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INFOPACK

“Digi-Hack - A Journey Through Digital Competence”

Training course

to deepen the understanding of digital competence within youth work and non-formal education contexts, and to strengthen the capacity to design and facilitate practical digital learning experiences for young people.

Barcelona, Spain
18.9 - 25.9.2026



What's it about?

Through non-formal education and experiential learning approaches, participants will explore key concepts from the DigComp 3.0 framework - including information search and evaluation, communication and collaboration, content creation, safety and wellbeing, and problem identification and solving - while gaining insight into practical tools and methods that promote responsible and confident digital engagement among youth. The course places strong emphasis on the role of youth workers as facilitators of digital learning processes. Participants will examine how educational activities can be designed and facilitated in an engaging and empowering way, with particular attention to building digital confidence, encouraging critical and responsible use of digital technologies, supporting young people in recognising digital opportunities and risks, and connecting digital competences to real-life youth work contexts.

Where and when?

18 - 25 Sept 2026
Barcelona, Spain

Apply until

12 August 2026

PROJECT DETAILS



What will the tc look like?

Going beyond theory, the training course is highly participatory and practice-oriented. Participants will engage in interactive workshops, small-group design sessions, and hands-on activities focused on applying DigComp 3.0 principles in youth work, culminating in a hackathon in which participants identify real digital problems and co-create creative solutions. Special focus will be placed on developing concrete educational activities and local-level session designs that integrate digital competence into everyday youth work practice. By the end of the course, participants will have strengthened their facilitation competences, developed practical activity concepts, and gained tools and strategies to foster critical thinking, creativity, and responsible digital engagement among young people in their communities.

The initial phase of the training focuses on building a safe and supportive learning environment, fostering trust among participants, and creating a strong sense of group cohesion. As the training progresses, participants will deepen their understanding of the DigComp 3.0 competence areas, including information search, evaluation and management, communication and collaboration, and content creation. Through practical workshops and reflective exercises, they will strengthen their facilitation competences and explore methods for designing engaging digital competence learning experiences. In the later stages and through structured teamwork, participants will focus on applying their learning through a hackathon format grounded in problem identification and solving.

PROJECT DETAILS



The activity is rooted in Youth Goal #7:
Quality Employment for All

It contributes to:

1. Ensuring equal opportunities for all young people to develop the necessary skills and gain practical experience in order to smoothen the transition from education to the labour market
2. Ensuring equal access to quality information and adequate support mechanisms to prepare young people for the changing labour market and future of work.

PROJECT DETAILS



Further goals of the project

1. To introduce participants to key concepts of digital competence within non-formal education (NFE), using the DigComp 3.0 framework as a common reference point.

2. To explore country realities of youth work and digital education, fostering exchange of experiences and good practices among participants from different contexts.

3. To equip participants with practical NFE methods and tools for designing and facilitating digital competence learning activities with young people at local level.

4. To strengthen participants' capacity to identify digital problems and co-create creative, human-centred solutions through a hands-on hackathon format.

5. To strengthen participants' capacity to identify digital problems and co-create creative, human-centred solutions through a hands-on hackathon format.

6. To develop participants' understanding of the five DigComp 3.0 competence areas - information search and evaluation, communication and collaboration, content creation, safety and wellbeing, and problem identification and solving - and their relevance to youth work practice.



GOALS



In

We are expecting you on the 18th of September 2026 in the afternoon (between 17:00 and 19:00 o'clock).

The Welcome Program start will be arranged with the trainers based on arrival time of the participants, and dinner will be served between 19:00 - 20:00h.

and out

The departure is envisioned for the morning of 25th of September 2026 after breakfast.

TIMING

Barcelona, Spain 18.9 - 25.9.2026

Participants are expected to attend the full duration of the Training Course

18th - 25th September 2026



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Barcelona

All participants will be accommodated at

Barcelona Xanascat

41 Passeig de la Mare de Déu del Coll - Barcelona (08023).

Tel. +34 93 210 51 51

Email: barcelona.xanascat@gencat.cat

Web: <https://xanascat.gencat.cat/en/home>





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Please note

Please note that you should bring your own towels.

Breakfast, lunch and dinner will be served daily at the residence.

The Training Course will be held at the residence .

Good to know !

All participants will be accommodated in **Barcelona Xanascot**, very well connected to the city center by public transport.

Participants will be placed in multiple-bed rooms (bunk beds). Bed sheets are included, you should bring your own towels. WI-FI connection in the whole building. Check-in from 14:00 (it is possible to leave the luggage in a storage room)

ACCOMMODATION

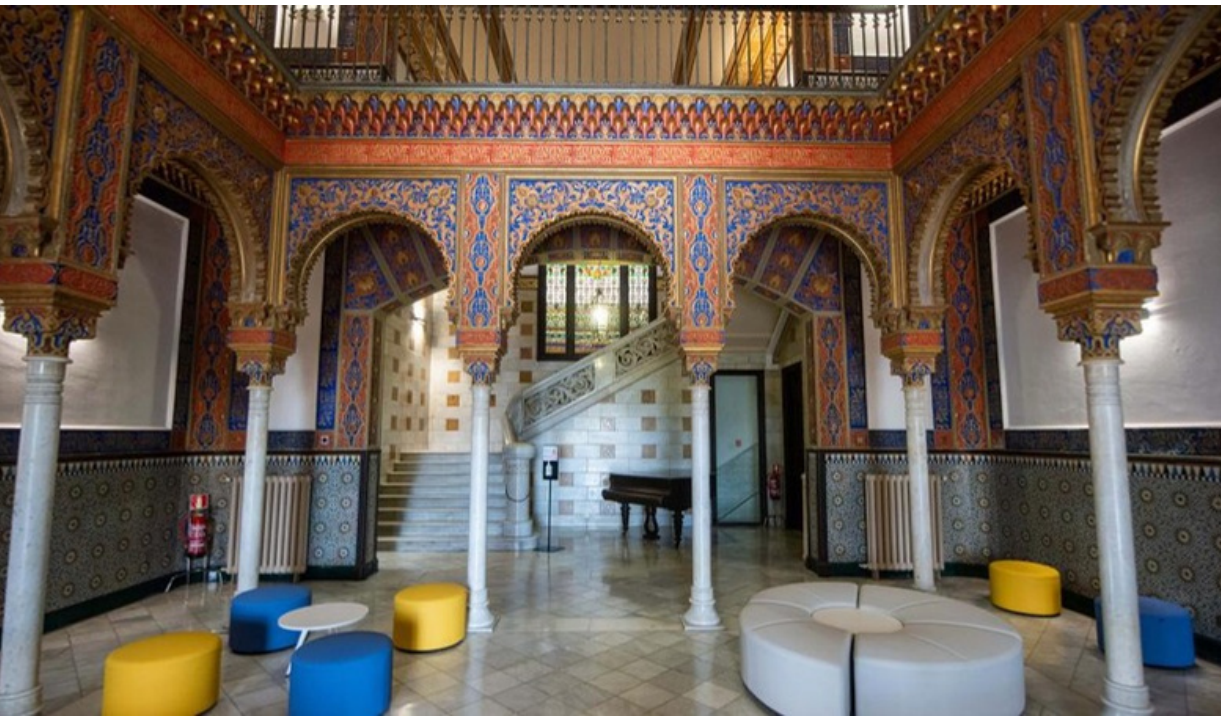
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Hostel



Rooms



Dining area

ACCOMMODATION

TRAVEL

For all information about booking your tickets and coming to Malaga, you should be in contact with **Veronica Bracaccini** – in charge of project logistics, by using the official project e-mail (you can find all contacts below).



We are kindly asking you to choose the ecologically and economically friendly means of transport, if possible.

Sustainable means of transport (green travel) is defined as the travel that uses low emissions means of transport for the main part of the travel, such as bus, train or carpooling.



Participants must keep all travel documents (tickets, travel agency invoices and boarding passes) as organizers are able to make any reimbursement only on the bases of presented documents!

A detailed guide to reimbursement will be provided.

Please don't buy your tickets before we approve them!

When you will plan your trip and BEFORE buying your tickets (especially if your planned travel itineraries are different than 18th -25th September, please inform us in advance, so we can approve your tickets and travel costs.

P.S. At purchasing your travel ticket, please ask for the invoice

Travel costs will be reimbursed only for the cheapest way of transport and for the return tickets. Travel expenses are covered by the organisers 100% up to the maximum of unit cost per distance calculator and means of travel, including bank transfer and other appropriate fees (for all the original tickets and ways of travel that are plane, bus, train, ferry, carpooling, NOT taxi).

For distances, less than 500 km one way (by Distance Calculator | Erasmus+), the preferable means of transport are land transportations, such as train and/or bus. If other mean of transport is selected for such travels, e.g. airplane, those will be reimbursed 60% of airfare, in accordance with the principle of environmental awareness and protection.

TRAVEL

Travel budget calculation is based on the distance between your starting point and the venue of the program:

10 -99 km	28€ / 56€	green option
100 - 499 km	211€ / 285€	green option
500 - 1999 km	309€ / 417€	green option
2000 - 2999 km	395€ / 535€	green option
3000 - 3999 km	580€ / 785€	green option
4000 - 7999 km	1.188€	
8000 - more	1.735€	

The distance must be calculated according to the official Erasmus+ distance Calculator, which you can find at the following link:

<https://erasmus-plus.ec.europa.eu/resources-and-tools/distance-calculator>

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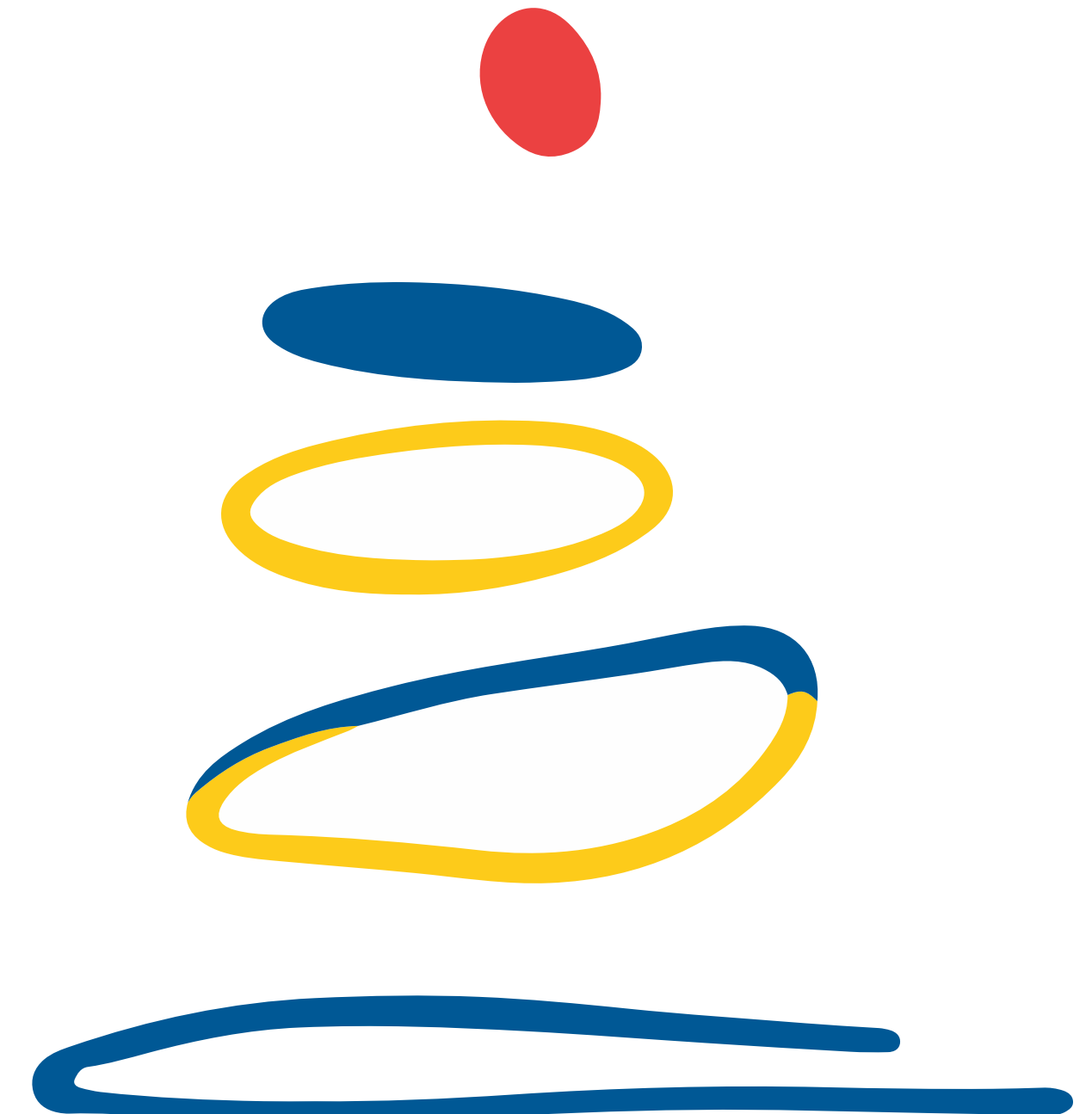
REIMBURSEMENT

The travel reimbursement **will be done by bank transfers only, after you return home** and send us the ORIGINAL boarding passes and tickets (and after you submit/send us the filled in evaluation forms of the training course).



Further Rules regarding the booking of the tickets and reimbursement:

1. Only the cheapest tickets will be reimbursed. We will not cover tickets with the deviation from the direct route (A - B - A), extra unnecessary stops and layovers. We don't cover seat reservation fees, leisure plus tickets, flexible tariff tickets, extra travel insurances, priority boarding fees, local bus baggage, handwritten tickets or bianco nota bills.
2. Extra hand luggage can be covered if within budget (make sure you send a plan before purchasing, as some extra fees might be applied by some airlines).
3. We can't cover travel agencies' fees. Travel agencies invoices for the tickets won't be accepted for reimbursement.
4. We can't reimburse taxi, only public transport and carpooling will be covered. Multiple trips passes/ memberships for transportation are not eligible for reimbursement;
5. You can arrive maximum 1 day before the activity or depart maximum 1 day after if you want to spend more time in Barcelona on your own. In that case, travel expenses must stay within the agreed budget, while accommodation on the extra days is not covered. For green travels, participants can have up to 4 additional travel days.



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CONTACTS

Veronica Braccacini
project09@yp-de.org

Logistic coordinator

Project E-mail

For planning your travel you are directed to contact the project team by using the mail address.

Veronica Braccacini is the person in charge of logistics of the project.

In case of any problem during your travel or if you need any further information please don't hesitate to contact us!



Youth Power Austria



AJP- Associação juvenil de Peniche



GreenItaly



EA Consulting

PARTNERS