

Getting started with digital innovation in youth work

Fri, 27/08/2021 - 13:24 -- Colin Van Noordt

Type of tool:

Activity

Duration:

90-120 min

Topics addressed:

Digital

Entrepreneurship

Personal development

In this workshop, participants are introduced with various opportunities of digital public sector innovation in youth work. Following the introduction, participants will work hands-on to find an innovative digital solution to a key issue they are facing.

Aim:

The aim of the workshop is to reduce the gap in between EU Digital Strategy and EU Youth Programmes - to introduce digital social innovation, showcase good examples from youth work and facilitate a process how to solve a problem through design thinking.

Methodology:

The tool is part of a wider set of innovative tools and methodologies to help come up and structure public sector innovation. The business model canvas is often used as a design thinking technique, and thus is part of the wider set of methodologies used in design thinking

Step by step process:

First, we will look into the concept of digital innovations - what it is and why we even discuss this topic. Then we will dive into some illustrative examples from around Europe where digital innovations have been used for social change (focusing on youth work). The 3rd part of the workshop will be a group work exercise where participants are encouraged to solve a problem themselves through design thinking methodology. And the last part we will use for reflection.

Materials and resources:

Post-its: 100, tables for groups (1 table per group) - 3-4 groups; standard materials listed

Outcomes:

After the workshop, participants will have a set of tools to use to solve a problem through digital and innovative means. Participants feel more comfortable with digital transformation and are able and willing to support young people on this as well.


Evaluation:

The Business Model Canvas is a very frequently used tool to help design new and innovative business models thought at business schools. The canvas is also increasingly being used or adopted for social innovation, where value propositions focus on public value, rather than profits. The canvas helps the innovator structure his or her thoughts, and think about various factors which increase or limit the innovation's potential value. Potential disadvantages are that the canvas can rely on assumptions, rather than facts, and may not connect well with the wider (political) strategy limiting potential uptake.

Rating:

No votes yet

Documents/handouts:

 [DIY-Toolkit-Full-Download-A4-Size.pdf](#) [1]

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<https://educationaltoolsportal.eu/educationaltoolsportal/en/tools/getting-started-digital-innovation-youth-work>

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