**YOUTHIMPACT+ PROJECT**

**Promoting quality, innovation, and recognition of youth work**

**What is Youth Impact+?**

The YouthImpact+ project 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, which 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.

**Youth Impact+ Goals**

Youth Impact+ wants to enhance recognition of Youth Work through European funded programmes across Europe at national and EU level, improving sectoral cooperation, and including through the EU Youth Coordinator’s mandate, and supporting youth in shaping EU policies.

The project aims to increase knowledge about the situation of young people and youth policies, providing an evidence-base of information and data that facilitates the mainstreaming of youth issues amongst all policy areas of the EU that affect young people. The aim is to support the capacity building of youth workers and youth work practices, and to reinforce links between policy, research and practice and then promotion.

**The Youth Impact+ results**

Youth Impact+ will reach its goals by developing two interactive digital tools:

**Digital Platform YI+**

The YouthImpact+ digital tool is an interactive, user-managed tool which allows youth workers and project coordinators to quantify the social and environmental impacts of European funded projects and programmes.

**Online Training Course**

The YouthImpact+ e-course is a dynamic, interactive course for users to learn how to properly use and integrate the YouthImpact+ digital platform into their planned or existing youth initiatives and projects.

**Next Steps**

The first part of the project saw the involvement of all partners in research and studies research of good practices and digital tools useful for the design of interactive tools. The partners carried out brain-storming activities and then shared useful work to understand the definition of the interactive platform and e-course.

In this second phase, the development of the tools from a technical point of view will then take place, and in the final phase the promotional activities will be carried out.

**More updates**

If you are interested in exploring new innovative tools and the project’s updates, please contact: ana.tokos@theopportunitycentre.com

Partners

* [Aspire-IGEN Group Ltd](https://theopportunitycentre.com/) (UK, coordinator)
* [CESIE](https://cesie.org/%20) (Italy)
* [IAAD](https://sites.google.com/view/iaad-research/home?pli=1&authuser=1) (Turkey)
* [Innovation Frontiers IKE](https://innovationfrontiers.gr/) (Greece)
* [EDUCENTRUM ZU](http://www.educentrum.eu/) (Czech Republic)
* [FONDATSIYA NA BIZNESA ZA OBRAZOVANI](https://fbo.bg/en/) (Bulgaria)
* [Asociatia Centrul pentru Dezvoltarea Instrumentelor Structurale-CPDIS](http://cpdis.ro/) (Romania)

Website: <http://www.youthimpactplusproject.com/>

Facebook: <https://www.facebook.com/youthimpactplusproject/>

Youtube: <https://www.youtube.com/channel/UCRLvIvMqtY4esXGFBywfzYA>

Twitter: <https://twitter.com/YouthImpactPlus>