

Student Computer Art Society /SCAS/
10 Narodno sabranie sq, Sofia 1000,
Bulgaria
phone: +359 2 9870293;
e-mail: rosen@scas.acad.bg
scas.acad.bg



INCLUSIVE

DIGITAL VIDEO TRAINING

In Youth Work



Student Computer Art Society /SCAS/, Bulgaria
Project Coordinator



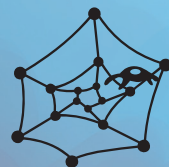
European Youth4Media Network e.V. , Germany



Czech University of Life Sciences Prague, Czech Republic



WERFT22 AG, Switzerland



National Student Information and Career Center, Bulgaria



inclusivevideo.org

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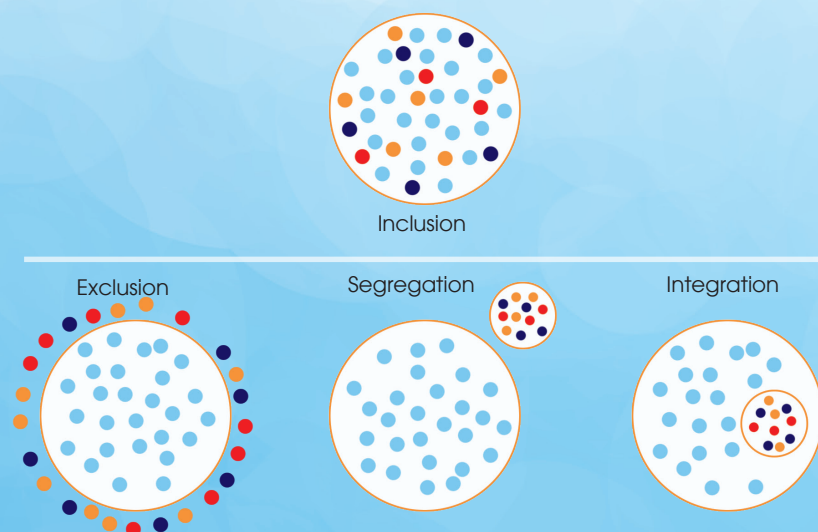


--- INCLUSION --- VIDEO --- YOUTH WORK ---

Project aims and context:

The aim of Inclusive Digital Video Training in Youth Work (InDVT) project is to increase the capacity of youth workers and trainers in inclusive digital video training, suitable for youth non-formal education, via the development of training materials and organizing exchange of experience activities.

In the last years the inclusive digital video training becomes more and more popular in the formal education and sometimes it is even officially used in the educational curricula, but in most of the cases the out of school activities still does not involve standardized approach in using the digital video. One of the main reasons for that is not the lack of digital video materials, but the lack of methodology and systematic approach which enables the youth workers to select the appropriate materials in their work.



The selection of video resources for training purposes is a process and needs some qualification. While it is already identified as a problem in the formal education and there are already some debates and proposals how to select such resources for formal education there is still a lack of such materials for youth non-formal education.

Currently, there are more than 82 000 videos in YouTube, related to "inclusive education" search. In such big variety, trainers could lose themselves and it is very difficult to assess the content, quality and educational aims of the particular video.

The project proposes concise methodology for the selection of digital video resources for non-formal inclusive youth education.

There are three core principles that trainers/youth workers need to consider when planning the training:

- how to teach the content to make it accessible (representation)
- how the students will show what they learned (expression)
- how to motivate all the learners to do their best work (engagement).

The main project products/activities:

- Methodology for selecting digital video for inclusive purposes;
- Online Learning Management System with training materials and practical cases suitable for youth workers/trainers;
- Training of youth workers (capacity building workshop);

Web platform: inclusivevideo.org

Training modules: inclusivevideo.org/training-modules/

VIDEO SELECTION CARD (example)

Category: Civil engagement
Author: JD
Copyright Conditions: Standard YouTube License
Duration: 4:01
Sound Language: English
Subtitles: English

Description:
The video teaches that everyone should think out of the box and try to see difference as normal. This is the main idea: to accept different cultures and support freedom of speech.

Cultivate Inclusion

Content Quality	★★★★
Clear Educational Goal	★★★★
Technical Quality Of The Movie	★★★★
Universal Issues Covered	★★★
Intercultural Issues Covered	★★