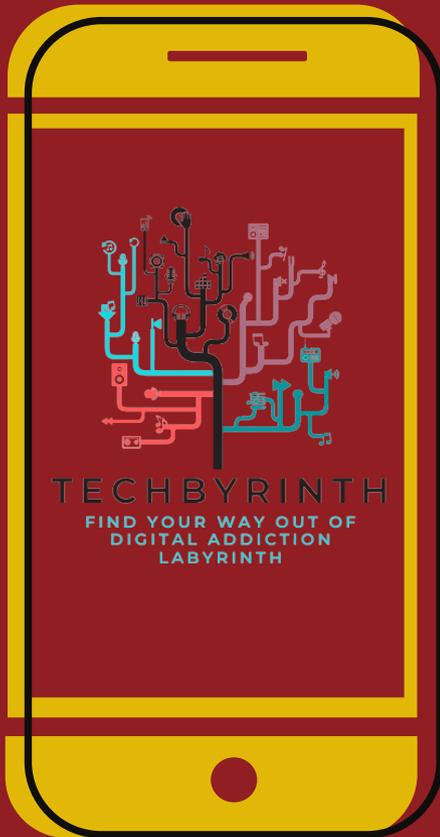# TECHBYRINTH

ESCAPE THE TECHBYRINTH

The first intellectual output, the APP, is an educational tool which allows young people to identify the appropriate and inappropriate uses of technology and the internet and to improve their online behaviour and become more digitally competent. The APP also supports the youth workers in improving the usage of technology in their work. It contains 21 multiple-choice questions, related to the 5 areas of digital competences, according to Digcomp. This APP is unique, as it is not only an evaluative tool, but also an educational one, being programmed to count the first answer, in order to be able to evaluate the user's digital skills, but it allows to go on to the next question only after providing the correct answer. Each answer has an advice connected, in order to understand why the answer is wrong or right.

EDUCATIONAL KIT

The second Intellectual Output is an Educational KIT containing an informative manual, a training plan and a methodological guide.

The informative manual represents the theoretical part, containing research on each type of digital addiction (social media, smartphone, internet, gaming, online betting, online shopping, porn) and a description on how the 5 areas of digital competences, according to DigComp, are applying in the youth field.

The training plan represents the practical part, containing one non-formal educational activity for each digital addiction and area of digital competence, described in the informative manual.

The methodological guide contains the explanation of the working process to achieve the APP, the informative manual and the training plan, as well as a working structure on how to use these educational tools, individually and complementary.

You can find and download the APP and Educational KIT from our partners' and project's websites:

www.asociaciondeses3.com/techbyrinth
www.dafogestion.com/techbyrinth
www.adelslovakia.org/events/techbyrinth
www.trainingclub.eu/techbyrinth
www.techbyrinth.eu

Or you can download the APP directly from the APP store or Play Store!

WHAT'S NEXT?

In order to guarantee that our intellectual outputs are tailored on the real needs of the youth workers and youth, on the topic of digital addictions and competences we will implement the training plan activities with 40 youth workers, who will get all the needed knowledge and skills on how to introduce the APP and the Educational KIT in their work with youngsters.

In the next phase, these youth workers will pilot some activities from the training plan and the APP with their target group.

At the end of these two phases, the youth workers and youth will fill in a questionnaire, which will allow us to improve both results, ensuring qualitative and useful educational tools.

TRANSNATIONAL PARTNERS MEETINGS

Due to the restrictions caused by the Covid-19 pandemic, our consortium met online for the kick off meeting, which was supposed to be in Spain. However, during this summer, in August we managed to meet in Slovakia, where we had a very productive meeting, finalising the last details about the intellectual outputs and planning the next phases.

Our last meeting is planned for February, in Romania, in which we are supposed to analyze the results of the piloting and to plan the multiplier events.