RAY-DIGI

TURKISH NATIONAL REPORT

The RAY-DIGI research project explores the dimensions and impacts of digitalisation within youth work and the European Youth Programmes. It also examines the integration of digitalisation into youth work and non-formal learning processes within the European Youth Programmes.

Overview

The RAY-DIGI research project is exploring digitalisation systematically, analysing where and how the gap between digitalisation and youth work can be reduced, and developing recommendations on how to support youth workers, non-formal educators, young people and youth work organisations/networks in their processes of digital transformation. The aim of our research project is to explore dimensions of digitalisation, document the progress of digitalisation in the European youth programmes, and develop recommendations to strengthen and support digital dimensions in youth work. In this research, four case studies comprising eight focus groups were conducted, and the data obtained were analyzed.

Summary of the Key Findings



Successes: Digitalisation of Non-Formal Learning, Digital Youth Work, Awareness

- o Non-formal learning methods can be transferred to the digital environment.
- Gamified learning is progressing.
- There is a profound inspiration and motivation among young people for engaging in digital youth work.
- Using digital tools at the projects is increasing digital literacy and proficiency.
- o Artificial Intelligence technologies are at work.



Challenges: Digital Inequalities, Inclusivity, Digital Security

- o Digital tools are expensive.
- There is an effort to minimize the inequalities and digital divide among young people.
- o There is a gap between the digital capabilities of the youth.
- There is a resistance to digitalisation from certain age groups.
- O Digital security is an issue.



Suggestions: A Healthy Digitalisation, Digital Literacy Education, More Support

- o Digitalisation of youth work is a real need in Türkiye.
- $\circ\quad \mbox{Digital youth works should be recognized.}$
- o More digital projects should be supported.
- o There should be equality to reach the digital opportunities.
- O Digital security should be considered.
- o Digital literacy education and training should be in the curriculums.
- The use of Virtual Reality (VR) and Artificial Intelligence (AI) in youth work should be encouraged.
- o Hybrid learning is an opportunity.

More Details

You can find more detailed reports at:

https://www.researchyouth.net & https://ua.gov.tr