Define a digital youth persona

Objective:

Practice digital inclusion skills by starting from where young people and you as a youthwoker are in the digital world.

Participants:

Young people that youth workers are in contact with.

Ideas for activities:

Your mission is to investigate what a typical digital young persona is in the area you are living at/working with.

Talk to young people, create a short survey or use any other means of communication that works for you and ask them the following questions:

- What social networks do you usually use?
- What do you love doing online the most?
- Where do you search for tips or advice online?
- What are the things that you do increasingly more online (or by using digital technology)?
- What is bothering you in the online world?
- If your digital experience would be an animal, what would it be?

Use any digital platform or tool to create an image board with text tags that communicates digital youth persona representing young people you talked to. Share your thoughts and observations about young people in the digital world with other youth workers in an Activity forum and/or in person.

Duration: 2-3 hours

Outcomes:

- Skills to increase inclusion for all participants when using digital environments for activities

info@nectarus.lt

nectarus