B.A.G. : Body, Agency and Gender for Onlife Youth

Short project concept

NA call_Italy	Small scale partnership KA210 – YOUTH - deadline 4.10.2022
Topic	Gender and body online and offline The **Body**, as root of our being-in-the-world experience, has not been rendered irrelevant by the digital revolution: it is instead situated at the intersection of increasingly mediated processes linked to its exposure, occultation, e-motion, simulation and stimulation. Such phenomenons are pervasively shaping youth's developmental experiences and related public discourses. Beyond an idealized "return to the body" or a moralizing policing of youth's (dis)embodied practices, there's an urgent need of figures able to promote, empower and advocate young people's Agency regarding their mediated body's roles and places in their "onlife" trajectories, where analog/digital dualism is losing meaning. Increasingly involved in those processes is the construct of Gender and of identity, whose implications and related experiences are growing multifaceted and amplified by digital affordances: new risks and opportunities emerge along with digital inequalities and prevarications grounded on analog gender binarism. Digital practices are also sites of expression, definition, oppression and repression for youth's minorities linked to various articulations of **Body** (disabled, fat, racialized), **Agency** (the possibility to plan, regulate, determine and reflect upon influences on our inner and outer world), **Gender** (female, transgender - including non binary). Youth workers benefit from being able to tailor their initiatives to better serve those populations, avoiding both "one size fits all" stances and focus on a single identity trait, maintaining instead an ecological, intersectional and universal progressive approach to well-being promotion informed by socio-digital inequalities
Objective	The goal the project is to create and empower a community of youth worker able to intercept and deal with the needs of young people to be listened to and oriented in their way of being and acting online and offline, with respect of their body, agency and gender. More specific objectives:

	SO1: to provide youth workers with theoretical and specific knowledge that enables them to enlarge their command on the topic of the project and to better respond to the emerging needs in the young people of the local communities SO2: to equip youth workers with tools suitable to collect and assess needs of young people and with non-formal activities and methodologies useful to involve young people on the topic. SO3: to promote the awareness that these topics must be dealt with for preventives purposes and in the context of youth work as well.
Flow of the activities and outputs	ACTION 1 National data collection among young people on their opinions, experiences, perceptions etc. on the topic through local workshops that each partner can plan as preferred but whose 'data category' will be agreed at consortium level. TO BE DEFINED AS EXTRA: it may be included an online meeting with local young people of each country before this 'national data collection phase' to better engage them, make them to know to each other and introduce the topic. ➢ OUTPUT: A multi-media material, like a video no longer than 4 minutes

	ACTION 2
	
	8 full training days addressed to people working with young people at different level and different background (psychologists, youth workers, tutors, mentors, volunteers,
	
	TO BE DEFINED AS EXTRA:
	
	    1) it may be included a special activity during the training, involving a visit to some expert or organization working in some linked fields related to the topic or an expert invited for a plenary intervention and discussion.
	
	    ➢ OUTPUT: draft of an educational path per country (total of 4 draft focusing on 1 specific aspect of the topic so, 1 per partner). The workshop is developed on a given template (not in details, but as frame/structure) incorporating some activities experienced in the training or brand-new ones inspired by the training itself.

	ACTION 3 Pilot test of the local workshop planned during the training with 5/7 young

	people. This pilot test will be evaluated and assessed through feedback collection on the base of a consortium common frame of evaluation in order to have a finalized workshop plan. ➤ OUTPUT: collection of all 4 workshop paths (finalized incorporating adaptions coming from evaluation) in a unique doc.
	ACTION 4 Creation of a space in which it is possible to share/upload in form of podcast or short video 'pills' hint and suggestions on how to deal with the topic if you are a parent, youth worker, a friend etc. (something like SURVIVAL BAG PILS/SURVIVAL BAG PODCAST). This could be even take a form of a specific Instagram page at disposal to host this pills, and each partner should take care about the creation of at least 3 'pills/episodes' in mother tongue.
Dissemination /multiplier event	Each partner should implement at least 1 multiplier event with a participation of at least 25 people. In this activity, it could be nice and impactful to involve also young people in the organization of a specific moment or activity or presentation.
International meeting	1° meeting in presence in Italy - kick off meeting 2° meeting online, at half project implementation stage 3° meeting in presence in one of the partner countries – closing and assessment *2 representatives per partner, in each meeting, will be involved.*
Duration of the projects	18 months

IMPORTANT AND MANDATORY: IF NOT ALREADY GIVEN VIA SPECIFIC PIF

Background information need on the topic from potential partner (please at least 4 lines)
- **deadline Wednesday 6.09.2022**

1) During development the body goes through many changes that can bring complex feelings. It's also often at the center of practices that can be also digital: showing/hiding body parts (for example sexting and sharing nudes), searching for information and images regarding the body (not only porn or erotica), comparing each other's bodies and beauty standards, being able to see bodies of different size, ethnicity, disabilities, etc. Among young people you work with, what do you feel can be relevant issues regarding young people's bodies in their increasing digital lives?

2) We can define gender as norms, behaviours and roles associated with being a female, a male, or an alternative gender. Digital tools and spaces, like social networks, websites or messaging apps can perpetuate or redefine stereotypical representation of gender (with advertising, activist work online, etc.). How do you see gender being experienced by young people, also using digital technologies?

3) Habits and technologies can make us more attuned to our needs, desires and abilities for acting with awareness (for example, searching information, being part of online communities, sharing elements of a marginalized identity), or instead can take away our capabilities of self-determination (because, for example, of peer pressure online). Which trend do you think the young people you work with are following? Why? And, how do you think youth are being empowered and/or disempowered by digital technologies?

4) Considering all of this, which skills and competences should be developed for youth workers involving Body, Agency (the possibility to plan, regulate, determine and reflect upon influences on our inner and outer world), Gender and digital?