

Draft agenda: Developing Digital Youth work 13.-17.9.2016, Oulu, Finland

Tuesday 13/09	Wednesday 14/09	Thursday 15/09	Friday 16/09	Saturday 17/09
	Breakfast	Breakfast	Breakfast	Breakfast
Arrivals	Welcome & introductions	KEYNOTE: How young people in Finland use social media Realities in participant countries	KEYNOTE: Legislation, policy making and implementation at the local and European level	Departures
	Break	Break	Break	
	What is digital youth work?	Digital youth work tools, applications and platforms: sharing case examples	Examples of past and ongoing Erasmus+ Youth in Action projects	
Informal get-together and dinner	Lunch	Lunch	Lunch	
	KEYNOTE: Perspectives for youth participation	KEYNOTE: Digital gaming and game culture among young people	MATCH MAKING: sharing project ideas and searching partnerships	
	Break	Break	Break	
	Implications for participant countries	Implications for participant countries	Conclusions & evaluation	
	Dinner	Dinner	Dinner	

