to improve their quality and improve non-formal and informal learning methodologies.

The focus of the activity was oriented towards exchanging digital tools and innovative practices that aimed at training, recognition, and professionalization of **Youth Workers**. We dived into the future of technology and how to use AI tools, text, and text-to-image generators, and how they were going to change the way we worked with young people. We discussed AI real-world applications, the ethical considerations surrounding its use, as well as speculated the future developments in the methodologies in Youth Work that lay ahead. Another objective and reached result is to identify the recognition of the education and training paths of Youth workers

# PROJECT PARTNERS

Each partner participated with presenting their own digital and innovative methodology.



## INEDNET

Armenia  
Youth Ngo  
[inednet.com](http://inednet.com)



## Ahora

Spain  
Youth Ngo  
[ahoraong.com](http://ahoraong.com)



## YoWo

Poland  
Youth Ngo  
[yowopoland.org](http://yowopoland.org)



## Go! SBSO De Branding

Belgium  
School  
[2023.ov4debranding.be](http://2023.ov4debranding.be)



## European Dialogue

Slovakia  
Youth Ngo  
[europskydialog.eu](http://europskydialog.eu)



## Cyclo Project ry

Finland  
Youth Ngo  
[cyclo-project.fi](http://cyclo-project.fi)



## Youth for Youth

Slovakia  
Youth Ngo  
[instagram.com/youth\\_for\\_youth\\_sk](https://www.instagram.com/youth_for_youth_sk)



## Tomorrow Hub

Romania  
Youth Ngo  
[tomorrowhub.org](http://tomorrowhub.org)

# METHODOLOGY

## BY INCO-MOLFETTA

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### Activity 1: The AI Breakdown

**Objective:** to involve participants in a process of discussion and analysis focused on AI and its possible applications in ngos, with particular attention to the "AI Act" of EU.

**Instructions:** Gather participants for guided brainstorming to reflect on the use of AI within ngos, and to list all possible applications already known to them. Subsequently, present to participants the provisional text of the EU, "AI Act". The "**AI Act**" is a legislative proposal that aims to regulate the use of AI in various sectors within the EU. Include in the presentation an overview of the content of the text, its objectives and implications for organizations. After the presentation of the text, divide participants into smaller groups. Task each group with analyzing specific sections or aspects of the "AI Act". After the analysis in groups, gather the participants in a plenary session to the results of their analysis.



### Activity 2: Mindmap Using Padlet

**Objective:** to guide participants in using the Padlet application for creating and organizing mind maps, giving them a versatile tool for visualizing ideas, planning and problem solving.

**Instructions:** Introduce the Padlet application, and the fundamental concepts of mind maps, explaining how to organize ideas in a hierarchical way, use keywords and visual connections to represent related concepts. Participants create their first mind maps using Padlet. They could choose a topic of interest to them. During this phase, they explore Padlet's capabilities for adding nodes, links, images, and notes. After the hands-on exercise, participants share their mind maps with others and discuss the results. This moment favored the exchange of ideas and mutual learning. Participants explore the practical applications of mind maps created with Padlet in various contexts, such as project planning, problem solving, creating structured notes, etc.

**Link to Padlet:** <https://padlet.com>

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### Activity 3: Take a Stand - Debating on AI and Youth Work

**Objective:** to provide an opportunity to participants to debate and express their opinions and positions on a certain issue or topic, to promote critical reflection and flexibility in opinions.

**Instructions:** Divide the room into two parts, with one half designated as "agree" and the other half as "disagree". Explain the rules and the topic under discussion, telling the participants to choose which side of the room they want to be, based on their opinion on the topic. Participants physically move around the room to position themselves either on the "agree" or on the "disagree" sides, depending on their opinion. This physical gesture visually represents their position on the issue. After the participants position themselves, the discussion phase begins. People on each side of the room explain the reasons for their position and listen to the arguments of the other side. The debate is moderated to ensure that the discussion is civil and constructive. Participants are also encouraged to change their positions if they are convinced by the other side's arguments.

#### Questions for the debate:

- It's impossible to keep up with nowadays technology if you're not a teenager anymore.
- Too much use of AI will stop young people from thinking critically and solving problems.
- AI-powered chatbots can provide valuable support and guidance to young people in difficulties.
- AI can detect at-risk youth more accurately than humans.
- Youth workers need to be proficient in using a variety of digital tools to be effective in their roles.



### Activity 3: Take a Stand - Debating on AI αActivity 4: Case Study - Solving Issues with AI/Digital Tools

**Objectives:** to tackle case studies involving young people with fewer opportunities reflecting on the use of artificial intelligence (AI), to explore how technology can be used to address social challenges and improve opportunities for disadvantaged young people.

**Instructions:** Divide participants into groups. Each group analyzes and discusses specific cases, using the potential of AI to formulate creative and targeted solutions to improve the prospects of the young people involved. After 30 minutes, the groups present the resolutions.

# DIGITAL TOOLS PRESENTED BY PARTNERS

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## DiGi Youth (European Dialogue - Slovakia)

**Type of tool:** Platform for digital and inclusive youth work

**Useful for:** empowering youth workers and organizations to fully embrace opportunities and be prepared for challenges in the world of digital technologies and media, so that they can plan, implement and promote successful and innovative digital youth work activities. To this end, DiGi YOUTH offers a variety of services to youth workers and staff and representatives of youth organisations. Young people will therefore benefit from greater diversity and quality in future digital youth work activities.

**Link to the tool:** <https://digi-youth.com>

## Miro for brainstorming, Delve for project analysis (Cyclo Project ry - Finland)

**Type of tools:** Platforms for project management and data analysis

**Useful for:** Miro offers features for brainstorming, team management, collaboration and project management were presented, useful to visualize ideas for projects, especially if we were working in a team. Delve is qualitative data analysis software that offers a user-friendly interface and facilitates collaboration. It serves as an efficient online tool for conducting qualitative analysis. Using Delve, you can effectively organize and analyze qualitative data while working on reports related to youth work or other research projects. The software can be used for: Discussion groups, In-depth interviews, Contextual investigations, Generative research, Ethnographies, Fundamental research.

**Link to the tools:** <https://miro.com> & <https://delvetool.com>

## Chat GPT for Dissemination (InCo Molfetta - Italy)

**Type of tool:** AI Chatbot

**Useful for:** creating texts for presenting and disseminating key project information that are interactive with target audiences in an user-friendly manner. ChatGPT can assist in proofreading and reviewing captions and articles. It can suggest improvements in grammar, sentence structure and word choice.

**Link to the tool:** <https://chat.openai.com>



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## Onboarding System & Alumni Network (INEDNET - Armenia)

**Type of tool:** Software/Applicaton (Specific and alternative employment)

**Useful for:** engaging with participants in a systemic way, in the Onboarding system and Alumni network, developed specifically for participants in projects within Erasmus+. The Onboarding program created on the Microsoft Teams platform is a Digital Educational Method whose objective is to prepare participants to: Get the maximum benefit (learning, experience, memories) from the projects, Contribute as best as possible to the project, Adequately represent the sending organization and their country. The Alumni Network was created to take project participants' involvement in the youth field to the next level. This tool assists young people to expand their professional network, gain valuable information, resources and project opportunities, as well as participate in annual gatherings, events and other fun activities.

**Link to the tool:** <https://www.microsoft.com/it-it/microsoft-teams>



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## Free educational tools online (Go! SBSO De Branding - Belgium)

**Type of tools:** Free, existing and accessible online platforms and softwares

**Useful for:** facilitate learning, creating interactive sessions in education and youth work. The presentation revealed how learning sessions can be integrated with digital tools such as Bookwidgets, Canva, Kahoot, Mentimeter, Socrative, Google Forms, Wordwall, etc. Furthermore, various interactive Bookwidgets have been presented that can be combined to create an engaging webquest. A webquest is an editable website that can be customized to meet your goals, with the ability to integrate video, text, links and references. It is a creative and interactive way to add educational content, inform and engage website visitors with organizations.

**Link to the tools:**

[www.bookwidgets.com](http://www.bookwidgets.com)

<https://kahoot.com>

<https://en.actionbound.com>

<https://www.strava.com>

<https://wheelofnames.com>

[www.mentimeter.com](http://www.mentimeter.com)

<https://www.socrative.com>

<https://www.canva.com>

<https://www.tourtodo.com>



# DIGITAL TOOLS PRESENTED BY PARTNERS

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## UpGrad\_me 2.0 (Ahora ngo - Spain)

**Type of tool:** Platform for youth work

**Useful for:** improving the employability of young migrants, newcomers, asylum seekers and refugees in the European Union, through the promotion of career orientation through gamification methodologies and video games. Some of the objectives are: Improve the capacity of youth workers to provide career guidance and support the employability of young migrants, newcomers, asylum seekers and refugees through gamification.

**Link to the tool:** <https://upgradme.eu/>

## Trello and other management tools (Youth for Youth - Slovakia)

**Type of tool:** Platform for project management

**Useful for:** creating virtual boards, sharing tasks and project management responsibilities. It allows users to create organizational cards, lists, and boards to track and manage tasks collaboratively. It is widely used for project planning, task tracking, task management and team collaboration.

**Link to the tool:** <https://trello.com>

## Augmented reality and history of digital innovation (Tomorrow Hub - Romania)

**Type fo tools:** visual softwares and virtual reality

The presentation introduced various softwares developed within the years and presented some significant milestones of the history of digital innovation, among the others, the first 3D models, "Shats DM", "Giri". The presentation also mentioned exploring the metaverse through a project called "Timewalk" and the innovative "MUVRU" project linked to augmented and virtual reality.



# OTHER USEFUL DIGITAL TOOLS FOR YOUTH WORK

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These are other useful digital tools or AI tools that were introduced by partners and participants during the free time or sessions:

<b>Educaplay</b>	Various tools for gamification - quizzes, interactive tasks and exercise.s	<a href="https://www.educaplay.com">https://www.educaplay.com</a>
<b>StoryMaps</b>	Tool for multimedia storytelling and presentations.	<a href="https://storymap.knightlab.com">https://storymap.knightlab.com</a> <a href="https://storymaps.com">https://storymaps.com</a> <a href="https://storymaps.arcgis.com">https://storymaps.arcgis.com</a>
<b>H5P</b>	Various tools for gamification - quizzes, interactive videos, interactive tasks and exercises.	<a href="https://h5p.org">https://h5p.org</a>
<b>Knightlab at Northwestern Uni</b>	Various tools for multimedia storytelling and presentations, e.g. combination of sound and written text, interactive storylines, etc. They are still developing new tools.	<a href="https://knightlab.northwestern.edu/projects">https://knightlab.northwestern.edu/projects</a>
<b>CETERIS Paribus</b>	Educational point&click game aimed at providing basic economics literacy to players 13 and up.	<a href="https://www.ceteris-paribus.eu/simulation-game">https://www.ceteris-paribus.eu/simulation-game</a> <a href="https://store.steampowered.com/app/2347200/CETERIS_Paribus">https://store.steampowered.com/app/2347200/CETERIS_Paribus</a>
<b>Live Transcribe &amp; Notification</b>	Powerful transcribe app. The app is pretty useful when you need to interview and transcribe at the same time for example.	<a href="https://play.google.com/store/apps/details?id=com.google.audio.hearing.visualization.accessibility.scribe&amp;hl=en&amp;gl=US">https://play.google.com/store/apps/details?id=com.google.audio.hearing.visualization.accessibility.scribe&amp;hl=en&amp;gl=US</a>
<b>Slido</b>	Tool to make meetings more interactive.	<a href="https://www.slido.com">https://www.slido.com</a>

# ABOUT ASSOCIAZIONE INCO - MOLFETTA APS

**InCo Molfetta** is a non profit association, born in 2016, thanks to a group of members moving back to Apulia region after several years of mobility experience abroad. The members decided to establish a new local organization in Apulia in order to provide local youngsters the same opportunities as they had benefited.

**InCo** is an acronym standing for "Interculturality and Communication" because the main aim of the association is to put in contact different cultures. Beside that InCo promotes and supports mobility abroad, contacts, exchanges and meetings at international level; it promotes mutual tolerance and intercultural sensitivity among young people and adults; supports the unformal process of European integration in the local community; contributes at the recognition of the youth work and enhances its quality at local and national level.

InCo Molfetta's activities are addressed to create intercultural abilities and non formal competences for all the participants.

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## CONTACTS & SOCIAL



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Associazione InCo (Molfetta)





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