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Developed by  
participants of the  
AI for Youth Participation  
mobility of youth workers,  
under the guidance of  
IDEA LAB FOUNDATION

FEATURES:  
**GAMES**  
**VIDEOS**  
**ARTICLES**  
**WORKSHOPS**

# AI FOR YOUTH PARTICIPATION TOOLKIT



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# INTRODUCTION

For the first time in history, a generation of youth is growing up in a world significantly influenced by artificial intelligence (AI). AI, with its advanced algorithms designed to collect and interpret data, is increasingly embedded in everyday life, impacting how young people interact with technology and the world around them. This widespread integration of AI presents both opportunities and challenges, making it essential to foster a responsible and well-informed approach to its use. To address these issues, the Artificial Intelligence for Youth Participation project has been established, aiming to explore and support the effective integration of AI into youth engagement strategies.

AI for Youth Participation project seeks to support youth NGOs in adopting a trustworthy approach to AI, aiming to enhance the understanding and application of AI tools among youth workers. The project focuses on discovering innovative ways to bridge AI and the youth sector, providing ongoing support to enhance youth participation, and enabling young people to become active citizens of European society. The ultimate goal of the project is to build a solid foundation for understanding and leveraging AI in ways that enhance youth engagement and promote informed, responsible participation in the digital world.

The Toolkit features 6 articles, 3 videos, 3 games, and 3 workshops. These resources cover topics such as addressing the challenges of youth participation in a digital environment with AI and equipping participants with the knowledge needed for digital strategy planning and effective use of AI in youth work. Additionally, they focus on developing critical thinking and information filtering skills, fostering idea generation and teamwork among young people, and providing youth workers with the expertise to enhance youth participation in the digital era.

Explore the Toolkit to unlock a wealth of resources designed to empower youth and enhance your organisation's engagement strategies. Dive into the articles and workshops, interact with the videos and games, and discover practical solutions and insights that will equip you with the knowledge needed to navigate AI-driven youth participation. Don't miss this opportunity to lead the way in innovation within youth work.

## DISCLAIMER

**Artificial Intelligence for Youth Participation Mobility of Youth Workers project has been co-funded with support from the European Commission. This publication reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.**





# CREDENTIALS

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# Articles

*Dive into the articles and gain knowledge on AI to navigate this transformative technology in the field of youth participation.*

This collection explores AI's role in empowering youth, addressing its benefits and risks, and offering practical tools and insights for safe and effective participation.



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# What is AI:

## The Key to Unlocking Youth Potential



**AI REFERS TO THE SIMULATION OF HUMAN INTELLIGENCE PROCESSES BY MACHINES, ESPECIALLY COMPUTER SYSTEMS.**

**THE PROCESSES INCLUDE LEARNING, REASONING, PROBLEM-SOLVING, PERCEPTION, AND LANGUAGE UNDERSTANDING.**

**AI IS USED IN VARIOUS APPLICATIONS**

*developed during the project activity*



# WHAT IS AI: THE KEY TO UNLOCKING YOUTH POTENTIAL

Artificial intelligence (AI) is a branch of computer science concerned with creating intelligent systems capable of mimicking human cognitive abilities. These systems process information, learn from data, and solve problems in a way that replicates human thought processes. It is essentially about building machines that can think and act like humans. From self-driving cars to the recommendation algorithms on your favourite streaming service, AI is rapidly transforming our world and weaving itself into the fabric of our daily lives.

The history of AI is a long and fascinating one, with roots in philosophy and mathematics. Early philosophers pondered the concept of creating intelligence and the possibility of artificial beings. The invention of the digital computer in the 1940s provided the foundation for modern AI research. Since then, the field of AI has witnessed periods of both significant progress and setbacks. Early optimism in the 1950s and 60s with game-playing programmes and expert systems gave way to a period of disillusionment in the 1970s because of limitations in computing power. Today, with advancements in machine learning and data analysis, AI is experiencing a renaissance.

Nowadays, AI is transforming numerous industries, from healthcare and finance to transportation and entertainment. But what does it have to do with young people? AI has the potential to be a game-changer for youth participation in various ways:

**Problem-Solving Skills:** AI can be a valuable partner in project-based learning. By working with AI tools to analyse data and identify solutions, young people develop problem-solving skills, as well as analytical and critical thinking skills, that will serve them well in the future.

**Soft Skills Development:** AI can create realistic simulations that mimic real-world scenarios requiring soft skills like communication, problem-solving, and teamwork. These simulations allow for safe experimentation and provide immediate feedback from the AI system, helping young people refine their approaches.

**Global Collaboration:** AI can bridge geographical divides, fostering collaboration among young people across the globe. AI translation tools can remove language barriers, allowing students to work together on projects and share ideas.

**Inclusivity:** AI tools can bridge the gap for students with disabilities. Text-to-speech and speech-to-text applications can make learning materials more accessible for visually impaired or dyslexic students. Additionally, AI can provide more options for remote participation.

**Amplifying Youth Voices:** AI can analyse social media trends and online discussions to identify issues that matter to young people. This can help policymakers and organisations better understand youth perspectives and tailor initiatives to address their needs and concerns.

**Skills Development for the Future:** AI is transforming the job market. AI-powered tools can help young people develop critical skills like coding, data analysis, and problem-solving, which will be essential for success in the AI-driven future.

AI can serve as a valuable asset for youth organisations and NGOs aiming to increase youth engagement. Here are a few ways AI can be implemented:

**Targeted Outreach and Recruitment:** AI can analyse social media trends and demographics to identify groups of young people who might be interested in the organisation's work. This allows for more targeted social media campaigns, increasing the effectiveness of outreach efforts.

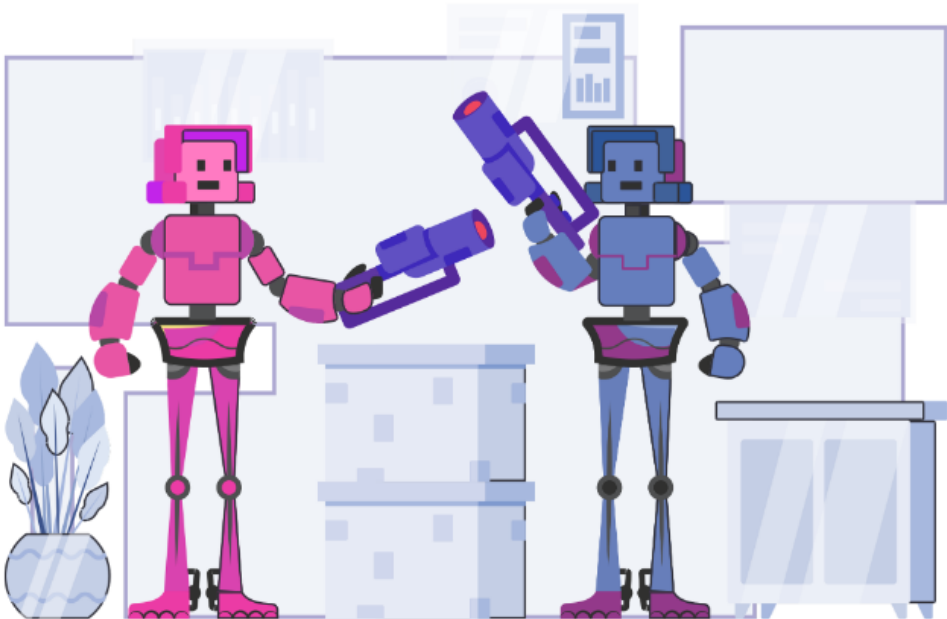
**Building a Community:** AI can be used to moderate online forums where young people can connect, share ideas, and support each other. This can foster a sense of community and belonging within the organisation.

**Project Planning and Logistics:** AI-powered project management tools can help break down large projects into smaller, manageable tasks. These tools can then assign tasks to team members based on their skills and availability, optimising workflow and ensuring deadlines are met.

**Fundraising and Grant Applications:** AI can scan grant databases and identify potential funding opportunities that align with the organisation's mission and the specific youth project. AI-powered writing tools can analyse successful grant proposals and suggest language or phrasing that is more likely to resonate with funders.



AI is not a replacement for human educators or mentors. However, it can be a powerful asset in youth participation toolkits. By embracing AI, we can empower young people to become active participants in their own learning, unleash their creativity, and tackle real-world challenges. As AI continues to evolve, it has the potential to transform youth participation, fostering a future generation equipped with the skills and knowledge to thrive in an increasingly complex world.



CREATED BY PARTICIPANTS OF THE "AI4YP" TRAINING COURSE

## READ RIGHT NOW

This article will give you a basic idea of the pros and cons of artificial intelligence

MUST READ

# PROS & CONS OF AI FOR YOUTH PARTICIPATION

*developed during the project activity*





# PROS & CONS OF AI FOR YOUTH PARTICIPATION

Current Artificial Intelligence (AI) technology has evolved and found its applicability in almost all areas of our society, from working and learning environments to interactions with innovative gadgets. AI's impact has become a source of concern for youth and youth workers who employ it for learning, development, and engagement in communal activities. Despite AI's obvious benefits, it also has some disadvantages when used in the abovementioned areas. Considering AI, it is equally important to be aware of its advantages and challenges, as well as of the ways to eliminate its negative effects, to support youth workers' development through their experience with AI.

## ADVANTAGES OF AI

### Information Structuring and Accessibility

Since AI consists of algorithms, it can process large volumes of unstructured information and present it in a logical structure. This capability is especially useful when managing the flow of information, particularly in community-oriented projects, social initiatives, youth participation, and advocacy.

AI, powered by Natural Language Processing (NLP), swiftly classifies, categorises, and organises vast amounts of information by topic and relevance. For instance, AI can identify trends from social media and reports, providing valuable insights to users, including youth workers.

AI tools also summarise texts and highlight key insights, which is crucial for reviewing reports quickly. It enhances accessibility by translation tools, breaking down language barriers and facilitating global collaborations, thereby supporting youth participation in international discussions.

Improving search engines, AI understands queries to provide accurate results, which is vital for professionals and young participants needing specific data quickly. It also creates adaptive interfaces, such as screen readers for visually impaired users, ensuring inclusivity in digital environments and making information accessible to all youth.

AI enhances learning, communication, and participation across sectors by structuring information effectively. Leveraging AI capabilities enables individuals and organisations, including youth groups, to navigate complex data, advocate more effectively, and build inclusive communities.

### **Enhancing Efficiency**

AI's role in enhancing efficiency extends to optimising workflows and resource management, which is particularly beneficial for NGOs and youth-focused organisations. By automating repetitive tasks such as data entry and analysis, AI frees up valuable time for youth workers to focus on strategic initiatives and direct engagement with young people. This efficiency allows organisations to allocate resources more effectively, ensuring that youth programmes and activities are well-supported and impactful.

For example, an NGO working on a youth empowerment project can use AI to manage participant data and analyse feedback from workshops and events. This automation helps the organisation to concentrate more on creating meaningful interactions and less on administrative tasks.

Furthermore, AI-powered predictive analytics can anticipate trends and patterns in youth engagement and behaviour, enabling proactive intervention and personalised support. This capability enhances the effectiveness of youth development programmes by tailoring interventions to individual needs and maximising positive outcomes.

Overall, leveraging AI's capabilities allows NGOs and youth organisations to operate more efficiently, respond more effectively to the needs of young people, and create more impactful and inclusive community initiatives.

### **Algorithmic Search**

Apart from enhancing efficiency and facilitating personalised support, AI's algorithmic search and recommendation systems play a pivotal role in optimising youth engagement and learning experiences. These systems leverage machine learning algorithms to analyse vast amounts of data, providing tailored recommendations based on individual preferences, behaviours, and learning patterns.



For youth workers and educators, AI-powered algorithmic search enhances the discovery of relevant educational resources, curriculum materials, and developmental tools. By understanding the unique needs and interests of young people, these systems can suggest content that is not only informative but also engaging, fostering a deeper understanding and retention of knowledge.

Moreover, algorithmic recommendations powered by AI extend beyond educational content to include opportunities for youth involvement in community activities, volunteerism, and skill-building workshops. By aligning young people with relevant opportunities based on their interests and aspirations, AI fosters meaningful participation and personal growth. Furthermore, AI-driven recommendation systems can analyse feedback and engagement metrics to continuously refine and improve the relevance of suggested content and activities. This iterative process ensures that youth workers and organisations can adapt their strategies to meet the evolving needs and preferences of young people.

### **Acceleration of Data Processing**

In addition to optimising engagement and learning experiences, AI also accelerates data processing capabilities, crucial for youth development initiatives. The ability of AI to swiftly analyse and interpret vast datasets enables youth workers to gain actionable insights into trends and patterns shaping youth behaviours and needs. This rapid processing of data allows organisations to make timely decisions and adjustments to programs, ensuring they remain responsive to the dynamic challenges faced by young people.

Furthermore, AI-driven data processing supports predictive analytics by forecasting future trends in youth engagement and educational outcomes. This foresight enables organisations to allocate resources strategically, design targeted interventions, and tailor educational experiences to meet young people's evolving needs and aspirations. Essentially, AI's role in accelerating data processing not only enhances operational efficiency but also strengthens the evidence-based approach to youth development. By leveraging AI-powered analytics, youth organisations can optimise their efforts, drive meaningful impact, and create supportive environments where young people thrive and grow.





## **DISADVANTAGES OF AI**

### **Dependency and Laziness**

While AI offers significant advantages, such as streamlined information access and personalised recommendations, there are concerns about dependency and potential laziness among youth. Relying heavily on AI for decision-making and problem-solving may reduce the initiative and critical thinking skills of young people, hindering their development as active citizens. Youth may become accustomed to AI-generated solutions, which could discourage them from exploring alternative perspectives and innovative approaches.

Moreover, constant interaction with AI interfaces and automated systems might diminish the motivation for independent learning and self-directed activities. This dependency on AI could potentially limit creativity and initiative in both youth engagement and personal development endeavours. Youth workers and educators need to strike a balance by encouraging the use of AI as a tool to enhance learning and efficiency while also fostering independent thinking, creativity, and proactive engagement among young people.

### **Privacy Concerns**

AI's reliance on personal data raises significant privacy concerns, especially for young people. AI systems collect sensitive data like browsing habits and social interactions to tailor content; however, this data can be at risk if not properly protected. Breaches may lead to unauthorised access, identity theft, and exposure of private information, compromising youth safety and trust. There is also a risk of data misuse by third parties, which could result in inappropriate ad targeting, manipulation, and discrimination.

To address these issues, organisations must prioritise data protection, transparency, and informed consent. Educating youth about digital rights, privacy risks, and safe online practices is essential. This empowers them to protect their privacy and make informed decisions in an AI-driven world.

### **Algorithmic Bias and Inaccuracy**

AI systems, including machine learning algorithms, rely on data to make decisions and provide recommendations. However, if the training data used to develop these algorithms is biased or incomplete, it can lead to discriminatory outcomes that disproportionately affect marginalised groups, including youth.

Addressing algorithmic bias and inaccuracy requires careful attention to data quality, diversity in training datasets, and ongoing algorithm monitoring and refinement. Developers and organisations must implement bias detection tools, conduct regular audits of AI systems, and involve diverse stakeholders in the development process to mitigate these risks. Additionally, promoting transparency and accountability in AI-driven decision-making processes is essential. Providing explanations for AI recommendations and enabling mechanisms for users, including youth, to challenge or appeal decisions can help mitigate the negative impacts of bias and inaccuracies in AI applications.

### **Impact on Jobs and Skills**

While AI can automate routine tasks and streamline processes, there is a concern that it could potentially replace certain roles traditionally held by youth workers or educators in NGOs. This shift may require youth workers and NGOs to adapt by acquiring new skills related to AI technologies, data analytics, and digital literacy.

Moreover, there is a need for ongoing training and professional development to ensure that youth workers and NGOs can effectively leverage AI tools while maintaining their roles as mentors, advocates, and facilitators of youth development. This evolution in job roles and skills development underscores the importance of balancing technological advancements with ethical considerations and preserving human-centric approaches in youth engagement and support.

## **CONCLUSION**

AI technology significantly impacts youth and youth workers, presenting both advantages and disadvantages. AI structures vast amounts of information, enhances efficiency, and improves accessibility, making it invaluable for youth work. It helps youth organise data, provides tailored recommendations, and accelerates data processing, leading to better decision-making and inclusive participation of young people. However, AI also raises concerns about dependency, privacy, and algorithmic bias. To mitigate these negative impacts, it is crucial to educate youth and youth workers about digital literacy, data protection, and the ethical use of AI. By understanding AI's capabilities and risks, they can effectively leverage its benefits while fostering critical thinking and safeguarding personal information.



# SAFETY

## TECHNICAL

Secure and Trustworthy Systems

## POLITICAL

RegulationS and Public Awareness

## ETHICAL

Transparency and Privacy

## SOCIAL

Benefits for Society



# AI Safety and Digital Literacy

# DIGITAL LITERACY

## BASIC UNDERSTANDING

AI Concepts and Applications.

## CRITICAL THINKING

Ethical and Responsible Use

## TECHNICAL SKILLS

AI Tools and Data Analysis

## STAYING UPDATED

Effective Ways to Develop

*developed during the project activity*



# AI SAFETY AND DIGITAL LITERACY

Safety and digital literacy are crucial for ensuring the responsible use and development of AI technologies, mitigating potential risks, and ensuring a positive contribution to society. Empowering youth with knowledge and critical thinking skills about the thoughtful and effective integration of AI may lead to significant advancements in various fields and improved quality of life.

## SAFETY OF AI

The safety of AI is important for ensuring that AI systems are reliable, ethical, and do not cause harm. It can be considered in four main aspects: technical, ethical, political, and social.

### TECHNICAL SAFETY

Technical safety of AI focuses on building trustworthy systems that operate securely and predictably, aligned with human values and goals. Some key components are:

**Robustness and Reliability:** Ensuring AI systems perform well across a wide range of conditions and inputs, including edge cases and unexpected scenarios.

**Security:** Protecting AI systems from malicious attacks, ensuring data integrity, and preventing unauthorised access.

**Risk Management and Control:** Developing methods to track systems for potential risks and control their capabilities and actions.

### ETHICAL SAFETY

The ethical safety of AI is essential for ensuring that AI systems are developed and used in ways that uphold ethical principles and respect human values. It includes:

**Fairness:** Ensuring AI systems do not discriminate against individuals or groups based on characteristics such as race, gender, or socioeconomic status.

**Transparency:** Making AI systems understandable so that users can comprehend how decisions are made. This promotes trust and accountability.

**Privacy:** Ensuring that personal data is handled securely and used only for intended purposes.

**Global Considerations:** Recognising the global nature of AI development and promoting ethical standards applicable across different jurisdictions and cultural contexts.

Organisations like UNESCO are actively involved in developing ethical guidelines for AI (UNESCO Ethics of Artificial Intelligence).

## POLITICAL SAFETY

The political safety of AI is a complex and evolving field. It examines the potential impact of AI on political systems and processes, with a focus on potential risks and opportunities. Its considerations include:

**Regulation:** Developing frameworks to govern the use of AI in political contexts.

**International Collaboration.**

**Public Awareness:** Educating citizens on how AI can be used in politics in order to help them identify manipulation and misinformation.

**Democratic Values:** Transparency, fairness, and accountability.

## SOCIAL SAFETY

Social safety of AI refers to ensuring that AI technologies are deployed in ways that benefit society and minimise potential negative impacts. In addition to key points such as data security, privacy, fairness, ethical principles, and accountability, some additional considerations refer to:

**Investment in Education and Awareness:** Promoting a higher understanding of AI technologies by youth.

**Improved Social Services:** Identifying individual needs and optimisation of resource allocation.

**Accessibility and Inclusion:** AI can be used to develop technologies and personalised learning tools, promoting greater social inclusion for people with disabilities and those from disadvantaged backgrounds.

**More Public Engagement:** Open discussions about the societal impact of AI are crucial for building trust and ensuring that AI development benefits all of society.





## DIGITAL LITERACY

Digital literacy in the context of AI is all about the ability of users, especially today's youth, to correctly understand, implement, and critically evaluate these technologies. First comes the understanding of AI concepts:

**Basic Concepts:** Knowledge of what AI is, including machine learning and types of AI tools.

**Applications:** Awareness of how AI could be used in various fields (healthcare, finance, education, entertainment, and so on).

**Ethical Considerations:** Importance of privacy, bias and societal impact.

The implementation of AI requires some technical skills, which can be developed in many different ways- from free online tutorials to international courses:

**Data Analysis:** Skills in data collection, cleaning and interpretation.

**Programming and Coding:** Understanding algorithms and data structures.

**Tools and Platforms:** Familiarity with existing AI tools that could be used in specific areas.

Another important aspect related to digital literacy is critical thinking and recognition of fake content. It is necessary to ensure that AI solutions are designed and implemented effectively, ethically, and responsibly. Critical thinkers make well-informed decisions based on evidence and logical reasoning. Thus, individuals and organisations can better navigate the complexities of AI, leading to more innovative, fair, and beneficial outcomes.

## HOW TO ENHANCE DIGITAL LITERACY IN AI FOR YOUTH?

Staying updated with AI is crucial due to its rapid advancements. It involves a combination of formal education, active community engagement, and continuous self-learning. Some effective ways to stay up to date are:

**Education and Training Programmes:** Integrating AI literacy into school programmes, online platforms, workshops, webinars, and podcasts.

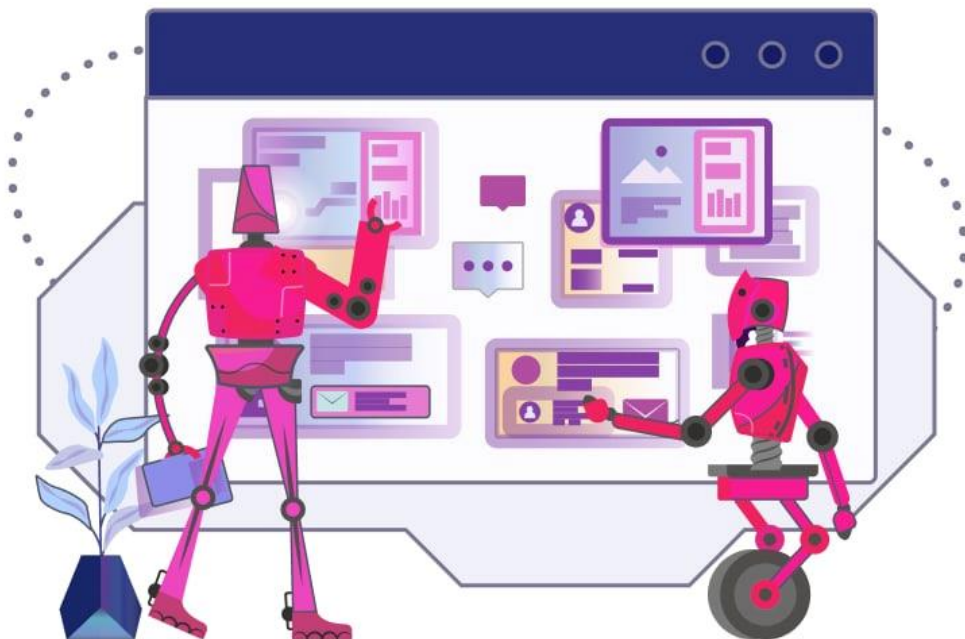
**Practical Experience:** Engaging in various projects and internships, as well as participating in competitions and hackathons that focus on AI.

**Access to Resources:** Libraries, online repositories, and academic journals.

**Mentorship and Community Engagement:** Pairing with experienced professionals and joining AI groups, such as local meetups or online forums.

## CONCLUSION

AI in youth participation involves the active engagement of young people in the development, implementation, and policy-making processes, which can be effectively supported and empowered by artificial intelligence. Building knowledge of safety and digital literacy in AI among youth is essential for preparing them for future careers and enabling them to contribute meaningfully to society. It involves a multi-faceted approach, combining education, critical thinking, practical experience, parental and teacher guidance, and awareness campaigns in order to increase active citizenship. This comprehensive strategy ensures that youth are equipped to navigate and use AI technologies responsibly, safely, and ethically.



CREATED BY PARTICIPANTS OF THE "AI4YP" TRAINING COURSE

# TOP 10 AI TOOLS FOR YOUTH PARTICIPATION



**CHAT GPT**  
CONVERSING



**GRAMMARLY**  
EDITING



**NOTION**  
ORGANIZING



**SYNTHESIA**  
FILMMAKING



**QUILLBOT**  
PARAPHRASING

Gemini

**GEMINI**  
LEARNING



**CHARACTER.AI**  
CHATTING



**DECKTOPUS**  
PRESENTATIONS



**JIRA**  
PM



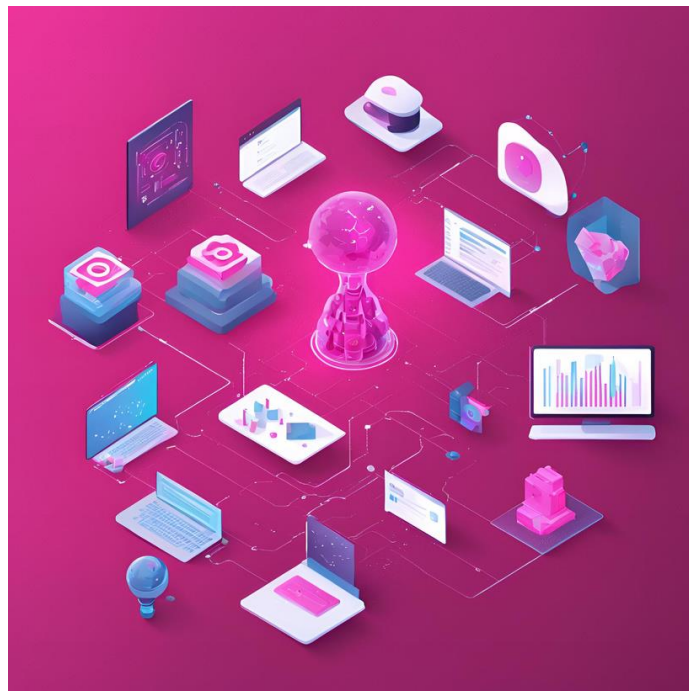
**CHAT PDF**  
SUMMARIZING

*developed during the project activity*



# TOP 10 AI TOOLS FOR YOUTH PARTICIPATION

The future belongs to AI, and young minds are leading the charge! In this guide, ten of the most effective AI tools will be shared with young pioneers. The aim is to make them aware of the capabilities of each AI tool to facilitate learning processes, organisation, and time management of daily tasks, as well as assignments and the work processes of youngsters. AI has proven to be a powerful tool in youth work, helping professionals organise their tasks and engage young people in more interesting and interactive learning processes. Moreover, the use of AI can stimulate active participation among young people, helping them develop critical thinking skills and build lasting knowledge from the vast amount of information accessible through AI tools.





## 1. CHAT GPT

<https://chatgpt.com/>

**ChatGPT** is an advanced AI language model capable of generating human-like text based on provided input, with numerous practical applications in various areas. This includes the following:

### KEY FEATURES

**Conversational AI:** Engages in natural language dialogue.

**Information Retrieval:** Provides answers and explanations on various topics.

**Personalisation:** Responses are based on user input and context.

### USAGE FOR YOUNG PEOPLE

**Educational Support:** Assists with homework, explanations, and learning new concepts.

**Creative Writing:** It aids in developing ideas and facilitates the drafting of stories, essays, and poems.

**Language Learning:** It is also good for language practice through interactive conversations.

### USAGE FOR YOUTH WORKERS AND NGOs

**Passing Information:** Shares knowledge and facilities with people in the community.

**Counselling Service:** Provides information about mental health, education, and personal development.

**Campaigns and Outreach:** Enables the effective dissemination of information to the target group and audience.

### BENEFITS FOR YOUTH PARTICIPATION

**Language Practice:** Supports language practice through conversation or translation.

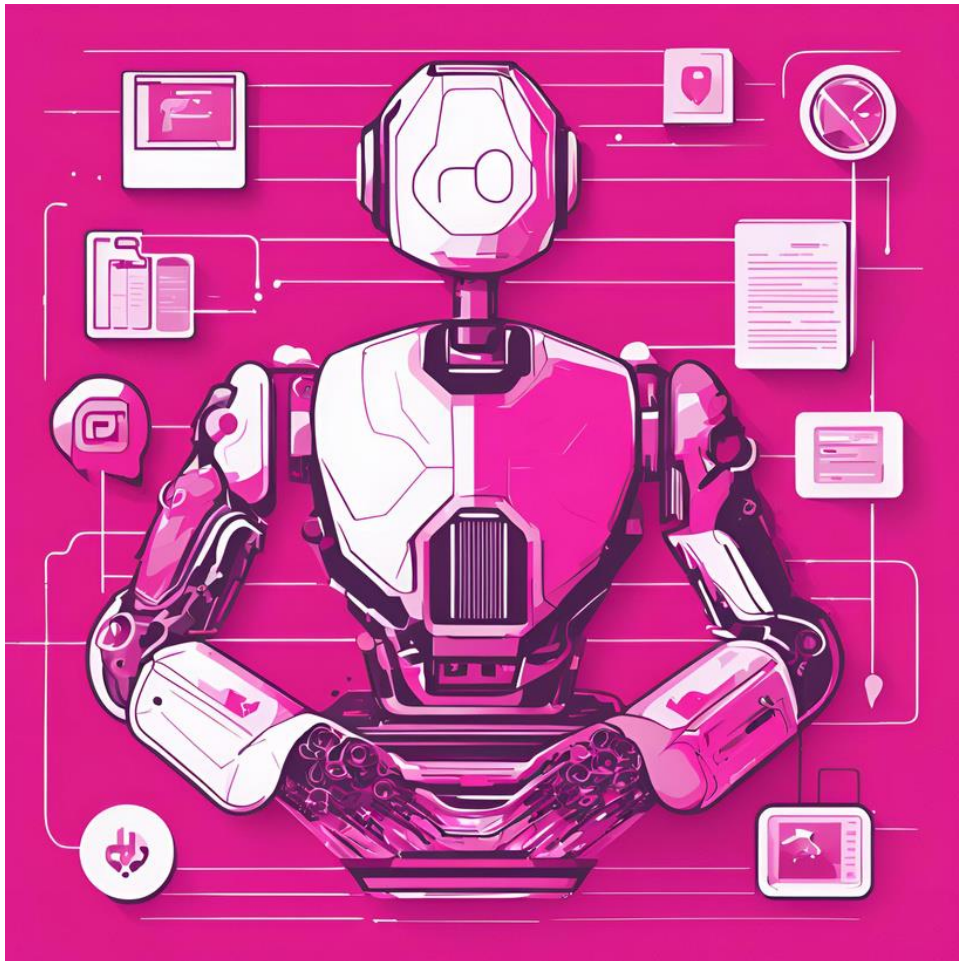
**Cross-Cultural Communication:** Facilitates communication among cross-functional teams or communities.

**Project Collaboration:** Assists in collaborating on international projects by providing real-time assistance and information.



## SUMMARY

**ChatGPT** is a versatile tool designed to enhance communication, learning, and productivity across a wide range of applications. It benefits youth, youth workers, NGOs, and participants in exchange projects, leading to educational support, effective communication, and collaboration in both actions and initiatives. Therefore, it is valuable in both personal and professional aspects of life due to its ability to generate human-like responses.





## 2. GRAMMARLY

<https://app.grammarly.com/>

**Grammarly** is an application with artificial intelligence functions that are employed by users to enhance the quality of their work.

### KEY FEATURES

**Grammar and Spelling Checks:** Corrects omitted mistakes.

**Style and Tone Suggestions:** Makes writing clearer and more engaging to the intended audience.

**Plagiarism Detection:** Has a plagiarism checker feature.

**Writing Goals:** Allows recommendations for changes in tone and target audience of the texts.

### USAGE FOR YOUNG PEOPLE

#### Educational Support:

**Essays:** Helps to enhance the quality of work assigned to students.

**Language Learning:** Helps instil good standards of language and syntax.

#### Creative Projects:

**Content Creation:** Improves the content of the narratives, poetry, and other imaginative writing.

**Idea Refinement:** Contributes to formalising the ideas stated, which means they are further developed and refined.

#### Skill Development:

**Writing Skills:** Offers detailed feedback on improving specific sections of text, along with general guidance on writing.

**Editing Practice:** Assists in practising editing skills and identifying necessary corrections.



## BENEFITS FOR YOUNG PEOPLE

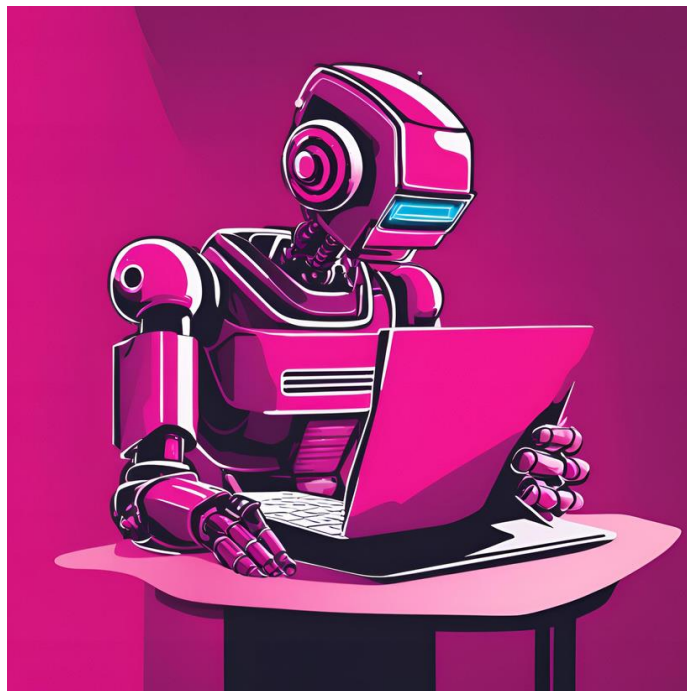
**Language Support:** Assists writers, especially non-native English speakers, in writing correctly in English.

**Academic Excellence:** Helps to write effective term papers or any other kind of academic research.

**Communication Skills:** Refines the writing of emails, applications, and interactions with others.

## SUMMARY

**Grammarly** is essential for youth participants, whether they have previous experience in exchange programmes or not, as it enhances their writing skills, vocabulary, and ways of expressing themselves. It assists the users in developing easy-to-understand, correct, and engaging articles/texts.





### 3. NOTION

<https://www.notion.so/product>

**Notion** is a productivity platform that combines note-taking, to-do lists, and collaboration tools.

#### KEY FEATURES

**Note-taking:** Develops and categorises elaborated notes.

**Task Management:** Makes lists of activities and things that need to be done.

**Databases:** To explain, you might need a specific database for such purposes.

**Collaboration:** Collaborates on and edits text, graphics, numerical data, and other files for shared use and teamwork.

#### USAGE FOR YOUNG PEOPLE

**Study Organisation:** To manage notes, assignments, study materials, etc.

**Project Management:** To record and organise individual and team assignments.

**Skill Development:** To learn the most efficient ways to organise and manage information.

#### USAGE FOR YOUTH WORKERS AND NGOs

**Program Planning:** Supervises the youth programmes and activities, and charts their progress.

**Resource Management:** Sets up databases for resources, volunteers, and events.

**Collaboration:** Work with others in a group or team effectively and efficiently.

#### BENEFITS FOR YOUTH PARTICIPATION

**Project Collaboration:** Collaborate with international partners using the same box and docs.

**Task Coordination:** Become an organiser and store information on due dates, activities, and times.

**Resource Organisation:** Allows the clerk to store and manage all the resources needed to serve customers.

## SUMMARY

**Notion** is a helpful tool that provides opportunities for organising work and collaborating with youth, youth workers, and NGOs. For the participants of exchange projects, it improves collaboration, particularly in project planning and the acquisition of available resources.



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## 4. SYNTHESIA

<https://www.synthesia.io/>

**Synthesia** is an AI-based video generation tool that creates videos from text input.

### KEY FEATURES

**AI Avatars:** Create videos with real digital presenters.

**Text-to-Video:** Review the text and turn it into popular videos.

**Multilingual Support:** Make your content in various forms of media, including video, with translations in multiple languages.

**Customisation:** It offers the application of different avatars, backgrounds, and branding of the videos for personal use.

### USAGE FOR YOUNG PEOPLE

**Learning and Engagement:** Produce videos for study and create educational videos for learning purposes.

**Creative Projects:** Create effective multimedia messages.

**Skill Development:** Enhance your video production, project management, and digital storytelling skills.

### USAGE FOR YOUTH WORKERS AND NGOs

**Training and Workshops:** Develop or obtain training tools or documents, such as writing workshop handouts.

**Awareness Campaigns:** Create informative promotional videos for social campaigns.

**Communication:** Convey updates and information to the community in the most efficient way.





## BENEFITS FOR YOUTH PARTICIPATION

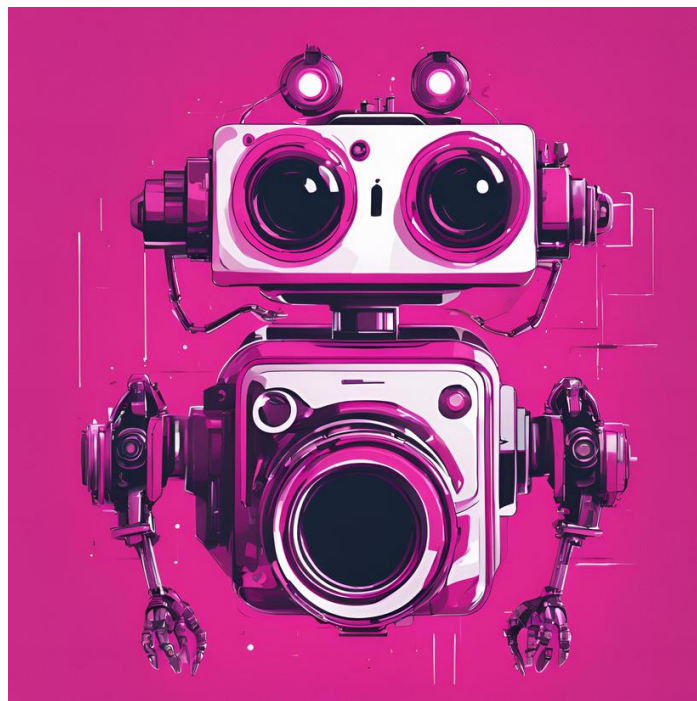
**Project Presentations:** Create professional videos for project presentations.

**Cross-Cultural Communication:** When developing the site content, it is good to include translations of different languages to cater to various users.

**Collaboration:** Interact and work with other students around the globe, particularly when creating group video assignments.

## SUMMARY

Video production through **Synthesia** is quite effective for producing engaging and high-quality videos. It positively impacts youth, youth workers, and NGOs by enhancing the processes of learning, information sharing, and project presentation. For participants in exchange programmes, it facilitates intercultural interaction and collaborative video creation.





## 5. QUILLBOT

<https://quillbot.com/>

**QuillBot** is an application for creative writing and revision that collaborates with users to expand on their ideas.

### KEY FEATURES

**Paraphrasing:** Corrects the structure of the text and replaces the phrases in the source to guarantee a non-plagiarised paper.

**Summarising:** Summarises long texts and, by doing so, saves time, as one does not have to go through the entire text again.

**Grammar and Style Checks:** Improves writing by checking grammar and suggests improvements for better language use.

**Vocabulary Enhancement:** Suggests words to increase the richness of the text.

### USAGE FOR YOUNG PEOPLE

**Homework Help:** Rephrases and condenses information, focusing on the primary concepts.

**Essay Writing:** Improves essays by enhancing their organisation and cohesiveness.

**Learning Aid:** Assists in studying by condensing large amounts of information.

### USAGE FOR YOUTH WORKERS AND NGOs

**Content Creation:** Contributes to creating effective text for websites, reports, and social media posts.

**Grant Writing:** Improves proposals and applications.

**Training Materials:** Ensures the creation of clear and effective training materials.

## BENEFITS FOR YOUTH PARTICIPATION

**Language Support:** Also helps those who do not speak English very well to write informal texts that are easily understandable.

**Project Work:** Assists in the writing and formulation of project reports, proposals, and presentations.

**Collaboration:** Aids in compiling documents from multiple authors and ensures their coherence.

## SUMMARY

**QuillBot** is a general tool that helps in writing. It can paraphrase, summarise and even correct grammar and writing style. For young people, youth workers, NGOs, and every other exchange participant, it is useful as it assists in content development, enhances the quality of writing and generally supports any collaborative project.





## 6. GEMINI

<https://gemini.google.com/app>

**Gemini**, a highly sophisticated artificial intelligence system from Google DeepMind, combines strengths from earlier models into a broad array of tasks—from language processing to problem-solving.

### KEY FEATURES

**Versatility:** Handles a wide range of tasks, from language processing to data analysis.

**Learning Efficiency:** Continuously improves through deep reinforcement learning.

**Integration:** Can be integrated into various applications.

### USAGE FOR YOUTH PARTICIPANTS

#### **Educational Support:**

**Personalised Learning:** Tailors content to individual learning styles.

**Homework Help:** Assists with understanding and solving problems.

#### **Creative Projects:**

**Content Creation:** Generates creative writing, music, and visual arts.

**Idea Generation:** Aids in brainstorming and project development.

#### **Skill Development:**

**Coding:** Provides interactive programming tutorials.

**Problem-Solving:** Enhances critical thinking through AI-driven challenges.

#### **Career Guidance:**

**Skill Assessment:** Offers insights into potential career paths.

**Interview Prep:** Simulates interviews and provides feedback.

#### **Social and Emotional Learning:**

**Emotional Support:** Offers guidance and resources for personal issues.

**Social Skills:** Aids in developing communication skills through interactive scenarios.





## USAGE FOR YOUTH WORKERS AND NGOs

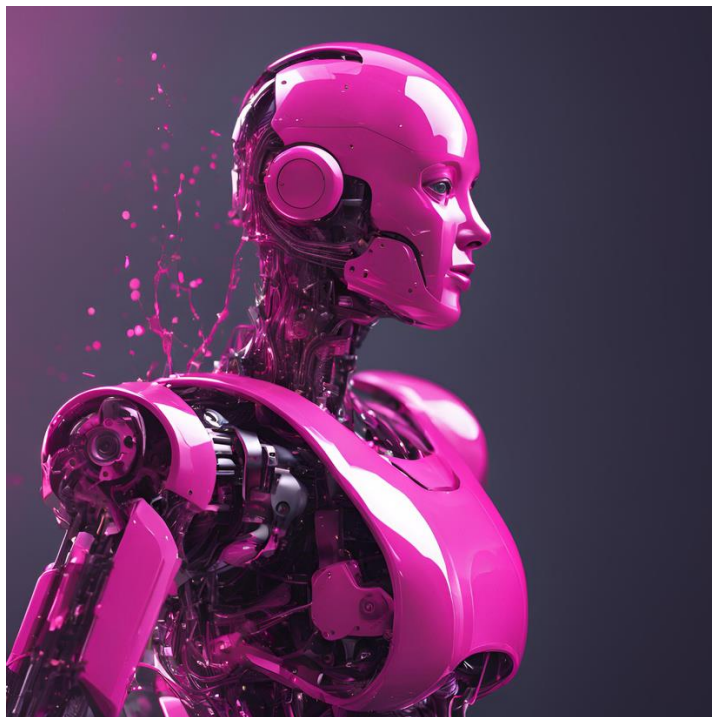
**Program Planning:** Helps in designing and managing youth programmes.

**Data Analysis:** Analyses data for programme improvement and reporting.

**Collaboration:** Facilitates team collaboration on projects and initiatives.

## SUMMARY

**Gemini** is a powerful AI tool that helps young people, youth workers, NGOs, and Erasmus+ participants with educational support, creation, skill development, project management, and collaboration.





## 7. CHARACTER.AI

<https://character.ai/>

**Character.ai** is the pioneering AI-driven platform that allows users to create and interact with customisable AI characters for engaging conversations.

### KEY FEATURES

**Customisable Characters:** Unique AI personalities developed across different interactions.

**Natural Conversations:** Dynamic and realistic dialogues.

**Learning and Adaptation:** Characters' knowledge is shaped by interactions and adjusts accordingly.

### USAGE FOR YOUNG PEOPLE

**Academic Assistance:** Provides tutoring and answers questions on all subjects.

**Creative Projects:** Assists in storytelling and developing interactive narratives.

**Skill Development:** Enhances linguistic and communicative skills through constant practice.

### USAGE FOR YOUTH WORKERS AND NGOs

**Training and Workshops:** Creation of interactive training modules and workshops.

**Outreach Programs:** Engaging community members through AI-based personalised interactions.

**Support Services:** Providing mental health support and information dissemination.

### BENEFITS FOR YOUTH PARTICIPATION

**Language Practice:** Assists non-native speakers in enhancing language skills through conversation.

**Cultural Exchange:** Facilitates engagement and learning about different cultures.

**Project Collaboration:** Simulates Q&A discussions and brainstorming to assist team projects.

## SUMMARY

**Character.ai** is a flexible tool that aids learning, creativity, and communication. It supports young people, youth workers, and NGOs by providing educational assistance through interactive projects, tailored support, and engagement for youth.





## 8. DECKTOPUS

<https://www.decktopus.com/>

**Decktopus** is the most intuitive AI presentation platform, allowing users to create gorgeous and engaging slideshows easily.

### KEY FEATURES

**Templates and Themes:** Ready-made templates for immediate design.

**Interactive Elements:** Built-in components of interactivity, including polls and quizzes.

**Easy to Use:** Slides can be created and edited easily on its user-friendly interface.

### USAGE FOR YOUNG PEOPLE

**Projects:** Creates professional-looking presentations effortlessly for all assignments and reports.

**Creative Expression:** Supports or enhances visual storytelling in various projects and competitions.

**Skill Development:** Improves design and presentation skills.

### USAGE FOR YOUTH WORKERS AND NGOs

**Workshops:** Create interactive presentations for educational sessions.

**Fundraising and Advocacy:** Design impactful slides for fundraising events and advocacy campaigns.

**Project Proposals:** Prepare visually appealing proposals and reports for stakeholders.

### BENEFITS FOR YOUTH PARTICIPATION

**Project Presentations:** Improve the delivery of project presentations and reports.

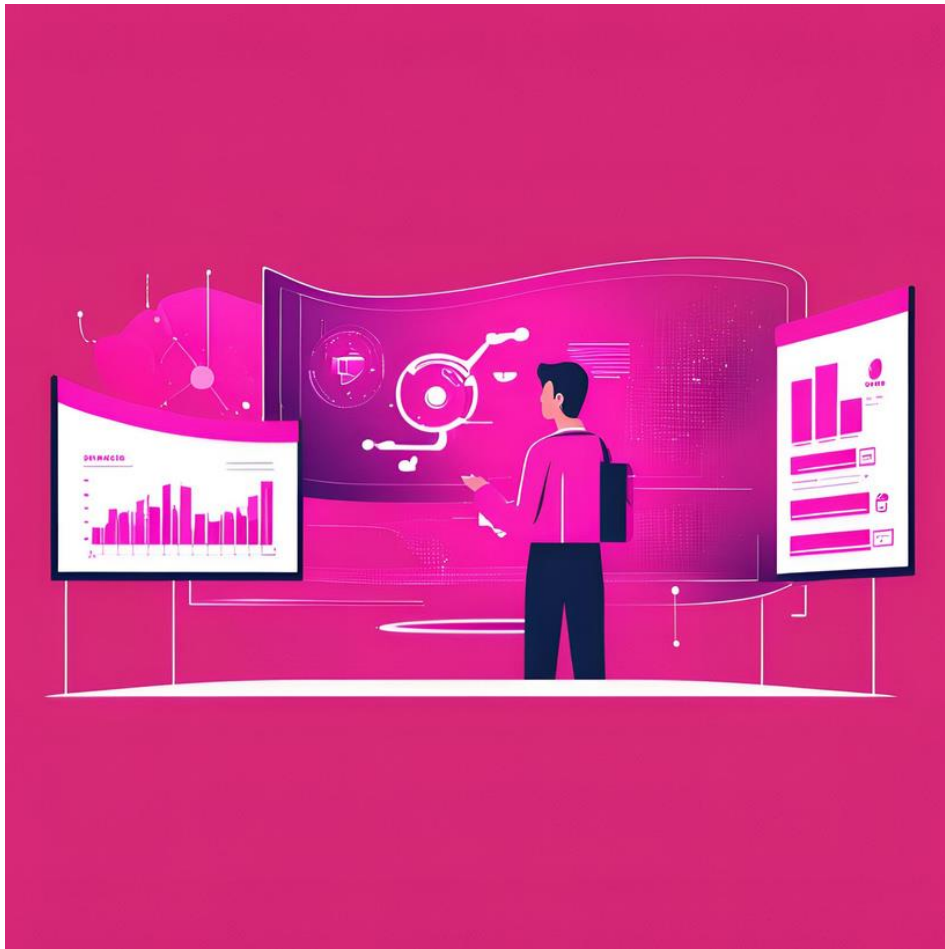
**Multilingual Support:** Provides the capability to create presentations in multiple languages for diverse audiences.

**Collaboration:** Facilitates teamwork by allowing multiple contributors to work on presentations.



## SUMMARY

**Decktopus** is, therefore, an ideal tool for the execution of presentations that are well-packaged and organised. It benefits young people, youth workers, NGOs, and participants in Erasmus+ programmes by enhancing communication, simplifying project presentations, and fostering creativity and engagement.



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## 9. JIRA

<https://www.atlassian.com/software/jira>

**Jira** is another powerful project management tool designed to assist teams in planning, tracking, and managing work effectively.

### KEY FEATURES

**Task Management:** Distribute tasks, track progress, and set deadlines.

**Workflow Automation:** Automate processes to make them smooth and efficient.

**Collaboration:** Communicate and work on projects as a team.

**Reporting and Analytics:** Get reports to analyse the performance of teams and the progress of projects.

### USAGE FOR YOUNG PEOPLE

**Projects:** Plan and manage group assignments and projects efficiently.

**Time Management:** Record deadlines and monitor progress.

**Launch Learning:** Develop organisational and project management skills.

### USAGE FOR YOUTH WORKERS AND NGOs

**Programme Management:** Plan and organise programmes and activities for young people.

**Volunteer Management:** Coordinate tasks with volunteers and record their hours.

**Event Planning:** Manage logistics and timelines of events and workshops.

### BENEFITS FOR YOUTH PARTICIPATION

**Project Coordination:** Organisation and management of international projects and collaborations.

**Documentation:** Maintain and update project documentation transparently, while tracking its progress.

**Collaboration:** Facilitate collaboration among team members scattered across different countries and time zones.

## SUMMARY

**Jira** is a comprehensive toolset for improving the project management process and the collaboration of young people, youth workers, and NGOs. It administers efficient task management, enhances communication, and aids in organising and tracking projects, including those in exchange programmes.





## 10. CHAT PDF

<https://www.chatpdf.com/>

**ChatPDF** is a tool that allows users to interact with PDF documents using conversational AI. It lets you upload a PDF and then ask questions about its content, making extracting and understanding information from lengthy or complex documents easier. The tool uses natural language processing to interpret user queries and provide relevant information from the PDF. Additionally, ChatPDF includes features or functionalities within a PDF reader or editor that allow for comments, annotations, or collaborative discussions within PDF documents. Here is a general overview of how such capabilities could be useful for various groups:

### KEY FEATURES

**Annotation Tools:** Highlight text, add comments, and draw shapes to mark up PDF content.

**Version Control:** Track changes and manage document versions during collaborative editing.

**Integration:** Connect with cloud storage platforms to streamline document sharing and collaboration.

**Accessibility:** Ensure documents are accessible across different devices and platforms for remote collaboration.

### USAGE FOR YOUNG PEOPLE

**Study and Research:** Collaborate on academic projects by annotating and discussing PDF documents.

**Peer Review:** Provide feedback on essays, reports, and assignments directly within PDFs.

### USAGE FOR YOUTH WORKERS AND NGOs

**Document Management:** Collaborate on programme plans, reports, and grant proposals by sharing and editing PDFs.

**Training Materials:** Annotate and distribute training materials for workshops and educational sessions.



## BENEFITS FOR YOUTH PARTICIPATION

**Project Collaboration:** Share and review project documents among international teams.

**Language Support:** Translate and annotate documents to facilitate cross-cultural communication.

## SUMMARY

Collaborative PDF tools facilitate efficient communication, document sharing, and editing among young people, youth workers, NGOs, and participants in exchange programmes. These features enhance productivity, streamline workflows, and support effective project management and communication across diverse teams and projects.





# AI Tools for Youth Participation

## Benefits:

- CAREER PREP
- SKILL DEVELOPMENT
- PERSONALISED LEARNING

## Initiatives:

- ONLINE RESOURCES
- EDUCATIONAL PROGRAMMES
- COMMUNITY ENGAGEMENT

## Challenges:

- EQUITY
- ETHICS
- BALANCED USE

*developed during the project activity*

# AI TOOLS FOR YOUTH PARTICIPATION

According to the AI tools repository, there are 13,000 AI tools available for 4,803 jobs. They are used in all spheres of our lives. Youth can also benefit from AI tools, as they save time, give new ideas, and work faster and more precisely. They can be used as assistants, managers, data analysts, promoters, and so on. This article features a list of AI tools young people and youth workers can use to double productivity, enhance creativity, improve skills, and make preparation for events or projects easier.



## AI FOR DATA COLLECTION

Data collection is crucial for youth. Firstly, data collection helps youth organisations understand the needs of a particular youth group and plan events and projects according to the youths' wishes. Secondly, it identifies strengths and weaknesses, allowing the creation of appropriate project development. Last but not least, youth can demonstrate the effectiveness of their work by creating annual reports.

	TOOL	ACCES	USAGE IN YOUTH WORK	PARTICIPATION MODEL	ROLE
	<b><u>Datatera.ai</u></b>	<b>Freemium.</b> Up to 35 docs in 1 month.	1. Create profiles for your crew or project participants to facilitate future collaboration. 2. Collect social media profiles to reach a broader audience.	Civic Political Education Public health Sport Cultural	Organisers Influencers Consultants
	<b><u>Tableau</u></b>	<b>Freemium.</b> 1 year free for students and teachers.	1. Analyse the statistics from your website or social media. 2. Predict possible upcoming topics.	Civic Political Education Public health Sport Cultural	Organisers Influencers Consultants
	<b><u>Formless</u></b>	<b>Freemium.</b> Up to 25 conversations.	1. Receive feedback on an event or project in a more engaging and interactive manner.	Civic Political Education Public health Cultural	Organisers Influencers
	<b><u>Feedbase</u></b>	<b>Freemium.</b> 1 website.	1. Collect feedback directly through the website.	Civic Political Education Public health Sport Cultural	Organisers Influencers

With data collection, youth can achieve more meaningful project results, collect feedback, and share the results of their work.

## AI FOR DATA ANALYSIS AND VISUALISATION

After collecting all the necessary information about the audience, upcoming trends, feedback, and so on, youth workers can proceed with analysis and visualisation to lay a foundation for their project or idea. It opens doors to new perspectives and provides fresh ideas.

	TOOL	ACCES	USAGE IN YOUTH WORK	PARTICIPATION MODEL	ROLE
	<b><u>Julius AI</u></b>	<b>Freemium.</b> Up to 15 messages a month. 50% discount for students.	<ol style="list-style-type: none"> <li>1. Create visuals (images, videos, GIFs) from data.</li> <li>2. Ask questions about your data.</li> <li>3. Export the data in a suitable format.</li> </ol>	Civic Political Education Public health Sport Cultural	Organisers Influencers Consultants
	<b><u>Fedica</u></b>	<b>Freemium.</b> 8 accounts per one account.	<ol style="list-style-type: none"> <li>1. Analyse demographic and follower data.</li> <li>2. Conduct advanced analytics for accounts.</li> <li>3. Suggest content strategies based on trends.</li> </ol>	Civic Political Education Public health Sport Cultural	Organisers Influencers Consultants
	<b><u>Diyva</u></b>	<b>Freemium.</b> 1 chatbot is free.	<ol style="list-style-type: none"> <li>1. Optimize feedback from visitors and attendees of clubs, events, and workshops.</li> <li>2. Answer questions from youth participants.</li> </ol>	Civic Political Education Public health Sport Cultural	Organisers Influencers Consultants

With these tools, youth workers can make informed decisions and better plan future projects.

## AI FOR PROJECT MANAGEMENT

Youth can also participate in project management. AI tools will assist in developing the budget, project timeline, objectives, key results, and policies.

	TOOL	ACCES	USAGE IN YOUTH WORK	PARTICIPATION MODEL	ROLE
	<u>Storylist</u>	Freemium. 1 project.	1. Project management. 2. Project budget and timeline.	Civic Political Education Public health Sport Cultural	Organisers
	<u>Plan Quest</u>	Freemium. 3 projects.	1. Planning and tracking your project. 2. Timeline visualisation. 3. Tracking objectives and key results.	Civic Political Education Public health Sport Cultural	Organisers
	<u>QuillBot</u>	Freemium. 50 AI prompts/day.	1. Fix errors in project plans. 2. Paraphrase. 3. Make the text clear and concise.	Civic Political Education Public health Cultural	Organisers Influencers
	<u>Policy Advisor based on ChatGPT</u>	Free.	1. Policy research and analysis. 2. Policy development. 3. Development of effective communication strategies.	Civic Political Education Public health Sport Cultural	Organisers
	<u>ClickUp</u>	Freemium.	1. Manage tasks, portfolios, board views. 2. Track time and goals.	Civic Political Education Public health Cultural	Organisers Influencers Consultants
	<u>IdeaSpark</u>	Free.	1. Generate ideas.	Civic Political Education Public health Sport Cultural	Organisers Influencers Consultants

These tools lead to a thorough analysis of project aims and objectives. They can be used in any participation model.



## AI FOR DEVELOPING ACTIVITIES

There are also tools for creating engaging activities for youth (e.g. workshops, lectures, quests, outdoor activities, games, DIY meetings, etc.). With AI tools, young people can learn new skills, express themselves more easily, and engage more individuals in youth work.

	TOOL	ACCES	USAGE IN YOUTH WORK	PARTICIPATION MODEL	ROLE
	<u>ClickUp</u>	Freemium.	1. Create engaging and personalised plans for workshops. 2. Collaborate with other participants.	Civic Political Education Public health Cultural	Organisers Influencers Consultants
	<u>Tome</u>	Freemium.	1. Create an engaging presentation. 2. Generate final results for research.	Civic Political Education Public health Cultural	Organisers Influencers Consultants Role-players
	<u>DeepAI</u>	Freemium.	1. Create visuals for ideas. 2. Create music.	Education Cultural	Organisers Influencers Consultants Role-players
	<u>Quizgecko</u>	Freemium.	1. Generate online quizzes and flashcards.	Civic Political Education Public health Cultural	Organisers Influencers

These tools can assist in creating engaging activities by offering personalised suggestions. They can also improve the effectiveness of these activities and ensure that they are both inclusive and accessible for young people.

## AI FOR PROMOTION AND ADVERTISEMENT

Social media such as Instagram, Facebook, and LinkedIn can open new opportunities, develop digital literacy, and make other youth participants feel connected to the community.

	TOOL	ACCES	USAGE IN YOUTH WORK	PARTICIPATION MODEL	ROLE
	<u><a href="#">Trendmate.xyz</a></u>	Freemium.	1. Content prompter. 2. Idea generator.	Civic Political Education Public health Cultural	Organisers Influencers
	<u><a href="#">Instanews</a></u>	Freemium. 10 articles monthly.	1. Transform Instagram posts into news articles or blog posts for your website. 2. Automated content assistant.	Civic Political Education Public health Cultural	Organisers Influencers
	<u><a href="#">Kwetzal</a></u>	Freemium.	1. Generate and schedule social media posts. 2. Create background photos.	Civic Political Education Public health Cultural	Organisers Influencers
	<u><a href="#">FeedAI based on ChatGPT</a></u>	Free.	1. Generate the perfect caption.	Civic Political Education Public health Cultural	Organisers Influencers

The tools are available for promotion in every participation model and can be used by organisers and influencers.

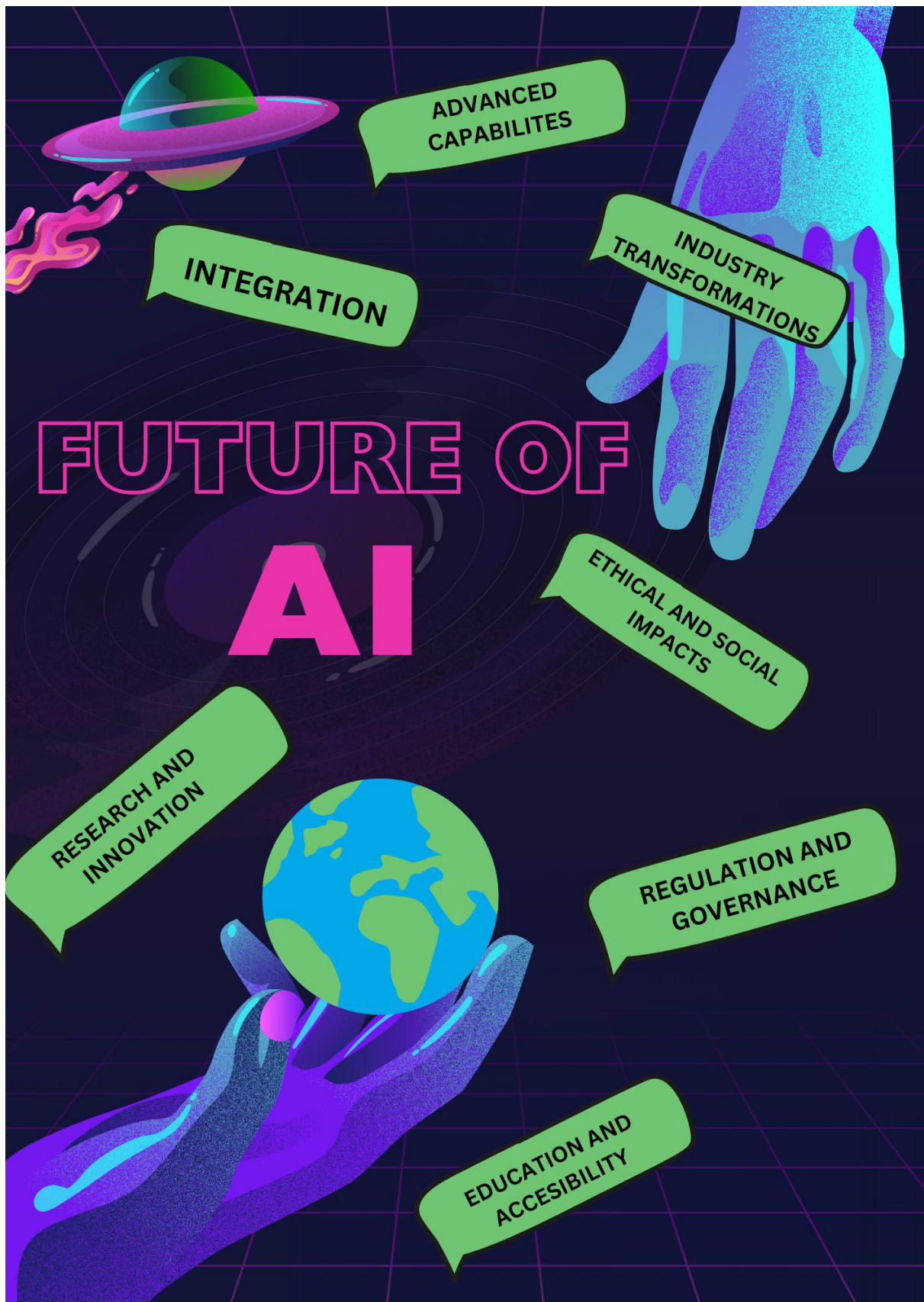
## AI FOR EMPOWERING YOUTH

Empowering youth with AI can provide them with valuable skills, open up new opportunities, promote inclusion, and prepare them for a future in which AI will play an important role.

	TOOL	ACCES	USAGE IN YOUTH WORK	PARTICIPATION MODEL	ROLE
	<u>Write Application &amp; Motivation Letters based on Chat GPT</u>	Free.	1. Customise cover letters and resumes for exchanges.	Education Sport Cultural	Organisers Influencers Consultants
	<u>Interview preparation bot based on ChatGPT</u>	Free.	1. Assists users in preparing for job interviews. 2. Provides advice and coaching.	Education	Organisers Influencers Consultants Role-players
	<u>Salemaker</u>	Freemium.	1. Create personalised videos. 2. Personalise video scripts.	Education Cultural	Influencers Role-players
	<u>Read</u>	Freemium. 7 days.	1. Track and report work hours. 2. Manage tasks.	Civic Political Education Public health Cultural	Organisers Influencers Consultants Role-players

## CONCLUSION

Effective and regular use of AI tools, as outlined in this article, offers advanced opportunities for young people to play a more meaningful role in decision-making processes in their daily lives. Overall, AI tools can serve as valuable pocket assistants, enhancing the performance of young individuals. By providing practical skills, opening up new possibilities, promoting inclusion, and preparing them for an AI-driven future, these tools have the potential to empower youth significantly.



*developed during the project activity*



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# THE FUTURE OF AI

## WHAT AWAITS YOUNG PEOPLE IN THE FUTURE?

Artificial intelligence (AI) will offer many opportunities and advantages to young people in the future. This article focuses on the future of AI, shaped by technological advancements and societal needs. Here are some key predictions and possible scenarios:

### PERSONAL AI COMPANIONS AND ASSISTANTS

**AI Pets:** Virtual or robotic pets can provide companionship and help young people develop a sense of responsibility. These pets could respond to their owners' moods and emotional needs.

**Personal Storytellers:** AI-based storytellers can create fully personalised adventures and tales based on the interests and imaginations of young people.

**AI Life Coaches:** Personal AI life coaches can track daily activities and goals, providing motivational suggestions and guidance.

### FUTURE ENTERTAINMENT AND ART EXPERIENCES

**Virtual Reality Adventures:** In AI-generated virtual worlds, young people can embark on fantastic adventures, living in different times and places.

**Collaborative Art Projects with AI:** Young people can compose music, draw, or write movie scripts with the help of AI, which can act as a creative partner.

**Interactive Story Games:** AI can create interactive games where the story changes instantly based on the players' choices, offering a unique experience every time.

### SCIENCE FICTION AND TECHNOLOGICAL WONDERS

**AI-Based Superpowers:** Through augmented reality glasses and wearable technologies, young people can feel as if they have superpowers, such as sensing their environment with high sensitivity.



**Creating Their Own Robot Assistants:** With AI-supported, easy programming tools, young people can design and programme their own robots.

**AI-Assisted Hoverboards:** Hoverboards with AI for balance and navigation could allow young people to experience science fiction in real life.

## REVOLUTIONISING EDUCATION

**AI-Powered History Journeys:** Using AI-supported virtual reality, young people can visit historical events and periods as if they were time-traveling.

**Genetics and Biology Simulators:** AI-based biology simulators can allow young people to experience the workings of living organisms and genetic modifications in a virtual environment.

**Imagination Labs:** In AI-supported labs, young people can test and develop their dream inventions or projects.

## SOCIETAL AND ENVIRONMENTAL CONTRIBUTION

**Designing Their Own Cities:** With AI and virtual reality, young people can design their dream cities and communities and simulate how these cities would function.

**Climate Change Simulations with AI:** Young people can explore the impacts and solutions of climate change through AI-supported simulations, creating their own sustainability projects.

**World Peace Games:** On virtual platforms managed by AI, young people can collaborate with individuals from different cultures and nations to develop strategies for world peace.

## OTHER CREATIVE AND FANTASTIC IDEAS

**AI-Controlled Dreams:** AI-based devices could allow young people to control and direct their dreams as they wish.

**Virtual Planet Exploration:** AI can create new planets and universes in virtual environments for young people to explore.

**Emotional AI Partners:** Young people can form emotional bonds with virtual characters powered by AI, which can understand and respond to their moods.

These creative and fantastic ideas can inspire young people's imaginations, helping them discover their future potential and develop new skills.

## CONCLUSION

AI tools can significantly enhance youth performance by acting as pocket assistants. They empower young people by equipping them with useful skills, promoting inclusion, providing new opportunities, and preparing them for a future where AI is prevalent. AI impacts both youth and youth workers, offering benefits like efficient information management, data organisation, tailored recommendations, and faster data processing, all of which improve decision-making and inclusivity.

AI also presents challenges, such as dependency, privacy concerns, and algorithmic bias. To address these, it is essential to educate youth workers on the ethical use of AI, data protection, and digital literacy. Understanding both AI's capabilities and limitations enables them to leverage its benefits effectively while fostering critical thinking and protecting personal information.

Collaborative AI tools enhance communication, document sharing, and editing, benefiting young people, youth workers, NGOs, and participants in exchange programmes. These tools boost productivity, streamline workflows, and support project management across diverse teams.

AI should not replace human educators or mentors but can complement them by empowering young people to actively participate in their learning, unleash their creativity, and address real-world challenges. As AI evolves, it has the potential to transform youth participation by equipping the next generation with the skills and knowledge needed to engage in and contribute to decision-making processes in a constantly changing world.





# Videos

*Learn about AI's impact through inspiring stories, real-life insights, and personal journeys in our videos.*

This collection features a podcast on AI's impact on youth, an interview about favourite AI tools, and a video on personal growth through AI. Explore these resources to see AI's transformative power and its role in inspiring change.



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# EMPOWERED

**ALICE MIKHEEVA  
ASTA ARBAČLAUSKITE DIJOKIENĖ  
ELENE KHIJAKADZE**

**ANCE ULDRIKE**



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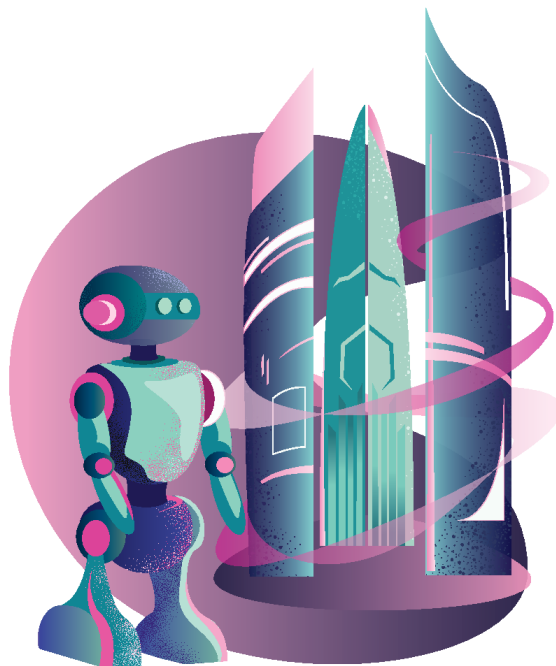


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# EMPOWERED

Meet Emma – someone who once felt her voice didn't matter. But everything changed when she stumbled upon a groundbreaking tool that transformed her life. Watch as Emma's journey unfolds from self-doubt to empowerment. See how she uses her newfound abilities to inspire change and embrace her true power. Don't miss this captivating story of personal growth and the incredible difference one tool can make. Click on the link below!

<https://drive.google.com/file/d/1gNKUG-iGXMBIjsL7unjonUgrmtdtscMk/view?usp=sharing>





# AI INSIGHTS: WHAT PEOPLE REALLY THINK ABOUT AI?

Curious about AI? Dive into our quick interview where we ask people about their favourite AI tools, what AI means to them, and how it might boost youth participation. From personal insights to future predictions, get ready for an engaging look at AI's impact. Don't miss out – discover the buzz around AI now! Click on the link below!

<https://drive.google.com/file/d/1gpm4chMz5JB792ePTwomdkXf7IORZQxz/view?usp=sharing>

Empowering youth  
with AI



# PODCAST: "FUTURE FORWARD"

"Future Forward" is your gateway to the cutting-edge world of technology and youth empowerment. Join us as we explore the latest advancements and trends in AI, from its impact on education and creativity to its role in environmental sustainability. Discover how young innovators are driving change, hear inspiring examples of AI supporting impactful initiatives, and learn why coding and AI education are more crucial than ever. With discussions on inclusivity, fair AI systems, and the power of mentorship, "Future Forward" is your essential guide to navigating the future of technology and its transformative potential. Click on the link below!

[https://drive.google.com/file/d/1Xaev\\_cemJx71Wk6m0qE7p3gNdM\\_jTyX5/view?usp=sharing](https://drive.google.com/file/d/1Xaev_cemJx71Wk6m0qE7p3gNdM_jTyX5/view?usp=sharing)



**Empowering  
youth  
participation  
through AI**

#ARTIFICIALINTELLIGENCE  
#YOUTHPARTICIPATION  
#IDEALAB  
#POWERYOURLIFE



# Games

*These games will help you test and solidify your understanding of AI concepts.*

This collection explores AI's role in empowering youth, challenges players to identify fake news, and sharpens their skills in detecting deepfakes for safer, more informed participation.



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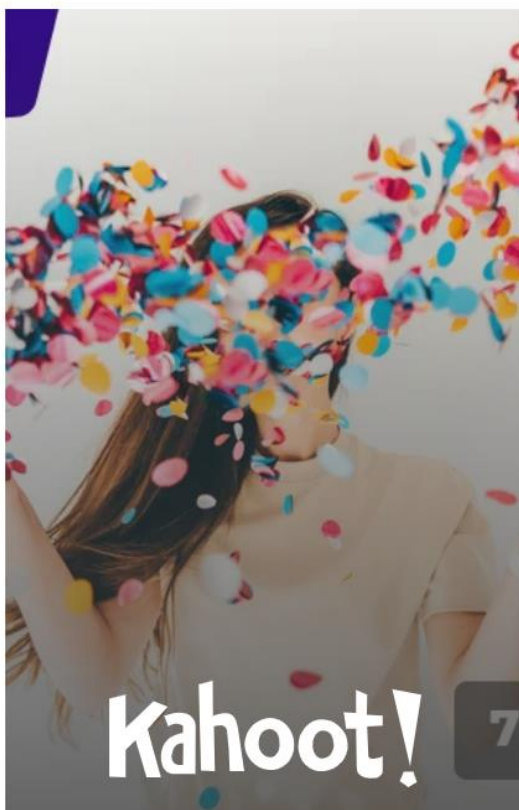




# EMPOWERING YOUTH WITH AI

Explore how AI can benefit young people with this game. Learn about AI's role in improving mental health, enhancing community participation, staying informed, developing skills, making career choices, and managing time. Test your knowledge of how AI supports youth in various aspects of their lives. Click on the link below!

<https://create.kahoot.it/share/empowering-youth-with-ai/37ec85ad-8106-4c87-a3ad-07d7a0db454d>



## Empowering Youth with AI

Created by: TomHilva  
Language: English

Plays: 0   Shares: 0  
Players: 0   Favorites: 0

Play

# NEWS OR NOT? THE FAKE NEWS GAME

Test your ability to spot and understand fake news with this game. Answer questions about what fake news is, how to identify it, and the role of technology and social media in its spread. Evaluate your knowledge of protecting yourself from misinformation and the tactics used to attract attention. Ready to take on the challenge? Click on the link below!

<https://create.kahoot.it/share/news-or-not-the-fake-news-game/75af466a-bcd5-403e-b6ac-0acb6ae364dd>



## News or Not? The Fake News Game

Created by: TomHilva

Language: English

Plays: 0

Shares: 0

Players: 0

Favorites: 0

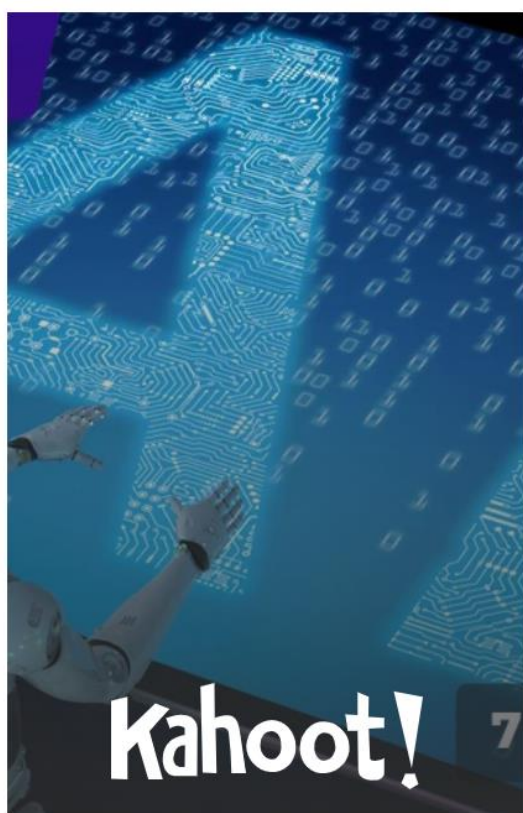
Play



# DEEPAKE DETECTIVE GAME

Challenge yourself with questions about deepfakes and their impact. Determine what constitutes a deepfake, recognise examples, and understand the technology behind them, including LLMs. Test your skills in identifying fake identities and distinguishing between real and generated content. Are you up for the challenge? Click on the link below!

<https://create.kahoot.it/share/deepfake-detective-game/d53670c3-846f-4fe7-8176-50d52cc396ca>



## Deepfake Detective Game

Created by: TomHilva  
Language: English

Plays: 1   Shares: 0

Players: 1   Favorites: 0

Play



# Workshops

*This series of workshops will provide you with a solid grasp of AI concepts and practical strategies to effectively empower both youth and communities.*

This collection of workshops delves into AI's impact on youth, focusing on enhancing independence, creativity, and understanding, while offering practical strategies for responsible engagement.



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IDEA  
LAB

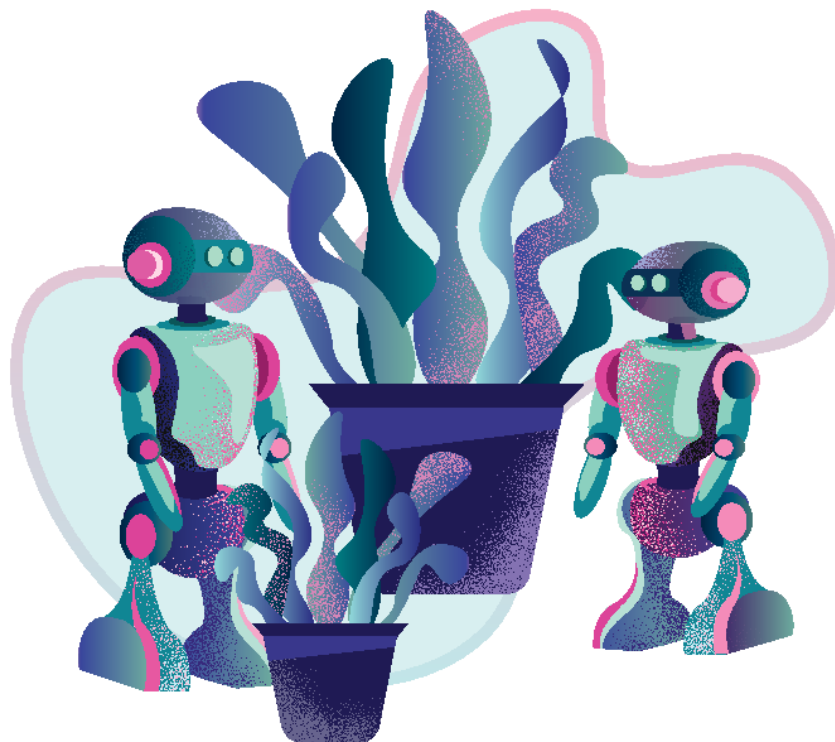
# INTRODUCTION

The workshop “**B (Not 2 Much) Artificially Intelligent**” is the first in a series of three one-day workshops on the use of AI tools as a means to empower youth participation, develop critical thinking, and build enduring knowledge among young people through AI resources.

The second workshop, “**Youth and AI: Independence Boost**”, addresses the use of AI tools in youth work and non-governmental organisations to achieve better results in active participation and facilitate daily operations.

The third workshop, “**Community Workshop Programme: Introduction to Artificial Intelligence (AI)**”, aims to help local communities acquire knowledge about using AI to foster a more united and cohesive society. Additionally, AI will be demonstrated as a bridge across the generation gap between youth and older social groups by enhancing active citizenship and youth participation.

All workshops can be delivered separately or as a series of three one-day workshops.





JANUARY 01, 20XX | 11:00 AM

**THE WORKSHOP**

# **B (NOT 2 MUCH) ARTIFICIALLY INTELLIGENT**



**YOU SHOULD JOIN IF YOU WANT TO:**

**Develop  
critical thinking**

**Learn about  
different AI tools**

**Increase the level of active  
participation via the use of AI tools**

*developed during the project activity*

# B (NOT 2 MUCH) ARTIFICIALLY INTELLIGENT

**TOPIC:** Leveraging AI tools to enhance digital literacy, critical thinking, and active participation among youth.

**COMPLEXITY:** Beginner/medium/advanced.

## **THEMES:**

- Teaching young people about AI tools' benefits (skills, knowledge, digitalisation), possible negative impacts (mental implications, lack of enduring knowledge, laziness), and different uses of AI tools.
- Active citizenship/participation.
- Development of critical thinking.

**GROUP SIZE:** 12 to 15 people.

**TIME:** 240 minutes, divided into 3 modules - two of 90 minutes and one of 60 minutes. It is advisable to include two coffee/lunch breaks.

## **ISSUES ADDRESSED:**

- AI tools.
- Digital intelligence.
- Active participation and critical thinking.

## **OBJECTIVES:**

- To learn about different AI tools.
- To develop critical thinking.
- To increase the level of active participation via the use of AI tools.

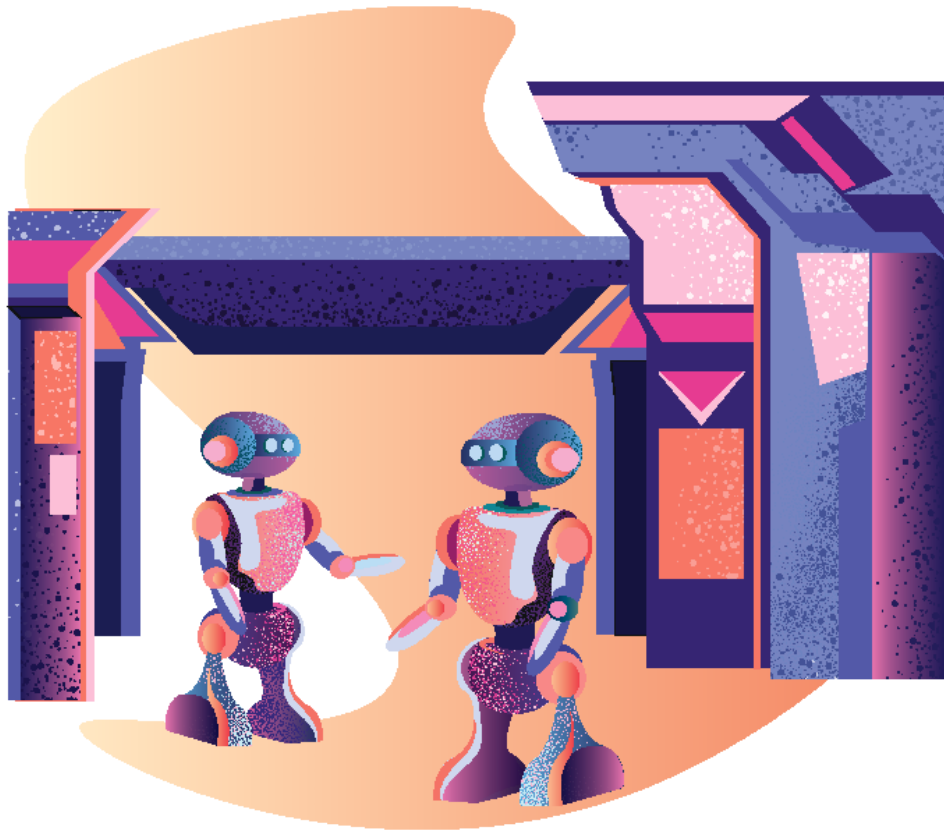
**HUMAN RESOURCES:** A facilitator for each small group (4).



## **MATERIALS:**

- Electronic devices: laptops, tablets, mobile phones.
- Comfortable places for the small groups to sit and discuss.
- Post-it notes, pens, pencils, paper, printouts.
- A projector.
- Access to the following AI tools (at least one premium version of the selected AI tool is recommended): Chat GPT, Gemini, Character GPT, Copy GPT.

**METHODS:** Discussions, ice breakers, name games, quizzes, roleplays, short informative talks, the methods of non-formal education, and digital tools.



# MODULE 1

(90 MINUTES)

## IMPLEMENTATION:

### **10 minutes:** Ice-breaking and getting-to-know-each-other activities.

An example of an ice-breaking activity: *participants stay in a circle and the first one turns on the left and has to clap once together with the person next to him/her. This repeats until the last participant and the clapping has to be synchronised. The second round changes the rules and a double clap turns the direction of the clapping. The idea is for the participants to learn to work as a team and to have fun while breaking the ice between them.*

An example of a getting-to-know-each-other activity: *the people say their names and accompany them with a gesture one by one and the others repeat after them. The last participant is expected to know all the names at the end of the game.*

### **40 minutes:** An AI Open Cafe - discussion about 4 AI tools (10 minutes each).

Participants attend short discussions about the AI tools. The facilitator divides the participants into four groups and they have a short discussion about AI tools in order to see their knowledge. After that, they are divided into 4 small groups and they attend the Open Cafe tables with 4 different facilitators who will provide them with information about 4 of the most popular AI tools, used by young people:

- **Chat GPT**
- **Gemini**
- **Character GPT**
- **Copy GPT**

They will be given general information about the 4 AI tools and they will discuss the following:

- Differences between them.
- Benefits.
- Negative aspects.
- Are they limited, and how?

**40 minutes: A Mini Workshop Titled “Be Digitally Creative”.**

The groups will be given tasks to use one of the AI tools they have already learnt about in order to create:

- An Excel table with the holiday periods for everyone in the group.
- A slogan/motto to promote a hostel/hotel where they are staying.
- A visual interview with Shakespeare.
- Find all the festivals that have taken place in your area over the past 12 months.

The participants work for 30 minutes. After that, they present their creations and reflect on the working process. They have to determine which AI tool is most suitable for their task and explain their choice. Their decision should be based on the new information which they have learned in the previous part of the module.



# MODULE 2

(90 MINUTES)

## IMPLEMENTATION:

### **50 minutes: AI and Active Participation.**

A discussion with the whole group. The facilitator initiates a discussion with the group on current challenges faced by young people, focusing on active citizenship and youth participation. They will make a link between the use of AI tools and the solutions to the issues that young people face on a daily basis.

#### **Exemplary questions:**

- What problems do young people face today?
- What is the role of the NGO sector in youth's life?
- How can NGOs and government sectors collaborate to address these issues and provide solutions?
- How can AI tools be involved in the solution processes?

### **40 minutes: Create & Present: AI-Enhanced Youth Participation Project.**

After drawing conclusions from the discussion, the participants are tasked to create a poster/ quiz/ campaign/ game on a hot topic for them, using AI to enhance youth participation in society (20 minutes for work and 20 minutes for presentation and reflection).

# MODULE 3

(60 MINUTES)

## IMPLEMENTATION:

### **10 minutes:** A Discussion About Critical Thinking in the Processes of AI Use.

The facilitator guides the group in evaluating the reliability of information provided by AI tools in our society by asking the following questions:

- What problems can be faced during work with AI?
- Is the information provided always truthful and relevant?
- How to differentiate which is a fact or fiction in the AI use?

After sharing their opinions and summarising facts based on their personal experience, the participants will be given a practical task.

### **20 minutes:** Engaging with AI: A Humorous Take on Critical Thinking Skills.

In small groups, participants will create a humorous and interactive presentation that highlights critical thinking skills in AI usage.

### **10 minutes:** Group Presentations.

The groups will present their work.

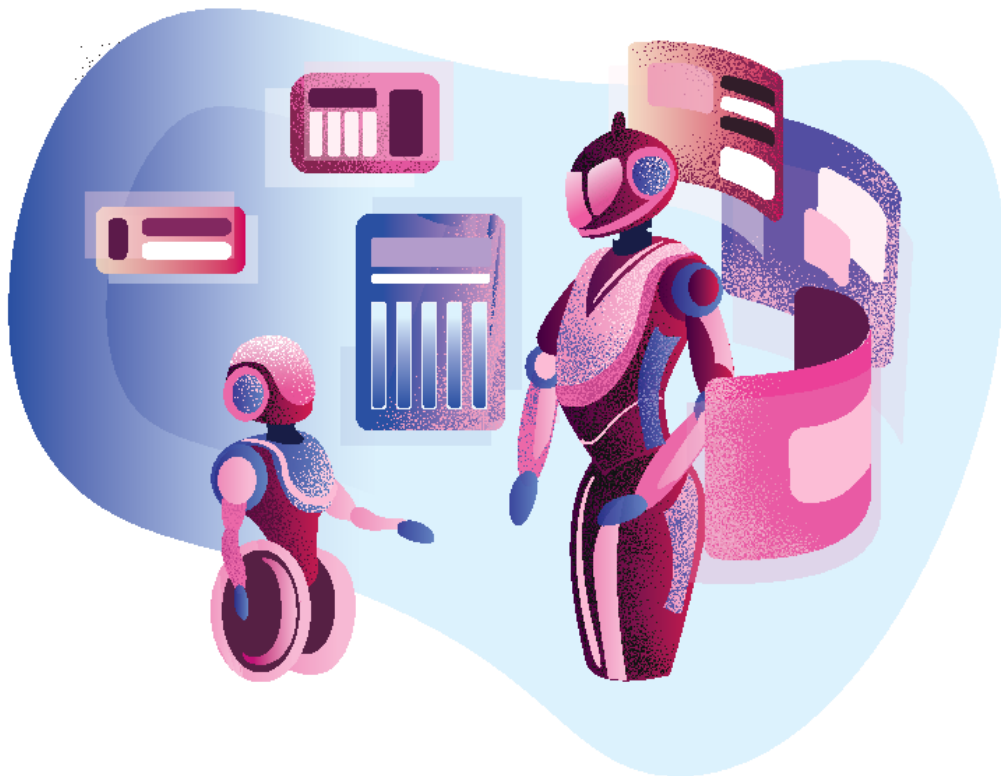
### **20 minutes:** Summary and Evaluation of the Workshop.

The facilitator summarises the key points of the workshop (*exploration of AI tools, practical application, development of critical thinking*).



The facilitators gather feedback from the participants about the workshop by asking various questions to enhance the presentation during its next implementation.

- Did participants feel any of the statements were difficult to deal with? Why?
- Why is it crucial to understand AI, develop critical thinking skills, and engage as an active citizen?
- What should you bear in mind when using AI tools?
- What was the most interesting thing you learnt from this activity?



CREATIVE WORKSHOP

# YOUTH AND AI: INDEPENDENCE BOOST

DATE OF THE WORKSHOP

**JANUARY 01, 20XX | 11:00 AM**

REGISTER NOW WITH **FORM** OR  
e-mail: [example@gmail.com](mailto:example@gmail.com)  
contacts: +03800000000



*developed during the project activity*

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# YOUTH AND AI: INDEPENDENCE BOOST

**TOPIC:** How can youth workers use AI to be more self-directed and independent?

**COMPLEXITY:** Beginner.

**THEMES:**

- The notion of self-directedness and independence concerning youth participation.
- AI tools enhancing youth participation.

**GROUP SIZE:** 24 people.

**TIME:** 225 minutes, divided into 3 modules - one of 45 minutes and two of 90 minutes. It is advisable to include two coffee/lunch breaks.

**ISSUES ADDRESSED:**

- Self-directedness.
- Independence.
- Youth participation enhancement.
- AI tools.

**OBJECTIVES:**

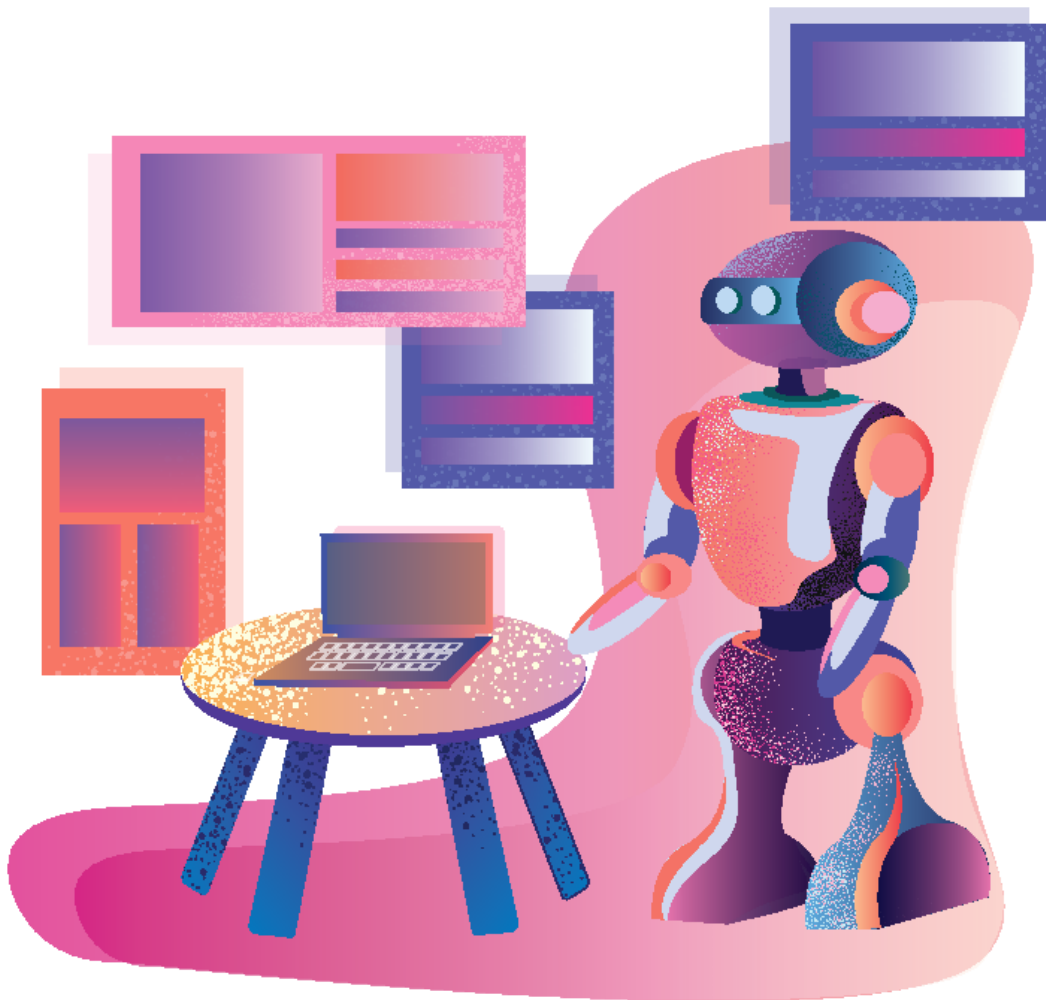
- To learn why independence and self-directedness are important for youth participation.
- To present AI tools that may enhance youth workers' independence.
- To present AI tools that boost effectiveness and efficiency.

**HUMAN RESOURCES:** 2 facilitators.

## **MATERIALS:**

- Electronic devices: laptops, mobile phones, a projector.
- A room with desks that can accommodate around 15 people.
- Pens, pencils, paper, and a flip chart.
- Access to the following AI tools (at least one premium version of the selected AI tool is recommended): ChatGPT, Gemini, Notion, Leonardo, Trello.

**METHODS:** Discussions, ice-breaking activities, get-to-know-each-other games, question sessions, brainstorming, AI tools.





# MODULE 1

(45 MINUTES)

## IMPLEMENTATION - THEORETICAL PART:

### **10 minutes:** Ice-breaking and getting-to-know-each-other activities.

An example of an ice-breaking activity: *each participant says their name and chooses a gesture that represents them. Other participants repeat the name and the gesture.*

An example of a getting-to-know-each-other activity: *two truths, one lie - each participant shares two statements that are true about themselves and one which is false. Other participants have to guess which statement is false.*

### **10 minutes:** Opening Discussion.

The facilitator may pose the following questions:

- What does self-directedness mean to you?
- Which AI tools and software do you use
- For what tasks do you use AI?

### **10 minutes:** Introduction to the Topic.

With visual aids (*presentation, a flip chart*) the facilitator defines:

- Self-directedness (*According to Wikipedia, self-directedness is the ability to regulate and adapt behaviour to the demands of a situation to achieve personally chosen goals and values*).
- Independence (*Independence can be described as the state of being free. If you are independent you decide for yourself and perform actions you believe are important and right*).

With visual aids (*presentation, a flip chart*) the facilitator explains:

- Why the two concepts are important for youth participation (*Self-directedness provides flexibility, which allows youth workers to adjust to a specific context of each situation; circumstances and environments vary widely, so youth workers must develop an independent mindset and maintain flexibility*)?

**15 minutes: Utilising AI for Youth Participation.**

The facilitator asks a question and the whole group brainstorms together. The facilitator may write the ideas and key points of a brainstorming session on a flipchart. Example of a question that can be used:

- Why employ AI tools for youth participation?

With visual aids (*presentation, a flip chart*) the facilitator explains:

- How AI software can boost more effective and efficient work (*delegating tasks, analysing, finding solutions, automating, researching, summarising, saving time, providing instant feedback, available 24/7*)?



# MODULE 2

(90 MINUTES)

## IMPLEMENTATION - THEORETICAL PART:

**90 minutes:** Selected AI Tools to Enhance Youth Participation.

With visual aids (*presentation, a flip chart, sharing the computer screen through the projector*) the facilitator describes the following AI software and highlights their key capabilities useful for youth workers:

- **ChatGPT**
- **Gemini**
- **Notion**
- **Leonardo**
- **Trello**

The facilitator divides participants into smaller groups. Their task is to discuss and exchange opinions on the presented AI tools. Afterwards, all groups may express their opinions.

With visual aids (*presentation, a flip chart, sharing the computer screen through the projector*) The facilitator introduces existing ChatGPT plugs and describes them.

Question session and open discussion (*participants may further ask about the presented AI software*).

# MODULE 3

(90 MINUTES)

## IMPLEMENTATION - PRACTICAL PART:

### **70 minutes:** Tailoring ChatGPT to Specific Needs.

The facilitator shows how to create a personalised ChatGPT plug (*sharing the computer screen through the projector*).

Participants create plugs that will aid youth participation. They may develop more than one plug and can work individually or in pairs.

Participants present the plugs they have created.

### **20 minutes:** Summary, Reflection, and Evaluation.

The facilitator summarises the key points of the workshop (*the role of self-directedness, the role of independence, AI software useful for youth participation, and personalised AI tools for youth workers*).

Reflection and evaluation - the facilitator may ask the following questions:

- Do participants find the presented AI tools useful?
- Do participants see the potential of AI to enhance youth participation?
- Do participants think they will use presented AI tools in the future?
- What do participants think about the process of developing the ChatGPT plug(s)?

For the reflection and evaluation of the workshop, the facilitator may use Google Forms or a Mentimeter presentation.





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**COMMUNITY WORKSHOP  
PROGRAM**

# INTRODUCTION TO ARTIFICIAL INTELLIGENCE

SEPTEMBER 10TH, 15TH, 20TH  
OCTOBER 3RD, 10TH.



Write to us [AIFYP@gmail.com](mailto:AIFYP@gmail.com)  
or register using the **FORM**

*developed during the project activity*



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# COMMUNITY WORKSHOP PROGRAMME: INTRODUCTION TO ARTIFICIAL INTELLIGENCE (AI)

**TOPIC:** This workshop introduces community groups to five popular AI tools, exploring their creative possibilities, benefits, and applications while fostering youth participation and improving digital skills.

**COMPLEXITY:** Beginner.

## **THEMES:**

- Introduction to popular AI tools.
- Creative applications of AI.
- Youth engagement and digital skills.
- Community impact and feedback.

**GROUP SIZE:** 10 to 20 people.

**TIME:** 240 minutes, divided into 4 modules - one of 60 minutes, one of 90 minutes, one of 60 minutes, and one of 30 minutes. It is advisable to include two coffee/lunch breaks.

## **ISSUES ADDRESSED:**

- AI tools.
- Digital skills.
- Youth participation.
- AI's community impact.

## **OBJECTIVES:**

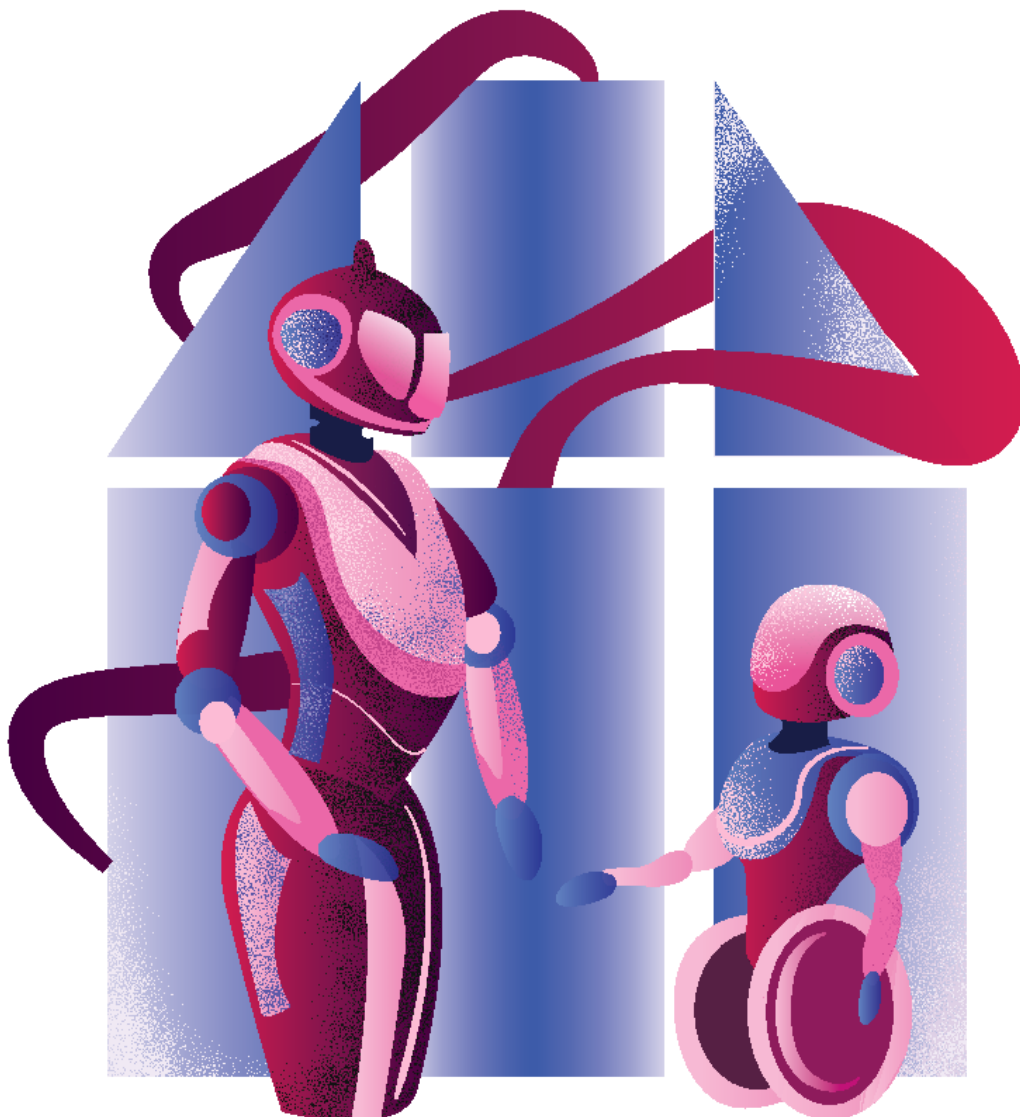
- Encouraging youth participation in the workshop to minimise the gap between youth and other groups in society.
- Introducing the 5 most popular AI tools to the community.
- Enhancing the community's digital skills and competencies.

**HUMAN RESOURCES:** 4 young people (volunteering activity) assist 2 facilitators in showing individually how to use each programme.

## **MATERIALS:**

- Computers with Internet access.
- A projector (recommended).
- Access to the following AI tools (at least one premium version of the selected AI tool is recommended): ChatGPT, character.ai, copy.ai, Presi, Leonardo.
- A room with desks.
- A flip chart.

**METHODS:** Interactive presentations, hands-on activities, group discussions and reflections, AI tools.



# MODULE 1

(60 MINUTES)

## IMPLEMENTATION:

### **60 minutes:** Introduction to AI.

The workshop organisers share the sources of their information about AI and invite the audience to list the AI programs they are familiar with.

The facilitator engages the participants using **MENTI.COM** by asking questions and displaying the results in real-time on the screen. The facilitator helps participants formulate their questions and enter them into **MENTI.COM**.

### **Exemplary questions:**

- Make a presentation of the 5 most popular AI tools for different types of activities.
- What is the meaning of 'community,' and what are the 10 most popular activities within it?
- What is youth participation?
- Which AI tools can help to increase the level of youth participation?

The facilitator provides participants with some background information about AI tools (*the concept and essential characteristics of AI, an overview of AI's history, the main areas of application, analysis and discussion of the ethical issues surrounding AI*).

**Information for the facilitator:** *According to the AI tools repository, there are 13,000 AI tools available for 4,803 jobs. They are used in all spheres of our life. Users can also benefit from AI tools as they save time, give new ideas, and work faster and more precisely. They can be used as assistants, managers, data analysts, promoters, etc.*

The facilitator presents the most popular AI tool - ChatGPT - to the participants (*ChatGPT generates a variety of creative text formats, including poems, scripts, musical compositions, emails, and letters*). The facilitator demonstrates how to use ChatGPT practically: shows how to register, select a language, ask questions both verbally and in writing, and clarify queries.

The facilitator briefly explains the potential risks and user responsibilities and introduces other ChatGPT features.

**Information for the facilitator:** *Presentation of ChatGPT to the participants: Meet ChatGPT: Your AI Chat Buddy! ChatGPT is like having a super-powered conversation partner in the world of AI (Artificial Intelligence). It can understand your questions and requests and respond in a way that feels natural and informative.*

*Here's what ChatGPT can do for you, even if you're new to AI:*

- **Chat and Ask Questions:** *think of ChatGPT as a friendly AI assistant. Got a question about anything? Science, history, or even crazy hypothetical situations - ChatGPT can have a conversation and provide informative answers.*
- **Get Creative:** *Feeling stuck on a writing project? ChatGPT can help brainstorm ideas, write different creative text formats like poems, scripts, or even song lyrics!*
- **Boost Your Learning:** *Need help understanding a complex topic? ChatGPT can break it down for you in a clear and concise way. It can even help with homework by providing explanations and practice quizzes.*
- **Explore Different Languages:** *Stuck on a foreign phrase? ChatGPT can translate languages and even help you write basic phrases in another language.*

*Here are some things to keep in mind when using ChatGPT:*

- **Think Clearly, Ask Clearly:** *The better you explain what you need, the better ChatGPT can understand and respond.*
- **It's Still Learning:** *While impressive, ChatGPT is still under development. Sometimes it might make mistakes or provide inaccurate information. Double-check anything super important!*
- **It's a Tool, Not a Replacement:** *ChatGPT is a great way to learn and explore, but it shouldn't replace your own thinking and creativity.*



# MODULE 2

(90 MINUTES)

## IMPLEMENTATION:

### **30 minutes:** Exploring AI for Creativity.

The facilitator presents the following AI tools:

- **Character.AI** (*engaging in interactive conversations with AI characters, allowing for role-playing, brainstorming, and story development*).
- **copy.ai** (*generating creative marketing copy, including product descriptions, social media posts, and website content*).
- **Prezi** (*creating presentations with AI assistance, including generating slides, scripts, and speaker notes*).
- **Leonardo (IBM)** (*generating realistic and creative digital artwork based on text descriptions*).

### **45 minutes:** Interactive Activity.

The facilitator divides participants into small groups. Each group is assigned one of the AI programmes listed above.

The small groups explore their assigned AI programme and brainstorm creative ways to utilise it for a specific project or task.

The facilitator should encourage participants to explore the programme's functionalities and experiment with different prompts and settings.

### **15 minutes:** Group Discussion.

Open discussion about the strengths and limitations of each programme<sup>7</sup> and their potential for various creative applications.

# MODULE 3

(60 MINUTES)

## IMPLEMENTATION:

### **45 minutes:** Hands-on Activity.

The facilitator regroups participants and assigns them a creative project or task that utilises one or more of the introduced AI tools.

#### **Exemplary projects/tasks:**

- Writing a short story with ChatGPT and using Character.AI to develop the characters.
- Creating a presentation with Prezi on a fictional product using ideas generated by ChatGPT.

Participants work on their projects, utilising the selected AI programmes and their own creativity.

### **15 minutes:** Presentations.

Group presentations and discussion about the results and benefits for the community.

# MODULE 4

(30 MINUTES)

## IMPLEMENTATION:

### **20 minutes:** Final Discussion.

Participant groups present their projects - 2 presentations (volunteers).

The facilitator holds a reflection session. The following questions may be posed:

- How can we use AI tools to increase community engagement and actively involve members in driving social change?
- Will you use any of the presented AI tools?
- Do AI tools provide value to your community?

### **10 minutes:** Written Evaluation of the Workshop.

Below you can find a test which may be used to evaluate the workshop.

#### **Instructions:**

Thank you for attending our Community Workshop Program: Introduction to Artificial Intelligence (AI)! We value your feedback and would appreciate your honest responses to the following questions. Please circle the number that best reflects your experience.

1 = Strongly Disagree

2 = Disagree

3 = Neutral

4 = Agree

5 = Strongly Agree

### **Content and Delivery:**

1. The workshop content was clear and easy to understand. (1) (2) (3) (4) (5)
2. The instructor(s) presented the information in an engaging way. (1) (2) (3) (4) (5)
3. The workshop activities were helpful in understanding the concepts. (1) (2) (3) (4) (5)
4. The pace of the workshop was appropriate. It was neither too fast nor too slow. (1) (2) (3) (4) (5)

### **Learning Outcomes:**

1. I feel more confident in my understanding of Artificial Intelligence (AI) after attending this workshop. (1) (2) (3) (4) (5)
2. I learned valuable skills that I can apply to my own interests or work. (1) (2) (3) (4) (5)
3. The workshop met my expectations for learning about AI. (1) (2) (3) (4) (5)

### **Overall Experience:**

1. I would recommend this workshop to others who are interested in learning about AI. (1) (2) (3) (4) (5)
2. Overall, I was satisfied with my experience in this workshop. (1) (2) (3) (4) (5)

### **Optional:**

1. Please provide any additional comments or suggestions you may have for future workshops:

### **Gathering final feedback from the audience - exemplary questions:**

- Do you plan to use any of the AI tools presented in the workshop?
- Does it provide any benefits to your community?

**Thank you for your time and feedback!**





# AI FOR YOUTH PARTICIPATION TOOLKIT

This innovative Toolkit offers six informative articles: “What is AI: The Key to Unlocking Youth Potential”, “Pros & Cons of AI for Youth Participation”, “AI Safety and Digital Literacy”, “Top 10 AI Tools for Youth Participation”, “AI Tools for Youth Participation”, and “The Future of AI”.

It also features two engaging videos, one inspirational podcast, three educational games, and three skill-building workshops: “B (Not 2 Much) Artificially Intelligent”, “Youth and AI: Independence Boost”, and “Community Workshop Programme: Introduction to Artificial Intelligence (AI)”.

## DISCLAIMER

Artificial Intelligence for Youth participation Mobility of Youth Workers project has been co-funded with support from the European Commission. This publication reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



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