

DiCultYouth completed this month

DiCultYouth will be officially completed by the end of this month. Aiming to develop and further synergies between the creative sectors of culture, education, and technology, and boost the digital skills and employability of young people, the project developed an online Game and an Online training course, both developed based on the findings of a survey that took place in the five countries of the consortium. The outputs of the project are expected to enhance the motivation, knowledge, and understanding of youth on the European history and culture in the future, and support young learners develop specialised digital skills.

The project kicked-off back in November 2018 by a consortium from Cyprus, Bosnia and Herzegovina, Serbia, Greece, and Luxemburg.

Recognising Digital Culture for New Generations

The University of Novi Sad Faculty of Sciences (UNSPMF) organised on January 29th 2021 a hybrid event to present the outputs and results of the project DiCultYouth. The event, titled “Recognising Digital Culture for New Generations” featured presentations and workshops from professors at the university with expertise in geovisualisation and geolocation.

The event aimed to present the project and its outputs to stakeholders and promote the online game and the training course in the cultural sector. Face-to-face participants at the UNSPMF had the opportunity to also attend a workshop, integral part of the online module. Dr Caslav Kalinic also presented a guest lecture on “Historic Towns and Modern Visitors – Examining Social Media Capabilities”.

DiCultYouth for a European Digital Economy

Earlier in December 2020, we were proud with the launch of the IO3. Online training course: DiCultYouth for a European digital economy, a training course for young people with fewer opportunities.

The DiCultYouth team worked hard in the past months to draft the content of the modules and develop it online. Four Elements, the Greek partner of the consortium pilot tested the online course and gave to the project’s team valuable feedback to finalise this output, supporting to maximise its quality and impact for the future.

The online training course consist 17 units, separated in three modules:

1. Introduction to digitalisation in the Cultural sector
2. Cultural Heritage Management
3. Practical training in new Digital Technologies

The training course can be accessed both on a PC or a mobile device, on the project’s platform at: <https://dicultyouth.eu/platform>



Module 1: Introduction to digitalisation in the Cultural sector

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Final Online Meeting of the project

Unfortunately Covid-19 cancelled our plans to meet face-to-face in Luxembourg for DiCultYouth's final project meeting. Nevertheless, with the same spirit and excitement we met for a last time online on January 22nd to discuss the project's progress and final activities and DiCultYouth: Digitisation and culture for new generations partners!



Our project through photos:



Visit our website <https://dicultyouth.eu/en/>



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