SALTO

PARTICIPATION & INFORMATION

Digital Transformation in the Youth Sector: Mapping and Gapping of Existing Resources

July 2022

Contents

1 Intro

In 2021, SALTO Participation and Information Resource Centre (SALTO PI) began working on the topic of digital transformation in order to co-create a more unified understanding of this topic in the European youth field. The mapping and gapping of resources and practices connected to digital transformation was a key part of this process. Analysis of its current state is crucial in formulating the understanding on how to move forward with digital transformation related work in a youth sector-centred way. Digital transformation is a complex and continually-changing process that affects nearly all areas of the youth field. Digital transformation is listed as one of the horizontal priorities in the EU Youth Programmes (Erasmus + and European Solidarity Corps) in the 2021-2027 programme period and is also one of the new priorities at the EU level. The European Commission's top priority, 'A Europe fit for the digital age', emphasises the importance of embracing digital transformation. To achieve this, the European Commission highlights the need for investing in businesses, research and innovation, reforming data protection, empowering people with the skills necessary for a new generation of technologies and drafting appropriate rules.
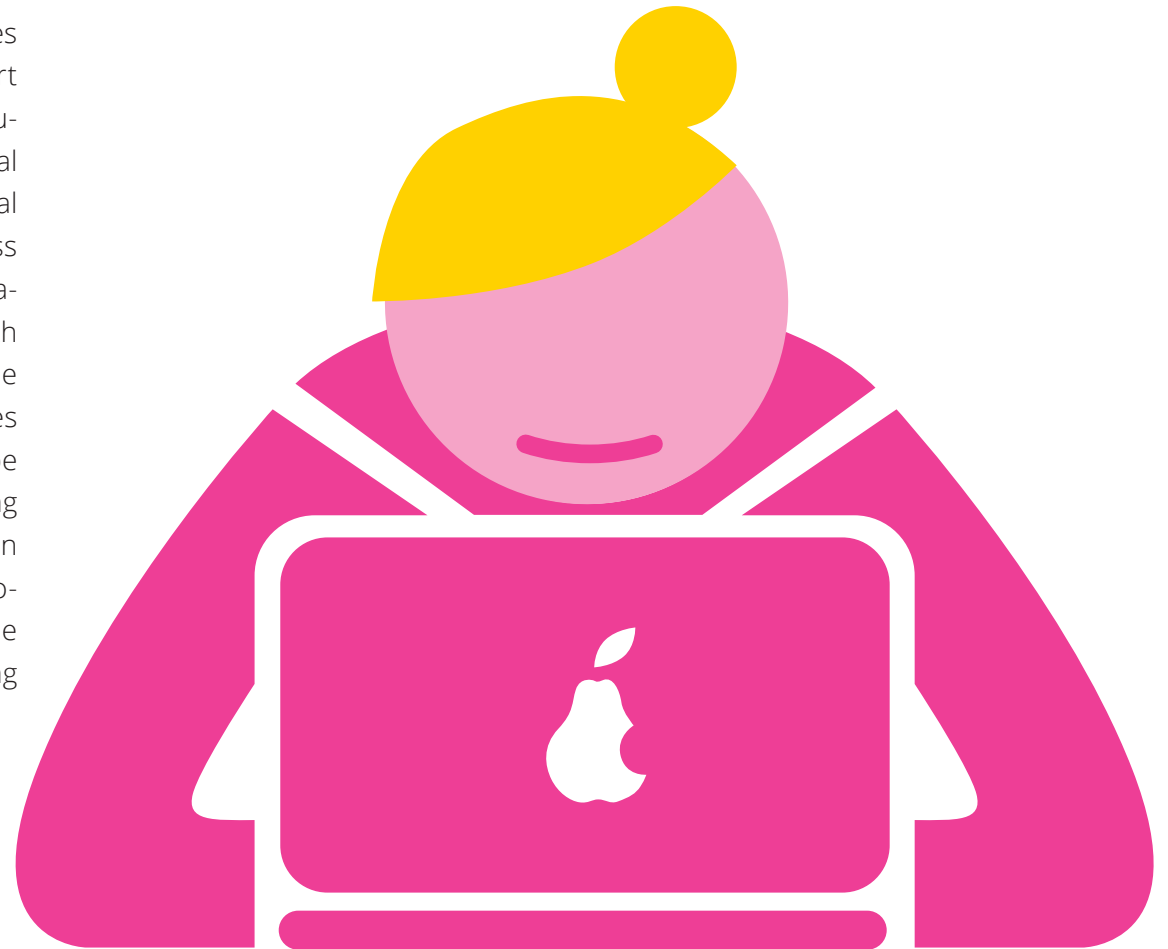
The aim of this report was to make the discussion around digital transformation in the youth field more accessible by providing trainers, youth workers and other multipliers with an accessible and easy-to-read summary of existing tools, methodologies, training resources, good practice examples, studies and many more. The analysis also helped to identify the gaps in the resources which might translate into training and information needs in the youth sector. The outcomes of this analysis aim to inform the continuous development of the digital transformation topic in the SALTO Participation and Information Resource Centre's Participation Resource Pool.

This project should not be regarded as a scientific study. The digital transformation process is continually evolving – as are its methods, projects and tools. The data was collected over a period of 4 months in 2021 through desk-based research, a survey and a focus group. While these analyses provide some insights into digital transformation, it is important to note that they are not representative of the entire European youth sector. The intention here is to provide an initial overview of the digital transformation landscape and to use it as a 'conversation starter' in order to examine and advocate for more support in the sector. Despite its limitations, we hope that many stakeholders will find this report useful in their work.

2 What is digital transformation?

In the European youth field, digital transformation is understood as a multi-stakeholder and inclusive process encompassing the co-design, implementation and utilisation of people-centred digital technologies with and by young people, youth workers and other relevant stakeholders. Digital transformation changes the way most areas of the youth field operate. Digital transformation describes the evolving integration of digital technologies into social, economic, and cultural processes and structures.

Digital transformation refers to both the practical changes in organisational functioning as well as society's evolving cultural and social norms. The practical application of digital transformation might include the conversion or adaptation of traditional, non-digital and manual processes into digital processes (e.g., going paperless). The evolution of cultural and social norms can be seen in the way digital technologies influence, for example, modes of self-expression, communication and participation (e.g., the use of social media for youth-led campaigns/projects). Young people, youth workers and other relevant stakeholders require appropriate support (e.g., digital literacy digital education) in order to participate, benefit from and contribute to digital transformation in Europe.

Digital transformation is a dynamic process, and thus its definition cannot be fixed or static. The fast-paced and disruptive nature of digital transformation means that most (if not all) areas of the youth field are impacted by the possible opportunities and challenges digital transformation might bring about. Opportunities might include, for example, the formation of innovative, cross-cultural and time-efficient digital tools and processes in the youth field. Challenges, meanwhile, might be related to people's lack of digital access or/and skills, which might negatively impact democratic participation and civic space.

The characteristics[1] of inclusive and sustainable digital transformation include:
- ◗ Multistakeholderism and participation
- ◗ Digital skills and education
- ◗ Access and infrastructure
- ◗ Strategy
- ◗ Innovation
- ◗ Sustainability
- ◗ Ethics
- ◗ Digital well-being[2]

This definition and these considerations have been informed by desk-based literature review analysis and input from the Advisory Board involved in the co-creation of the digital transformation's definition for the European youth field. The full length version can be found here.

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[1]   This set of characteristics is not set in stone and is under constant development in line with the ongoing changes in digital transformation.
[2]   This category was added during the later stages of the project and was not included in the data analysis presented in this report.

3 Co-defining the meaning of digital transformation

In May 2021, SALTO Participation and Information Resource Centre (SALTO PI) established a Digital Transformation Advisory Board[3] with the specific aim of better developing the topic of digital transformation in the youth field. The main objectives of the Advisory Board were to support SALTO PI in developing an approach towards digital transformation in the youth field and in the EU Youth programmes (where digital transformation is one of the horizontal priorities), as well as to contribute to the creation of the digital transformation topic for the Participation Resource Pool. The advisory board members were involved in the co-creation of a definition of Digital Transformation within the context of the EU Youth Programmes and contributed to the development of this mapping and gapping report.

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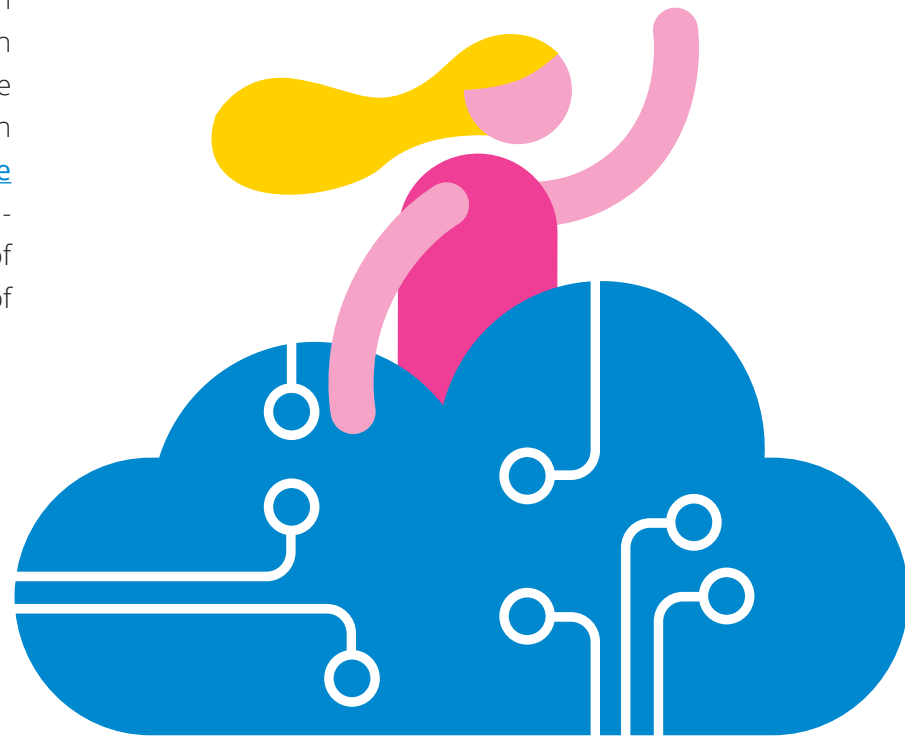
[3]   To learn more about the members of the Digital Transformation Advisory Board, please click on this link.

The Advisory Board is comprised of experts and practitioners with diverse backgrounds and includes representatives of public institutions, national agencies, youth (work) organisations, academia and the private sector. Their expertise spans across various fields, including digital & smart youth work, digital participation, e-Governance, digital skills, digital inclusion, digital transformation as a process, gamification, innovation, EU policies and more.

The co-definition process began with a desk-based field-related literature and online resources review. The themes identified through the literature-reviewed analysis informed the co-creation of the definition with the advisory board. The co-creation process involved online focus groups as well as online mapping and co-writing exercises (using Basecamp and Google Docs as collaboration tools). The outcomes of the co-creative process included

◗ **a short digital transformation definition;**

◗ **a longer digital transformation definition including key areas for consideration. In this report, we provide a concise definition of the two.**

4 Report Aim

The aim of the report is to create a general overview of digital transformation (DT) resources, challenges and gaps in order to advise SALTO PI in developing the content of the [Participation Resource Pool](#). The analysis aims to support SALTO PI in understanding the topics for training events and in identifying gaps (what types of tools, training and knowledge are missing in the youth field). Additionally, the purpose of this report is to make the discussion around digital transformation in the youth field topic more accessible by providing trainers, youth workers and other multipliers with an accessible and easy-to-read summary of existing tools, methodologies, training resources, good practice examples, studies and many more. The analysis also helped us to identify any gaps in resources that might translate into training and information needs in the youth sector. The outcomes of this analysis also aim to inform the continuous development of the field of digital transformation in the [Participation Resource Pool](#).

5 Methodology

## Desk-based resources review

Resources related to digital transformation were identified using online searchers. A group of 3 people searched for content using the terminology used in the framework (e.g., youth and civic tech, youth and digital inclusion). While most of the resources identified here are specifically related to the youth sector, there are also some that are for a more general audience/adults (e.g., design thinking methods in the participatory digital transformation sub-section). The list here is not conclusive nor does it include all the resources that are available. The sample included here serves as a way to obtain a general overview of the availability of resources that might help trainers, youth workers and multipliers incorporate digital transformation into their processes and projects.

Focus group

Members of the digital transformation advisory board partici-pated in an online focus group. The activity involved the mapping and gapping of resources using a Miro board and was followed by a discussion session.

The data collection process began in May 2021 and continued until October 2021.
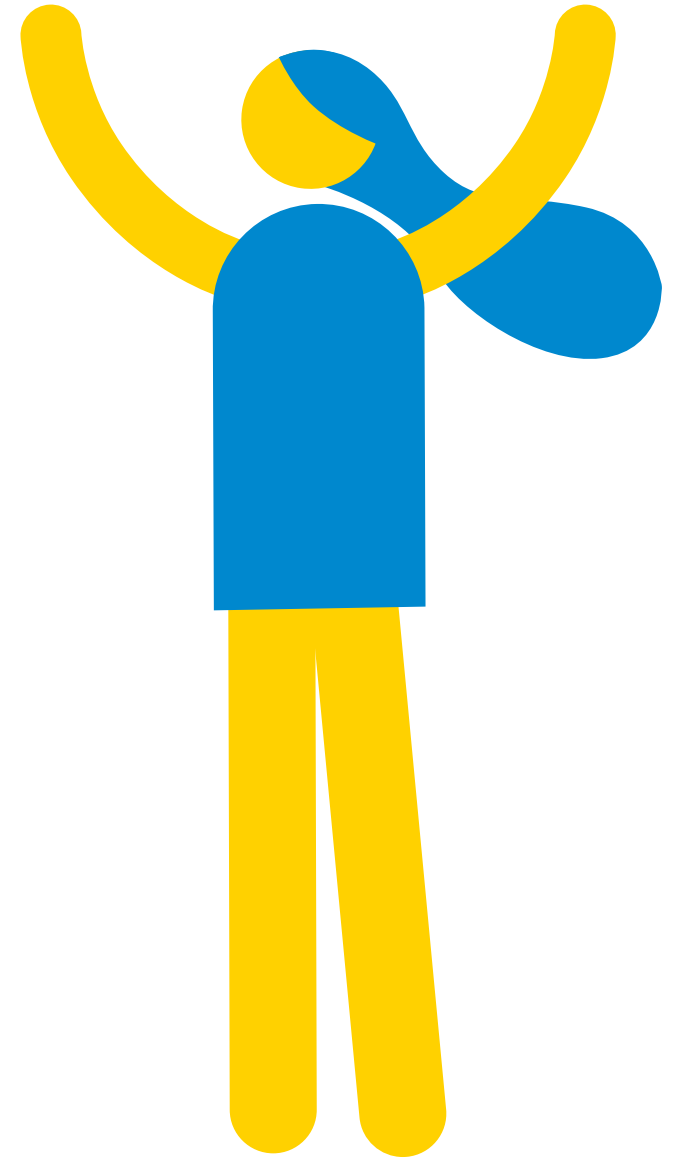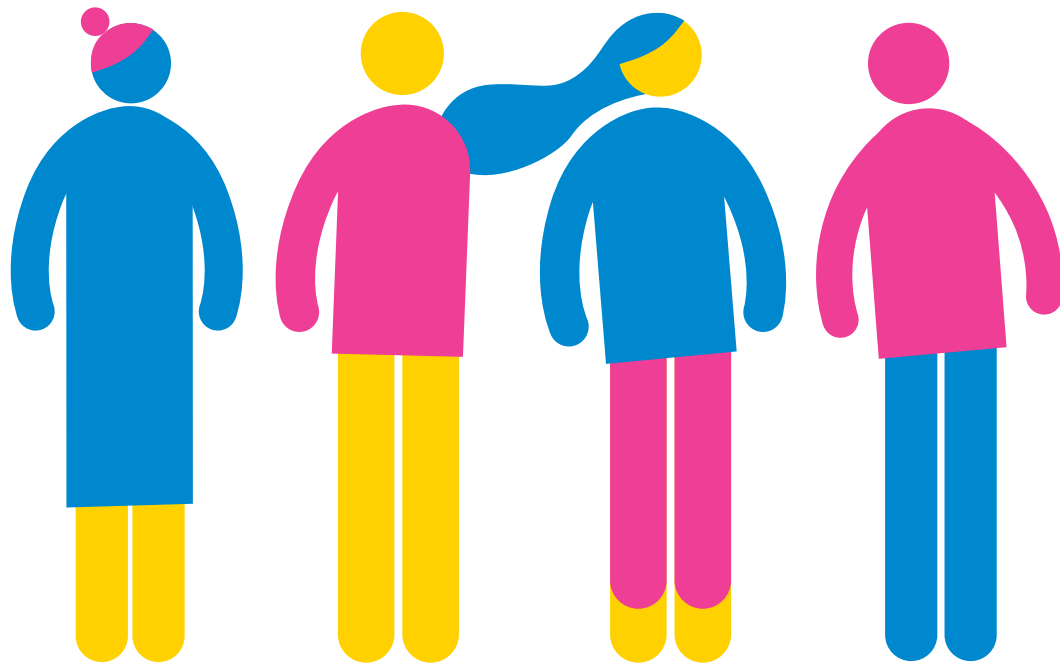
Survey

The aim of the open-ended survey was to delve deeper into the understanding among youth work practitioners of digital transformation and to understand their needs in this area. The following questions were included in the survey:

1. What is your understanding of digital transformation? What are the first things that come to mind when you hear this term?

2. What are the main challenges in your work regarding digital transformation?

3. What have been some of the positive impacts of digital transformation to date? What are some of the opportunities related to digital transformation in the youth field?

4. What are your future goals and aspirations in the area of digital transformation (feel free to dream big and propose ambitious solutions)?

5. Does your organisation have a digital (transformation) strategy or any agreed plans on fostering digital transformation?

6. What kind of support would you need from SALTO PI in the short term to enhance the opportunities and reduce the challenges described (e.g., materials, training, etc.)?

6 Analysis framework:
digital transformation topics structure 1.0

The digital transformation framework (see Section 2) informed the formation of SALTO PI's digital transformation topic structure 1.0 in the Participation Resource Pool. The structure was created to offer a practical way to navigate the topics of digital transformation, which explains why it does not entirely mirror the digital transformation framework. The categories presented below were developed in 2021. However, as our work progressed, we have learnt about additional areas of digital transformation that require attention. To address this, we outline SALTO PI digital transformation topic structure 2.0 for the Participation Resource Pool in the later part of this report.
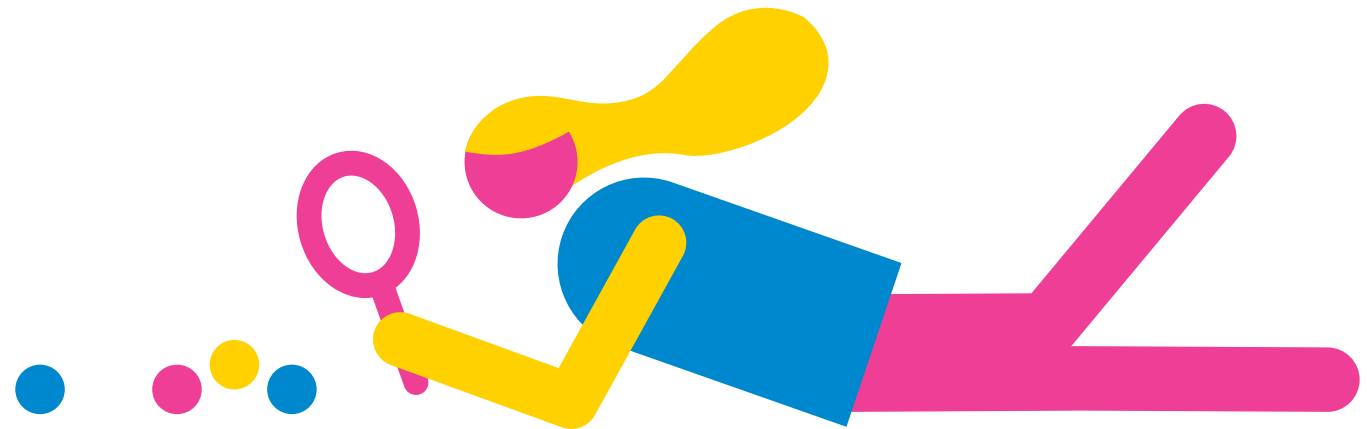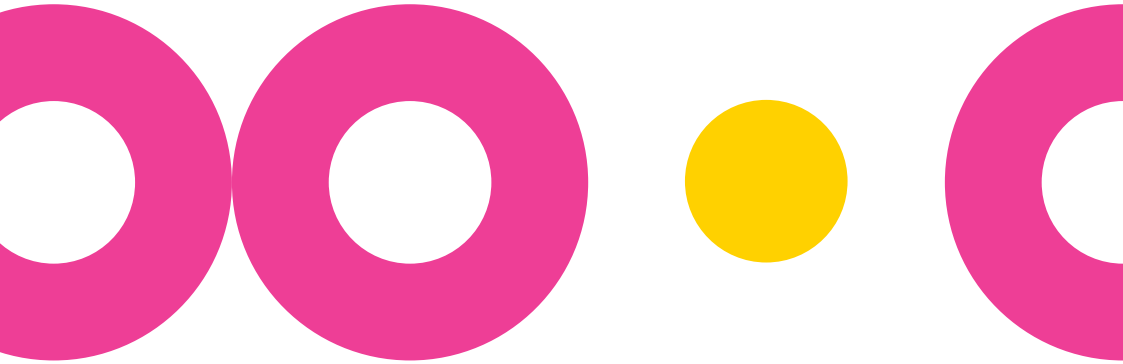
1. Multistakeholderism & Participation

- Digital Governance
- Digital Inclusion
- Civic Tech
- Policy Development
- Participatory Digital Transformation (including Participatory Design)
- Societal Change & Automatisation

2. Digital Education

- Digital Citizenship
- Digital Competencies
- Digital Transformation & Youth Work (incl. Smart Youth Work and Digital Youth Work)
- Virtual and Blended Mobility
- 21st Century Pedagogies & Methodologies
- EdTech

3. Emerging Technologies

- IoT
- AI and algorithms
- Robotics
- Virtual Reality
- Smart Cities and Communities
- NextGen Internet (5G etc.)

4. Digital Sustainability

- Sustainable Digitalisation
- Digital Transformation & Climate Change

5. Digital Rights

7 Mapping and gapping:
digital transformation resources according to their availability

Based on our sample, we identified three categories of resources based on their availability, diversity of types of resources and focus on the youth field. We define a digital transformation resource as a source of information that covers at least one of the areas outlined in our framework (in Section 6). We distinguish below between the following types of resources:

INFO LIBRARY

A range of different types of information on digital transformation.
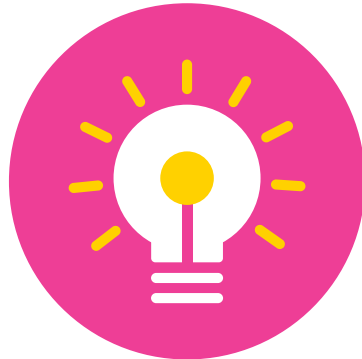
INSPIRING PRACTICE

Examples, descriptions and discussion on digital transformation projects as well as tips on how to approach them.

STUDY

An analysis of topics related to digital transformation.
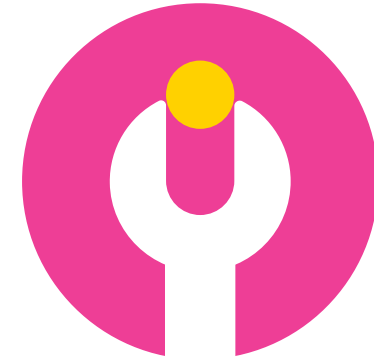
TOOLS

Practical resources and tips on how to implement digital transformation activities. This category also includes examples of interactive learning.

Table 1. Types of resources mapped out in the report.
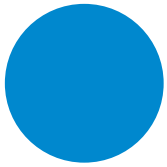
Good

In this category, we included resources that are easily available, provide a range of types of resources and are specifically focusing on the youth sector. Overall, the category of Digital Youth Work seems to have the largest amount of resources available related to digital transformation that are specifically aimed at the youth sector. There is a rich variety of resource types (e.g., tools, inspiring practices) available that are both theoretical and practical. This category is followed by Digital Competences (Digital Education) and Digital Inclusion (Multistakeholderism & Participation).
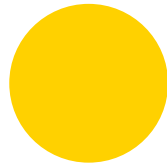
Medium

The medium category encompasses a range of resources that are both youth-sector centred together with broader resources (e.g., design thinking toolkit) related to digital transformation (e.g., virtual mobility in youth work, youth internet governance). Resources belonging to this category can be found in each of the topics. The availability of these resources is limited and there is a need for development or/and access to existing resources that are useful for the youth sector.
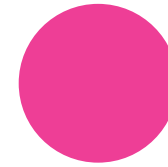
Low

In the low category, there is a low number of resources (if any) that are related to digital transformation. These resources are rarely related to both digital transformation and the youth field. The two key topics in this category include Emerging Technologies and Digital Transformation & Climate Change.
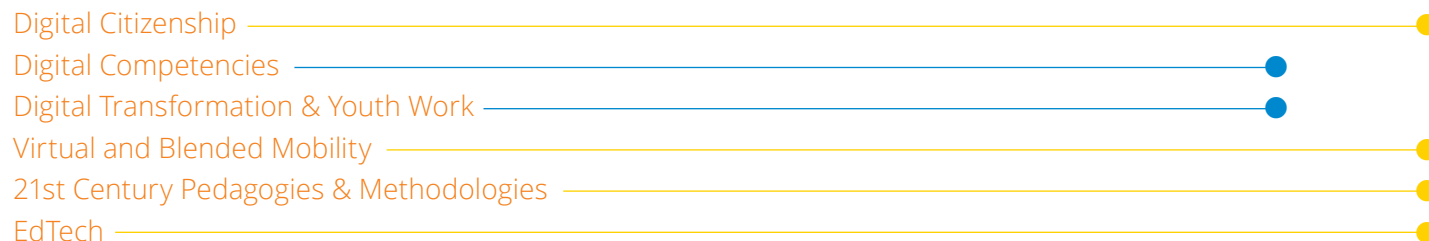
Category/subcategory *Availability of resources:* **Good** **Medium** **Low**
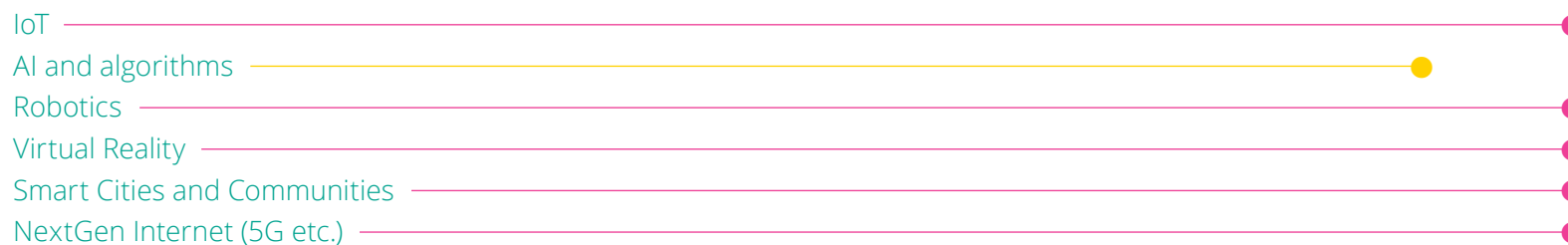
Multistakeholderism & Participation

Subcategory	Availability
Digital Governance	Medium
Digital Inclusion	Good
Civic Tech	Medium
Policy Development	Low
Participatory Digital Transformation (including Participatory Design)	Medium
Societal change & Automatisation	Medium

Digital Education

Subcategory	Availability
Digital Citizenship	Medium
Digital Competencies	Good
Digital Transformation & Youth Work	Good
Virtual and Blended Mobility	Medium
21st Century Pedagogies & Methodologies	Medium
EdTech	Medium

Emerging Technologies

Subcategory	Availability
IoT	Low
AI and algorithms	Medium
Robotics	Low
Virtual Reality	Low
Smart Cities and Communities	Low
NextGen Internet (5G etc.)	Low

Digital Sustainability

Subcategory	Availability
Sustainable Digitalisation	Medium
Digital Transformation & Climate Change	Low

Digital Rights

Subcategory	Availability
Digital Rights	Medium

Table 2. Resources mapped using the SALTO PI digital transformation topics structure 1.0 and according to their availability.

8 Future analysis framework: digital transformation topics structure 2.0

In the months following the resources collection (October 2021), our team carried out additional research and community engagement. Through a series of focus groups and workshops examining digital transformation in the youth sector, we learnt that there is a need for additional topics to be included in SALTO PI's digital transformation topic structure 2.0 in the Participation Resource Pool. The 2.0 version of the structure highlights the need for future mapping and gapping activities as well as for ongoing analysis of the topics that might be of relevance to the youth sector.
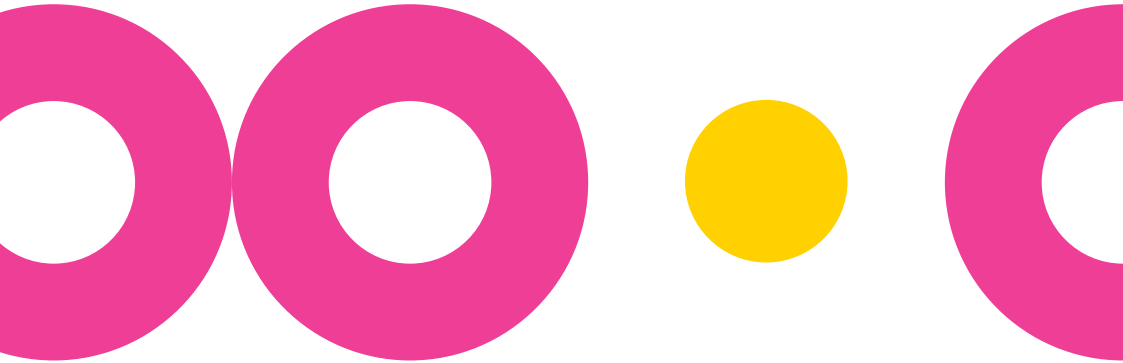
1. Multistakeholderism & Participation

- Digital Governance
- Digital Inclusion
- Civic Tech
- Policy Development
- Participatory Digital Transformation (including Participatory Design)
- Societal Change and Automatisation
- **Digital Communities and Environments**
- **Digital Transformation Strategies**

2. Digital Education

- Digital Citizenship
- Digital Competencies (incl. coding and programming)
- Digital Transformation & Youth Work (incl. Smart Youth Work and Digital Youth Work)
- Virtual and Blended Mobility
- 21st Century Pedagogies & Methodologies
- EdTech

3. Emerging Technologies

- IoT
- AI and algorithms
- Robotics
- Virtual Reality
- Smart Cities and Communities
- NextGen Internet (5G etc.)
- **Intelligent Process Automation**

4. Digital Sustainability

- Sustainable Digitalisation
- Digital Transformation & Climate Change

5. Digital Rights

- **Digital ethics**
- **GDPR**
- **Digital Sovereignty**

6. Digital well-being

9 Conclusion

The aim of this report was to provide trainers, youth workers and other multipliers with an overview of digital transformation in the youth sector and a database with some of the existing digital transformation tools, methodologies, training resources, good practice examples, studies and much more. Using *SALTO PI digital transformation topics structure 1.0 in the Participation Resource Pool* as our analysis framework, we looked for resources according to the topics (see Section 6). From our sample, we have learnt that topics such as digital youth work and digital education have the biggest volume of resources related to digital transformation. The digital transformation topics that are least represented in the data include topics related to Emerging Technologies.

The resources mapped out in this report provide a small sample of the available resources. Our mapping and gapping analysis helped us to identify the current and potential future needs in the sector. Digital transformation is a rapidly developing area in the European youth field. There is an increasing need to ensure that all young people, trainers, youth workers and other stakeholders have access to resources that are informative, engaging and empowering.

While the majority of resources require further development and diversification, there are some that need our immediate attention. For example, there is a need for practical resources (e.g., tools, inspiring practice) on how to approach the topics of AI and algorithms. Examples of such resources might include toolkits or lesson plans focusing on AI and robotics. Topics such as Smart Cities and Communities and NextGen Internet (5G etc.) are important elements of digital transformation. In order to ensure that young people understand and participate in the formation of future technologies, it is crucial to provide tools and examples of inspiring practice in the area. In addition, it is critical to create more resources that explore the topics of digital sustainability and digital rights. What are some of the ethical needs related to digital transformation? How can young people actively engage with these topics? All forms of resources (e.g., studies, tools, inspiring practice, info library) are required in order to examine and address these questions more effectively.

SALTO PI digital transformation topics structure 1.0 in the Participation Resource Pool has provided us with an initial analysis of the existing resources. However, as this report indicates, there is a need for additional analysis that will take into account the new areas of interests as listed in SALTO PI digital transformation resource pool structure 2.0. In the meantime, SALTO PI continues to update its digital transformation resources available in the Participation Resource Pool.
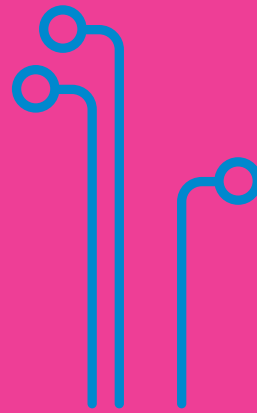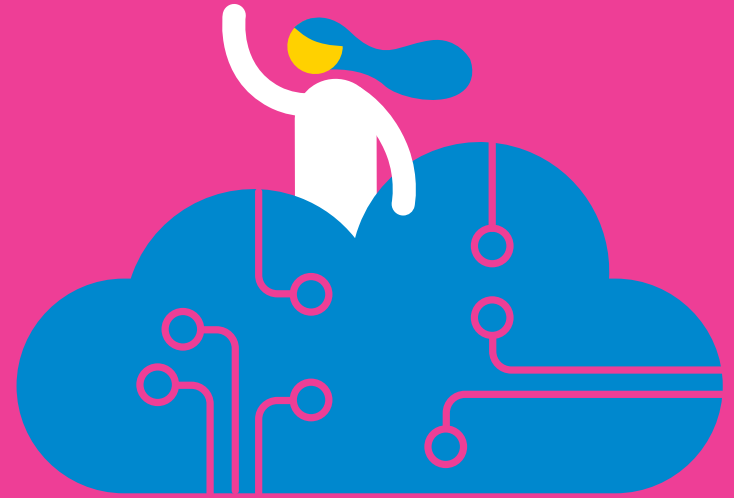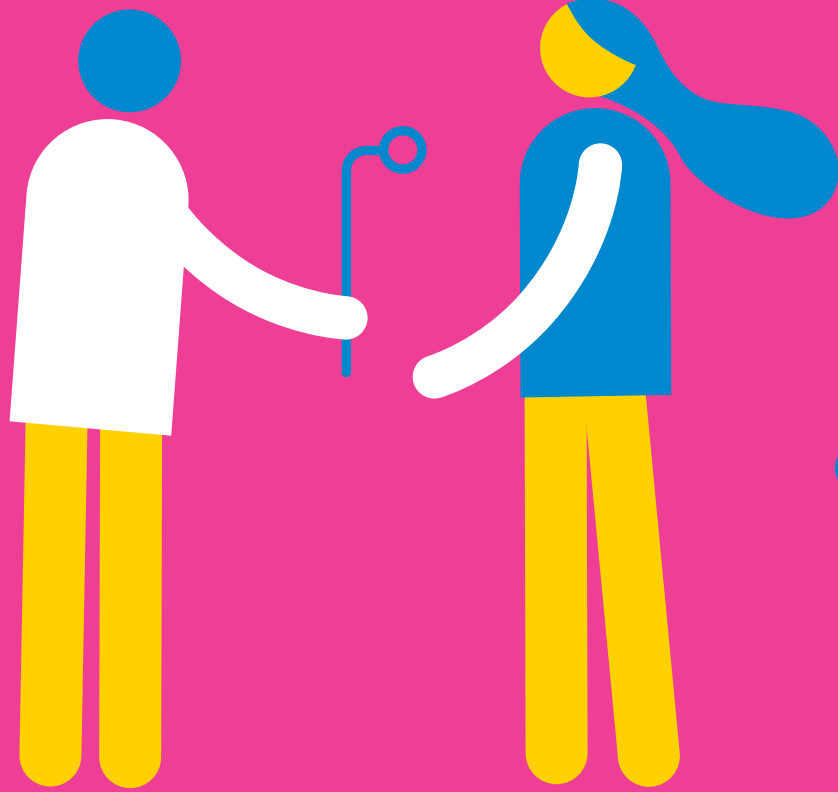
You can find more digital transformation related resources in participationpool.eu/resource with the filter Digital Transformation

1 Multistakeholderism & Participation

Category	Title	Info Library	Inspiring Practice	Study	Tools	Link
Digital Governance	Youth Internet Governance Forum Movement #EveryVoiceCounts	●	●	●		www
Digital Inclusion	Youth inclusion, digital solutions and the global pandemic			●		www
	Social inclusion, digitalisation and young people			●		www
	Digital youth inclusion and the big data divide: examining the Scottish perspective			●		www
Civic Tech	Civic Tech Field Guide	●	●		●	www
	Stronger Together	●	●		●	www
	Civic tech toolbox (in German)	●	●		●	www
	The OGP Toolbox	●	●		●	www
	Mobility and youth participation within the EU: are they incompatible?			●		www
	Online Youth Activism. The power of the hashtag		●			www
	Digital civic engagement by young people			●		www
Policy Development	New and innovative forms of youth participation in decision-making processes	●	●	●		www
Participatory Digital Transformation	'W(e) - participate - Harnessing digital innovation for youth e-participation at local level'			●	●	www

Category	Title	📖	🎙️	🔁	🔧	Link
Participatory Digital Transformation (continues)	A Roadmap for the delivery of eParticipation: lessons learned from the STEP project is by itself an interesting source, but the chapter 'Framework and Recommendations for the delivery of e-Participation with Young People'			●		www
	Tools and tips on youth e-participation, ECAS Digital Democracy Day '16 (video)		●		●	www
	Guidelines for successful e-participation by young people (video)				●	www
	MOOC on Erasmus Plus: Design Your Participatory Approach				●	www
	SPECULATIVEEDU				●	www
	New learning materials for digital youth participation	●	●		●	www
	Civic Participation of Youth in the Digital World		●	●		www
Societal Change & Automatisation	The future of work in Europe			●		www
	DigiGen: research into the impact of technological transformations on the Digital Generation			●		www
	Dream Jobs? Teenagers' Career Aspirations and the Future of Work			●		www
	Automation Will Hit Young People Hardest. Can These Non-profits Prepare Them for It?		●			www
	Analysis of the Digital Transformation of Society and its Impact on Young People's Lives			●		www
	Youth CO:LAB: Opportunities and challenges around digital transformation for young people in Asia and the Pacific	●	●			www
	Digital Skills and Youth Entrepreneurship: An Overview of Digital Transformation	●				www
	I am The Future of Work: Now What?	●	●			www
	Youth entrepreneurs engaging in the digital economy: the next generation	●				www

2 Digital Education

Category	Title	Info Library	Inspiring Practice	Study	Tools	Link
Digital Citizenship	European Schoolnet: Digital Citizenship Projects		●	●	●	www
	Digital Citizenship Education Booklet		●		●	www
	Digital Citizenship Lesson		●	●	●	www
	Digital Citizenship Curriculum		●	●	●	www
	What Is Digital Citizenship & How Do You Teach It?		●	●		www
Digital Competences	Digital Competence Framework 2.0				●	www
	Do young people in the EU have digital skills?			●		www
	DigitalSkills Up	●			●	www
	YSkills	●	●	●	●	www
	EdTech Hub	●	●	●	●	www
	CODERDOJO Foundation Resources	●	●		●	www
	RASPBERRY PI Foundation	●			●	www
	FreeCodeCamp: create a Super Mario Clone	●			●	www
	EU Digital Skills and Jobs Platform	●	●	●	●	www
	The Game Educators Handbook			●		www
	Digital gamification for youth engagement	●	●		●	www

Category	Title	📖	📢	🔄	🔧	Link
Digital Transformation & Youth Work (incl. Smart Youth Work and Digital Youth Work)	Digital Youth Work EU	●	●	●	●	www
	Perspectives on youth webinar – digital youth work		●	●		www
	The road to smart youth work			●		www
	Youth work practitioners have to be agile. The EU sees digital youth work as an opportunity for the future	●				www
	Developing digital youth work			●		www
	European Guidelines for Digital Youth Work			●	●	www
	Modes + Tools of online youth work (video)		●		●	www
	Inclusion & Diversity in Digital Youth Work	●	●	●	●	www
	Technology and the new power dynamics: limitations of digital youth work			●		www
	A guide to delivering digital youth work		●		●	www
	Confidence Boost in Digital Youth Work Workshop (video)		●			www
	MOOCdigital. Video Games in Youth Work	●	●	●		www
	MOOCdigital. The Among Us video game as a space for communication	●	●	●		www
	Guidelines: Digital tools for non-formal education	●	●	●	●	www
	DIGI YOUTH: South East European Youth Network (SEEYN) Handbook & Tools			●		www
	Articles on digital youth work by IJAB	●	●			www
	Youth Work 2.0 Toolkit		●	●	●	www

Category	Title	Book	People	Exchange	Tool	Link
Virtual and Blended Mobility	MOVIDIS		●			www
	MOVE IT: Foreseeing the future of digital youth mobility and youth work in 2030 (video)		●		●	www
	Digitally Enhanced Mobility. CIVIS Handbook on Virtual Mobility	●	●		●	www
	Virtual Exchange and its role in Blended Mobility Initiatives			●		www
	Webinar: Virtual Mobility: Initiatives and best practices for a worldwide virtual mobility	●	●		●	www
	MOVE IT - Youth mobility in the digital era (online event)		●		●	www
21st Century Pedagogies & Methodologies	21st Century Pedagogy: An Educator's Guide for Teaching the Future	●				www
	8 methodologies that every 21st-century teacher should know		●		●	www
	Co-design Best Practice Report		●	●		www
	The Design Kit				●	www
	Design Thinking Resources and Activities				●	www
	Using games in youth work for development education (toolkit) – National Youth Council of Ireland		●	●	●	www
	Gamification Methods For Educational Management		●		●	www
	Digital Natives			●		www
EdTech	EdTechHub	●	●	●		www
	EdTech Digest	●	●	●		www
	EdTechTools: a global repository of education technology platforms				●	www

3 Emerging Technologies

Category	Title	Info Library	Inspiring Practice	Study	Tools	Link
AI and algorithms	Declaration on Youth Participation in AIGovernance (2020)			●		www
	Adolescent perspectives on artificial intelligence			●		www
	UNESCO and UNITAR's AI and Human Rights course	●			●	www
	Teens in AI			●		www
	What is Artificial Intelligence – and how does it affect YOU?	●		●		www
	Artificial intelligence: what you should better know	●				www
Robotics	Edurobots	●	●	●		www
Virtual Reality	Virtual Reality in Youth Work	●	●		●	www
	ARETE	●	●		●	www
Smart Cities and Communities	Future skills for future cities	●				www
	How an app connects Phoenix youth with life-changing jobs		●			www
NextGen Internet	Next Generation Internet initiative	●				www

4 Digital Sustainability

Category	Title	Type of resource:	Info Library	Inspiring Practice	Study	Tools	Link
Digital Transformation & Climate Change	Youth4DigitalSustainability: 12 recommendations from youth			●	●		www
	The New Shores			●		●	www
	Infographic: The Carbon Footprint of the Internet		●			●	www
	What colour is the cloud?		●				www
Sustainable Digitalisation	Sustainable Digitalization: Guidelines For A Digitalization We Need For The Future We Want				●		www
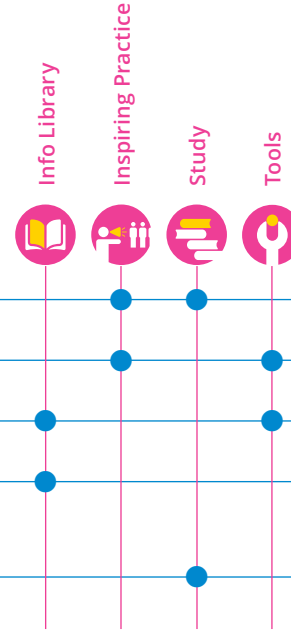
5 Digital Rights
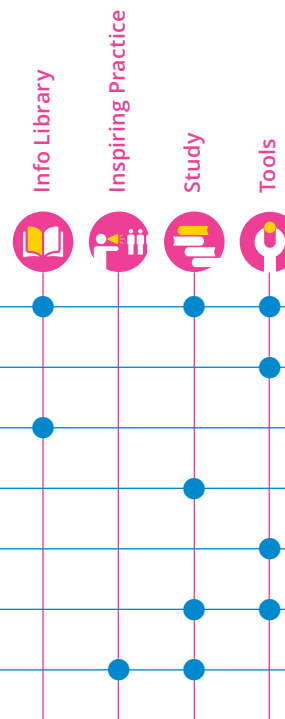
Category	Title	Type of resource: Info Library	Inspiring Practice	Study	Tools	Link
Digital Rights	5 Rights Foundation	●		●	●	www
	Data Detox Youth				●	www
	Child Protection and Children's Rights in the Digital World	●				www
	Young people help draw up UN digital protection recommendations			●		www
	Rights Arcade, game app to make human rights learning accessible				●	www
	Digiethik. Talking to children and young people about Digital Ethics			●	●	www
	Young People, Ethics, and the New Digital Media: A Synthesis from the GoodPlay Project		●	●		www