

DiCultYouth at a glance

DiCultYouth is an Erasmus+ project that works towards developing and furthering synergies between the creative sectors of culture, education and technology to help boost the digital skills and employability of young people. The project also supports educational systems and cultural organizations to make the most of new technologies so that they can contribute to the employability of the young generation.

Our aim is to enhance the employability of vulnerable young people and support youth with a background in humanitarian studies to pursue career opportunities in cultural heritage related fields.

The consortium's methodology is based on the creation of an **online training course: DiCultYouth for a European digital economy** and the launch of an **online game**.

Kick off meeting in Cyprus

The DiCultYouth consortium had its first meeting on the 23rd and 24th of January 2019 in Nicosia, Cyprus. The meeting was hosted by CARDET and aimed at a brief overview of the project objectives, expectations, outputs and action plan. During the meeting the project partners had the opportunity to discuss the details of the 3 main outputs as well as to set the ground for initiative the project activities at all levels (project management, financials, dissemination and quality assurance).

Second project meeting in Sarajevo

The DiCultYouth 2nd transnational meeting took place on the 2nd and 3rd of July at SMOC premises in Bosnia/Herzegovina. During the first half of the year partners have agreed on the guidelines of the IO1 "Map Digital Skills in Cultural sector: "comparative analysis "and started working towards achieving the first milestones of the project, the desk research and data collection. This meeting was particularly important as it set the ground for the next steps and the continuation of the project activities in the same successful manner.

Completion of the IO1 activities

One of the main objectives of DiCultYouth project is to investigate how culture and technology can work together to drive young people's employability, boost the capability of cultural organizations and unleash the creative potential of technology. In this context, the consortium is happy to announce the completion of the comparative analysis prepared within the framework of the IO1 activities. The purpose of this report is to map the current situation and trend in the field of digital technology in the cultural sector and try to investigate how to build capacity (in informal education) for young people in safeguarding cultural heritage. The report is based on the collection and production of evidence-based data and information to be used as a starting point for the development/assessment of the creation of the e-learning programme.

What is coming up next?

- Game release in Spring 2020
- eLearning course available in Summer 2020
- DiCultYouth for Europe: You are invited! – Register for March 2020 in Athens, Greece



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