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DIGITAL FUTURES

2023-3-CY02-KA210-YOU-000172933

DIGITAL FUTURES: Guidebook for Youth Workers

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1. Introduction

In today's digitally driven world, young people—particularly those with fewer opportunities—face increasing challenges in gaining the digital literacy skills needed to access the labour market. The Digital Futures project unites partners from Cyprus, Greece, Lithuania, and Romania to co-create a practical guidebook that supports youth workers in fostering online career skills among youth. This guidebook presents a collection of best practices and digital tools tailored to the needs of youth workers and educators.



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2. Project Overview

Main aim:

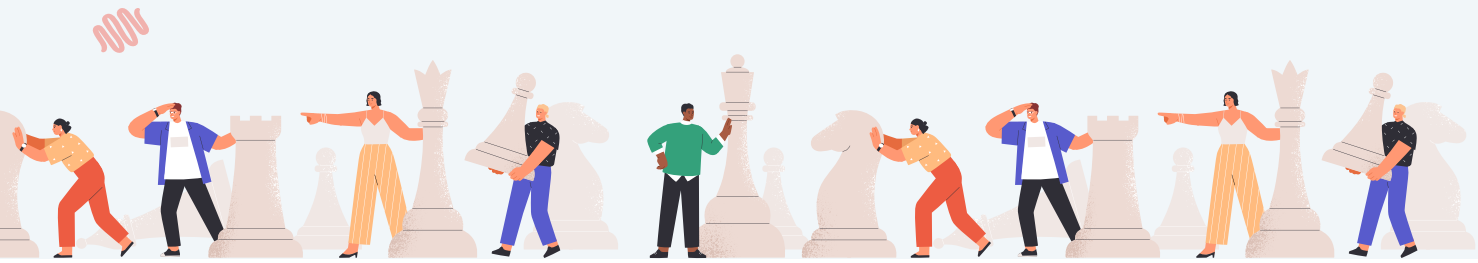
To enhance digital literacy and online career skills for young Europeans.

Objectives:

- To foster cross-cultural understanding and cooperation among youth workers from Lithuania, Greece, Romania and Cyprus to create a guide with best practices of each partner and a list of tools.
- To provide 32 young people with the digital literacy skills and knowledge necessary to succeed in online careers during 4 international educational workshops.
- Disseminating the project and its outcomes and outputs through multiplier events in each partner country and per partner country reaching at least 30 young people who are not directly involved in the project.

Activities:

- Kick-off meeting in Cyprus with an international educational workshop of the best practice on cyber safety.
- 2nd meeting in Lithuania with an international educational workshop of the best practice about digital storytelling.
- Midterm meeting ONLINE.
- 3nd meeting in Romania with an international educational workshop of the best practice about media education.
- The final meeting in Greece with an international educational workshop of the best practice about creative economy.
- Creation of a guide with best practices of each partner and a list of tools.
- Piloting the guide through local activities in each partner country.
- Dissemination, multiplier events in each partner country and peer-to-peer activities



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Expected Results:

- Enhanced cross-cultural understanding and cooperation among youth workers from 4 different European countries for the creation of a guide with best practices of each partner and a list of tools
  - Cyprus shares their possessed knowledge about cyber security and cyber safety.
  - Lithuania shares their possessed knowledge of digital reading and digital storytelling.
  - Romania shares their possessed knowledge about media education, inclusive and entrepreneurial education.
  - Greece shares their possessed knowledge about online entrepreneurship, social economy, and creative economy.
- Enhanced digital literacy and online career skills among 32 young people participating in 4 international educational workshops on each partner‘s best practice in all partner countries
- Increased awareness and understanding of online career opportunities among 60 young people from all partner countries participating in the multiplier events in Cyprus, Romania, Lithuania and Greece.



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3. Consortium Partners

Cyprus

Cyprus Computer Society. The Cyprus Computer Society (CCS) is a leading non-profit organization in Cyprus dedicated to promoting digital skills, innovation, and inclusion. As the national body for ICT professionals, CCS works to empower individuals of all ages through education, training, and participation in the digital society. By collaborating with schools, universities, public institutions, and international partners, CCS supports initiatives that enhance digital literacy, encourage youth engagement in coding and robotics, and advance cybersecurity awareness. With programs like CCS-Women, CybARverse, and national competitions such as Robotex and the Cyprus Cyber Security Challenge, CCS is a key advocate for equal opportunities and technological empowerment across Cyprus.

Website
Facebook
Instagram
LinkedIn



Lithuania

IVAIGO. IVAIGO, a remarkable organization in Lithuania, is dedicated to enhancing social inclusion and equal opportunities for people with fewer opportunities. Their mission is to break down barriers and empower individuals to fully participate in all aspects of life, envisioning a world where they are valued and respected. Through collaborations with government institutions, the private sector, and civil society organizations, IVAIGO promotes social integration in education, employment, accessibility, and awareness. Their initiatives include enhancing public space accessibility, providing personal assistance services, and challenging societal attitudes through campaigns. With support from various partners, IVAIGO is a driving force for positive change, advocating for the rights and social inclusion of individuals with fewer opportunities in Lithuania.

Website
Facebook
Instagram



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Romania

STEM4RO is a dedicated non-profit organization located in Slatina, Romania, committed to empowering young people through comprehensive personal and professional development. The organization's core mission revolves around the conceptualization and execution of local, regional, and international projects and programs. These initiatives are carefully designed to equip youth with essential skills for active citizenship, utilizing a blend of creative, non-formal, and formal educational methodologies.Through its multifaceted projects, STEM4RO strives to be a pivotal and active contributor within the community.

🌐 Website
📘 Facebook
📸 Instagram

Greece

Startup Greece is a non profit organization on a mission to promote, connect and advance entrepreneurship for Greeks in tech, based in Greece. Its vision is to bring the Greek Startup Ecosystem under the spotlight and maximize its contribution to a global level, by fostering innovation that will eventually secure sustainability and prosperity across the globe. SG acts to create strong and diverse inclusive communities by democratizing the sources of knowledge and by making all the necessary means available to every social group for the sustainable development of the startup ecosystem.

🌐 Website
📘 Facebook
📸 Instagram





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4. Best Practices

4.1 Cyprus: Cybersecurity and Cyber Safety

4.1.1 Practice 1: Social Engineering

Name of the organization/Institution implementing practice - Cyprus Computer Society.

Place of implementation - Nicosia, Cyprus.

Target group / Beneficiaries - Young individuals between the ages of 18-30 who use digital technology.

The main objectives - This practice aims to educate young digital users on recognizing and countering social engineering attacks, which exploit human psychology rather than technical flaws. Participants learn about common tactics such as phishing, pretexting, baiting, quid pro quo, and tailgating.

Experts/staff - Cybersecurity Expert, ICT Professionals, IT Support Staff.

The description of the practice - Through interactive training, real-life case studies, and phishing simulations, young individuals are equipped to identify manipulation attempts and protect their personal data. The initiative highlights that although technical tools are important, human awareness is the most critical defense layer. It promotes ongoing awareness, encouraging young people to report suspicious activities and adopt safe online habits. The program supports compliance with data protection regulations like GDPR and fosters a culture of digital responsibility. Risk assessments and feedback loops are used to adapt training to participants' needs.

One-Day Program

Morning Session:

- Overview of objectives and activities.
- What is Social Engineering.
- Types of Social Engineering attacks (phishing, pretexting, USB baiting, QR code baiting, taligasting).
- Case studies presentation.

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Midday Session:

- Phishing simulation exercise.
- Reporting incidents.

Afternoon Session:

- Digital self-defense (password creation and management tools, multi-factor authentication, privacy settings).
- Creating a culture of digital safety.

Methodology/Didactic tools:

Interactive Lectures:

- Dynamic presentations explaining the psychology behind social engineering and real-world examples of attacks.

Scenario-Based Role-Playing:

- Participants act out common social engineering situations (e.g., phone scams, phishing calls) to practice detection and response.

Phishing Simulation Exercises:

- Realistic mock phishing emails or SMS messages are used to test recognition skills in a controlled environment.

Group Discussions & Debriefing:

- Structured conversations after activities to reflect on what was learned, exchange experiences, and reinforce key messages.

Gamified Quizzes and Challenges:

- Use of apps or live tools (like Kahoot!) to review knowledge and encourage friendly competition.

Infographic & Poster Creation:

- Small teams design awareness materials that could be shared online or at school/work, reinforcing peer learning.

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Tool Demonstrations:

- Hands-on exposure to security tools such as password managers, VPNs, two-factor authentication apps, and browser safety features.

Digital Hygiene Checklist:

- A practical checklist that trainees can take home to audit and improve their own digital habits.

Case Study Analysis:

- Examination of real incidents involving social engineering to identify what went wrong and how it could've been avoided.

Additional materials /Equipment needed:

Computers/Tablets:

- For participants to use during hands-on workshops and exercises.

Internet Access:

- Reliable and secure internet connection for online activities and demonstrations.

Presentation Equipment:

- Projector, screen, and sound system for lectures and tool demonstrations.

Printed Materials:

- Handouts with information on cybersecurity best practices, tips, and resources.

Conclusion - Participants are expected to shift behavior and mindset, turning into proactive defenders of their own privacy. This practice builds resilience by emphasizing teamwork, communication, and continuous learning.

Recommendation and guidelines:

- Encourage trainees to stay alert and think critically when interacting online, especially when receiving unexpected messages, emails, or requests.

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- Emphasize the importance of verifying the authenticity of links, contacts, and websites before clicking or sharing any personal information.
- Promote the use of strong, unique passwords combined with multi-factor authentication to add an extra layer of protection.
- Advise them to limit the amount of personal information they share on social media, as attackers often exploit publicly available data
- Recommend actively participating in simulations and group discussions to better understand how social engineering tactics work in real life.
- Instruct trainees to trust their instincts—if something feels suspicious, it's best to pause and investigate or report it.
- Encourage them to speak up and report phishing attempts or scams to a trusted authority or support team.
- Highlight the value of sharing what they've learned with friends and peers to foster a wider culture of digital awareness.



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4.1.2 Practice 2: Cybersecurity Essentials

Name of the organization/Institution implementing practice - Cyprus Computer Society.

Place of implementation - Nicosia, Cyprus.

Target group / Beneficiaries - Young individuals between the ages of 18-30 who use digital technology.

The main objectives - To equip young people with essential knowledge and practical skills to protect themselves and their personal data in the digital world, fostering a culture of digital safety and responsibility.

Experts/staff - Cybersecurity Expert, ICT Professionals, IT Support Staff.

The description of the practice - This practice introduces core concepts such as the C.I.A. triad (confidentiality, integrity, availability), common types of cyber threats (malware, phishing, spoofing, social engineering), and the importance of digital hygiene. Participants learn to recognize risks, manage their digital footprints, and apply protective measures like strong passwords, multi-factor authentication, and software updates. The training emphasizes the human role in security, highlighting how poor habits and lack of awareness often lead to data breaches. Through hands-on workshops, real-life case studies, and threat simulations, young users gain practical experience in identifying and responding to threats. Tool demonstrations showcase the use of antivirus software, VPNs, and password managers, helping participants build a personal security toolkit.

One-Day Program

Morning Session:

- Overview of objectives and activities.
- What is Cybersecurity.
- Cyberthreat essentials (malware, phishing, ransomware, password attacks, and APTs).
- Case studies presentation.

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Midday Session:

- Digital Hygiene workshop (setting strong passwords, updating devices, scanning for malware, and using authenticators).

Afternoon Session:

- Simulations.
- Handling information.
- Communicating with caution.
- Protecting mobile devices.
- Reporting incidents.



Methodology/Didactic tools:

Interactive Lectures:

- Key cybersecurity concepts including digital footprints, and data breaches.

Case-Based Presentations:

- Use recent cybersecurity incidents (e.g., data leaks, ransomware) to contextualize threats and their impact.

Secure Practices Workshop:

- Practice creating strong passwords, updating operating systems, configuring firewalls, and identifying secure websites.

Safe Device Setup:

- Configure antivirus, software updates, and MFA (Multi-Factor Authentication) on personal devices.

Demo of Antivirus, VPN, and Password Vaults:

- Showcase how these tools work and why they matter.

Cyber Quiz Game (e.g., Kahoot!):

- Reinforce learning through interactive, team-based quizzes.

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Infographics and Posters:

- Visual explanations of phishing, spoofing, social engineering, and password safety tips.

Security Awareness Videos:

- Short clips like “BadUSB” used to illustrate real threats in an accessible way.

Digital Safety Pledge:

- Each participant writes and commits to three specific actions to improve their cybersecurity habits.

Additional materials /Equipment needed:

Computers/Tablets:

- For participants to use during hands-on workshops and exercises.

Internet Access:

- Reliable and secure internet connection for online activities and demonstrations.

Presentation Equipment:

- Projector, screen, and sound system for lectures and tool demonstrations.

Printed Materials:

- Handouts with information on cybersecurity best practices, tips, and resources.

Conclusion - Participants are encouraged to adopt a security-first mindset in their daily digital activities, becoming more aware of potential risks and how to prevent them. This practice strengthens digital responsibility by combining practical skills with critical thinking. Through interactive learning and real-life scenarios, young individuals gain the confidence to make informed decisions and protect their personal data in an ever-evolving digital world.



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Recommendation and guidelines:

- Encourage participants to maintain vigilance and adopt a proactive approach to cybersecurity by questioning the legitimacy of unsolicited communications, such as emails or messages, and avoiding impulsive clicks on unfamiliar links.
- Stress the necessity of verifying sources before disclosing any sensitive information.
- Advocate for robust password practices, including the use of password managers and multi-factor authentication, to safeguard accounts effectively.
- Urge active engagement in hands-on exercises and discussions to recognize and counter social engineering techniques.
- Foster a reporting culture by guiding them to notify relevant authorities about suspicious activities promptly.
- Remind them to disseminate cybersecurity knowledge within their networks, amplifying collective resilience against digital threats.



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4.1.3 Practice 3: Cybersecurity Threats

Name of the organization/Institution implementing practice - Cyprus Computer Society.

Place of implementation - Nicosia, Cyprus.

Target group / Beneficiaries - Young individuals between the ages of 18-30 who use digital technology.

The main objectives:

- To educate participants on identifying, mitigating, and responding to common cybersecurity threats, fostering a proactive security mindset.
- The training emphasizes real-world risks such as malware, ransomware, DDoS attacks, insider threats, and zero-day exploits.

Experts/staff - Cybersecurity Experts, Ethical Hackers, IT Security Professionals, Incident Response Specialists.

The description of the practice - This practice provides a comprehensive understanding of modern cyber threats, their attack vectors, and mitigation strategies. Participants learn through interactive lectures, threat simulations, and case studies of high-profile breaches. The training covers technical defenses (firewalls, intrusion detection systems) and behavioral best practices (recognizing phishing, securing devices). Hands-on labs include malware analysis, simulated ransomware attacks, and incident response drills. The goal is to empower young users to protect their data and contribute to a safer digital ecosystem.

One-Day Program

Morning Session:

- Overview of objectives and activities.
- Introduction to cybersecurity threats.
- Types of threats: malware, ransomware, DDoS, insider threats, zero-day exploits.
- Case studies (e.g., Colonial Pipeline, WannaCry).

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Midday Session:

- AV/VR simulation from the CybARverse EU funded project.
- Secure browsing and email practices.

Afternoon Session:

- Hands-on lab: malware detection and removal tools.
- Incident response workshop (reporting, containment, recovery).
- Group discussion: real-world threat scenarios.

Methodology/Didactic tools:

Interactive Lectures:

- Explain threat landscapes, attack methodologies, and defensive strategies.

Live Demonstrations:

- Show malware behavior and attack simulations.

Case-Based Learning:

- Analyze real breaches.

Threat Simulation Games:

- Gamified exercises.

Tool Workshops:

- Hands-on practice with security tools.

Role-Playing Scenarios:

- Simulate threat situations.



Additional materials /Equipment needed:

Computers/Tablets:

- For participants to use during hands-on workshops and exercises.

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Internet Access:

- Reliable and secure internet connection for online activities and demonstrations.

Presentation Equipment:

- Projector, screen, and sound system for lectures and tool demonstrations.

Printed Materials:

- Handouts with information on cybersecurity best practices, tips, and resources.

Conclusion - Participants gain the skills to identify and counter cyber threats, reducing personal and organizational risk. The practice reinforces vigilance, critical thinking, and adherence to security best practices.

Recommendation and guidelines:

- Encourage staying updated on emerging threats through trusted sources.
- Advocate for regular software updates, backups, and advanced security tools.
- Stress reporting suspicious activities and promoting shared learning about threats.



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4.2 Lithuania: Digital Reading and Storytelling

4.2.1 Practice 1: Digital Reading – "Read & Reflect" Virtual eBook Circle

Name of the organization/Institution implementing practice - Asociacija IVAIGO.

Place of implementation - Vilnius, Lithuania.

Target group / Beneficiaries - Young people (16–30) with developing digital skills and low-to-moderate reading motivation, including those with fewer opportunities or limited access to reading resources.

The main objectives:

- To strengthen digital reading and comprehension skills through interactive and accessible tools.
- To develop critical thinking and analytical skills via group discussions and reflection tasks.
- To promote reading motivation using multimedia-rich eBook platforms.
- To support learners in navigating digital reading interfaces confidently.

Experts/staff - Digital Literacy Educator, Reading Facilitator, IT Support Staff.

The description of the practice - "Read & Reflect" is a virtual eBook circle where adult learners or youth engage with weekly digital texts using platforms like Book Creator, ReadTheory, and EPIC! Learners read individually, annotate texts, respond to comprehension questions, and reflect through digital journals. Weekly discussions, either via Zoom or online forums, enhance interaction and understanding. The practice combines independent reading habits with social learning and encourages the use of multimedia to engage diverse learners.

One-Day Program

Morning Session:

- Welcome & Icebreaker: "What's Your Reading Personality?".
- Intro to Digital Reading Tools: Book Creator, ReadTheory walkthroughs.
- Guided reading: short digital story or article (15–20 min).
- First impressions: group discussion on content and digital format.

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Midday Session:

- Interactive Comprehension Quiz (Kahoot! or platform-integrated).
- Group activity: visual annotation task using Padlet or Jamboard.
- Peer exchange: “One sentence that stuck with you and why”.

Afternoon Session:

- Digital journaling: responding to guided reflection prompts.
- Showcase: volunteers share insights or visual notes.
- Wrap-up and feedback session: how did it feel to read and reflect digitally?

Methodology/Didactic tools:

Blended Learning Model:

- The facilitator combines self-paced reading with scheduled group interaction. Participants are assigned a digital text each week, and the facilitator prepares comprehension tasks and reflection prompts.

Digital Tool Integration:

- The facilitator introduces and trains participants on how to use platforms like *Book Creator*, *ReadTheory*, or *EPIC!*.
- This includes short demo videos or live walkthroughs.

Guided Reading Sessions:

- During weekly live sessions (Zoom or Google Meet), the facilitator:
- Highlights key passages.
- Leads comprehension checks.
- Encourages learners to share personal insights or interpretations.

Peer Discussion Facilitation:

- The facilitator sets discussion guidelines and ensures inclusive participation by:
  - Using breakout rooms or online discussion boards.
  - Encouraging quieter participants to contribute.
  - Managing group dynamics respectfully.

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Reflective Practice Support:

- Facilitators assign digital journal entries (using Google Docs or Padlet) and provide individualized written or oral feedback, reinforcing learning goals.

Progress Monitoring:

- The facilitator tracks reading progress using platform analytics or manual check-ins, and offers additional help to those falling behind.

Scaffolding for Digital Skills:

- For learners unfamiliar with tech tools, the facilitator offers one-on-one sessions or pre-recorded tutorials, ensuring no one is left out.

Additional materials /Equipment needed:

- Tablets, smartphones, or laptops.
- Internet connection.
- Access to reading platforms (Book Creator, ReadTheory, EPIC!).
- Optional: printed guides for low-digital-skill learners.

Conclusion - “Read & Reflect” improves reading fluency and digital navigation skills while fostering collaboration. Learners build digital confidence, vocabulary, and comprehension through multimedia experiences.

Recommendation and guidelines:

- Offer an initial orientation on digital tools.
- Choose accessible, engaging content suitable for the group’s reading level.
- Foster inclusive discussions and peer feedback.
- Encourage use of visual and audio-enhanced eBooks for diverse learners.



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4.2.2 Practice 2: Digital Storytelling with AI and VR

Name of the organization/Institution implementing practice - Asociacija IVAIGO.

Place of implementation - Vilnius, Lithuania.

Target group / Beneficiaries - Young people (16–30) interested in creative technologies and storytelling, especially those with limited access to emerging tech or prior experience in digital content creation.

The main objectives:

- To introduce AI and VR in storytelling,
- Enhance creative skills,
- Promote ethical awareness,
- Foster innovation,
- Develop practical proficiency, encourage collaboration, and build a foundation for ongoing learning.

Experts/staff - AI Specialist, VR Developer, Workshop Facilitator, IT Support Staff.

The description of the practice - This best practice aims to introduce young people to the innovative use of AI and VR technologies in digital storytelling. By combining the creative potential of AI and the immersive capabilities of VR, participants will learn to craft engaging and interactive stories. The one-day program includes an overview of AI and VR technologies, tools and platforms, practical sessions on AI-driven storytelling, and VR story development.

One-Day Program

Morning Session:

- Presentation on AI and VR: Definitions, applications, and current trends.
- Discuss the significance of AI and VR in digital storytelling.
- Q&A session to address initial questions.
- Demonstrate various AI tools for content creation (e.g., GPT-4, DALL-E, etc.).
- Showcase VR platforms and tools (e.g., Unity, Unreal Engine, Oculus Medium).
- Provide a brief tutorial on setting up and using these tools.

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Midday Session:

- Interactive session where participants use AI tools to generate story ideas.
- Group activities: Collaboratively create a story outline using AI.
- Share and discuss the generated stories within the group.

Afternoon Session:

- Hands-on: Participants start developing their VR stories.
- Create a storyboard for their VR experience.
- Begin constructing the VR environment using provided tools.
- Facilitators assist and provide feedback during the session.
- Demonstrate how to integrate AI-driven content into VR environments.
- Participants enhance their VR stories with AI-generated elements.
- Group activities: Test and refine the VR stories with peer feedback.

Methodology/Didactic tools:

Interactive Lectures:

- Sessions on AI and VR technologies, their benefits, challenges, and applications in storytelling.

Tool Demonstrations:

- Live demonstrations of AI storytelling software (e.g., AI Dungeon, Plotagon) and VR platforms (e.g., Unity, Oculus Medium).

Hands-On Workshops:

- Practical sessions where participants create AI-driven stories and develop simple VR story experiences.

Ethical Discussions:

- Conversations around the ethical considerations in AI-generated content and VR storytelling.



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Additional materials /Equipment needed:

Computers/Tablets:

- For participants to use during hands-on workshops.

Internet Access:

- Reliable and secure internet connection for software and platform access.

VR Headsets:

- Oculus or similar VR headsets for immersive storytelling experiences.

Software Access:

- Subscriptions or access to AI Dungeon, Plotagon, Unity, Oculus Medium, etc.

Presentation Equipment:

- Projector, screen, and sound system for demonstrations and lectures.

Printed Materials:

- Handouts with guidelines for using AI and VR tools, ethical considerations, and best practices.

Conclusion - By the end of the day, participants had a foundational understanding of AI and VR technologies in digital storytelling. They created AI-driven story ideas and a basic VR story experience, gaining practical skills and insights into the ethical implications of these technologies.

Recommendation and guidelines:

- Encourage participants to continue exploring AI and VR technologies and keep updated with advancements.
- Emphasize the importance of ethical considerations in AI-generated content and VR storytelling.
- Foster collaboration among participants to share ideas, feedback, and support.



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4.2.3 Practice 3: Digital Storytelling – Voices of Change

Name of the organization/Institution implementing practice - Asociacija IVAIGO.

Place of implementation - Vilnius, Lithuania.

Target group/Beneficiaries - Young people (16–30) interested in creative expression and digital media, especially those from underrepresented or marginalized communities.

The main objectives:

- To teach participants how to craft personal or social narratives using digital media.
- To promote creativity, critical thinking, and storytelling as tools for empowerment.
- To build basic technical skills in multimedia editing and digital publishing.
- To amplify participants' voices on issues they care about through storytelling.

Experts/staff - Storytelling Coach, Multimedia Trainer, Facilitator, IT Support Staff.

The description of the practice - "Voices of Change" is a digital storytelling workshop that helps learners express themselves creatively. Over 5 sessions, participants choose a personal or local story, script it, and develop a short digital video using platforms like Canva, StoryMapJS, or Adobe Express. Through guided exercises, they learn how to structure a story, combine visuals, record narration, and edit. Each participant presents their final story in an online showcase or community event. This method not only boosts technical skills but also emotional expression and digital empowerment.

One-Day Program

Morning Session:

- Introduction and inspirational examples of digital stories.
- Icebreaker: "My story in 3 words".
- Brainstorming session: Choosing story themes (identity, change, community).
- Scriptwriting exercise: Drafting a short story using prompts and worksheets.

Midday Session:

- Creating a visual storyboard using Canva or PowerPoint

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- Technical tutorials:
  - Audio recording and voice-over basics.
  - Using Adobe Express, StoryMapJS, or CapCut for visual editing.
- Individual mentoring on story scripts and tool setup.

Afternoon Session:

- Editing and assembling digital stories (adding visuals, narration, transitions).
- Peer review:
  - Small groups present drafts and receive feedback.
- Final edits and upload.
- Online or in-room story showcase.
- Group reflection and wrap-up.

Methodology/Didactic tools:

Story-Driven Learning:

- The facilitator begins each session with examples of compelling digital stories (from YouTube, StoryCorps, etc.) to inspire creativity and set the tone.

Creative Writing and Storyboarding:

- The facilitator guides learners through the story development process:
  - Brainstorming story themes and personal experiences.
  - Drafting scripts using worksheets or Google Docs.
  - Creating visual storyboards with tools like Canva or PowerPoint.

Technical Skill Building:

- Facilitators deliver step-by-step tutorials on:
  - Audio recording and voice-over narration.
  - Visual editing using *Adobe Express*, *StoryMapJS*, or *CapCut*.
  - Synchronizing visuals and audio.

Individualized Mentoring:

- Each participant receives support from the facilitator based on their skill level, including:
  - Feedback on script drafts.

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- Help with technical challenges.
- Creative advice on visual/audio elements.

Peer Review and Group Learning:

- Facilitators organize small group review sessions:
- Participants present rough drafts.
- Peers provide constructive feedback.
- Facilitator moderates discussions, ensuring they remain respectful and growth-focused.

Final Showcase Preparation:

- Facilitators coordinate a public or online screening. They support learners in finalizing edits, uploading videos, and preparing short presentations about their stories.

Inclusive and Safe Environment Creation:

- Throughout the process, facilitators play a key role in:
- Encouraging emotional safety and openness.
- Fostering mutual respect.
- Promoting diverse voices and inclusive narratives.



Additional materials /Equipment needed:

- Laptops or tablets.
- Microphones and headphones.
- Free software (Canva, Adobe Express, StoryMapJS).
- Projector and speakers for final screening.

Conclusion - This practice enhances digital creativity and allows learners to share their unique perspectives. Participants gain confidence and practical skills while advocating for personal and community issues.

Recommendation and guidelines:

- Start with story examples to spark ideas.
- Provide toolkits with step-by-step guides.
- Encourage storytelling on themes like identity, community, and change.
- Keep sessions flexible to accommodate varying skill levels.

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4.3 Romania: Media, Inclusive and Entrepreneurial Education

4.3.1 Practice 1: Digital Marketing and Social Media Management for the Labor Market

Name of the organization/Institution implementing practice - STEM4RO ASSOCIATION.

Place of implementation - Slatina, Romania.

Target group / Beneficiaries - 20 young people interested in careers in digital marketing and social media.

The main objectives:

- To introduce participants to digital marketing concepts,
- Equip participants with social media management skills,
- Promote creativity and strategic thinking, enhance their online presence, and prepare them for entry-level jobs in the digital marketing.

Experts/staff - Digital Marketing Specialist, Social Media Manager, Workshop Facilitator, IT Support Staff.

The description of the practice - This program introduces young people to the essentials of digital marketing and social media management, focusing on how these skills can prepare them for roles in the labour market. Through practical exercises and hands-on sessions, participants learn how to create marketing strategies, manage social media campaigns, and analyse performance metrics. The day is divided into lectures on marketing principles, workshops on social media tools, and group activities to develop marketing campaigns.

One-Day Program

Morning Session:

- Introduction to digital marketing: Definitions and market trends.
- Overview of social media platforms and their business potential.

Afternoon Session:

- Practical session: Participants explore tools like Facebook Ads Manager and Hootsuite.

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- Group exercise: Create a social media strategy for a mock brand.

Midday Session:

- Hands-on session: Build a social media campaign using provided tools.
- Analyse engagement metrics and learn optimization techniques.
- Presentation of campaigns and peer feedback.
- Discussion: Future trends in digital marketing and employability tips.

Methodology/Didactic tools:

Interactive Lectures:

- Overview of digital marketing principles and social media platforms.

Tool Demonstrations:

- Practical sessions with marketing tools (e.g., Hootsuite, Canva, Facebook Ads Manager).

Hands-On Workshops:

- Participants create social media content and manage campaigns.

Group Activities:

- Collaborative exercises to plan and execute digital marketing strategies.

Additional materials /Equipment needed:

- Laptops/Tablets. Internet access.
- Social media management software (e.g., Hootsuite).
- Projector and sound system for presentations.
- Printed handouts with tips and guidelines on digital marketing.

Conclusion - By the end of the day, participants gained an understanding of the digital marketing landscape and acquired hands-on experience with social media management tools. They left equipped with the skills to create and analyze social media campaigns and felt more prepared for entry-level roles in digital marketing.

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Recommendation and guidelines:

- Encourage participants to continue exploring new social media tools and trends.
- Emphasize the importance of data analysis in marketing and regularly updating skills to stay competitive.



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4.3.2 Practice 2: Digital Content Creation Workshop for Social Media

Name of the organization/Institution implementing practice - STEM4RO ASSOCIATION.

Place of implementation - Slatina, Romania.

Target group / Beneficiaries - 20 young people interested in careers in digital marketing and social media management.

The main objectives - To provide participants with practical skills in creating content for social media platforms, preparing them for roles as a content creator, social media manager or digital marketing specialist.

Experts/staff - Digital Marketing Specialist, Content Creator, Workshop Facilitator, IT Staff.

The description of the practice - The one-day workshop is dedicated to young people who want to develop their content creation skills for platforms such as Instagram, Facebook, TikTok and YouTube. The program begins with an introduction to the basics of digital marketing and using social media algorithms. Participants learn to create engaging posts using photo and video editing tools, plan long-term content, and use analytics to measure post performance. The program includes hands-on photo and video editing sessions, as well as creating a content plan for a month.

One-Day Program

Morning Session:

- Introduction to digital marketing and the importance of online presence.
- Photo and video content creation techniques.
- Create a content calendar.

Midday Session:

- Analyzing social media platforms and using statistics to monitor the effectiveness of posts.
- Public Interaction Practices and Comment Management.

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Afternoon session:

- Hands-on media editing: using editing applications and creating a digital portfolio.
- Evaluating participants' work and providing feedback.

Methodology/Didactic tools:

- Interactive lectures on social media platforms and their algorithms.
- Hands-on content creation and editing exercises.
- Video and photo editing application demos.
- Analysis of successful campaigns.

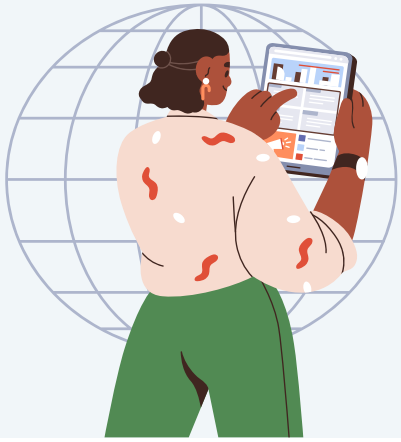
Additional materials /Equipment needed:

- Computers and tablets.
- Video and photo editing software (e.g. Adobe Premiere, Canva).
- Internet access.
- Projector and audio equipment for demonstrations.

Conclusion - Participants gain essential practical skills to create engaging content and manage social media campaigns. At the end of the program, they are prepared to develop careers in digital marketing and manage social media platforms for brands or organizations.

Recommendation and guidelines:

- Encourage the use of content planning and performance analysis tools.
- Recommend regular monitoring of trends to stay competitive in the industry.



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4.3.3 Practice 3: Introductory in Online Journalism and Blogging

Name of the organization/Institution implementing practice - STEM4RO ASSOCIATION.

Place of implementation - Slatina, Romania.

Target group / Beneficiaries - 15 young people interested in journalism and content writing for digital platforms.

The main objectives - To provide participants with basic knowledge and skills in online journalism, article writing and blogging, preparing them for a career in digital media.

Experts/staff - Professional Journalist, Digital Media Expert, Workshop Facilitator, IT Staff.

The description of the practice - The one-day workshop is aimed at young people who want to learn how to create content for online platforms. In the first part of the day, participants learn about journalistic ethics and how to write well-structured articles. In the second part, it focuses on blogging techniques and search engine optimization (SEO). At the end, each participant publishes an article on a blogging platform and receives personalized feedback.

One-Day Program

Morning Session:

- Overview of online journalism and professional ethics.
- How to write a news article or report.
- Research techniques and verification of sources.

Midday Session:

- Introduction to Blogging and Writing on Content Platforms.
- How to optimize articles for SEO.

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Afternoon session:

- Writing and publishing an article on a blogging platform. Personalized feedback and content improvement discussions.

Methodology/Didactic tools:

- Lectures on online journalism and ethics.
- Practical SEO writing and optimization exercises.
- Blogging and online publishing platforms.

Additional materials /Equipment needed:

- Laptops and tablets.
- Access to blogging and internet platforms.
- Projector and sound equipment.

Conclusion - Participants learn how to write and publish articles online, gaining essential skills to work in digital journalism and blogging. They become able to create relevant and optimized content for the Internet.

Recommendation and guidelines:

- Recommend using blogging platforms to consistently publish content and improve your writing skills.
- Encourage exploration of SEO optimization and digital marketing techniques.



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4.4 Greece: Online Entrepreneurship and Creative Economy

4.4.1 Practice 1: Creative Economy

Name of the organization/Institution implementing practice - Startup Greece.

Place of implementation - Tripolis, Greece.

Target group / Beneficiaries - Young people between the ages of 18-30, who have a great interest in design, media and digital creation, and those who are underrepresented or have limited access to these kind of resources.

The main objectives:

- To introduce the participants to the opportunities they can have in the creative economy.
- To encourage them to use their creative skill that can help them have their own income streams.
- To teach them digital literacy, collaboration and entrepreneurship.

Experts/staff - Creative entrepreneur, Digital content creator/designer, Technical staff.

The description of the practice - This workshop will introduce young individuals to the main idea behind the creative economy and help them build skills that can be integrated in their future careers. They will explore how their creative skills can be developed into personal projects and business opportunities. They will work with different digital creative tools and learn the main concepts.They will also get the chance to share their ideas and get advice on how to make them work.

One-Day Program

Morning Session:

- Welcoming and Introduction.
- What is a Creative Economy?
- Guest talk: How can your hobby become your job?

Midday Session:

- Creative lab: From idea to concept.

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- Content workshop: Design/ Create/ Build your prototype.

Afternoon session:

- Pitching session.
- Reflection and Q&A session.

Methodology/Didactic tools:

- Hand-on creation.
- Digital platform tools (Canva, Instagram/TikTok).
- Guest storytelling.
- Interactive presentation slides.



Additional materials /Equipment needed:

- Laptop/PC or tablets with internet access.
- Projector and screen.
- Art supplies and workshop materials.
- Access to digital platform tools.

Conclusion - The main idea of this workshop is to show that your hobby and talent are not only skills you can use in your free time- it shows that with the help of different digital platforms, you can earn your own income by doing what you love. Thas workshop will show these young people how to build their confidence and further develop their creative ideas for future projects and business.

Recommendation and guidelines:

- Use examples and tools that are relevant to the participants
- Keep the energy dynamic and visual.
- Use “create and share” method.



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4.4.2 Practice 2: Social Economy

Name of the organization/Institution implementing practice - Startup Greece.

Place of implementation - Tripolis, Greece.

Target group / Beneficiaries - Young individuals between the age of 18-30, who are interested in creating socially- driven business, cooperatives, and community- based projects.

The main objectives:

- To introduce the principles and the values of the social economy.
- To give participants the right tools to design a social enterprise model.
- To inspire participants to develop their business tools and drive social change.

Experts/staff - Lead Facilitator, Social Entrepreneur (Guest speaker), Technical staff.

The description of the practice - This workshop is designed to guide young individuals, explore how, with the use of business, social and environmental challenges can be addressed. Through hands-on experience activities, guided project exercises, participants will have a better understanding of the true meaning behind this idea. They will also get more confident in sharing their creative ideas as well as get inspired by the stories of the presenters and the other participants.

One-Day Program

Morning Session:

- Welcoming and Introduction.
- What is Social economy and what are its Principles.
- Case study- Real social enterprises in action.

Midday Session:

- Group activity: Designing of your one social enterprise.

Afternoon session:

- Presentation of the group project.

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- Reflection and Q&A.
- Closing remarks and networking.

Methodology/Didactic tools:



- Visual aids and interactive presentation.
- Simulation and role-playing activities.
- Group brainstorming.
- Guided discussions.

Additional materials /Equipment needed:

- Projector and a screen.
- Workshop handouts and case study materials.
- Sticky notes and markers.

Conclusion - The purpose of this workshop is to show that social economy can inspire young people to put purpose over profit and demonstrate through practical activities this can be made accessible and fun, It will show many opportunities for networking and how to turn their ideas into working business models.

Recommendation and guidelines:

- When searching for a facilitator, loo can relate to the participants and make the topic more engaging.
- Include local examples.
- Make the sizes of the groups small.



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4.4.3 Practice 3: Online Entrepreneurship and How to Present Yourself

Name of the organization/Institution implementing practice - Startup Greece.

Place of implementation - Tripolis, Greece.

Target group / Beneficiaries - Young and aspiring individuals between the ages of 18-30, who have an entrepreneurial mindset, have interest in starting their own business, and have fewer opportunities.

The main objectives:

- To introduce different digital entrepreneurial concepts.
- To equip participants with the needed practical tools for starting an online business.
- To teach participants the importance of having soft skills such as pitching, digital branding and market validation.

Experts/staff - Digital business consultants, Startup owners, Technical staff.

The description of the practice - The best practice aims to guide young people transform their ideas into an operating online business. By taking part in the workshop, participants would learn different business models, branding techniques, and how to conduct market research. In addition, they will learn more about pitching and other valuable soft skills that would be needed in their future careers.

One-Day Program

Morning Session:

- Welcoming and Introduction.
- What is Online Entrepreneurship?
- Build your business model.

Midday Session:

- From Idea to Action.
- Pithing basics and the Importance of having soft skills.

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Afternoon session:

- The „elevator" pitch.
- Wrap-up and feedback.



Methodology/Didactic tools:

- Design Thinking Framework.
- Digital collaboration platforms.
- Business model canvas.
- Peer-to-peer feedback session.
- Elevator pitch exercise.

Additional materials /Equipment needed:

- Access to stable internet connection.
- Laptop.
- Digital templates.
- Interactive slides.
- Digital templates for business models.

Conclusion - At the end of the day, participants will have gained knowledge about how to deliver a comprehensive, practical and engaging experience for how to become aspiring digital entrepreneurs. This workshop will allow participants to have more business oriented thinking, test their ideas, and build their confidence.

Recommendation and guidelines:

- Balance between theoretical and practical approach.
- Incorporate real-world examples to inspire participants.
- Encourage participants to share their ideas and provide feedback.



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5. Tools for Youth Workers

These tools can be used during workshops, mentorship sessions, and career coaching to enhance youth digital skills:

Communication & Collaboration

- **Slack**. Real-time messaging and collaboration channels for youth teams and project groups.
- **Discord**. Popular community platform for voice, video, and text, especially appealing to young audiences.
- **Google Workspace for Education**. Suite of digital collaboration tools (Docs, Drive, Sheets, Meet, etc.) for education.
- **Miro**. Online whiteboard for brainstorming, workshops, and team collaboration.
- **Asana**. Project and task management platform.
- **Trello**. Visual project and task management tool, great for tracking learning progress.

Digital Content Creation

- **Canva**. Design platform for creating presentations, CVs, visual resumes, and more.
- **Crello (VistaCreate)**. Alternative to Canva for creative graphic content.
- **Piktochart**. Infographic and visual content creation tool.
- **InVideo**. Simple online video creation and editing tool.
- **Adobe Express**. Free creative platform for graphics, videos, and web pages.
- **Typito**. Online video editing platform tailored for youth.
- **Lumen5**. AI-powered video creation from text or blog posts.
- **Canva Docs**. Rich media documents combining text, images, and multimedia.
- **WordPress**. Website and blog creation platform.

Digital Storytelling & Media Education

- **Padlet**. Online boards for collaborative storytelling and idea sharing.
- **StoryMapJS**. Visual storytelling with maps.

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- **Anchor.fm**. Free podcast creation and distribution platform.
- **Common Sense Education**. Resources for digital citizenship and media literacy.

Cyber Safety & Digital Well-being

- **CyberWise**. Platform offering education resources on cyber safety.
- **Be Internet Awesome by Google**. Fun interactive lessons on online safety.
- **Internet Matters**. Comprehensive online safety resource hub.

Coding & Tech Literacy

- **Scratch**. Basic coding platform for beginners.
- **Code.org**. Coding and computer science activities for beginners and educators.
- **Tynker**. Creative coding platform for kids and young beginners.
- **Figma**. Collaborative design and prototyping platform — useful for creative economy and UI/UX projects.

Entrepreneurship & Career Development

- **LinkedIn Learning**. Professional development courses on digital careers and soft skills.
- **Jobteaser**. Career guidance platform with job boards tailored to young people and universities.
- **StartUp Stash**. Curated directory of tools and resources for entrepreneurs and startups.
- **Skillshare**. Online learning platform for creative and digital skills.
- **Erasmus+ App**. Mobile app providing youth mobility info, guidance, and learning opportunities across Europe.
- **EUROPASS**. CV and skills documentation platform to help youth showcase their talents.



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Workshop & Interactive Tools

- **Mentimeter**. Live polls, quizzes, and interactive presentations.
- **Kahoot!**. Quiz platform to assess digital understanding and engagement.
- **Quizziz**. Gamified quiz platform with feedback and adaptive learning.
- **Loom**. Simple video messaging tool — great for asynchronous teaching and coaching.
- **Otter.ai**. Automatic transcription of meetings, interviews, and lessons.



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6. Conclusion

The tools listed above offer **practical, hands-on ways to empower youth** with essential **digital skills, creative competencies, online safety awareness, and career-readiness**. Youth workers are encouraged to explore these resources and incorporate them into their workshops, peer-to-peer mentoring, and training sessions to foster **inclusive digital futures** for young people across Europe.

The *Digital Futures* project demonstrates how inclusive, hands-on, and cross-cultural collaboration can equip youth workers with practical tools and strategies to empower young people in the digital era. This guidebook will continue to serve as an open-access resource to extend the project's legacy beyond its timeline.



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