

Digitization and Culture for new generations – DiCultYouth

Newsletter 2, March 2020

Third project meeting in Athens

On March 10, the DiCultYouth project's partners met in Athens, Greece, for the third transnational project meeting. The meeting was hosted by Four Elements in their premises in Athens. In the meeting, partners had the opportunity to discuss the progress for the project and development of the DiCultYouth online Game, an e-learning programme which will be released soon.

The game will help players to improve their digital competences and intercultural awareness in a virtual cultural context.



DiCultYouth for Europe: You are invited!

The first multiplier event of the DiCultYouth project took place in Athens, Greece on March 11, at the Four Element's premises. The event's program included lectures and workshops on culture, education, and technology, to enhance the digital skills of the new generation of employment opportunities.

During the event, the implementing partners of the project had the opportunity to present the project to the audience of more than forty youth and lecturers and provide a first look of the DiCultYouth game 'Gamifying Digital Cultures for Youth', which is expected to be available in April 2020. Participants also had the opportunity to hear from distinguished speakers in the fields of culture, education, and technology from Greece, Serbia, and Cyprus.



DiCultYouth at a glance

DiCultYouth is an Erasmus+ project that works towards developing and furthering synergies between the creative sectors of culture, education, and technology to help boost the digital skills and employability of young people. The project also supports educational systems and cultural organizations to make the most of new technologies so that they can contribute to the employability of the young generation.

Our aim is to enhance the employability of vulnerable young people and support youth with a background in humanitarian studies to pursue career opportunities in cultural heritage related fields.

The consortium's methodology is based on the creation of an **online training course: DiCultYouth for a European digital economy** and the launch of an **online game**.

What is coming up next?

- Game release in Spring 2020
- eLearning course available in Summer 2020
- Recognising Digital Culture for new generations - September 16-18, 2020 in Serbia



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