

## **2VIP - Video & Virtual reality for successful youth's Participation in democratic life**

### Background

The Covid pandemic we are dealing with brings out a lot of weaknesses both at an individual and collective level, but also offers some important opportunity, one of the most important being the development of new ICT tools and the increased diffusion and use of already existing ICT tools for supporting our daily life. Young people have a great propensity to any ICT tool and this is both an opportunity – especially for education- and a threat as many youngsters fall in dangerous addictions to games, social media networks etc. with serious long-term effects. One of the most dangerous effect is youngsters' isolation in front of a computer, which leads to an even higher disengagement in social and civic life, with negative impact both as individuals and as community. The risk that young people will alien in front of the computer is greater in a period of pandemic, when we are forced to stay home.

With reference to youth participation in the democratic life, the Youth policy debate paper of EYCS Council of 22/05/2019 states that young Europeans do value democracy but more efforts are needed to make sure that they feel included and are able to play an active role in the EU's and Member States' democratic life. It also underlines that the way young people take part in the democratic life is changing, shifting from the participation to the life of traditional political parties to the involvement in grassroots movements, youth or volunteers' associations or social network groups focused on specific issues. In other words, the way young citizens get involved in the democratic life is changing and the challenge consists in not confusing young people (sometimes-unsuccessful) research for new ways of participation with lack of interest. We must help the younger ones to find a proper way –closer to the millennials' style– to be active in the civil life of communities.

### Goals

2VIP project aims to:

- find out new strategies to inspire young people and involve them in the civil life and to find together with the young participants new ways to shape their role in the decision-making process
- provide youth workers with innovative and interactive non-formal educational instruments able to develop young people's competences with reference to democratic issues and to enhance their engagement in the civil life at local, national and European level
- Implement high quality learning opportunities tailored to the needs of individuals - especially from different marginalised groups
- promote the international dimension of non-formal education for a democratic culture

### Why Virtual Reality and Participatory Videos

Virtual Reality is increasingly used in formal and non-formal education because it meets the principle of active learning thanks to its multisensory and engaging nature. Immersive virtual experiences foster, in fact, the sense of presence and embodiment, both key factors that can promote learning.

Participatory video is a key tool for individual and group growth as it can be a powerful aid in the development and realisation of people abilities and potential. It is a group based activity since making PV means telling stories and needs – express participants' need, stories, identities – VP can be used to develop participants' confidence and self-esteem, to encourage them to express creatively, to develop critical awareness and to provide a means for them to communicate with others.

### Participants

Fondazione Toscana Sostenibile (San Miniato, Italy)

Asociatia Pro-Xpert (Ramnicu Valcea, Romania),

Mobilizing Expertise (Lund, Sweden)

CEBS (Wroclaw, Poland)

Real Time Video Ltd (Reading, UK)

### Target groups

- Youth workers looking for new and creative approaches to help younger ones to be key players in facing the challenges of pandemic;
- Young people aged 18-26 in contact with each partner organization: they will be involved during the preparatory work in their communities and a group of 25 (5 per partner) will take part in the blended activity

Project duration: months from march 2021 to February 2023

### Project activities:

ACTIVITY		VENUE	DATE	DAYS	PARTICIPANTS
TPM1	Kick-off meeting	on-line	may 2021	1	2
TPM2	Final meeting	Ramnicu Valcea	feb-23	1	2
C1	Short-term join staff training event	Reading	jul-21	4	4
C2	Short-term join staff training event	Wroclaw	dec-2021	4	4
C3	Short-term join staff training event	Lund	jul-2021	5	2
C4	Blended mobility of young people			5	5

### Expected results:

Website

Social media accounts

Best Practices collection

Database of potential stakeholders

Tool-box – how to realize participatory videos using VR for youth education on democratic issues

Dissemination Plan

Risk management Plan

Monitoring Plan