

BOOKLET OF INNOVATION

Regional Melting Pot
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Музеј на град Неготино

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BOOKLET'S GOALS

- COLLECT EXAMPLES OF INNOVATIVE AND CREATIVE METHODS OF WORKING WITH YOUNG PEOPLE FROM CROATIA, SERBIA AND NORTH MACEDONIA
- FOCUS ON DIGITAL PLATFORMS, TOOLS AND METHODS



**LET'S
APPRECIATE
YOUTH
AND ART
TOGETHER**

**METHODOLOGY OF THE
BOOKLET OF INOVATIONS**



Legal framework of youth work at the European and national level



Digital youth work



Funding opportunities at European level for youth work and culture



Melting pot of examples of good practice



Melting pot of interviews





MELTING POT OF INTERVIEWS



- 9 PERSONS PARTICIPATED FROM CROATIA, SERBIA AND NORTH MACEDONIA
- THREE YOUNG PERSONS, THREE CULTURAL WORKERS, THREE YOUTH WORKERS

PRACTICE EXAMPLES OF PARTICIPATION AND IMPLEMENTATION OF PROGRAMS FOR YOUTH IN CULTURE:

- REPRESENTING DIGITAL PLATFORMS, TOOLS AND METHODS and ...
- PRESENTATION OF CULTURAL PROGRAMS / ACTIVITIES FOR YOUTH



MELTING POT OF INTERVIEWS YOUNG PERSONS



- DIGITAL TOOLS:

Google forms, Google documents, Google classroom, Krita, piscard, VSCO, Filmora, Trello, Mentimeter, Canva, VR
...

- PLATFORMS:

Zoom, Miro, Youtube, Big Blue Button, Pinterest

- ACADEMIC PLATFORMS

Omega

- SOCIAL MEDIA:
Facebook,
Instagram, Tik-Tok
...

- Viber, WhatsApp
...



MELTING POT OF INTERVIEWS YOUNG PERSONS



PROGRAM FOR YOUTH WITH DIGITAL METHODS AND TOOLS

- cultural institutions, art and cultural organisations, NGO
- youth, persons with disabilities, children and youth
- radio drama, adaptation of artistic pictures for blind and impaired persons, creative writing, movie/short video recording and editing, posters making, VR performances, workshops, podcasts ...

YOUTH EXPERIENCE



"Digital tools improve youth programs."

"We simply live in such a time and we cannot escape from it."

"when it is said – like nonformal education, it associates youth to something they have to do... they do not understand the voluntary aspect of it, and they are not aware it can be fun and different, creative... they should at least be brought to a workshop once or twice and see how it is... also, the adults are limiting the adolescents with the rules and expectations regarding responsibilities".



CONCLUSION

- The programs were inclusive and adaptable for marginalized youth groups
- Moving geographical barriers
- Simplicity and accessibility

- Mentorship and independent work
- Development of digital skills, communication skills
- Connecting and getting to know each other

Recommendation: It is necessary to achieve an optimal combination of "new" and "old" methods of working with young people



MELTING POT OF INTERVIEWS REPRESENTATIVES OF CULTURAL INSTITUTIONS



- DIGITAL TOOLS:

all Google tools, Adobe,
Facebook stream,
DaVinci Resolve, Opac,
Bookmark, Audacity,
Photoshop, Krita, Premier
pro, Canva, Discord i
Quizzes



- PLATFORMS:

Zoom, Goole meet,
Vimeo,
Onestream.live,
Google drive, Teams,
Youtube, WordPress

- SOCIAL MEDIA:

Facebook, Instagram
...
WhatsApp, FB
Messenger ...



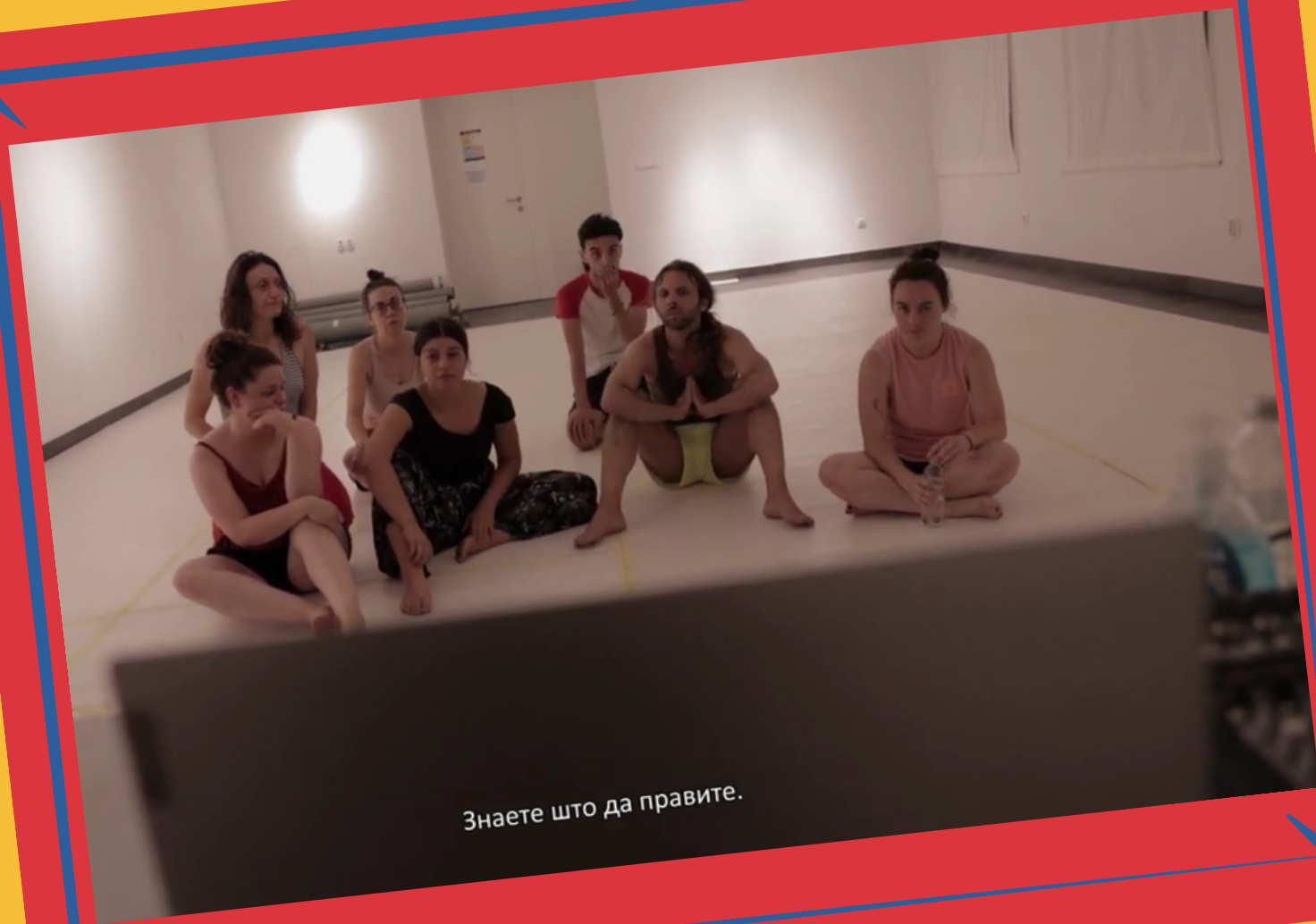
MELTING POT OF INTERVIEWS REPRESENTATIVES OF CULTURAL INSTITUTIONS



PROGRAM FOR YOUTH WITH DIGITAL METHODS AND TOOLS

- cultural institutions and organisations
- general public, youth, young artists
- collaborative art writing, online reading of literary texts (poetry), online literary evenings, drama workshops, lectures, group and individual trainings, video editing

CULTURAL WORKER'S EXPERIENCE



Знаете што да правите.

"(...) it will be interesting to see what digital method of work will remain after the end of the pandemic."

"Online work and the use of online tools and methods was a way to maintain artistic work and communication, and to implement the creative process in new (experimental) conditions."

"(...) the theater is running away from such things. Theater is all about touching live and working together in space. The theater is basically abducting this form of work."



CONCLUSION

- The COVID19 pandemic has forced culture to quickly adapt programs and activities for online performances
- The importance of retaining the audience and participants
- Moving geographical barriers
- Young people are well versed in the digital environment and respond well to the use of digital methods
- Absence of personal touch and connection

Recommendation: It is necessary to continue researching new digital methods and learn from each other (young people) about new digital tools.



MELTING POT OF INTERVIEWS YOUTH WORKERS



- **DIGITAL TOOLS:**

Adobe clip, Filmora,
Photo Collage edit,
Power director, Efectum,
Canva, Kahoot,
Mentimeter, Padlet,
Jamboard, different online
polls, VR

- **PLATFORMS:**

Zoom, Youtube,
Slack, Google meet,
Miro, U-Report,
Google app, live
stream platforms

- **SOCIAL MEDIA:**

Facebook, Instagram
...
WhatsApp, Viber, FB
Messenger ...



MELTING POT OF INTERVIEWS YOUTH WORKERS



PROGRAM FOR YOUTH WITH DIGITAL METHODS AND TOOLS

- NGO, youth centers
- youth, children and youth
- video materials with offline tasks; mobile recording; graphic design; assembly; production of video clips; digitization of pictures, drawings and posters; management of FB pages; virtual exhibitions; stop-motion videos; ...

YOUTH WORKER'S EXPERIENCE



Знаете што да правите.

"Everything depends on the person who works with young people, how much effort they want to put in. The easiest way is to turn on Zoom and involve someone. It doesn't make sense to me."

"We have to go a step further and put digital in a work with a message to young people."

"We are adapting to them, not expecting them to adapt to us."

"Ours is to make that world safer for them, more secure and give them something they haven't discovered in it, and not tell them something they already know, because then they won't come."



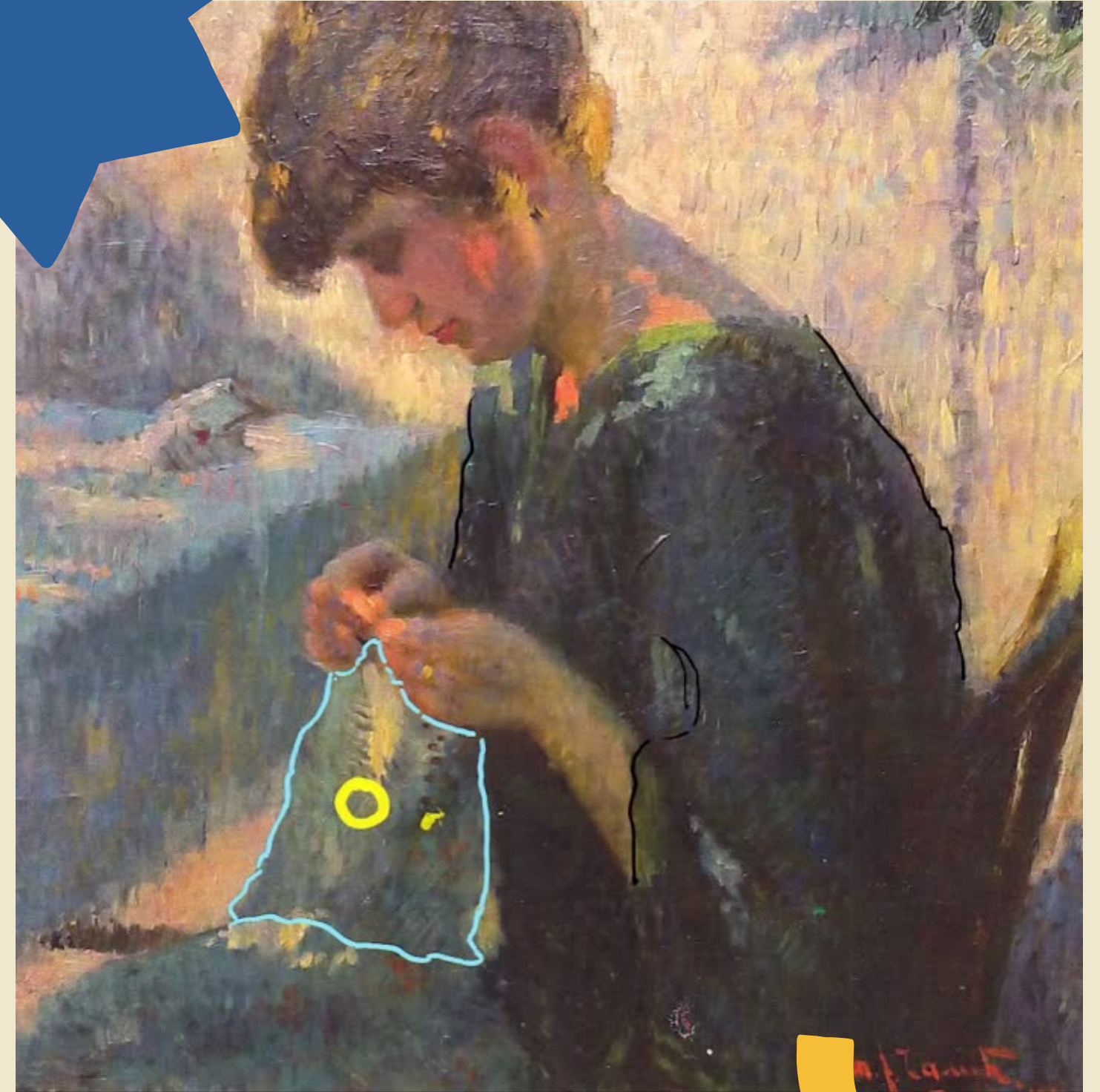
CONCLUSION

- The programs were interesting, fun and inclusive
- The programs included theoretical learning/preparation & practical work/research work/group and/or individual work
- Young people are interested, involved and motivated

Recommendation: It is necessary to avoid "boring" methods of working with young people, although each has its own value and purpose. Adaptation to the needs and interests of young people is equally important.

THE GOAL OF COLLECTING EXAMPLES OF GOOD PRACTICE

- DETECT QUALITY AND FEASIBLE PROGRAMS/ACTIVITIES
- IDENTIFY WHAT MAKES IT AN EXAMPLE OF GOOD PRACTICE
- ENABLE THE REPLICATION OF THE PRESENTED EXAMPLES OF GOOD PRACTICE



WHO IMPLEMENTED THE PROGRAMS/ METHODS

- CULTURAL INSTITUTIONS
- CULTURAL ORGANISATIONS
- CIVIL SOCIETY ORGANISATIONS
(NGO'S)

THE PROGRAMS WAS FOR:

- YOUTH: 13 (at least) to 30 (maximum)
years
- CHILDREN: 10 years (at least)
- STUDENTS
- GENERAL POPULATION (all age
group)






PROGRAMS/METHODS GOALS

- ENGAGEMENT IN CULTURAL CREATION
- INVOLVEMENT IN PARTICIPATIVE CULTURAL AND ART PROGRAMS
- LOCAL/NATIONAL HISTORY



- DEVELOPMENT OF DIGITAL, CRITICAL, SCIENTIFIC LITERACY, KNOWLEDGE AND SKILLS
 - REDUCING SOCIAL ISOLATION
 - DEVELOPMENT OF SOCIAL, COGNITIVE, EMOTIONAL, CREATIVE SKILLS AND KNOWLEDGE
 - ENCOURAGING INDEPENDENT CREATION AND CREATIVITY
- 

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google meet kahoot youtube google apps
zoom
filmora krita audacity mentimeter slack
picsart viber vsco canva actionbound
microsoft office davinci resolve redcircle
padlet

THANK YOU FOR
YOUR ATTENTION!

