WELCOME TO THE FIRST NEWSLETTER FROM THE YOUTH IMPACT+ PROJECT!

For the first update to the project, the information below is a quick overview of the project, and the activities we are looking forward to in the project.

PROJECT OVERVIEW

YouthImpact+ is a 26-month Erasmus Key Action 2 project which aims to promote quality, innovation, and recognition of youth work through the platform and outputs, as this is an overarching theme and strategic objective of the 2019-2027 Youth Goals.
Increasing and maintaining the quality of Youth work across Europe is key to achieving the Youth Goals, and this can be done by ensuring youth organisations and youth workers are able to learn from each other by recognising and sharing good practices of other European youth projects, increasing the quality of youth work, the skills, competences and understanding of youth workers and in turn, facilitating high quality opportunities and support for the youths engaged with them.

To address these priorities, the project will strengthen and support the mandate of the EU Youth Coordinator (to ensure that youth issues are mainstreamed and well connected with all policy areas of the EU that affect young people) using an innovative tool (within the YI+ digital platform), which will increase transnational collaboration between youth organisations, promote "sister project" collaboration, engagement and sharing of lessons learned. The project will support and facilitate the dissemination of project results, outcomes, and the impacts of European funded youth projects by connecting the youth work sector, to achieve the objective of mainstreaming youth lead initiatives.

PROJECT PARTNERS

- The Opportunity Centre, United Kingdom
- CESIE, Italy
- EduCentrum, Czech Republic
- BfE, Bulgaria
- CPDIS, Romania
- Innovation Frontiers IKE, Greece
- IAAD, Turkey

PROJECT OUTPUTS:

IO1: YouthImpact+ Digital Tool and Platform

The YI+ digital tool will be an interactive, user-managed tool which allows youth workers and youth project coordinators to quantifying the social, and environmental impacts of European funded projects and programmes. By entering data, results and information about/from the project into the YI+ tool, the tool will generate policy recommendations and use this evidence-based data to inform youth policy decisions at regional, national and European levels, as well as at local and regional level to address gaps in skills and knowledge, and better understand target groups and stakeholders' needs and issues.

All project stakeholders will be able to contribute to the YouthImpact+ exercise remotely – this will increase engagement and enthusiasm for it, and after Covid-19, it presents a good, viable remote solution for such impact measurement activities. In terms of functionality, for example, the creator of the exercise will set it up, entering the project name, pre-agreed objectives, target groups and stakeholders and will invite the rest of the partners to collaborate on the exercise. The process will follow the same as the Impact+ exercise, but with all partners contributing interactively and remotely, and time limits for each part being set by the coordinator/creator for partners to complete/contribute to each activity/section.

The digital tool will also allow users to generate an 'Impact Snapshot' – a type of report which will allow users to generate a summary of the impact of their project to a given date. This can be used for interim and final reports, as well as to inform the organisation on their best approaches and tools for ensuring expected impact, prior to or at the beginning of a project.
The tool can also be used to summarise impact for interim and final project reports in the All users can put in their own input by a pre-agreed or requested deadline. The YI+ digital system summarises it. By registering your project on the platform, the system allows the stakeholders to track the project impact over the course of the lifetime of the project, providing graphs and infographics of impact indicators. The tool also generates a report at key points of the project (progress report, TPMs, interim report, final report, etc.).

The final benefit and feature of the digital tool will be that as it will support the European Commission's objectives of evidence-based policy-making through by providing evidence from youth projects successfully carried out under the EC's funding programmes. In this way the 'super administrator', will have access to all data and information added to the digital tool and will be able to draw evidence-based conclusions about which aspects of youth call funded projects are successfully impacting their wider stakeholders implemented through European funded programmes. This tool aims to align itself with the European Youth Portal and be added on the EYP as an interactive tool, during piloting phases, but also post project completion to ensure long term sustainability and maximise exploitation opportunities.
As well as the individual project functionality, users will be able to compare their project impact with the project impact of other users' projects, so that this generates an organic database of evidence based results to create an exchange of best practices and comparison of approaches in different project circumstances.

IO2: YouthImpact+ Training e-Course

This output is an e-course aimed at the intended users of the digital tool and platform. The e-course will be accessible entirely online and allow users to choose the purpose for which they plan to use the YouthImpact+ digital tool.

The e-course will consist of two parts:
– Content Development (Lead by IAAD)
– Technical Integration (Lead by Innovation Frontiers)

The e-course will be a dynamic, interactive course for both target groups to learn how to use and properly integrate the YouthImpact+ tool and platform into their planned or existing youth initiatives and projects.

To help the target groups develop their understanding of the platform and tool, the project will develop the training e-course content, which will include a module for each specific step involved in the planning, implementation, stakeholder identification, collective and individual impacts on stakeholders, monitoring and measuring impacts, data collection and data sources, recommended activities to maximise impact and how project impact relates to EU policy objectives.

The e-course will be a learning accelerator where youth project stakeholders can build on and their existing knowledge and skills, which will allow them to be able to successfully implement the YouthImpact+. The recipients of this e-course will then be able to take their wealth of knowledge they have about their project's local, regional and national context and with the help of the YouthImpact+ digital tool, contextualise that to understand where their local impact sits in terms of EU policy.

YI+ E-COURSE

The e-course will contain a total duration of 24 hours of learning, with the learning time split down into as many modules as is agreed during the planning stages.
Supporting material in partner languages, which will include three video overviews, 1 for youths, 1 for youth workers and 1 for youth organisations.

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