



Co-funded by the
Erasmus+ Programme
of the European Union



mYouth: Mobile, Youth, Opportunity, Technology, Help

Capacity-building project in the field of youth: Key Action 2

Outcomes and Results

The *mYouth Project* (**M**obile, **Y**oung, **O**pportunity, **U**nity, **T**echnology, **H**elp) aimed at providing and developing **innovative actions** that will enable young individuals to gain high skills when it comes to development of mobile applications that **solve local issues** on youth by providing decent **employment opportunities** for them. Coding is not anymore a skill for professional programmers, nevertheless, the ability to code, like the ability to read and write, is becoming an essential part of fluency in today's society. Knowing how to code clearly comes as a valuable job skill, as reports and indicators worldwide show that the number of jobs for programmers and computer scientists is growing rapidly; these skills will be very much desired further on in the future as many jobs of the future, still to be introduced in the world, would require it as invaluable asset.

What comes as most significant is that it is needed truly a shift in mind-sets, so that people start see coding not only as a pathway to good jobs, but rather as a new form of expression and a new learning context from which a world that works better for all can start being constructed.

The seed of this idea started from the partners and their home countries and it holds immense capacity to move beyond borders. The shift of minds will not only limit itself to accepting this skill of the future, but also to accepting the challenge to re-define and re-

enact the educational circuit. **Specific objectives** for this call for proposal, in particular are: youth empowerment, youth employability, development of ICT and media tools, exchange of experience and good practice, fostering capacity building and establishing sustainable partnerships.

Reached project objectives:

- The cooperation, exchange of knowledge and capacity development in the field of IT technology, innovation and education between program and partner countries is fostered;
- New tools and methods that promote the acquisition and improvement of new competences of youth workers in mobile application development are created;
- New programs through non-formal learning aimed at increasing the awareness among youth worldwide about the possibilities for personal development and IT skills improvement using their mobile devices are developed;
- Young people integration in the labour market with new ITC skills is supported and facilitated;
- Young people's potential and autonomy to contribute to a sustainable development of their society is empowered;
- The best e-contents developed by young individuals are promoted, recognized and validated.

The *mYouth* project gave the youth a chance to develop themselves, level-up with a new skill, develop new competences, and that was achieved through offering them the real experience of fostering a rare skill still not integrated by the traditional educational systems but highly demanded on the job market. By introducing to them this new "know-how", the participating youth have made bigger impact in the society development; they are a part of a global catalyzing process of collaborations, problem-solving, change and open innovation.

Project results and outcomes achieved

- Know-how about non-formal education methodologies and tools about mobile application development, as well as increased knowledge and skills for youth required on the labour market in **10 countries** were gained both by the participants and the partner organizations involved, having now experienced

individuals in m-Learning in their teams. **22 participants** joined the kick-off meeting in Salzburg, Austria and evaluation project meeting in Singapore: <http://bit.ly/2slmLjW>;

- **10 Local Mobile App Camps** involved **min. 200 youth** that got inspired on mobile learning and 30+ mobile applications were developed as products aiming to solve problems in the local community and inspire youth on action: <http://myouth.eu/partners/>;
- 2 or 3 finalists per country or **25 participants in total** had a chance to join the *Training on Android Mobile Applications and Business Modelling Development* in Macedonia and thereby, they did not only boost their skills in programming and business, but also improved their intercultural skills, team-work, analytical skills and leadership skills: <http://myouth.eu/activities/mobility-of-youth-workers/>.
- **At least 20 applications** connected to mYouth project competed for **World Summit Youth Award (WSYA)** and **European Youth Award (EYA)**. mYouth finalists applications are available for download on Google Play/iTunes and other platforms: <http://bit.ly/2sPZ4E6>
- **10 country winners from mYouth** project had the chance to network with experts, attend workshops as well as boost their skills in coding and business on the **European Youth Award event in Graz, Austria**: <http://bit.ly/2tnqSkS>
- One **mYouth overall winner** was selected at the Gala Event in Graz, Austria – the application EgiBU from Italy: <http://myouth.eu/egibu-is-the-winner-of-the-myouth-award/>
- **4 mYouth mobile apps** were among the **category winners at the World Summit Youth Award**: Go Green: *Andando*; Education for All: *EgiBU*; Fight Poverty, Hunger and Disease: *Picture Word*; and Digital Generation: *Pedosa – Innovation for Tomorrow*. <https://www.worldsummitawards.org/wsa-awards/winners/>.

The best 4 mYouth applications can be downloaded here:

1. EgiBu (Italy): <http://apple.co/2sPS3mS>
2. Andando (Spain): <http://bit.ly/2sZJTq9>
3. Picture Word – Slikozbor (Macedonia): <http://bit.ly/2lXatyh>
4. Pedosa (Hong Kong): <http://bit.ly/2slmqy5> and <http://bit.ly/2tjzbgV>

- Minimum **2000 representatives of organizations and young individuals** had a chance to use the developed mobile apps, numbers available at Google Play, iTunes or web and social media of the apps produced as part of mYouth (description on the developed apps as well as links for download available at: www.myouth.eu/partners);
- A **Toolkit on m-Learning** was produced. The toolkit is available on mYouth web-page and Facebook fan page, also promoted through the partner organizations communication channels. The toolkit includes: information about the project, information about the programme Erasmus +, results from online survey on use of mobile applications, free educational opportunities for young developers, interesting events in the field of coding and mobile learning, as well as inspirational stories by mYouth participants. The Toolkit on m-Learning is available for download here: <http://myouth.eu/wp-content/uploads/2017/06/mYouth-Toolkit.pdf>);
- An **open network of organizations and individuals** connecting the social component to mobile learning is established and further-nurtured. The participating organizations communicate via Facebook group, where they discuss future cooperations, project ideas as well as joint actions: <https://www.facebook.com/groups/1000063310050339/>;
- More than 15,000 youth worldwide were informed and tackled with the best mobile app solutions in the sphere of youth, education and employability. For promotion and reaching this number we used:
 - **Project web-site:** <http://myouth.eu/>;
 - **Project Facebook page:** <https://www.facebook.com/mobileyouth/>;
 - **European Youth Award:** <https://eu-youthaward.org/myouth/>;
 - Web-pages and social media of the **participating organizations**;
 - **Traditional and online media** and other promotional channels: <http://bit.ly/2tnzesy>;
 - **Google Play and iTunes downloads** of the mYouth applications, etc. The finalists and winning applications per country are available at: <http://myouth.eu/partners/>.

Sustainability of the project outcomes

Having the mobile phone as a tool, becomes logical that by investing in the mobile application development, we empower a world of sustainable educational model able to provide the real world-skills needed for the underprivileged groups of young people, and even elderly. On a long-run, that sets forth the process of m-Learning. Nonetheless, the project integrates within the principle of "sharing is caring", those who will earn the coding skills will share their knowledge to peers in their local countries. On a global scale, this might be an initial stage for creating **a global peer mentorship platform for coding.**

mYouth project also strives for financial sustainability, by involving IT companies and institutions of higher education in the follow-up activities, as well as by further approaching local funds for supporting mobile apps relevant on local level. The long-term idea behind *mYouth* is to initiate sustainability on policy level, by cross-cutting the educational and the labour sector through **development of new digital skills, entrepreneurship spirit and self-employment.**