

YOUNG PEOPLE

The focus of the study are young people who are facing some kind of disadvantage or exclusion. These may include:

SOCIAL INCLUSION

Social inclusion is the process of promoting the values, relations and institutions that enable all people to participate in social, economic and political life on the basis of equality of rights, equity and dignity.

EXCLUSION

Social **exclusion** is multidimensional – it encompasses social, political, cultural and economic dimensions, and operates at different social levels.



TRAININGS AND EDUCATIONAL OPPORTUNITIES WITH A DIGITAL DIMENSION

ADDRESSED TO YOUTH WORKERS, TEACHERS, OTHER SPECIALISTS TO:

Youth workers, teachers or other specialists working directly with young people have various opportunities to advance their digital skills and competences and use online tools for their self-development:

- online educational programmes for lifelong learning
- digital pedagogical resources for various school subjects adapted to new digital devices
- digital skills trainings for youth workers working in contexts of social inclusion
- trainings on digital/smart youth work and use of digital tools, media literacy and relevant topics such as digital citizenship, online safety, cyber-bullying, or responsible Internet use

ADDRESSED TO YOUNG PEOPLE:

Digital training and educational opportunities for young people have the following characteristics:

- trainings address basic digital skills, online safety and aim to foster creativity
- basic ICT courses are taught in schools as a part of formal education curricula
- advanced digital skills (such as programming) are mostly addressed to university students
- some countries implementing the Youth Guarantee have digital trainings for NEET or at risk youth
- young people from disadvantaged backgrounds still have limited opportunities
- in non-formal education, digital programmes are led by NGOs, youth centres, hubs, makerspaces or technology companies
- trainings are delivered face-to-face

DIGITAL TOOLS & ONLINE PLATFORMS

ADDRESSED TO YOUTH WORKERS, TEACHERS, OTHER SPECIALISTS TO:

- 1 **Improve their ICT skills**
- 2 **Share experiences, materials and tools**
- 3 **Proactively engage in online safety**
- 4 **Use artificial intelligence (AI) powered tools to supplement their work**

PLATFORMS AND TOOLS FOR YOUNG PEOPLE OFFER:

- 1 **Health support** on mental health, substance abuse, sexual activity, HIV services
- 2 **Greater inclusion** of young people with disabilities
- 3 **Space for participation, dialogue and consultation**
- 4 **Online safety guidance** for children and teenagers
- 5 **Educational & professional guidance**
- 6 **Information & counselling**

Digitalisation is a social phenomenon of increasing importance of **digital technology** and **digital tools**, **mass communication** and **online spaces** and **communities**.

Digitalisation does not refer only to the **access to technology** and the Internet, but to the **use of Internet** and different digital opportunities.

CARE for SAFETY ONLINE



POLICIES

ACCESS TO INTERNET

Of young people surveyed*:

- 95% use Internet daily
- 89% use mobile devices as access points
- 11% have taken part in online consultations or voting to define political or civic issues

*Eurostat data, 2019

PURPOSE OF INTERNET USE

- social networks
- communication
- civic awareness
- civic opinions

STUDY ON SOCIAL INCLUSION, DIGITALISATION & YOUNG PEOPLE

USE OF INTERNET

Youth Partnership

Partnership between the European Commission and the Council of Europe in the field of Youth



Disclaimer: The opinions expressed in this work, commissioned by the European Union–Council of Europe youth partnership, are the responsibility of the authors and do not necessarily reflect the official policy of either of the partner institutions, their member states or the organisations co-operating with them.
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