## DIGIFY Digital Innovation for Growth and Inclusion through Future-ready Youth

Erasmus+ Call Priorities	Erasmus+ 2024 Key Action 2 - Cooperation Partnerships The aim of the Cooperation Partnerships is to support the development, transfer and/or implementation of innovative practices as well as the implementation of joint initiatives promoting cooperation, peer learning and exchanges of experience at European level. Results should be re-usable, transferable, up-scalable and, if possible, have a strong transdisciplinary dimension. Selected projects will be expected to share the results of their activities at local, regional, national level and transnational level.
	<ul> <li>Horizontal priorities Applying to all sectors:</li> <li>Inclusion and diversity in all fields of education, training, youth and sport.</li> <li>Environment and fight against climate change.</li> <li>Addressing digital transformation through development of digital readiness, resilience and capacity</li> <li>Common values, civic engagement and participation.</li> </ul>
	<ul> <li>Specific priorities in the field of <u>youth</u>:</li> <li>Promoting active citizenship, young people's sense of initiative and youth entrepreneurship, including social entrepreneurship</li> <li>Increasing quality, innovation and recognition of youth work</li> <li>Strengthening the employability of young people</li> <li>Reinforcing links between policy, research and practice</li> <li>Supporting response of the Youth field in Europe to war in Ukraine</li> </ul>
Project Abstract	<ul> <li>This project proposal is based on two ideas</li> <li>A previous project ProgresaDigitalmente between 2018-2019 supported by Facebook, to train 75,000 young people aged 18-30 from 6 different countries in advanced digital skills they need for future employment in a digital economy. The Progresa DigitalMente workshops are highly engaging face-to-face events, made up of a series of modules that are designed to help young people develop their digital confidence and skills for employability.</li> <li>A programme underway in Spain at a national level IniciaTIC which offers specific and free training in digital transformation and entrepreneurship to boost businesses. The purpose is not only to alleviate the technological gap, but also to facilitate the adaptation of economic activity of self-employed people, entrepreneurs and SMEs through basic digitization processes.</li> </ul>
	DIGIFY aims to create <b>interactive training modules</b> to help young people develop both the digital confidence and skills crucial to navigate their future working environments. The overall aim is to empower individuals to be employable in a digital economy, stimulate their sense of initiative and social entrepreneurship In addition, we aim to create <b>highly engaging face-to-face events</b> , where young people can train and exchange ideas with other individuals, fostering the values of social entrepreneurship.
	The model operates on a dual basis: discerning the specific skills that employers are looking for and understanding the needs of young people. The initiative bridges the gaps between

Lump sum amount	employers' expectations and individual skills. Each attribute of the model is accompanied by learning materials and sets of questions, facilitating continuous measurement of progress as participants move through the programme. This progressive approach not only imparts knowledge, but also instills confidence in participants, fostering a mindset where they can "learn to win". The ultimate goal is to equip individuals with the skills demanded by the evolving job market, ensuring their readiness and success in the digital age. 400,000 EUR
Objectives	<ul> <li>-To empower young people ages 16-25 to be employable in a digital economy, stimulate their sense of initiative and social entrepreneurship.</li> <li>-To cultivate the confidence and skills of young people essential to navigate their future working environments</li> <li>-To build a sense of community among young people and to foster the exchange of innovative ideas and experiences for mutual learning.</li> <li>-To bridge gaps between employer expectations and individual skills</li> </ul>
Desired Consortium	<ul> <li>Fundación Cibervoluntarios – Coordinator and 5 participating organisations from different countries as full partners:</li> <li>VET centres</li> <li>Secondary schools and Universities</li> <li>Companies, SMEs</li> <li>Innovation Hubs</li> <li>NGOs and associations working with youngsters</li> <li>Tech partners</li> <li>Consortium members are encouraged to add or suggest <u>Associated Partners</u> to participate in the communication and dissemination of the project activities and outputs.</li> </ul>
Activities	The main activities envisaged by the project are: WP1. Administration, tracking, and operational/financial reporting. Also, Kick-off meeting. WP2. Interdisciplinary research, including the State of the Art of the situation based on focus groups to study the needs of youngsters and also those of the companies to develop a Methodology Handbook. Ideation, creation, and upload of open training content (OER) based on the preliminary thorough study and the methodology created. Linked to PR1 and PR2 WP3.E-Platform Tool and Pilot testing with target groups. Linked to PR3. WP4.Face-to-face events where young people can exchange ideas with other individuals, fostering the values of social entrepreneurship. Linked to PR4. WP5. Dissemination and communication campaigns with created AV materials under the specific strategy designed and implemented since the first two months of the project. Linked to PR5. * Coordination meetings, as well as multiplier events, are split along the project course, for suitability of the meeting with WPs leaders. * Regardless of the allocation of main activities, all partners will contribute to every one of them in some tasks when relevant.
Project Results	<ul> <li>Proposed Project Results:</li> <li>PR1. Methodology Handbook, adapted to a European Level, based on a deep Diagnosis</li> <li>Report of previous and potential participants and beneficiaries analysis, on the situation in each country</li> <li>PR2. Training content created, tested and refined in the partners local languages and in</li> </ul>

	English <b>PR3.</b> E-learning platform created and UX testing by beneficiaries <b>PR4.</b> Recap brochure with Initiatives created by young participants in face-to-face events <b>PR5.</b> Public Awareness Campaign. Targeting specifically educational institutions and students, but also Associations of youngsters from different backgrounds, including those in vulnerable situations or living in remote rural areas
Target	<ul> <li>Young people in Europe aged 16-25, especially from Universities and Educational Centres, but also members of organisations of youth organizations</li> <li>Educational Institutions, especially the educators</li> <li>Organisations working with youngsters</li> </ul>
Impact	<ul> <li>Expected impact</li> <li>To directly involve young people ages 16-25 in the countries of the full partners and associated partners, where relevant, in the project, through mixed training activities (online and offline) on co-created open methods and resources.</li> <li>To impact outside the consortium, reaching other interested parties and persons through the communication and dissemination activities, the informative website, and the networks of the partners.</li> </ul>
Coordinator	Fundación Cibervoluntarios ( <u>www.cibervoluntarios.org</u> ) - Madrid, Spain
	We are a Spanish NGO, pioneers since 2001 in the social use of technologies to generate social innovation and digital empowerment through citizen participation and technological volunteering. We count on 2.800 cybervolunteers and around 2.000 grass-roots organizations of different collectives at risk of digital and social exclusion. With this network we are experts in performing research, pilots, and focus groups in different areas, always involving ICTs as a means to reach the objective. Cibervoluntarios develops activities to promote digital skills for a wide range of people (with special needs, with fewer education, with employability needs) in a wide range of non-formal education activities. Thanks to its networks, Fundación Cibervoluntarios reaches 60,000 persons annually.
	Our online and offline training methodology has been proven successful throughout the years, 22 years of work that has received a number of awards, like the economic and social recognition of Google.org, for being one of 50 entities that are changing the world, the first organization recognized with such merit in Spain, and the social recognition of the Financial Times as one of "Europe's 100 digital champions".
	Cibervoluntarios' proven methodology includes a platform that comprises projects aimed to reach the SDGs (Sustainable Development Goals) of the UN Agenda for 2030. The platform counts on the support of the <u>UNITAR</u> (United Nations Institute for Training and Research), with whom Fundación Cibervoluntarios signed an agreement in 2018.
	We have wide experience in developing European Projects, in programmes such as Erasmus+, Horizon Europe, Leonardo, Grundtvig, Youth in Action(see project abstract for the origin of the idea for this project proposal)
Duration	<b>30 months</b> starting from 01/12/2024 to 31/05/2027