

## European Workshop Perspectives of Web 2.0 for Citizenship Education in Europe

7 - 9 April 2011 Brno, Czech Republic

## **Project Fact Sheet**

## Workshop 3: "Empowerment through Web 2.0?"

	Section	Indications of content
1	Title of the project	INCLUSO
2	Main topics (select 5 max.)	Social media, marginalised young people, inclusion
3	Objectives of the project (250 words)	Can ICT, and more specifically Social Media, support the social inclusion of youth at risk? This was the main research question of the INCLUSO project, a collaboration of 7 European partners. INCLUSO aimed to define and explore the challenges and opportunities met when Social Media is used by Welfare and Youth organisations, which work with marginalised young people, as a tool to support their approach in alleviating social exclusion. Rather than focussing on one particular aspect or implementation of Social Media and its use by intermediaries and marginalised young people, INCLUSO took an exploratory approach. Although a growing body of academic literature ascribes both potential as well as proven benefits to the use of ICT and Social Media by its adopters, best practice on their use within this particular area is scarce. Based on a study of literature on the topic, and interviews with intermediary organisations, young people from our target group and expert panels on the use of ICT in this and related fields, the INCLUSO project set out to put theory into practice in four pilot settings across Europe. By taking a broader approach the INCLUSO project was able to deliver a proof of concept and also establish and contribute towards future research and policy topics.
4	How would you describe the impact of your	INCLUSO demonstrated possible impact of the use of social media in organisations working with youth at risk. This impact can
	project for citizenship education and citizens` participation in politics and society	be made stronger if proper sustainability measures are taken. Although INCLUSO focused on organisations working with youth at risk, argumentation can be made stating that similar criteria can be adopted to other organisations working in citizen education and societal topics.
5	Target groups	Youth organisations working with marginalised young people
6	Social Media Formats/ Project Methods used during the project	INCLUSO research and development was based on desk research, expert input, pilot projects in 4 countries, the development and results of a measurement tool to screen

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inclusion/exclusion and a business and ts that were designed for organisations e area of social inclusion. The initiated in strong, existing organizations erience in the use of social software, but marginalised young people and with a high in successful ICT implementation. The ots will enhanced the INCLUSO Manual that ion scenarios for ICT as a tool for social back also strengthened the business and and the measurement tool that screens ion.
ers were located in 5 EU-countries. Pilots sities. The pilots resulted in sustainable use pilot organisations. INCLUSO products have languages to support result implementation The research and policy brief that was further research and development in this
proof of concept for following statements: an support social inclusion of youth at risk if e is provided an complement and support off-line ermediary organisations in reaching their th at risk ICT and Social Media into the practice of rganisations poses potential challenges at organisation, which can be met assuming inning is put in place. The anumber of tangible products: blicly available, manual on the introduction a for organizations working with youth at ne supporting the introductory steps; sustainability guidelines; ure the impact that Social Media has in social inclusion of young people; I policy brief on future research and policy area of work.
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