Participation and Media



Methods for Easy Access

Quick Start with an easy to use web tool for e-participation

- please connect your device to the WLAN,
- start your web browser (e.g. Firefox, Chrome, Safari),
- open the URL: https://kahoot.it/

Kanooty

Kahoot!

Do it yourself – Part I

- make 4 national groups
- in each group we need one person with one device to sign up for a Kahoot! account (or use an existing account)
- open the URL: https://kahoot.com/
- click the "sign up" button in the upper right corner and follow the instructions
- it is for free!

Kahoot!

Do it yourself – Part II

- make a New K! survey with max. 4 questions in english (use google translate if necessary)
- start in your group with a concept (analog: with paper and pencil)
- consider and decide what you want to know from the other people or what decisions they could make
- use images and maybe short video clips to illustrate your questions

Kahoot!

Do it yourself – Part III

- share your K!- surveys with me (username: binario_stern)
- decide which country should start with the presentation
- country 1 decide which one of your group should present the survey
- country 1 please start your presentation!

Kahoot! Do it yourself – Part IV

- Thank you all for your presentations!
- now please reflect the features and possibilities of Kahoot!
- discuss some settings and the target groups where this tool could be used

My path to Digital Youth Participation

- me and my partner (and our company Binario Stern) are coming from the "normal" media education in the field of film
- we wanted to work with young people who were not normally represented in the media
- we wanted to give them a voice
- we realized that the projects had to have impact on the real world, otherwise no one wanted to participate

Example A "The Good Mood Shop" in 2009

- in the city of Chemnitz/Saxony there is a so called "problem district" Sonnenberg
- with many empty stores and one of these is in the Hain Street 85

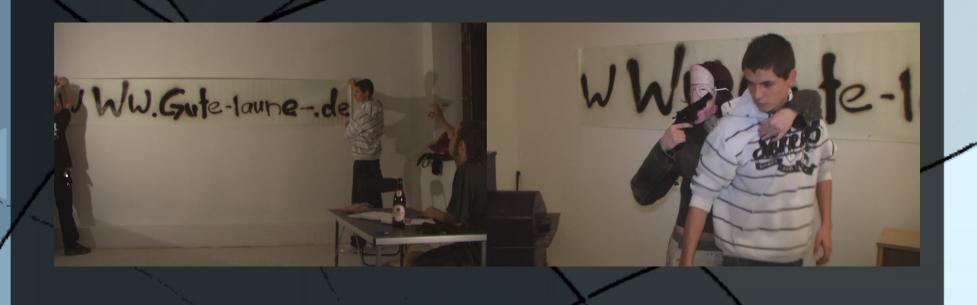


The Good Mood Shop grew...

- we had rented it for 3 months to start a open film project with young people from the district
- we approached two different representatives of youth groups in the street and invited them to do something in the empty shop and make a movie about it

and grew

• in a short time the location became a meeting and idea center for the district and more and more people came over



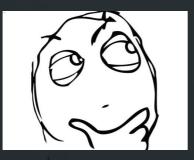
Example B "Sachsenburg Blogging" 2010-2012

- in the city of Sachsenburg/Saxony, near the river "Zschopau" there is
- a empty factory which was used by the Nazis as an early concentration camp from 1933 to 1937



Sachsenburg from an excursion site to an official memorial

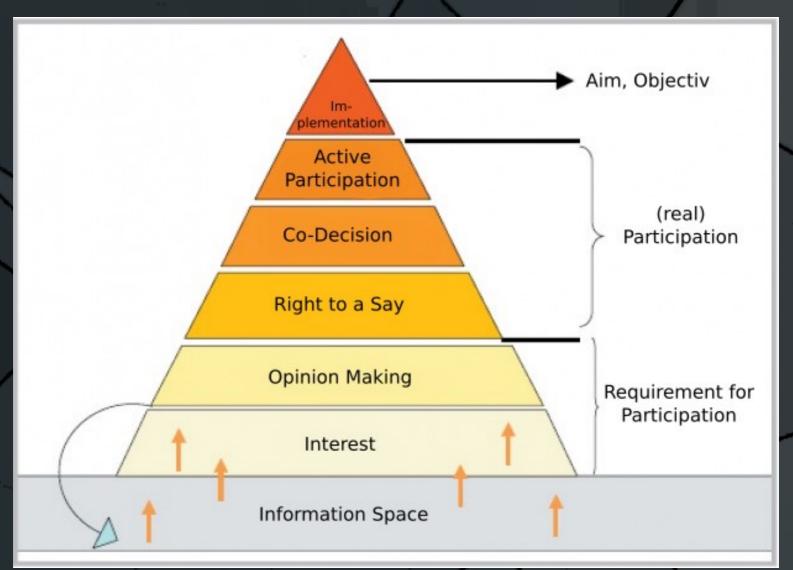
- together with a youth initiative we organized two summer camps
- we used mixed media format to recall this place and the victims of the KZ to a wider public and to political decision-makers
- in addition to photos, videos and blog articles, our group has also created an audio guide for the location



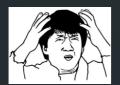
What am I doing today?

- in our previous projects, we had "youth participation" without using that word
- in addition to the these film projects, I work today as a process moderator and consultant for various youth foundations in Saxony and accompany youth participation projects in all areas (urban development, infrastructure etc.)
- now I consciously use a concept of participation

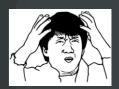
The Participation Pyramid



And what does all this have to do with

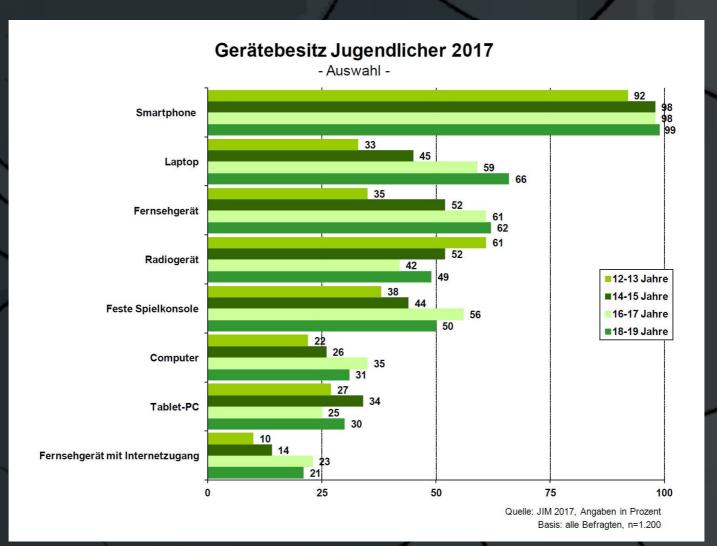


the beginning of my talk?

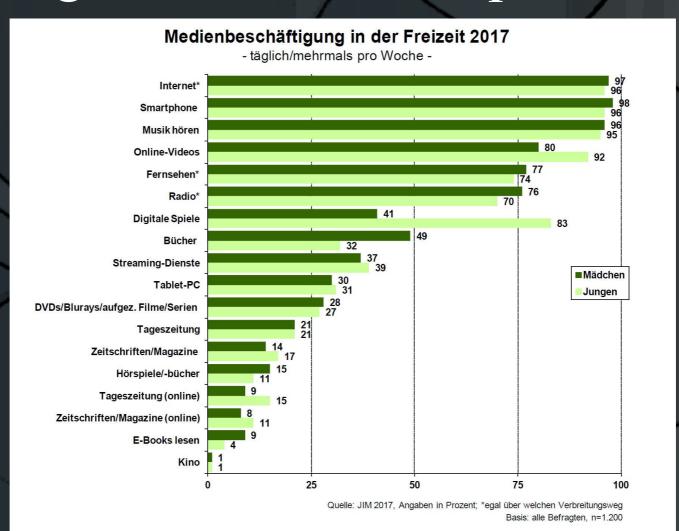


- many young people are not used to be seriously involved
- so we need an ATTITUDE, METHODS and STRUKTURES an first of all easy access with participation games to make them courious
- not like the physical education teacher who is screaming: "I told you a thousand times that you should not be late to your participation lesson. Come on, in with you!"

Current conditions for Digital Youth Participation I

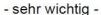


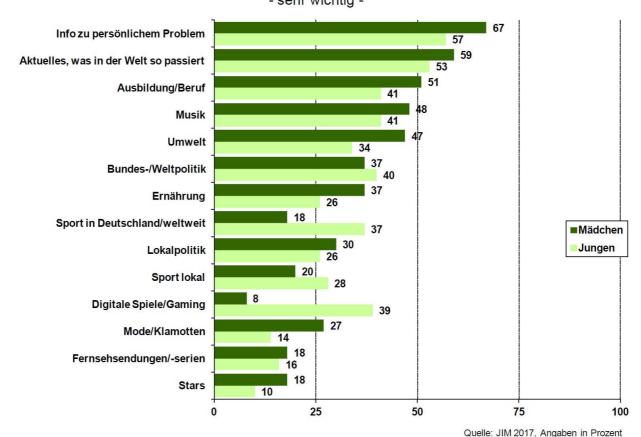
Current conditions for Digital Youth Participation II



Current conditions for Digital Youth Participation III

Neueste Entwicklungen und Trends 2017





Basis: alle Befragten, n=1.200



Conclusions I



- yes, young people have all they need and they are interested enough for youth participation
- but the point is that they are living in a hybrid digital-analog world and that the web is their biggest influencer
- e.g. we used to build huts out of wood as children in the forest because of other huts we saw when we walk through the forest. Now young people walk through the web then they suddenly see a video about huts on YouTube...



Conclusions II



- as a media educator my job is to show the young people that an impact on the real world is possible and exciting
- i can not assume that the young people have the knowledge in dealing with analogue materials, it needs a bit more patience in the beginning
- but what I can assume is that they can acquire all the information they need by themselves if I only let them and just be a MEDIATOR

First Mediation Step – Recognizing the Real World

exploring (social) environments with the method "Sozialraumerkundung"



"Sozialraumerkundung"

- to explore social spaces and their qualities from the point of view of young people
- young people will be addressed as experts in their lifeworld and their knowledge of what is important in this world
- the results can be used for new concepts and the modification of the environment
- Ideally, young people participate in all three steps: 1. Exploration, 2. Concept development,
 3. Implementation

SRE – Preparations I

- we will now try this method together
- we follow the "Bring Your Own Device"
 (BYOD)" principle you use your mobile devices (Smartphones, Tablets)
- we work in 4 **international** groups, so that in each group each country is represented by at least one person
- we are going on a sightseeing tour and we will explore the City of Lauenburg

SRE – Preparations II

we are searching for the following places:

- a) places where younger people might feel comfortable,
- b) places where younger people might feel uncomfortable,
- c) places where older people might feel comfortable,
- d) places where older people might feel uncomfortable,
- e) places that interest you in particular

SRE – Preparations III

- give each place a name and a short description
- note to which category (a-e) the place belongs
- take pictures or short video clips of these places
- take also pictures of the important details
- if you want to you can save the GPS Data to your image or the location in your google maps

app



Introducing Padlet

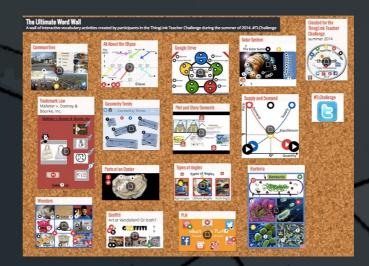
- a free, intuitive, web-based tool that allows notes and content to be collected on a digital whiteboard, regardless of time and place.
- an ideal tool for collaborative work
- please install the padlet app on your smart device and sign in for free



SRE – Arranging the Results

- choose your group number 1-4
- open the padlet wall by scanning the QR-Code
- arrange your material on the padlet wall
- · please write in English (you may use the google

translator)



SRE – Presenting the Results

- please introduce, evaluate and discuss the results
- choose a group (1-4) to start

also reflect on:

- what you have experienced
- how you have handled the method
- · how international cooperation has worked out



SRE – In Different Settings

Please find yourself back together in the four national groups and discuss the following questions for your country by using the padlet:

- Which social environments and spaces could be relevant and interesting for this method?
- How familiar are the younger people with (digital) youth participation and digital tools?
- How familiar are the older people (e.g. youth worker, politicians) with (digital) youth participation and digital tools?

SRE – In Different Settings

- decide which country should start with the presentation
- country 1 decide which one of your group should present
- country 1 please start your presentation!

Any Questions?

