



IO5
DICIPASS₄YOUTH:
DICIPASS₄YOUTH COMMUNITIES:
TOOL KIT FOR IMPLEMENTATION

ERASMUS KA2+

IO Leading Organisation: GCA – Global Citizens’ Academy (Lithuania)



Project Information:

Project Acronym: DICIPASS₄YOUTH

Project Title: DIGITAL CITIZENSHIP FOR YOUTH: EUROPEAN DIGITAL CITIZENSHIP PASS FOR YOUTH EMPOWERMENT AND PARTICIPATION

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Website: <http://dicipass.eu/>

Consortium:





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1. Introduction to pilot implementation – [Country Name]

The piloting testing had taken place in Lithuania, Kaunas on 12th - 14th of November, 2021. The piloting program was planned for 36 young people from 16 to 24 years old. The actual number of attended young people was 27. Throughout the piloting sessions young people tested methods and assignments related to Digital Communication and Digital Literacy modules. During the piloting testing we tried to grasp the essence of digital communication and tools of communication, explored various competences related to digital citizenship in general. The main difficulty was time. To introduce the whole picture of digital citizenship and then orientate ourselves to couple of modules was a challenging process. Even though Digital Communication and Digital Literacy modules are wide and complex, we managed to summarize and wrap everything in a nutshell by using our everyday IT and social media skills. The result were good. We were able to complete full program, received very necessary feedbacks for certain methods.



2. Pilot Testing Schedule

12 th of November	13 th of November	14 th of November
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<ul style="list-style-type: none"> - Presentation of the organization; - Presentation of the Dicipass project - Introduction of all digital modules; 	<ul style="list-style-type: none"> -The day for digital literacy module; - We reviewed the module and its main topics; - Participants shared their thoughts about the importance of this module; 	<ul style="list-style-type: none"> -The day for digital communication module; - We reviewed the module and its main topics; - Participants shared their thoughts about the importance of this module;
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<ul style="list-style-type: none"> - Short Intro on the modules for coming days(Digital Communication, Digital Literacy) 	<ul style="list-style-type: none"> -Action time. We tested couple of methods; - Reflection and feedbacks; 	<ul style="list-style-type: none"> -Action time. We tested couple of methods; - Reflection and feedbacks;
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3. Evaluation results

3.1 Section A: Demographic questions

To begin with the evaluation of the Pilot testing, overall the youngsters participated at the pilot testing phase rated the phase positive and useful. About 50% of young people had never before participated in such a piloting workshop where digital technologies and non-formal methodologies were used. The other 50% heard, seen and experienced some similar methods and practices in schools, universities, youth projects, Erasmus+ projects. The majority of young people found the content interesting and tightly related to nowadays technologies. 75% of young people said that they enjoyed and found it very interesting. About 21% of participants said that the program and the given knowledge was terrific and would definitely take in such project again. Around 1% answered that the approach and focus towards the topic was not interesting and 3% found it boring. Additionally, all the participants found the piloting helpful in order to improve their digital and media literacy skills and knowledge.

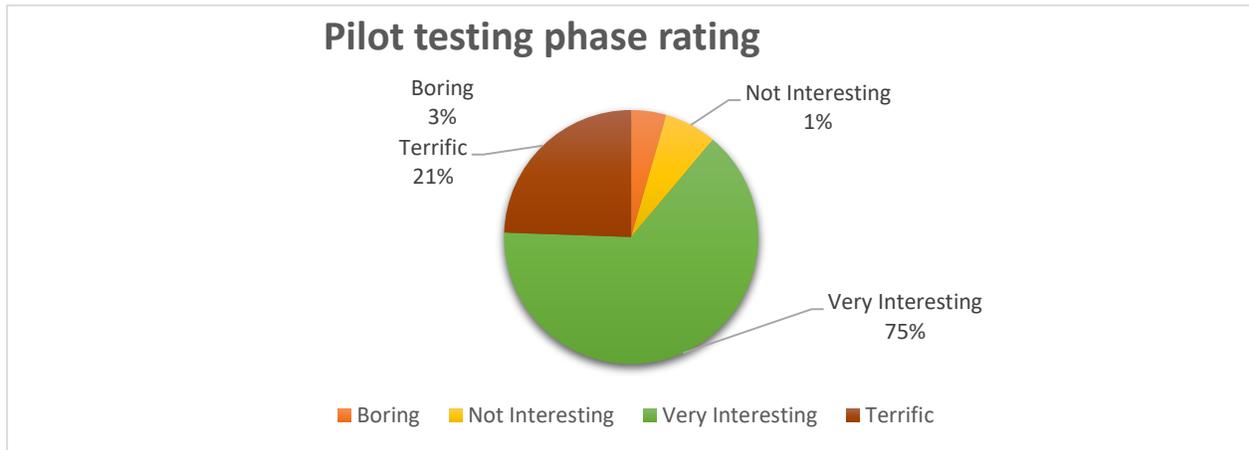
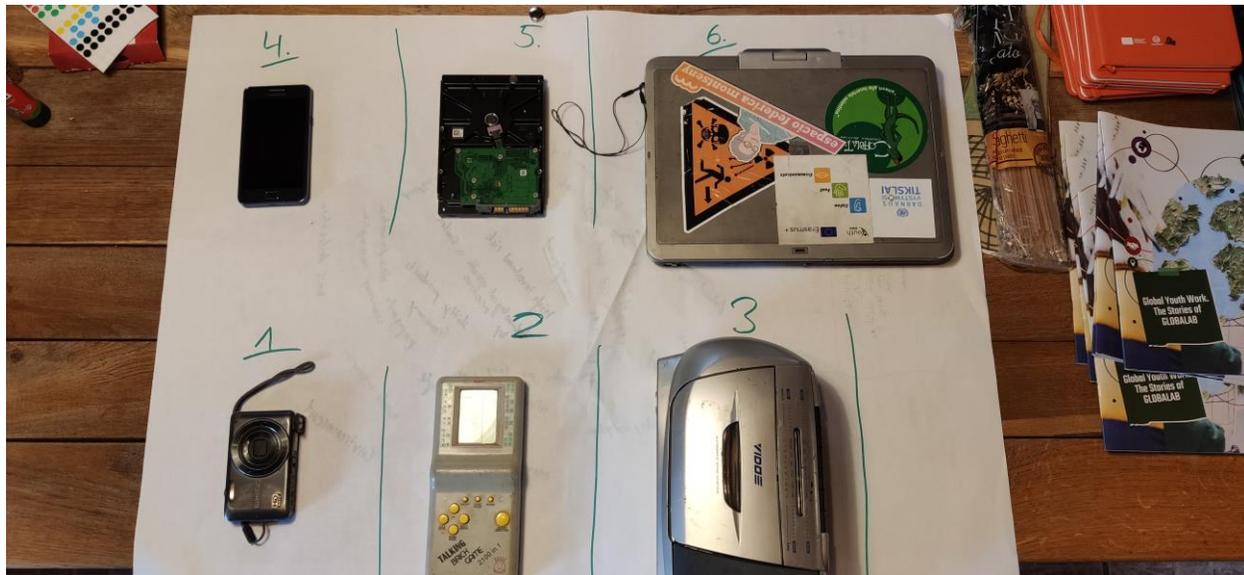


Figure 1: How would you rate the content of the phase of piloting?



3.2 Section B: DICIPASS4YOUTH e-Learning Platform

Question 1: What are your main expectations regarding the benefits of using the DICIPASS e-Learning Platform?

The majority of the participants were very satisfied with the information received in training, the training material and the structure of the training session. They stated that the pace and training schedule were clear and straightforward. Moreover, the training is relevant to their needs and appropriate to their level of experience. Form some younger people the length of the training was an issue while for some it was a benefit. According to those participants who said that training was on a good extension of time, less information per day was better and the process of learning was easier while others who stated that the piloting was too long were lacking content and intensity. Overall, all the criteria were measured positively.

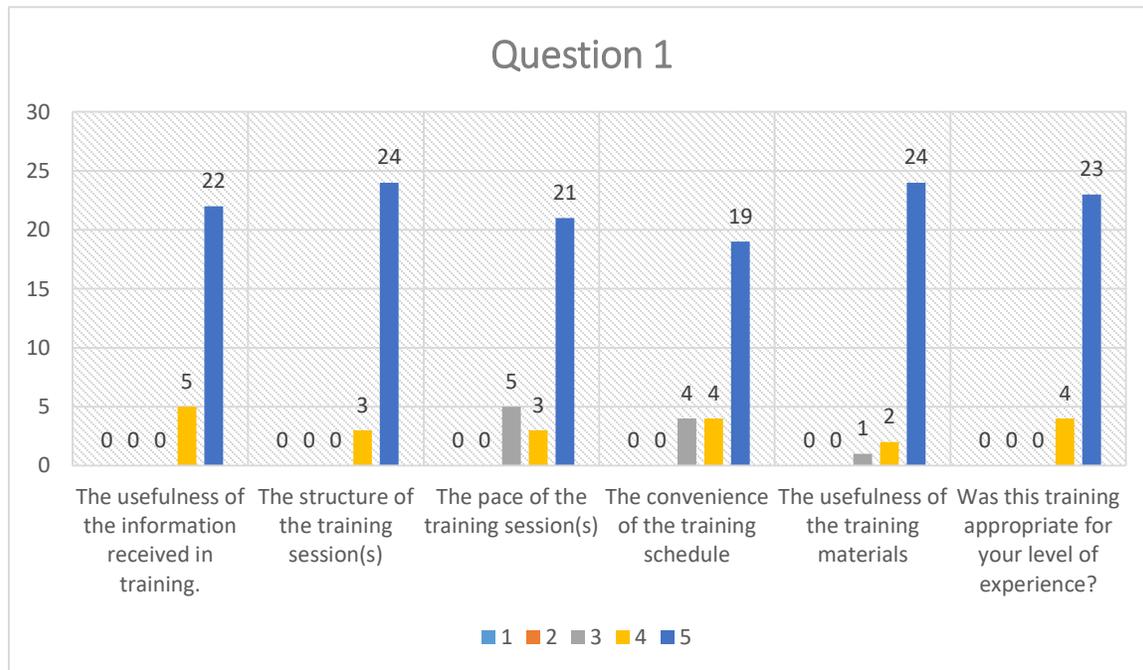
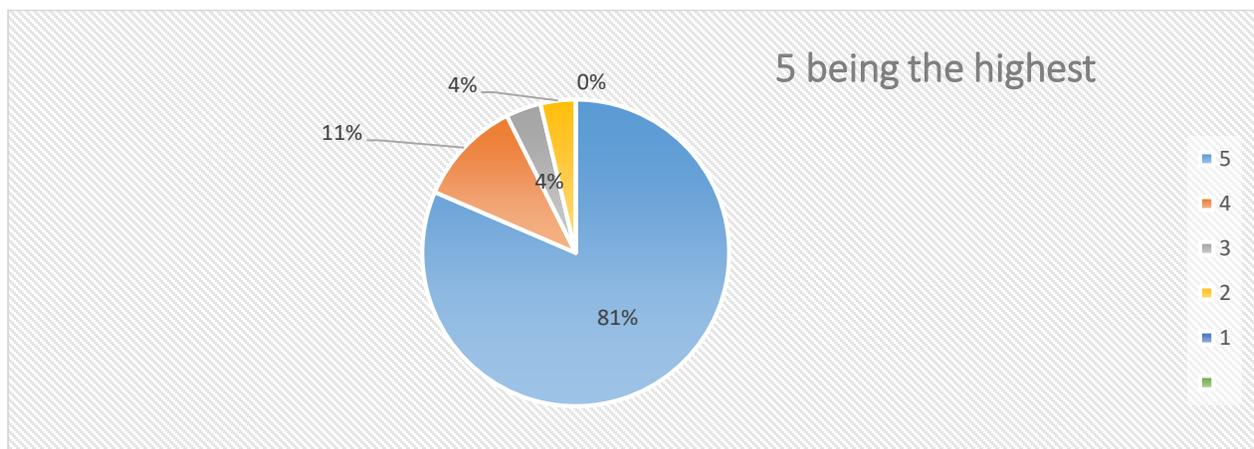


Figure 2: How would you rate the content and structure of the training



Question 2: On a scale of 1-5 (5 being the highest) how would you rate the DICIPASS e-Learning Platform in terms of: Design, Colours, Ease to use, Relevance of information, Clear projects' results

Overall opinion about the DICIPASS e-Learning Platform in terms of design, colours, adaptability and relevance of information is very good. The participants like clean and simple interface, easy orientation on the platform and quick server work. Some young people said it looks better than some platforms they worked with in schools before.



Question 3: Please provide any suggestions you may have to improve the DICIPASS e-Learning Platform

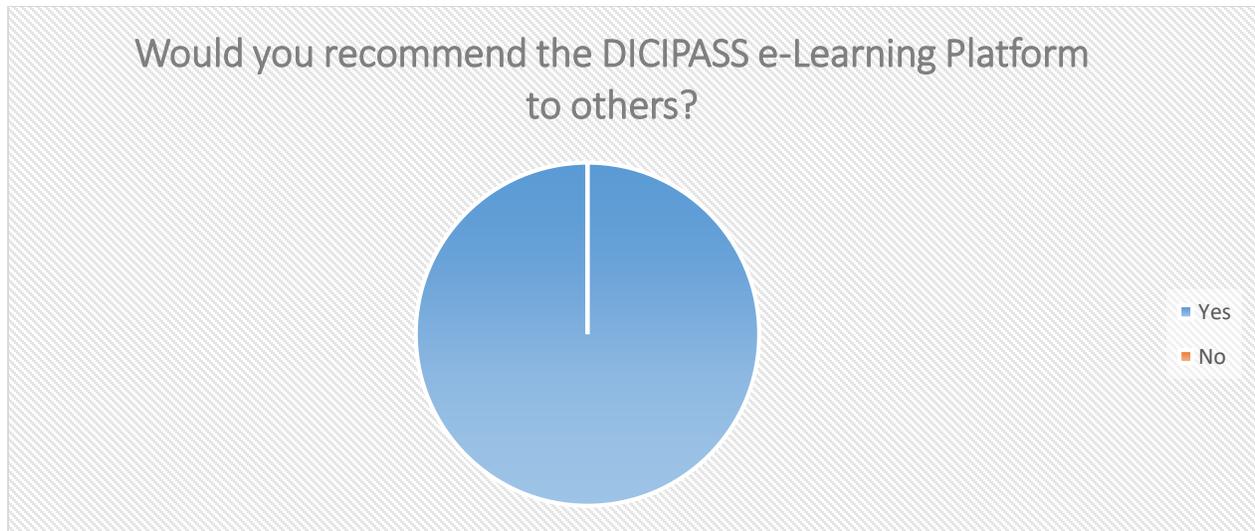
There were couple of comments related to the content of the platform.

- To create a section of news and interesting articles about digital citizenship
- To play some mini games on the platform or have links to some games (Educational games)



Question 4: Would you recommend the DICIPASS e-Learning Platform to others?

The majority of participants said that they would recommend this platform to their friends and relatives. Others said that these modules could be taught in schools, during informatics or IT lessons. Others also pointed out that it is very important to learn and educate ourselves and be digitally competent to communicate and use digital products responsibly.



3.3 Section C: Open Badges

Question 5: On a scale of 1-5 (5 being the highest) how would you rate the 'Open Badges' in terms of: Design, Colours, Clear and straightforward description

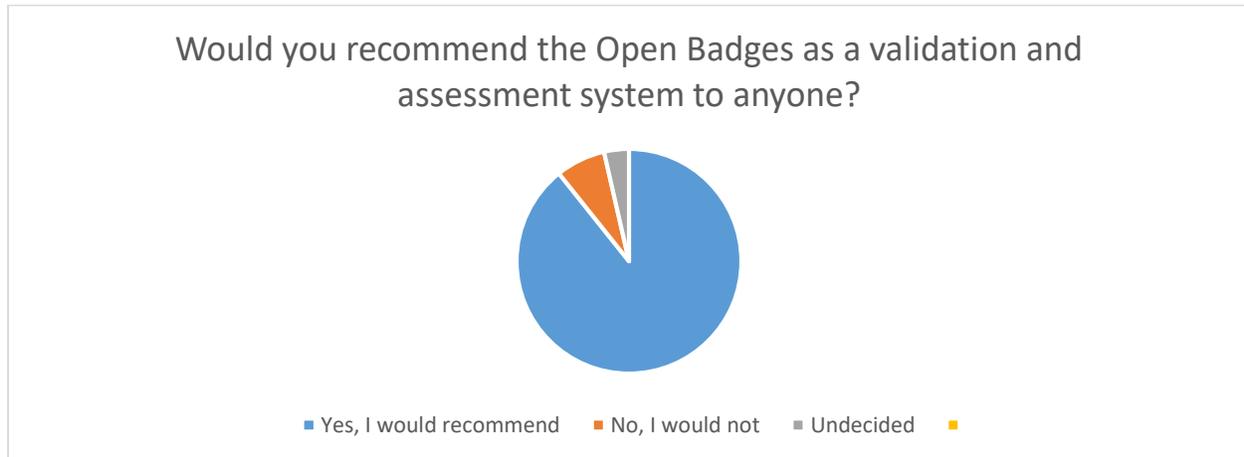
The badges look nice and stylish. They perfectly fit the theme and the topic of the project. The badges also don't look too simple nor abstract. When badges were introduced and present there were no comments related to the design, colour, size or any other aspect.

Question 6: Please provide any suggestions you may have to improve the DICIPASS e-Learning Platform

The platform has good structure, clear content. The only suggestion that could be discussed is rewards system or badges system and its explanation. Would be useful and motivating for potential participants to get to know more about badges without enrolling into any of the courses. Based on personal and collective opinions, we would like to see reward system visible and discoverable from the beginning of engagement on the website.

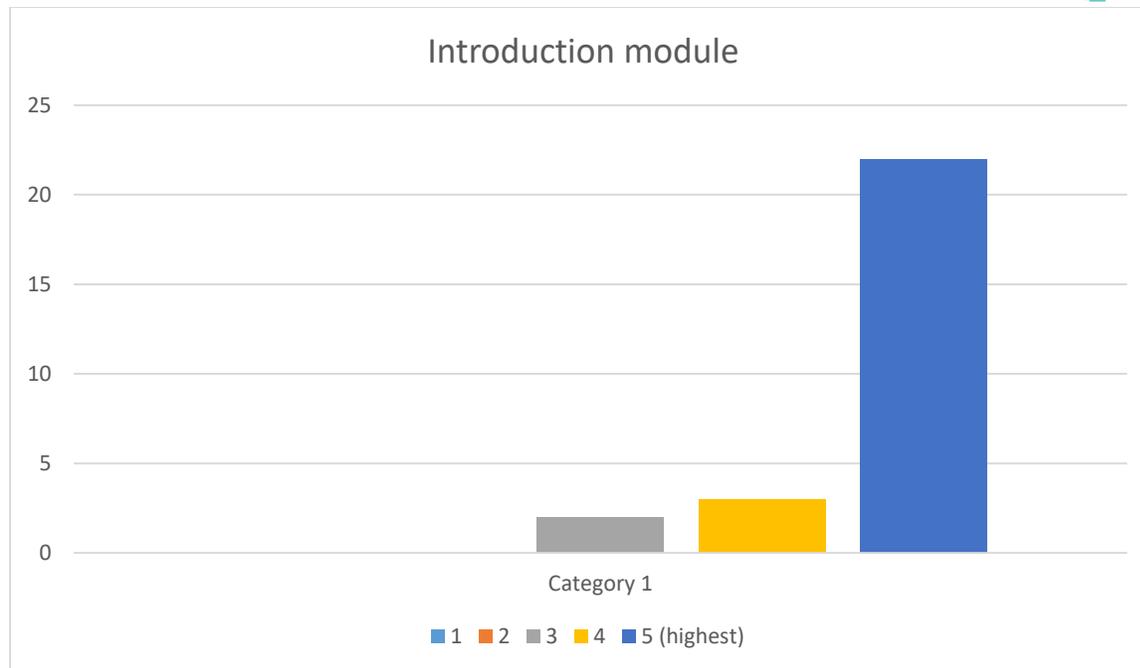
Would you recommend the Open Badges as a validation and assessment system to anyone?

The Open Badges system as a validation and assessment system is definitely the way and the strategy to follow. 85% of participants said that they would recommend this validation system. 10% of participants answered that they would not recommend this system because the rewarding mechanism is not so clear and also they would not know how to use these badges later. And just one respondent (5%) couldn't make a decision whether it is good and effective or not.



3.4 Section D: Educational Back Pack/Modules

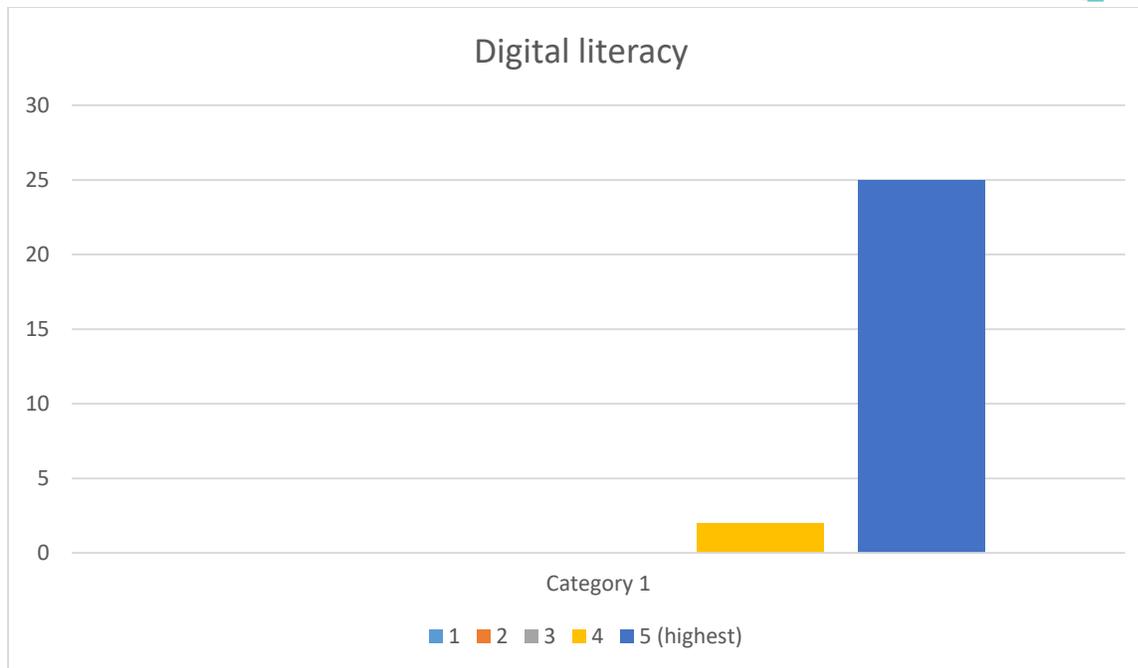
Question 8: On a scale of 1-5 (5 being the highest) please rate the below elements for each module:
MODULE 0: INTRODUCTION MODULE



In general, the model was described very briefly. Together with the group we went through all competences and existing modules within the structure of digital citizenship. The majority of participants (22) rate this module as very good and could not expect something else from the intro module. No special comments or remarks were made during the piloting phase of this module.

Suggestions. There was just one suggestion. To have a scheme or a visual structure that would be easy on eye. In other words, a visual (meaning a poster or an infographic that sheds some light on the whole modules).

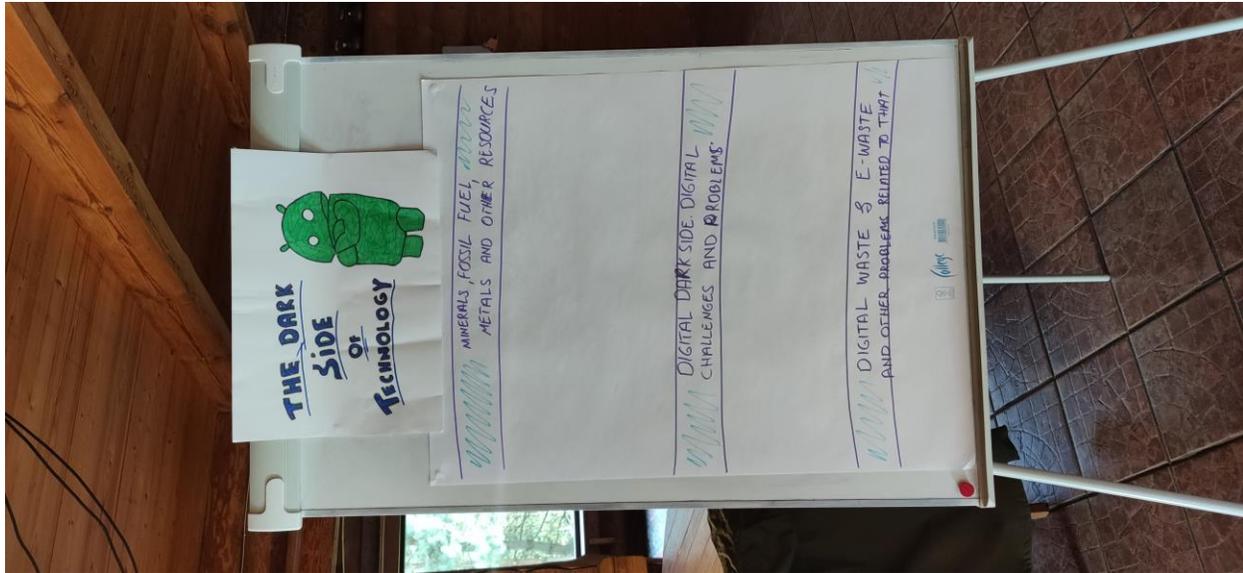
**Question 12: On a scale of 1-5 (5 being the highest) please rate the below elements for each module:
MODULE 4: DIGITAL LITERACY**



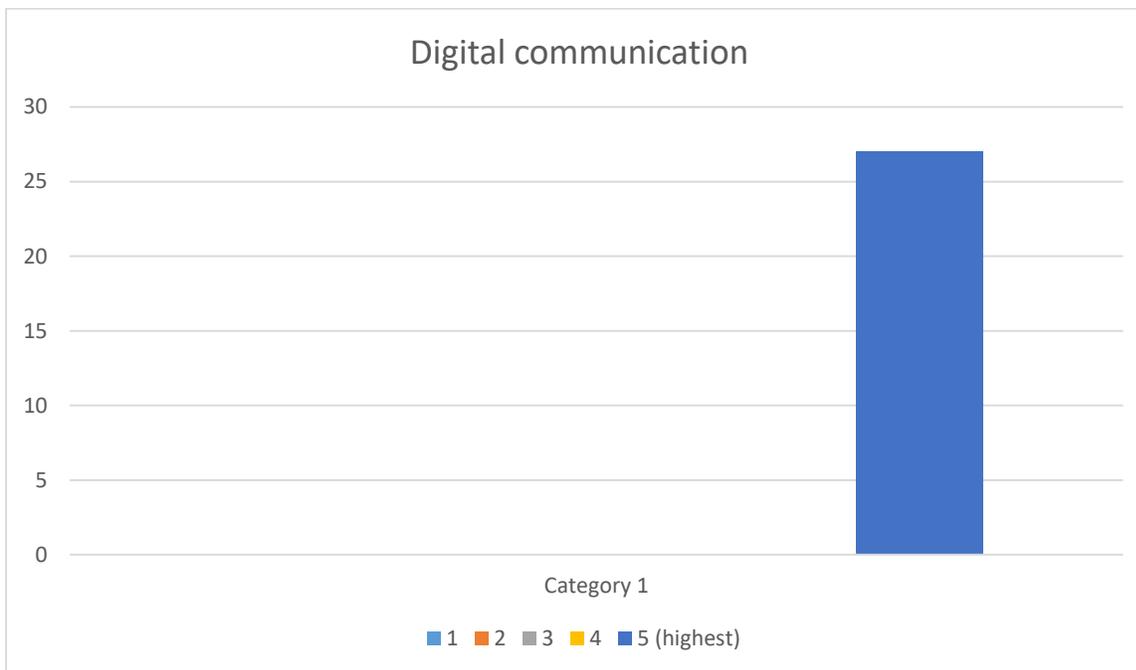
The majority of participants was able to grasp the meaning of Digital literacy module and based on their feedbacks, they understood the whole package of data that was given during the piloting. 25 out of 27 answered that the information was clear and all the most important points of digital literacy highlighted. Only about 5% of the participants said that the framework itself is a bit unclear and therefore it is hard to understand all the differences between different modules.

Suggestions and recommendations. It is important to speak and present the whole system of modules as a unified system which has many overlapping variations of skills, competences and capacities throughout all modules.





**Question 13: On a scale of 1-5 (5 being the highest) please rate the below elements for each module:
MODULE 5: DIGITAL COMMUNICATION**

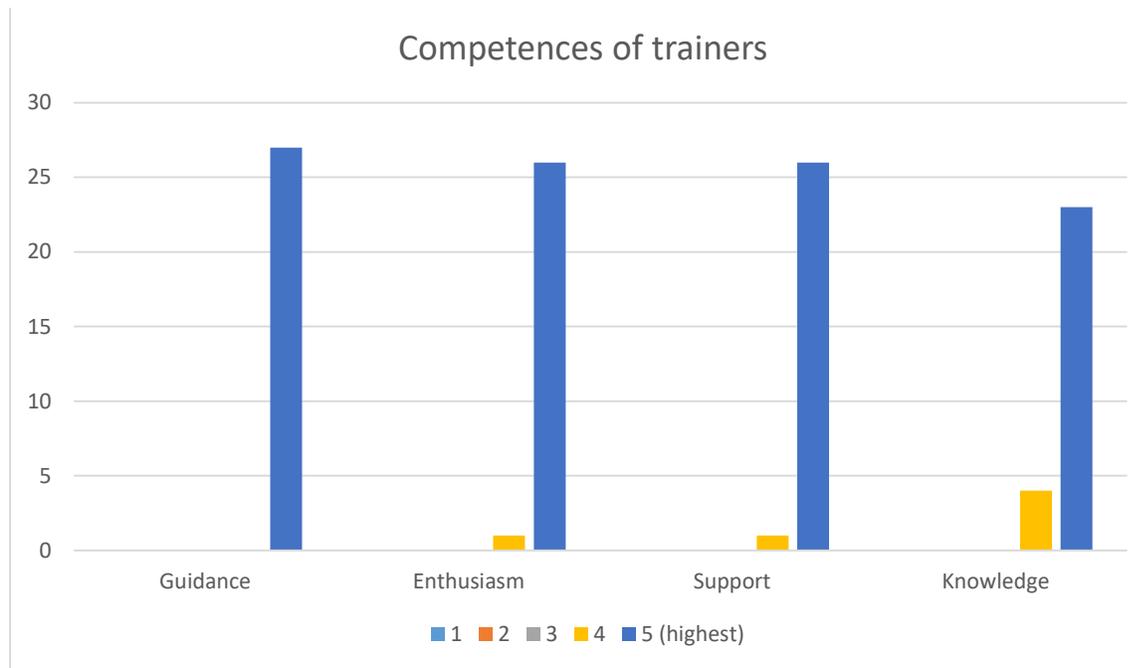


All 100% of participants rated Digital communication module as an original, easily-accessible and up-to date. In other words, the competences of digital communication are strongly interrelated and very actual for young people nowadays. The majority of respondents use social media and various digital channels to communicate, create content and spend free time. Without a doubt this module contains relevant information to young people. Information, methods and approach in general were assessed highly.

Recommendations and feedback. Digital communication module could be a perfect space for social media examples, fake news and false information. Therefore it is recommended to add more “fresh” and trendy examples from social media into the activities and methods.

3.5 Section E: Trainers

**Question 18: How would you assess your trainers on the following criteria? (5 being the highest):
Enthusiasm, Knowledge in the subject, guidance and support**



Trainers were assessed and got good scores. All competences of trainers received either 4 or 5. The general and summed up feedback is positive and only with minor flaws or mistakes which could be better next time. The participants had full support 26 out of 27 felt that they received necessary help or support when they needed that. Knowledge was also rated very high. 23 out of 27 gave 5 points while 4 participants found some space for improvements. Guidance was clear and good, therefore it was rated as 5 from 27 out of 27.

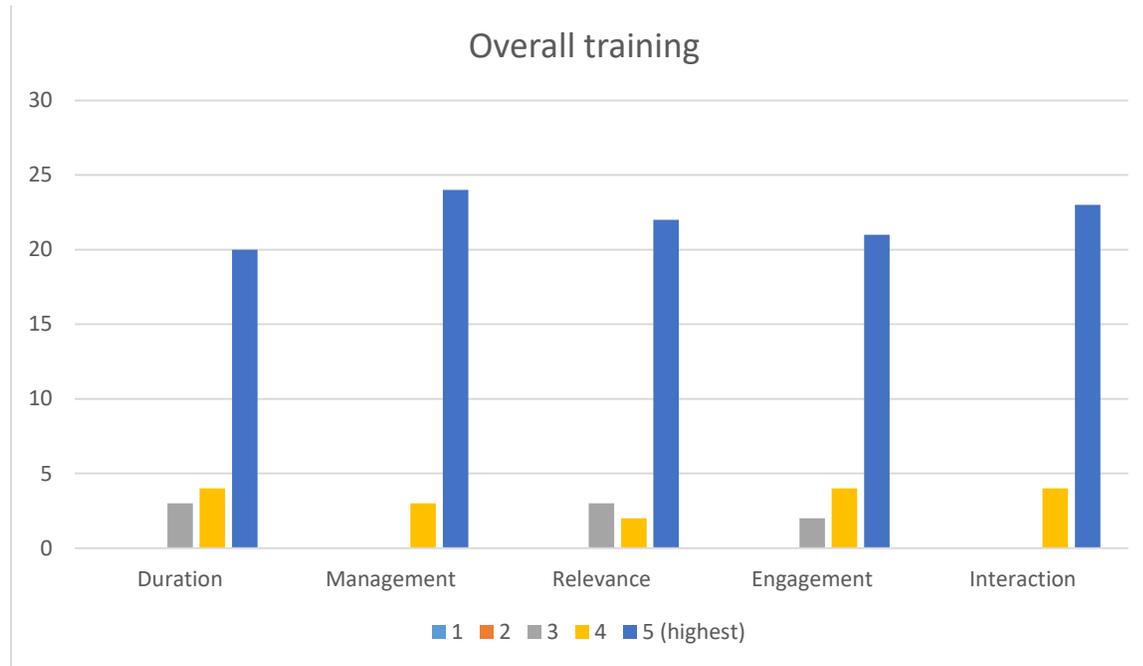
Question 19: Please provide any suggestions you may have for the trainers

There were couple suggestions made:

- If a youth worker doesn't use a specific social media channel or a platform, he or she doesn't need to have a necessity to speak about it. In other words, if a trainer is not familiar with a platform or a tool, he or she can use other examples. The comment was made because sometimes the knowledge regarding one or another social, digital tool can be outdated and mistaken;
- To use more trendy, up to date examples in the modules;
- To make a mind-map or any visual infographic (poster, picture) which could describe the whole "tree" of digital competences better;

3.6 Section F: Overall Training

Question 20: How would you rate the overall training, based on the following criteria? (5 being the highest) Duration, Management and structure, Relevance to the material, engagement and interaction, knowledge on the subject



The duration of the piloting for the majority (20) was good. Only 7 participants rated it lower due to longer structure of the piloting. There was a thought formulated that the program and tasks could have been combined into one or maximum two days because it was not very difficult. This factor/measurement of duration was the most discussed one. The management of the piloting was good and only 3 out of 24 said that some minor change could have been done. The relevance of the training was also rated highly – 22 out of 27 voted for 5 (the highest) cause modules and activities had strong relation to their daily usage of digital tools and technologies in general. The engagement of the piloting – is also rated towards higher side. It is important to take into account self-involvement and personal motivation because if a topic is not relevant or less interesting, the engagement level and dynamics of the group strongly depends on it. However, only 6 out of 27 were less engaged because of the knowledge they already knew, content or personal reasons. The interaction of the piloting was also rated towards more positive side. The participants rated methodological approach as interactive and interesting. 23 out of 27 gave 5 and 4 found some place for improvement.

Question 21: Please provide any suggestions you may have to improve the training, overall.

No specific suggestions were made, all comments and suggestions described earlier may apply.

4. Conclusion



- In general, the piloting phase based on the answers of participants was rated towards better side. Most of the measurements in the scale of 5 were rated as 5 or 4;
- The participants of the piloting expressed a wish or a suggestion to have more visual materials about the whole system of digital citizenship and digital competences. It would help to understand the complexity of this system better;
- Digital literacy and digital communication especially, are the modules that participants would like to know and explore more. The majority of respondents use social media and various digital channels to communicate, create content and spend free time
- DICIPASS e-Learning platform has good structure, clear content. The only suggestion that could be discussed is rewards system or badges system and its explanation. Would be useful and motivating for potential participants to get to know more about badges without enrolling into any of the courses. Based on personal and collective opinions, we would like to see reward system visible and discoverable from the beginning of engagement on the website.
- The majority of participants said that they would recommend DICIPASS platform to their friends and relatives. Others said that these modules could be taught in schools, during informatics or IT lessons. Others also pointed out that it is very important to learn and educate ourselves and be digitally competent to communicate and use digital products responsibly.

