AI4YouthWork
Project Newsletter
Newsletter #2 - October 2024

Focus Groups

From May to June 2024, focus groups across Italy, Romania, Greece, and Portugal gathered insights from youth workers, that have been instrumental in identifying the opportunities and challenges of AI in youth work, directly influencing the development of key project resources.

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Project Achieves Key Milestones

Since the official launch of AI4YouthWork, the project reached several milestones in its mission to empower youth workers with AI skills. The consortium successfully developed the AI Competence Framework, which outlines essential skills and competencies for integrating AI into youth work. This framework, along with comprehensive reports, is shaping the project's further advancements.

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Ongoing Development of Digital Catalogue of AI Learning Experiences

The development of the Digital Catalogue of AI Learning Experiences is underway, featuring 48 Open Educational Resources. These resources will provide youth workers with practical, interactive tools such as quizzes, videos, and learning games, available in multiple languages, to enhance AI-related competencies.

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FOCUS GROUPS

HIGHLIGHTS

Romania

Organized at Constanta Maritime Universty, 40 youth workers discussed AI applications like ChatGPT, MidJourney, and Magic School AI. The group explored AI's potential for content creation and task automation. While recognizing AI's benefits, such as time-saving and improved productivity, participants noted challenges like over-reliance on technology and the need for advanced IT skills.

Italy

Conducted in online mode, this focus group covered AI fundamentals and their application in youth work. Participants discussed tools like Microsoft Translator, Padlet, and Synthesia, recognizing the benefits of AI in personalized learning and interactive sessions. Concluding the discussion, participants noted concerns about data privacy and the skills gap in using AI tools.
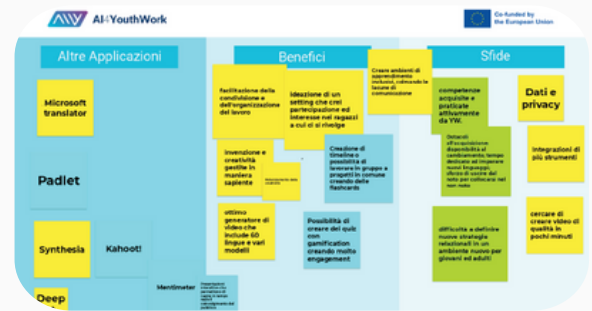
Greece

Held online with youth workers from Athens and Larisa, participants discussed utilization of AI tools to enhance daily tasks and youth engagement. The group highlighted the potential of AI in overcoming language barriers and improving efficiency, while also identifying challenges like limited infrastructure and AI's impact on social interaction. Participants emphasized the need for accessible AI solutions in Greek language.

Portugal

A group of 15 youth work professionals participated online in two focus groups to explore the integration of AI into youth work. Participants, identified tools like Quillbot, Canva AI, and ChatGPT as valuable resources for content creation and administrative efficiency. The discussions addressed challenges like limited AI access, lack of training, and data privacy concerns.

# ACHIEVING KEY MILESTONES

COMPLETION OF KEY PROJECT REPORTS

The AI4YouthWork consortium has **successfully completed three critical resources** that lay the foundation for empowering youth workers with AI competencies:

1. The **AI Competence Needs for Youth Workers** Research Report consolidates key insights from research across partner countries, shaping future training programs.
2. The **AI Competence Framework for Youth Workers** outlines essential AI skills and knowledge, providing practical recommendations.
3. The **AI Competence Framework for Youth Workers: Validation Report**, that confirms the relevance of the framework, offering valuable feedback for improving AI competence development.

Artificial Intelligence Competence Needs for Youth Workers

This Research Report consolidates findings from desk research and focus groups across Italy, Romania, Greece, and Portugal. The report identifies key competencies that youth workers need to effectively integrate Artificial Intelligence into their practice. It highlights critical areas where AI can enhance youth work and provides insights for future training programs and tools, forming the foundation for the AI Competence Framework aimed at empowering youth workers across Europe.

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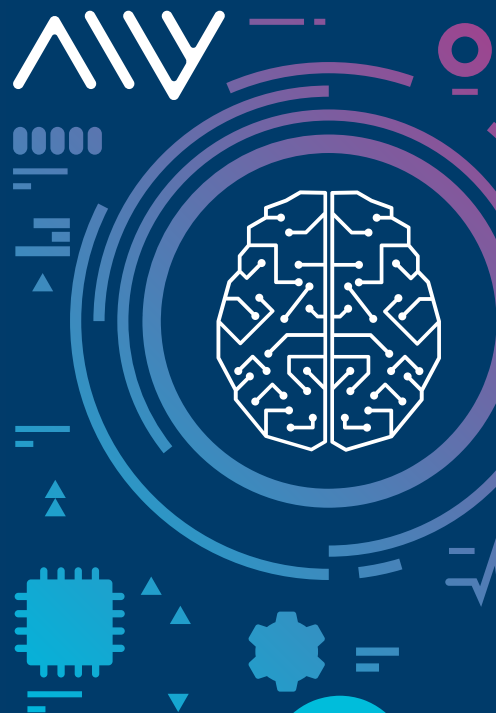
AI Competence Framework for Youth Workers

The Framework, co-created with youth workers, is based on key European frameworks like DigComp and DigCompEdu. It encompasses various competence areas, including knowledge, skills, and attitudes across different proficiency levels, offering practical guidelines for youth workers to integrate AI into their practice. The framework will also guide the creation of the Digital Catalogue of Learning Experiences on AI designed to foster AI competencies for youth workers across Europe.

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AI COMPETENCE FRAMEWORK FOR YOUTH WORKERS: VALIDATION REPORT

The Report presents findings from the validation process of the AI Competence Framework. It includes detailed insights from surveys, feedback from youth workers, and recommendations for improving the framework. The report highlights the practical application of the framework in youth work and provides valuable data to guide further development in AI competencies.

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ONGOING
DEVELOPMENT OF DIGITAL CATALOGUE OF AI LEARNING EXPERIENCES
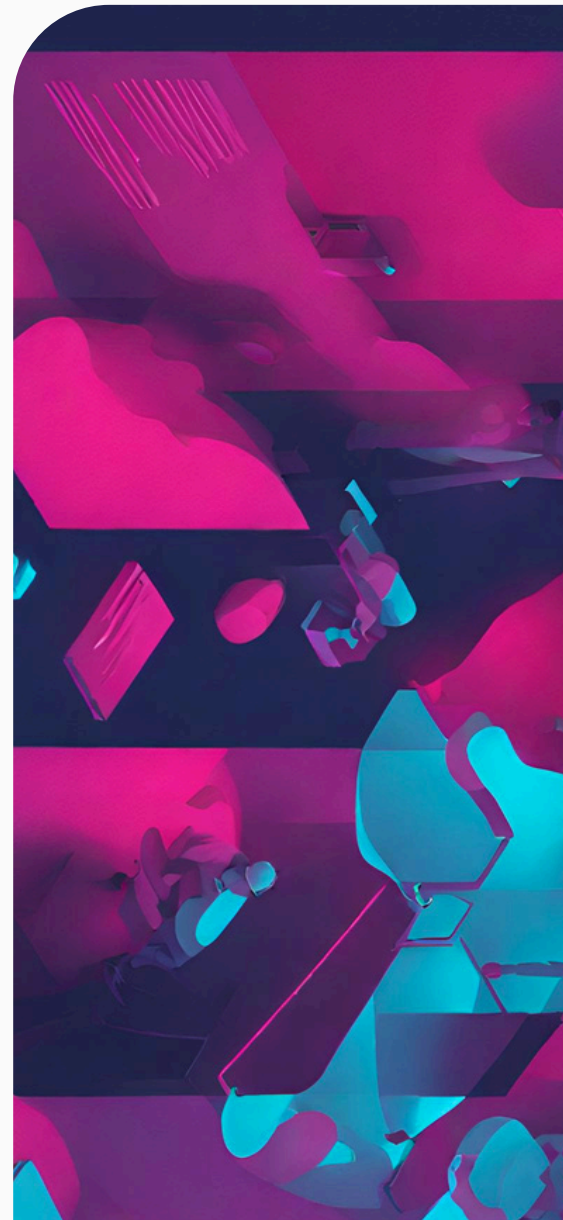
In line with its goals to provide accessible and engaging educational tools, AI4YouthWork is developing a **Digital Catalogue on AI Learning Experiences**.

This multilingual collection will consist of **48 Open Educational Resources** across each of the competencies outlined in the project's **AI Competence Framework**, ensuring that youth workers can access structured and practical AI learning modules.

The learning modules will include **videos, quizzes, and interactive games** designed to enhance youth workers' AI literacy.

Are you a youth worker?

Share your experience with us
and contribute to the research!

Contact Us >

external link to the project website

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external link to the project website: **ai4youthwork.eu**

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