

TECHBYRINTH

This project is a Key Action 2 Strategic Partnership for Innovation for youth on the topic of tackling digital addictions and improving digital competences, with a duration of 18 months and a consortium made up of four organizations from Spain, Slovakia and Romania.

Direct target group:

- Youth workers, trainers, coaches working on/ interested in the topic of technological/internet addiction and/or digital skills

Indirect target group:

- Youth at risk of technological/internet addiction, youth with inappropriate online behaviours, youth with low digital skills



Find your way out of the digital addiction labyrinth - TECHBYRINTH

The main idea of the Project is to design a process and educational tools through which youth can identify the responsible and irresponsible usage of the new technologies and get advice on how to improve their digital behaviour, based on the European reference framework DigComp design to support a shared, comprehensive understanding of digital competences.

This project came up as a response to several NEEDS identified during researches and analyzes performed by our consortium:

- Lack of awareness regarding the real danger faced when connecting all life aspects to the tech devices and internet.
- Lack of structured instruments for youth worker to work on detection, prevention and recovery of technological addiction and inappropriate online behaviour
- Lack of digital competences required for the integration in the labour market

The OBJECTIVES of our project are the following:

- Providing youth workers educational tools which allow them to improve the usage of technology in their work and the quality of training programs related to topic
- Support young people to identify the good and bad uses of technology and internet.
- Enabling youth workers access to knowledge regarding the responsible and useful usage of digital competence.
- Reducing the risks of the misuse of the new technologies.
- Increasing the responsible usage of the new technologies

Main GOAL

Young people to understand what it means to be a good 'digital citizen', being able to act responsibly online and to provide a useful and innovative educational tool for youth workers on the topic of digital addictions and competences.

Transnational meetings



1st TMP is organised in Spain and its goal is to review the project's working schedule, each other's tasks and duties related to the project management activities and the dissemination strategy.



2nd TPM is organised in Slovakia and the consortium and its goals is to analyse, monitor and evaluate the previous tasks and activities in order to make sure they were executed properly, as those activities are the base of the intellectual outputs. Each partner will present their part of the draft of the Educational KIT the feedback report after the Internal technological pilot test of the APP.



3rd TPM is organised in Romania and its main objective is to decide upon the final design and content of both intellectual outputs and about the information and the results that are to be diffused during the multiplier events.

Project partners



[DESES-3: coordinator of the project, Spain](#)

Acts in the Youth field to guarantee the integral development of young people, especially if in a difficult condition. To achieve local Youth empowerment, the association organizes and promotes, as both hosting and sending entity, Erasmus+ KA1 and KA2 activities, mainly youth exchanges, training courses, volunteering projects and all those non-formal educational events animated by its youth workers.



[ADEL, Slovakia](#)

Creates opportunities for young people who would like to be active, try and learn something new and gain experience and knowledge for personal as well as professional development and growth. ADEL's primary target group are young people interested in youth participation, intercultural dialogue, active citizenship, entrepreneurship, sport, healthy lifestyle, peace-building, but also art and culture. All of its projects and activities are based on non-formal education, experiential and intercultural learning, social inclusion and active participation.



[TEAM4Excellence, Romania](#)

Improve the socio-economic conditions and all aspects of the quality of life through education, research and consulting to address societal challenges. T4E produces and transfers knowhow through cooperation with domestic and international social, academic and business partners. T4E is active in youth work by promoting youth and educators mobility, voluntarism, diversity, equality, tolerance, involvement, participation, engagement and empowerment and by helping them to gain additional knowledge, attitudes, transversal competences and skills.



[DAFO, Spain](#)

Improve the competitiveness of the European society and the development of the organizations with lower resources, through management and implementation of international projects, training and creation of transnational partnerships. The company was born in 2014 with a focus on designing training events and managing facilities, to promote sustainability and acquisition of personal and transversal skills.



Co-funded by the Erasmus+ Programme of the European Union

The European Commission support for the production of this publication does not constitute an endorsement of the contents. The content 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. Erasmus+ Strategic Partnership: Find your way out of the digital addiction labyrinth TECHBYRINTH, ID 2020-2-ES02-KA205-015341

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