

Youth-Led Impact

A Transmedia Handbook
for Youth Community Leaders

Table of Contents

Introduction.....	4
The Transmedia Handbook of CHLaYdoscope Project.....	5
Key Objectives.....	5
What's for?.....	6
For whom?.....	6
How to use the handbook?.....	7
Exploring the Youth Community Leader.....	9
Youth Community Leader.....	10
Personas Design Tool.....	11
Which are the competencies of YCLs?.....	12
Train your YCL skills.....	13
Training Package and Youth Local Labs.....	13
The importance of Youth Community Leadership.....	13
A Practical Guide for Community Leadership.....	14
How to run a Local Lab.....	15
Youth Local Labs' Case Studies.....	17
1. New challenges for the next years: increase young people in our blood donor association (A.F.D.S.).....	19
2. Notes for the future.....	23
3. Increasing diversity in Sphinxkwartier.....	28
4. How can we create a Youth-riendly Municipality?.....	31
5. On the cross-road of innovation: bringing the Youth and co-working spaces together in the Municipality of Athens...35	
6. Designing and Co-designing Inclusive Cities.....	39

7. Solving the challenges about self-esteem, mental health and, balance in the local community.....	42
Tips from Youth Community Leaders.....	46
Policy document for Youth Policy: Manifesto.....	49
Contribute to the Handbook.....	51
Glossary of Terms.....	53
Acknowledgments.....	56

Introduction

The Transmedia Handbook of CHLaYdoscope Project

“Empowering the communities of tomorrow: promoting citizenship, switch-on initiative, empowering youth entrepreneurship and inspiring social innovation!”

These are the driving objectives of the CHLaYdoscope project; an EU-funded Erasmus+ initiative committed to cultivating and promoting the development of Community Youth Leadership through mentorship and a dynamic non-formal educational approach. Born from a collaborative effort between European Creative Hubs (ECHs) and representatives of European Youth Organizations (YOs), including Materahub (IT), Generazione Lucana (IT), Warehouse Hub (IT), PINA (SLO), ECHN (GR), Dypall Network (PT), and TAATO (NL), this project acknowledges the crucial role these entities play in shaping Europe's landscape.

Creative Hubs in Europe (ECH) have transcended their conventional role of supporting creative entrepreneurship. They now function as essential spaces for local communities to congregate, address new challenges and shape their social and economic tapestry. In the CHLaYdoscope Project, these hubs act as mentors, providing crucial support to Youth Community Leaders.

The project aims to introduce innovative perspectives to address intricate social issues, utilizing co-creation, bottom-up, and community-focused approaches, supporting a transformative approach to youth leadership and community development.

Key Objectives

- Develop and test non-formal learning techniques for Youth Community Leaders.
- Apply the Training Package methodology through practical Youth Local Labs, fostering co-creation and co-design with community stakeholders to address complex local challenges.
- Revise the current approach to community management by providing YCLs with tools to facilitate engagement.
- Amplify the voices of motivated and charismatic YCLs who want to achieve a positive local impact.



Introduction

What's for?



This Transmedia Handbook stands as a **very practical** and comprehensive guide that goes in-depth into the **effective planning and execution of Local Labs**, using tools and methodologies outlined in the [Training Package](#), developed as part of the project. Tailored to assist in organizing diverse workshops, laboratories, and training activities within any local community, it adopts a collaborative approach involving the community itself and its stakeholders.

Led by Materahub, this manual is a collaborative effort that incorporates not only the insights of the CHLaYdoscope team ([Generazione Lucana](#), [Warehouse Hub](#), [PiNA](#), [The European Creative Hubs Network](#), [DYPALL Network](#), [The Artist And The Others](#) and [Materahub](#)) but also the rich experience from the week-long training session [European Youth Leaders Academy](#) in [Portimão](#), Portugal, and the impactful Youth Local Labs organized by the exceptional European Youth Community Leaders (YCLs). **Together**, we've crafted a guide that embraces the diverse perspectives, needs, and inventive approaches that YCLs contribute to the empowerment of their communities.

What sets this manual apart is its **transmedia nature**, integrating diverse resources to enhance user experience and community engagement. It includes an extensive repository of resources offering varied exploration opportunities across different media.

As a result of the CHLaYdoscope Project, this manual serves as a dynamic resource that inspires and facilitates leadership within communities. Its continuous evolution includes the addition of new case studies and exploration of further scenarios, accessible through the [project website](#).

For whom?

Our manual is crafted for **Youth Community Leaders**. These leaders play a transformative role in addressing contemporary challenges, ranging from **climate emergencies and health crises to urban transformations and digital transitions**. Youth Community Leaders are not isolated figures, instead, they are **strictly connected to their communities**. In the CHLaYdoscope project, we redefine Community Leadership, emphasizing the real-world impact of these leaders in geographically defined spaces.



Youth Community Leaders actively contribute to the common good, possessing vital skills identified by CHLaYdoscope. They drive change through initiatives in promotion, action, inclusion, and collaboration; influencing with their qualities, skills, and competencies, they serve as **catalysts for positive change** in nonprofits, volunteer groups, and creative entrepreneurship, supporting effective youth participation.

Introduction

The Transmedia Handbook aims to enable them to address challenges and seize opportunities that truly impact their lives. The goal is to nurture responsible and creative leaders, supporting them through a range of **practical suggestions** that contribute to positive community changes.

How to use the handbook?



The handbook presents practical examples of applying the methodology used for the Youth Local Labs. It guides users in developing the skills outlined in the [Competence Framework](#) and utilizing tools from the [Training Package](#). The manual combines theory and real-life examples in order to make Community Leadership straightforward.

We encourage participants to **actively use the manual** and consider how CHLaYdoscope tools can benefit their communities. Furthermore, it's an **open handbook**, it means anyone can share their experiences, adding to the stories in the manual ([follow the procedure here](#)). This way, users can discover more ways to use the tools beyond what's already in the manual.

Communities vary widely, ranging neighborhoods, to schools, to organizations, to ethnicities and much more. Despite this diversity, it is crucial to reflect on the competencies leaders should acquire and the role they play in facilitating connections, skill exchange, and idea generation.

The manual focuses on seven challenges, inspired by Youth Community Leaders who participated in the CHLaYdoscope project:

1. “How can we increase youth participation in our blood donor association beyond the act of donating blood, for example in organizing awareness-raising events or in running the association itself?”
2. “How do we promote future opportunities in our communities, enhancing active youth participation and dialogue within and outside institutions?”
3. “How do we make the Sphinxkwartier an appealing destination for various audiences?”
4. “How can we actively engage young people in political decisions, and what will captivate political decision-makers to support youth proposals?”
5. “How can coworking spaces better foster youth engagement, creativity, and entrepreneurship?”
6. “How do we build a more inclusive, youth-friendly city in Viggiano (Basilicata)?”
7. “How young people look at the challenges they face, what solutions they propose themselves so that their voice is heard, and how we can empower them to cooperate and participate in the local environment?”

Introduction

For each of these challenges, YCLS users will find a curated list of tools developed by the CHLaYdoscope team, offering guidance and suggestions on the specific topic. The partnership hopes to inspire the emergence of more active youths and empower existing ones, enhancing their competencies to amplify impact within their communities.

Curiosity-Based Learning Approach

The handbook is crafted to inspire Youth Community Leaders stimulating curiosity and encouraging an exploration of different topics. The aim is to motivate them to delve into subjects independently.

The handbook offers a **dynamic and interactive reading experience**, avoiding monotony and personalizing content to be both personally meaningful and motivating. Embracing a "Curiosity-Based Learning Approach" means incorporating multimedia elements (photos and videos), links to external resources, thought-provoking questions and the opportunity for individuals to contribute their experiences to the handbook ([learn how here](#)). The guide extends its utility beyond the handbook, providing a resource for adapting activities within Youth Community Leaders' community.

The ultimate goal is to engage readers through real case studies, featuring stories of other Youth Community Leaders. By emphasizing collaborative stimulation, the handbook aims to **create a cycle where Youth Community Leaders inspire each other**. This, in turn, prompts readers to share their own experiences and perpetuate the cycle within their communities.

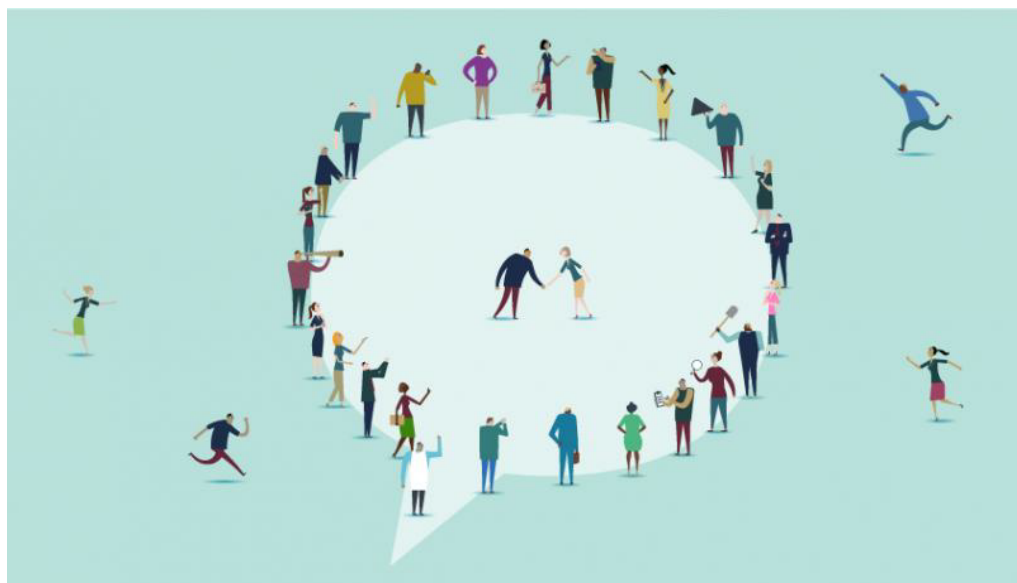


Exploring the Youth Community Leader

Youth Community Leader

As mentioned earlier, the Youth-Led Impact handbook is specifically tailored for Youth Community Leaders.

Unlike individual leadership, youth Leaders in a given community are understood by the CHLaYdoscope project as youths that are not isolated figures, but they always have a community of reference against which their work makes sense, and they get their influence not on the basis of any official position of authority, but rather because they possess certain traits and competencies that enable them to represent their locality and drive progressive social change.



If you find yourself in this role, then this manual is designed just for you! But how can you be certain that you are a Youth Community Leader or you want to become one?

In order to get a good understanding of this figure and to make you establish, right from the beginning, the relevance of continuing with this manual, we decided to incorporate here a powerful tool from the Training Package developed within the project: the “Personas Design Tool”. This tool is instrumental in gaining a profound understanding of the individuals within the community you lead. By utilizing it, you aim to foster empathy, comprehend their needs, and ultimately empower yourself to make a more profound impact.

In this case, the Persona was crafted around a fictional character embodying the role of a Youth Community Leader.

Get to know Andrea Kumar’s Persona on the next page!

Personas Design Tool

Meet Andrea Kumar

“Andrea Kumar is a Youth Community Leader dedicated to supporting young individuals in the urban district of Hailsham. This community comprises economically diverse youth facing various social challenges. Andrea's initiatives within the social services sector focus on providing resources, mentorship programs, and support to empower these young members. The Hailsham community is characterised by its resilience, creativity, and a shared commitment to overcoming obstacles. Andrea's leadership fosters a sense of unity and collaboration, creating a thriving environment for positive social change and personal growth.”

Andrea Kumar



Job Title
Youth Community Leader

Age
18 to 24 years

Highest Level of Education
Bachelor's degree (e.g. BA, I

Social Networks



Preferred Method of Communication

- Phone
- Face-To-face

Their Job Is Measured By

Active participation and engagement of the community, impact on community members, ability to foster collaborations with stakeholders, resilience, advocacy

Goals or Objectives

Foster Community Engagement, Initiate and Implement Impactful Initiatives, Build a Supportive Community Environment, Advocate for Community Needs, Establish Partnerships

Biggest Challenges

- Change Management
- Problem Solving & Decision Making
- Project Management & Disorganization
- Communication
- Collaboration & Creativity
- Professional Development

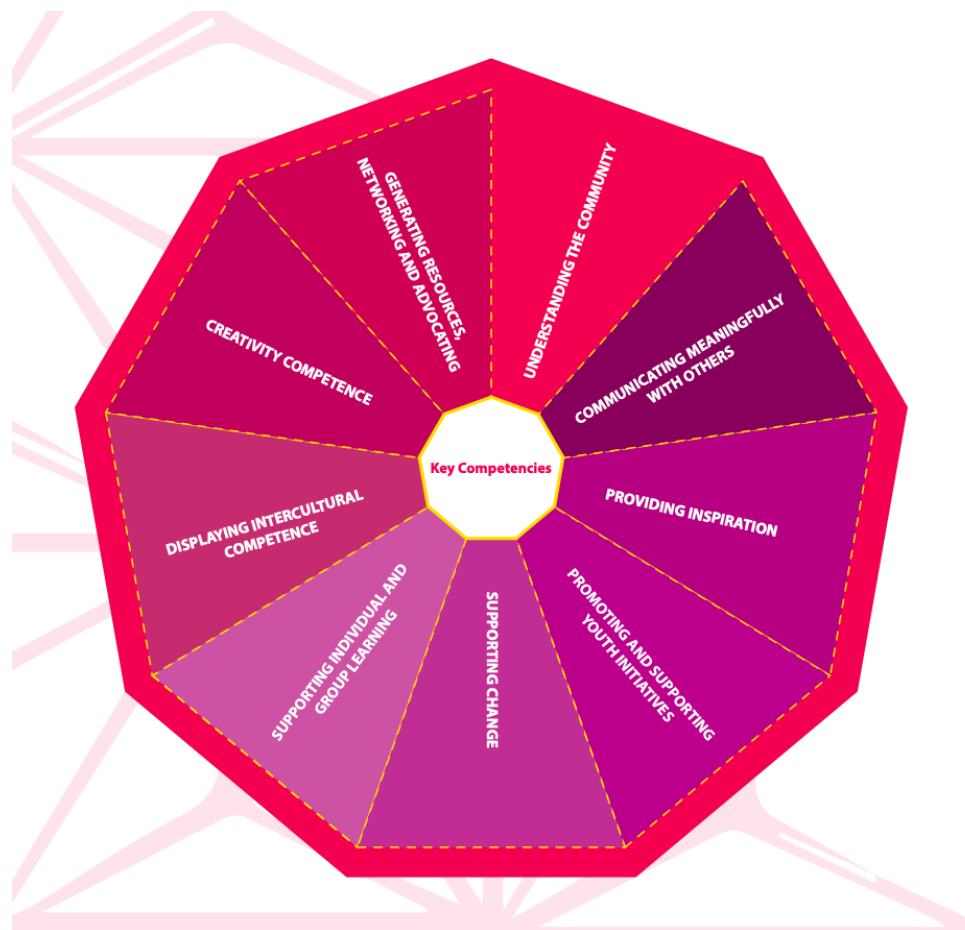
Try to create yours based on your community, you can do it on paper or [online](#).

Which are the competencies of YCLs?

If you see yourself as part of the Youth Community Leaders or you want to become one, **take a moment to consider the knowledge, skills, and attitudes you may need.** In the initial project phase, led by [DYPALL Network](#) in collaboration with partners, we delved into the essential competencies required **for impactful community leadership**. This involved engaging with Youth Community Leaders across Italy, Greece, the Netherlands, Slovenia, and Portugal, the partnership's countries.

To address the identified gaps and skill needs, we've developed the Competency Profile of the Youth Community Leader. You can download it in different languages on our [website](#).

Your role holds immense importance in today's ever changing context. We hope that this handbook serves as an added push, empowering you to act as a catalyst for positive change. Whether you're involved in nonprofits, volunteer groups, or creative entrepreneurship, your influence extends to supporting effective youth participation, addressing climate emergencies, tackling health crises, navigating urban transformations, embracing digital transitions, and more.



Train your YCL skills

Training Package and Youth Local Labs

It's time to roll up your sleeves and access the Training Package. [Warehouse Hub](#) led the co-design process, in collaboration with project partners, utilizing an iterative approach with feedback from experts, from youths during the online workshops, from trainers during the Training of Trainers Week and the European Youths Academy Week. Dive into it in different languages on our [website](#).

In the Training Package you will find essential tools for developing key community leadership traits. It serves as a guide for activating communities, promoting concrete initiatives for social, cultural, and environmental goals, and fostering youth participation. Remember, you're not confined to the tools within the Training Package. If you discover other relevant and useful tools, [reach out to us](#), and let's share them with fellow Youth Community Leaders.

The package consists of two parts.

- Part I "*Growing competencies for effective Community Leadership*" comprises six modules and 19 workshops, covering topics ranging from self-awareness to community analysis, participation, advocacy, networking, creativity and supporting change. Each module includes core contents, expected learning outcomes, competencies trained, and suggested workshops. The training material is linked to the CHLaYdoscope Competency Profile and the [Entrecomp Competency Framework](#).
- Part II "*Youth Local Labs*" providing the methodology to organize multi-stakeholder workshops addressing local challenges. Module 7 outlines ways to engage stakeholders, contributing ideas and solutions to issues impacting their lives.

Module 7 "*Youth Local Labs*" is strictly connected to the *Youth-Led Impact Handbook*. Building upon the theoretical foundations laid out in the Training Package, the handbook sees them into practical aspects. It explores real-life case scenarios, shares valuable tips, and unveils tricks employed by other Youth Community Leaders participating in the project.

The importance of Youth Community Leadership

Transforming society necessitates a fresh, new, young leadership approach. Addressing climate emergencies, health crises, and more, a unique generation of leaders, deeply connected to their communities, is crucial. Their influence doesn't rely on formal authority but on specific traits, fostering collective growth. Unlike traditional leaders, they guide without dictating, prioritizing the common good. The project envisions leadership beyond social media or organizational hierarchies, focusing on real-world, engaged participants. These Youth Community Leaders, with developed skills, autonomously drive positive change in their communities, paving the way for a more sustainable and equitable future.

A Practical Guide for Community Leadership

This section of the handbook provides tangible examples, showcasing how Youth Community Leaders can apply diverse tools in the organization and implementation of Local Labs. These real-life examples stem from the experiences of the incredible YCLs who actively participated in the CHLaYdoscope project.

How to run a Local Lab

Here, we briefly explore how to run a Local Lab. However, for a more in-depth understanding of the methodology, we recommend reading Module 7 of the [Training Package](#).

It is important to note that throughout this handbook, the term "Local Lab" will be used interchangeably with "Youth Local Lab," as we consider the latter to be implicit in our discussions.

Before the Local Lab

In many instances, this phase tends to be underestimated by YCLs, with certain elements assumed rather than given due consideration. However, we strongly emphasize the importance of not overlooking it! A well-thought-out strategy and effective organization at this stage can significantly impact the next phases, smoothing the way for a successful and manageable Local Lab.

Primary considerations involve the identification of **local issues**. Engaging your community discussions becomes crucial, shifting the focus from broad concepts to actionable challenges. Tools such as the **Problem and Solution Tree** and **SWOT Analysis** guide this transition, highlighting the significance of community engagement and ownership, often facilitated through an initial workshop.

Comprehensive understanding of the primary **target group** and **stakeholders** analysis necessitates the use of tools like **Personas Design**, **Questionnaire Design**, **Value Proposition Canvas** and **Stakeholder Map**. A **preliminary workshop** serves as a crucial platform for gathering community insights and perspectives. This workshop empowers Youth Community Leaders to collaboratively define a clear purpose and overarching goal, ensuring effective communication and a shared vision.

A good organization is imperative, encompassing the **identification of methodologies**, planning of **dates** and **venues**, drafting a comprehensive **agenda**, and preparing **communication materials**.

After all the organizational elements are in place, the next step involves **crafting an invitation**. Effective communication is fundamental. Through the invitation and event communication, all readers and invited people should precisely understand the structure of the Local Lab, especially the reason behind its existence. This clarity is crucial **to secure active participation and commitment from the community and stakeholders**, fostering a sense of shared responsibility.

During the Local Lab

During the implementation of your multi-stakeholders Local Lab, you, as the Youth Community Leader, play a crucial role in opening the event, creating a **participatory atmosphere** and setting **clear expectations**. This involves welcoming participants, introducing the workshop's objectives, and establishing ground rules. A fun **icebreaker** game is recommended to set the right tone and build connections among participants.

The workshop process consists of various phases aligned with the identified challenge and objective.

1. The **problem/challenge investigative phase** involves small groups using methodologies to **explore the target audience** and **understand the challenge's context**.
2. The **visionary and creative phase** encourages **brainstorming** with diverse perspectives, utilizing tools like [S.C.A.M.P.E.R.](#) or [Product Tree](#).
3. The prototyping phase aids in defining the vision, focusing on key features, producing a first version, testing, refining and presenting solutions. You can use the **Product Vision Box** suggested in the Training Package which is a particularly helpful tool in achieving these objectives.
4. The **delivering/presentation phases** emphasize **effective communication** and presentation design, with the **Elevator Pitch** as a notable tool.
5. The conclusion of the Local Lab involves outlining the **next steps to take** and **identifying potential ideas for future agendas**. A **Mentimeter** is recommended for quick but valuable evaluation and insight from participants before they leave.

After the Local Lab

Once you've completed the implementation, continue to **refine your solution** or put together a report, **keep sharing** progress and results related to the challenge regularly and encourage your stakeholders to share feedback regularly.

This demonstrates that your community activities are incorporated in the local context and supported by local decision-makers. If your community has been created specifically for this project, consider formalizing it to maintain engagement and motivation

Youth Local Labs' Case Studies

The Youth Community Leaders, who underwent CHLaYdoscope training and attended the European event in Portugal, organized the subsequent Youth Local Labs. They personally authored the reference text for each Local Lab, with support from the CHLaYdoscope team.

How can we increase youth participation in our blood donor association beyond the act of donating blood, for example in organizing awareness-raising events or in running the association itself?

1. New challenges for the next years: increase young people in our blood donor association (A.F.D.S.)

11th January 2024, Basiliano (Italy)

Youth Community Leader: *Laura Zucchiatti*

Scenario description

The association is very renowned in the municipality of Basiliano (Friuli Venezia Giulia region) and beyond. Every year it organizes a traditional party called “*Festa del Dono*” (Festival of Giving) in different villages where we celebrate people that make several blood donations and many other local sections of the association are involved with their Labari (a flag with the name and the traditional symbol, the pelican).

During the year, A.F.D.S. organizes different type of events:

- Two/three blood and blood products donation in a blood drive truck
- The *Healthcare Information Evenings*, where an expert such as a doctor explains in an interactive conference an health topic.
- Rising awareness in schools

Community description

The A.F.D.S. (Friulian Blood Donors Association) Section of Basiliano is a group of volunteers made up of more than 500 people that want to donate their blood and blood products. The association dates to 1958 with a long history and deep roots in the local context. The A.F.D.S. Youth Group was established in 2010. Since its existence, it has been involved in raising awareness in high schools, and it participates in activities involving young people.

Participants

Eleven people, encompassing four young people (under 35) and seven members of the executive board.

Agenda

- Introduction of the CHLaydoscope project and explanation of what is and what do you do in an Erasmus+ project (10 min).
- Brainstorming imaging who could be involved in the association (15 min).
- Create a persona using the template scheme (30 min).
- Brainstorming about the health care event and how to involve a doctor in all the co-creation of it and the public during it (15 min).

Tools and/or Methodologies used

Before the Local Lab

1. We talked in a small group of young people (3) of the ADFS local section to define an actual need to analyze during our Local Lab
2. We had a few exchanges with Warehouse hub representative to share our idea
3. We shared the topic identified with the other members of the association's executive board and we gave a "title" to the workshop to make the topic and the focus clear
4. We identified the stakeholders to invite (the young doctors who live in the municipality of Basiliano)
5. We send a message to invite the stakeholders at the Local Lab
6. We identified the date and the hour to have the Local Lab. The place is the same of the other meetings of the executive board
7. We wrote the agenda and identified the methodologies to be used in line with the workshop purposes.-

During the Local Lab

1. Brainstorming

In a brainstorming session it is easy for everyone to get involved and express their ideas freely. That is why I decided to start by using a brainstorming tool

2. Persona Canvas

The second tool I chose was very helpful because the scheme and the questions we formulated while designing our Personas Canvas template helped the group to deepen into different aspects of the target group for whom we want to make the association more attractive: young people.

Outcomes

- The brainstorming exercise was useful to understand who could take part in the activities of the association and in the new executive board.
- The Personas Canvas was useful to understand that when there is a donation in a blood drive truck, a Youth Community Leader could interview youths that show up to research someone in target.
- All participants agree to co-create soon an health-related event in collaboration with a young local doctor that can be really attractive for local youths, both in terms of the subject matter and the way it is conducted, with the aim of raising awareness and motivating young people to participate in the association.

**How do we promote future opportunities
in our communities, enhancing active
youth participation and dialogue within
and outside institutions?**

2. Notes for the future

Appunti per il futuro

16th December 2023, Senigallia (Italy)

Youth Community Leader: *Lucia Campolucci*

Scenario description

In the Marche region (Italy) and particularly in the geographically fragmented territory of the Cesano river valley, many young people are determined to stay and actively contribute to the improvement of their inland communities. Equipped with educational qualifications and actively involved in various local organizations, these youths are looking for concrete discussion tools and greater participation in local institutions to promote policies and projects that concern them and contribute to local development.

Community description

Casa della Gioventù is a social center affiliated with the Diocesan Church of Senigallia and located in the heart of the city. The place serves as a space for young people to gather, relax, and study. The Local Lab in Senigallia was organized by *Civico8*, a newly established collective of individuals aged 24 to 35, including members of the social center. Their goal is to engage young people in active participation for the common good of the city, touching on themes of social and political involvement.

Participants

Fourteen participants:

- Young people involved in various local associations (Youth Social Centers; Catholic associations; Civil Defense (supports the population in case of emergencies and natural disasters))
- Young people engaged in local government with roles as aldermen or councilors (majority and minority)
- Young people who are part of the collective *Civico8*

Agenda

9:30 - 9:50 | *Welcome and Greetings*

- Icebreaker/Energizer (5 min)
- Participants form a circle
- Each participant creates a nickname consisting of an alliterative adjective describing their personality, starting with the first letter of their name. For example: "Magnificent Maria."
- The next person repeats the first person's nickname and then says their own name in the same way.
- Introduction of the initiative (as part of CHLaYdoscope, a project to develop skills related to the community leader profile) (10 min)
- Division into Groups (2 min)

9:50 - 10:30 | *Persona Design*

- Working groups (30 min)
- Return of work in plenary (3 min/group)

10:30 - 11:20 | *Gap Analysis*

- Working groups (40 min)
- Return of work in plenary (3 min/group)

11:20 - 11:30 | *Coffee Break*

11:30-12:20 | *Brainstorming*

- Working groups (35 min)
- Return of work in plenary (5 min/group)

Tools and/or Methodologies used

Before the Local Lab

- We met in a small group of people (2-3) of the collective *Cívico8* to define a clear purpose for our Local Lab
- We had a few exchanges with Warehouse Hub representative to share our idea
- We shared the topic identified with a larger group of *Cívico8* and we gave a “title” to the workshop to make the topic and the focus clear and appealing
- We identified the stakeholders to invite (youths engaged in our territories inside and outside the institutions)

Youth Local Labs' Case Studies

- We designed visual material (a poster) to promote the Youth Local Lab
- We identified the date and the place to have the Local Lab in the same venue (two separate rooms) and in conjunction with another event that was to take place in our territory: the bishop's meeting with the representatives of local institutions, so to show that “next door” young people were gathered to plan their future
- We drafted the agenda and identified the methodologies to be used in line with the workshop purpose

During the Local Lab

1. Persona Design

A useful exercise to identify and empathize with the targets we are referring to and thus to answer the question "Who are these young people active in the various associations and also in the local institutions of our territories? What are their goals, their ambitions, their frustrations?".

2. Gap Analysis

A thorough analysis of needs and opportunities is essential to propose solutions that fit the context and the people.

3. Brainstorming

Once the target people and their needs had been identified, spontaneous creativity was encouraged using the brainstorming technique. This gave rise to a number of proposals for solutions to promote future opportunities in the hinterland through the involvement and active participation of young people within and outside local institutions.

After the Local Lab

Questionnaire

As an online tool, to collect feedback on the workshop held and the participants' future goals and dreams.

Outcomes

The workshop identified college students/young workers (ages 23-29) as reference personas committed to local volunteer associations. Their aim is to achieve economic stability and job opportunities in their home territories while contributing to their revitalization. Participants then delved into the needs of both youths with a certain ambition, sensitivity and awareness of the needs of their territories and young people involved in local institutions. The former require spaces for discussion and training, while the latter need to be heard,

Youth Local Labs' Case Studies

taken seriously, and provided with training. Looking ahead, mentors and trainers with up-to-date competencies, along with revised spaces and priorities, are crucial for the well-being of both groups.

To address some of the aforementioned needs, three distinct ideas emerged:

1. Establish a media and participatory group for information services to enhance youth participation and a sense of belonging.
2. Formulate a participatory pathway for young people to express themselves and build proposals using available tools.
3. Coordinate periodic meetings with local government and citizens, guided by social mediators, to tackle area needs and encourage constructive participation.

**How do we make the Sphinxkwartier an
appealing destination for various
audiences?**



3. Increasing diversity in Sphinxkwartier

7th & 8th December 2023, Maastricht

Youth Community Leader: *Christie Amelita*

Scenario description

The objective of the Local Lab is to equip 150 visual communication students with methods and tools to address a local issue. Using the Sphinxkwartier challenge and tools from the Chlaydoscope training package, students will learn to find possible solutions to a local challenge and craft an effective customer journey.

Throughout the Local Lab, students will gain insights into identifying the kind of people they need to attract and discover ways to draw them to Sphinxkwartier, enhancing their understanding and skills in visual communication.

Community description

Visitors and residents from Sphinxkwartier district in Maastricht.

Participants

240 participants: students, visitors, locals, municipality of Maastricht, entrepreneurs from the area.

Agenda

7th December - Day 1

08:15 | *Briefing and set up location*

09:00 - 10:30 | *Introduction and tools: Conversation with Stakeholders*

10:30 - 11:30 | *Exploring the area*

11:30 - 12:00 | *Wrap up*

8th December - Day 2

08:15 | *Briefing and set up location*

Youth Local Labs' Case Studies

09:00 - 10:00 | *Introduction and tools: Problem & Solution tree*

10:00 - 10:30 | *Brainstorm and set up presentations per group*

10:30 - 11:30 | *Presentations & stakeholders feedback*

11:45 - 12:00 | *Wrap up*

Tools and/or Methodologies used

The aim of the challenge was to explore potential solutions for **increasing diversity and awareness** about the area/destination among Sphinxkwartier's visitors and residents.

The methodologies/tools used are from the Chlaydoscope Training package:

Local Lab day 1:

- **Persona canvas**
- **Explore the area and note down observations**
- **Stakeholder analysis**

Local Lab day 2:

- **Problem and solution tree**
- **Elevator Pitch**

**How can we actively engage young people
in political decisions, and what will
captivate political decision-makers to
support youth proposals?**

4. How can we create a Youth-friendly Municipality?

16th January 2024, Loja Ponto JA - Portimão (Portugal)

Youth Community Leaders: *Diogo May, Sofia da Costa, Carolina Ventura*

Scenario description

Young individuals within the community express a strong desire to actively participate in civic life, yet encounter challenges in doing so:

- There are few spaces and moments when they can be heard;
- They have difficulty knowing for sure the competencies of the local authority and also consider them to be too formal;
- They find it challenging to feel that their proposals are listened to by political decision-makers;
- There is little information written in a language that appeals to young people.

The Municipality is also experiencing some difficulties because, although they want to include young people in their policies, they have some communication issues and are unable to captivate young people so they become engaged and involved in political decisions.

Community description

Portimão is a city in the Algarve region of southern Portugal. Located by the coast and with a mild climate, it is a city of around 50000 inhabitants who work essentially in hotels, restaurants and other activities linked directly or indirectly to tourism. The resident population is rich in cultural diversity, with a strong presence of communities from African countries, Brazil, Eastern Europe, and a growing Asian community. There has also been a marked increase in digital nomads in the last two or three years.

Participants

Fifteen attendees were present, including high school students affiliated with student associations and school newspapers. Additionally, three senior technicians from the Municipality's Youth Department participated. Notably, a representative from MyPolis, an organization dedicated to promoting youth civic participation, also joined the session.

Agenda

18:00 | *Energizer*

18:15 | *Round of presentations*

18:30 | *Explanation of the Participatory Youth Budget: What it is and how it works*

19:00 | *Brainstorming moment about how youth can participate in the process*

19:30 | *Presenting the CHLaYdoscope project and ideas for engaging youth participation*

19:50 | *Evaluation of the session*

Tools and/or Methodologies used

Before the Local Lab

Before the Local Lab activity, brainstorming sessions (in person and online) were held with the team of young people to identify the most significant challenges they encountered in the community, as well as possible ways of solving them. After these sessions, the biggest challenge was identified: *young people felt that local political decision-makers were uninterested in listening to their problems or the ideas they wanted to put forward.*

In addition, since there is still no strong connection between young people and decision-makers, communication between these two groups is not optimal: decision-makers don't turn up when they are invited to take part in initiatives developed by young people; young people don't take part in the activities proposed by decision-makers because they aren't communicated in the best way or don't respond to the issues that concern them.

During the Local Lab

After an unsuccessful attempt to hold the local lab (canceled because no political decision-maker showed interest in attending the event), the team decided to act differently to make themselves heard. Taking advantage of the existing protocol between DYPALL Network and the Municipality, they decided to ask DYPALL's help, to support them in presenting their ideas and proposals during one of the initiatives organized by the Municipality, ensuring that decision-makers would hear them.

Thus, the local lab was included in an explanatory session of the participatory youth budget, where young people could present their ideas to improve the community, responding to daily challenges. The fact that the Municipality organized the activity guaranteed the presence of policy decision-makers.

Outcomes

All the young people mentioned their difficulty in getting political decision-makers' attention. They want to have a more active voice and be involved in creating solutions capable of improving the life of their community, but they feel that they are not heard or that no one takes them seriously.

After the brainstorming moment, the solution found to try to ensure the involvement of young people goes through the **creation of a contest for proposals for youth**, in which a part of the budget is intended to implement the winning proposals (proposed and voted by young people, according to their needs and challenges).

How can coworking spaces better foster youth engagement, creativity, and entrepreneurship?

5. On the cross-road of innovation: bringing the Youth and co-working spaces together in the Municipality of Athens

11th December 2023, Romantso HUB in Athens (Greece)

Youth Community Leaders: *Dimitris Manoukas, Elli Bornova, Myriam Patrou*

Scenario description

The co-creation session on exploring the dynamic intersection of coworking spaces and youth engagement in Athens and around Europe featured a variety of activities aiming to educate and co-create while providing a platform for young people, coworking space leaders, entrepreneurs, and community stakeholders to connect, learn, and collaborate.

Community description

Young people aged 25-32, active in the creative sector, representatives of different formal and non-formal institutions who work with youth and youth policies, young researchers of collaborative spaces across Europe.

Participants

Around 20 among: Local Youth, Creative hubs, Municipality and NGOs representatives and young researchers of collaborative spaces in the EU.

Agenda

14:00 | *Introduction & Context-setting*

Introduction to the CHLaYdoscope project by:

- Andrii Sichkovskyi
- Myriam Patrou

Youth Local Labs' Case Studies

Presentation on youth creativity, entrepreneurship, and community engagement in collaborative spaces around Europe and in Greece, featuring case studies by:

- Dimitris Manoukas (Greece)
- Lorenzo Marmo (Italy)
- Colm Stockdale (Ireland)
- Alexandra Wrbka (Austria)
- Elli Bornova (Greece)

15:15 | *Coffee-break and Networking*

15:30 | *Co-Creation Session Part 1*

- Groups work on Persona Canvas
- Each group presents their findings and proposed solutions

16:15 | *Co-Creation Session Part 2*

- Groups develop solutions using Problem/Solution Tree
- Ideation and brainstorming on a challenge and potential solutions
- Each group presents their findings and proposed solutions

17:00 | *Feedback & Wrap-Up*

- Open feedback session
- Summarizing key takeaways

Tools and/or Methodologies used

Before the Local Lab

- **Stakeholder mapping**
- **SWOT analysis**
- **Creative project canvas**
- **Communication canvas**

Youth Local Labs' Case Studies

Stakeholder mapping was used for defining the potential actors from different fields to be involved, SWOT analysis to select the challenge to explore, Creative project canvas for the event preparations and Communication canvas to formulate the key messages and to explore the best ways to engage and communicate with each stakeholder group.

During the Local Lab

- **Persona canvas**
- **Problem/Solution Tree**

Persona canvas was chosen for the co-creative session for different stakeholders to define the target groups to address the change and to see the key personas from the perspectives of different stakeholder categories.

Problem/Solution tree was used to track the main challenges in youth engagement in different fields and to explore the potential of collaborative spaces to become a bridge between youth communities and other local actors.

Outcomes

Key personas were identified and imagined in quite a different way by different mixed groups based on the same scenario. Presentation of results from each group is an important part of the training for understanding the variety of different stakeholder group perspectives and as a dialogue-provoking activity.

With the Problem/Solution Tree an establishment and support for Community-developed **youth-run spaces** were indicated as the potential solution for the challenge. The potential of collaborative spaces for youth activation in Athens is closely connected to the sustainability of such spaces. More friendly taxation policies as well as progressive legislation, grant and funding programmes for youth projects, support for bottom-up and grass-root initiatives and the efficient communication between the local authorities and youth representatives will create a supportive and trustful environment for youth.

The lack of relevant policies leads to underrepresentation of youth in various fields of “adult world” and invisibility of youth activities, which may have effect on increasing intergenerational gap, resulting in depression, social isolation and alienation of youth, brain drain, youth unemployment etc.

Problem/Solution Tree co-creation session demonstrated good group dynamics and became another dialogue activation activity. Though, more precise formulation of the challenge for this activity may lead to more elaborated and realistic results (solutions) to be implemented in future.

How do we build a more inclusive, youth-friendly town in Viggiano (Basilicata)?



6. Designing and Co-designing Inclusive Cities

10th December 2023, Viggiano in Basilicata region (Italy)

Youth Community Leaders: *Rocco Nigro, Simone Ferrazzano, Domenico Corniola*

Scenario description

The place was friendly and not too formal. We held the workshop in a library auditorium that showcased the town's history, proving how history and new ideas can mix well.

Participants came from different parts of Basilicata and brought a taste of their hometown by sharing typical local delicacies. This culinary exchange added a flavorful touch to the collaborative atmosphere.

The workshop took place in a context of collaboration, enjoyment, motivation, and reflection, as echoed in the participants' feedback. The experience was a harmonious blend of interactive learning and communal sharing.

Community description

The community consists of individuals aged 20 to 30, including those with past involvement in social and community work, members of associations dedicated to youth, college students, youth workers, activists, urban designers, and policy makers.

Participants

Our gathering involved twenty participants, comprising local youth, creative associations engaged with young people, and representatives from the local administration.

Agenda

10:00 - 11:00 | *Welcoming & Presentation*

- Energizer
- Navigating Environmental Challenges through Artzer

Youth Local Labs' Case Studies

11:00 - 13:00 | *The Inclusive Challenge and Talent Map*

13:30 - 14:30 | *Lunch*

15:00 - 17:00 | *Working group (Creative Vision Box) and presentation to stakeholders*

Tools and/or Methodologies used

Before the Local Lab

- **CLEAR Coaching Model**

Prior to the Local Lab, participants constructed a Google Form inspired by the CLEAR Coaching Model to delve into local needs.

During the Local Lab

Throughout the Local Lab, participants employed various tools including:

- **The Inclusive Challenge**
- **Talent Map**
- **Problem-Solution Tree**
- **Creative Vision Box**

After the Local Lab

- **Debriefing session**

Following the Local Lab, a debriefing session took place. Currently, the focus is on organizing the implementation of one of the previously identified solutions.

Outcomes

Participants pinpointed two crucial areas for enhancing the region's inclusivity and appeal to the youth: **services and society**. Specifically, they delved into crafting solutions for two key needs: creating a **more sustainable local transportation system** and establishing **self-managed youth spaces**. Encouragingly, the **local administration expressed its willingness to support** these initiatives, and we're in the process of organizing a training course to pave the way for implementing these solutions.

The Local Lab was described as motivating, inspiring, and fun.

How young people look at the challenges they face, what solutions they propose themselves so that their voice is heard, and how we can empower them to cooperate and participate in the local environment?

pina

7. Solving the challenges about self-esteem, mental health and, balance in the local community

(Reševanje izzivov samopodobe, mentalnega zdravja in ravnovesja v lokalni skupnosti)

10th January 2024, Koper (Slovenia)

Youth Community Leaders: *Ana Markežič, Taja Kavčič*

Scenario description

In today's fast-moving world made of a flood of social networks, fake news and created standards, more and more young people are faced with a broken self-image, which in turn affects poorer mental health and broken balance. It is necessary to address these challenges and listen to young people so that they can share their experiences and suggestions. Many young people are not aware of how they can participate and be more active in their local community, at the same time they do not know who to address questions to and where to start. Sometimes they need a little encouragement and direction on who to turn to and begin to realize the impact they have. We tried to show them and link them with institutions that are opening new possibilities.

Community description

The workshop was attended by students aged 20 to 22. They came from the Faculty of Education at the University of Primorska. As they are training to become future pedagogues, it is important to address the challenges that young people face (in this case, the focus was on self-esteem, mental health, and balance).

Participants

A total of 30 participants attended the event.

Stakeholders included:

- Matej Vukovič: Professor and Head of the Pedagogical Cathedra at the University of Primorska
- Boštjan Lužnik: Psychotherapist
- Valentina Novak: Former Head of the Student Organization in Koper

Youth Local Labs' Case Studies

- Jasna Ratoša: Head of the Coastal–Karst Region NGO Hub

Agenda

12:00 - 13:00 | *Welcome and Greetings*

- Icebreaker/ Energizer (10 min).
- Ask participants to form a circle.
- Ask everyone to tell their name, special talent, and what they are good at (for example: “Hello. I am Taja and my special talent is creative writing.”)
- Introduction of the initiative (as part of CHLaYdosope, a project to develop skills related to the community leader profile) (20 min)
- Introducing the Youth Leaders Academy and experience in Portugal (10 min).
- Introduction of the methodology Problem/Solution tree (10 min).
- Division into Groups of 5 people (5min).

13:05 - 13:55 | *Problem tree - Working groups (45 min)*

14:00 - 14:30 | *Solution tree - Working groups (30 min)*

14:35 - 15:00 | *Evaluation - Groups presented their problem and solution tree (5 min each) and Evaluation*

Tools and/or Methodologies used

Before the Local Lab

- We met with the participants of Youth Leaders Academy to define a clear purpose for our Local Lab and together we identified the topics/challenges that we want to address
- We gave a title to the workshop to make the topic and the focus clear and appealing
- We identified the stakeholders to invite (coach, therapist and representative of the student organization)
- We identified the date and the place to have the Local Lab
- We drafted the agenda and identified the methodology to be used in line with the workshop purpose.

During the Local Lab

At the beginning of the workshop we first introduced the project, the *Competency Profile of Youth Community Leader workbook* and *How to Become a Youth Community Leader training package* that they can use and linked the *Competency profile of a Youth Leader* with the methodology we will use. After that our participant in the Youth Leaders Academy shared her experience from Portugal, and talked about the reasons why she joined the project, what she gained from it and what were her next steps after the academy.

Youth Local Labs' Case Studies

Then we introduced the methodology that we will use in the workshop.

- **The Problem/Solution Tree**

A useful tool that helps to understand complex challenges, and to find appropriate solutions by mapping out the cause and effect of the challenges we were referring to: How youth perceive their problems, self-reflection, what solutions they suggest, and how to empower them.

Challenges: We introduced the selected topics (Self-esteem, mental health, and balance) to which they will be defining specific challenges connected to the local environment (if they feel supported or not) and finding solutions to them.

- **Brainstorming**

Once the participants were sat down by their groups they started working on their challenge, first searching for the causes and outcomes it brings. After that, they rewrote their challenge more positively and again searched for positive causes and outcomes.

After the Local Lab

- **Questionnaire**

As an online tool, to collect feedback on the workshop held and the participants' future goals and dreams. In the end everyone sat down in the circle and on the count of three everyone showed one mimic that reflected their feelings.

Outcomes

The workshop identified college students (ages 20 - 22). The aim was to get a youth's point of view and perspective on the identified challenges (how they perceive themselves, mental health, and balance between their social, personal and school/work life) and to empower them to be aware of their potential, raise their voice and participate in their local communities.

Participants delved into the given topics (each two groups were given the same topic) and first did the problem tree on the topic and after also the solution tree.

At the end, each group presented the results and ideas that they came up with. Most of them pointed out that there is a problem in the school system and high restrictions at the faculties, which results in a smaller number of qualified personnel for therapists and psychologists. This is connected to services that are more difficult to access, private therapists, which also cost more and are difficult to

Youth Local Labs' Case Studies

access for students. They also suggested that the **professors at the faculties could coordinate better between themselves and that they would not all give them tasks at the same time**, this would result in a **better balance between free time and other obligations** among students.

At the same time, they would be less stressed and have more time for leisure activities. This would also be a possibility for improved mental health and success in school.

They suggested **more open communication both among themselves and with important decision-makers** (e.g. professors), the inclusion of their program and content proposals for workshops in already established platforms for young people, proposals for the creation of **support study groups** and **quality workshops for young people**, as well as a group of female participants came up with the idea for the **magazine “I'm okay, you're okay”**, which would break the myths and expectations created by society.

Tips from Youth Community Leaders

Explore the valuable tips and advice shared by Youth Community Leaders who successfully implemented Local Labs in December 2023 and January 2024.

Tips from Laura Zucchiatti

- Start to organize the event in advance.
- Make a short summary with bullet points of the main arguments you want to address and how much time do you want to spend on each.
- Promote the events using the WhatsApp groups/chats and social media.
- Prepare materials to use during the Local Lab, especially for the workgroups (some white paper, schemes, pens, pencils and many post-it).
- Talk a bit in the beginning of the event and try to engage your stakeholders with questions or useful inputs.
- Organize at least one activity in smaller groups and in the end have a moment where each group has the opportunity to explain what they have talked about.

Tips from Lucia Campolucci

- As a first step, it is a good idea to identify whether there is anyone in your environment (perhaps also specific stakeholders in relation to the identified challenge) who might be interested in actively contributing to the organization of the workshop. With or without this help, I then recommend that you proceed step by step, identifying the challenge well and then, on the basis of this, identifying all the stakeholders.
- At the same time, understand what kind of workshop it will be and then choose the right place and time to hold it, taking into account the different needs of the stakeholders.
- During the workshop, create a climate of listening and mutual respect and push people to do their best in the short time available.

Tips from Diogo May, Sofia da Costa, Carolina Ventura

- First, it is essential to analyze the community to know its strengths and weaknesses. Sometimes, what works in a specific place may not work in your community...so it's important to know the field and its inhabitants.
- Then, remember that partnerships are essential. If you feel policy-makers can't hear you, seek help from local youth associations, who can help you make yourself heard.

Youth Local Labs' Case Studies

- Above all, never give up...even if things don't go well on the first try, even if not many people appear in the first events. Being persistent is the key and gradually you will see things starting to change.

Tips from Dimitris Manoukas, Elli Bornova, Myriam Patrou

- Provide a physically and emotionally safe place for the Local Lab.
- The training content has to be context-based to achieve better results on the local level.
- Try to be precise with the challenge formulation to achieve more precise results.
- Try to be realistic with the length of the event and timing for each activity.
- More experienced training facilitators will lead to better group dynamics.
- Ensure to reach as many young people as possible, especially those in disadvantaged areas and those seldom heard.
- Engage as many various stakeholders as possible to achieve a wider scope of perspectives on the same challenge to gain more realistic and achievable solutions.
- Learning Lab is the perfect environment for the dialogue activation between youth and other stakeholders. Open feedback session at the end of the event may become an ideal platform for it.
- CHLaYdoscope instrumentarium is not only the methodology for training, its tools are really handy in the organization of the Local Lab itself!

Tips from Rocco Nigro, Simone Ferrazzano, Domenico Corniola

- Organize the workshop well in advance, involving motivated and creative people.
- Create network: in organizing a local lab, involve those who have already organized similar events or are working on the same issue.
- Remember who your community is and establish empathetic contact with them: this way you can build the workshop effectively, identify stakeholders more precisely, be more attractive, and create engagement.

Tips from Ana Markežič, Taja Kavčič

- As a first step, it is a good idea to identify what challenges your local community faces.
- The next step is to see if anything is already being done to solve the challenge.
- Then you need to see whether there is anyone in your local community (municipality, University, local businessman, or other specific stakeholders that they identify with the recognized challenge), who would be interested in organizing the workshop and offering support (financially, space, accessories, useful contacts, and connections, etc.).

Youth Local Labs' Case Studies

- When you educate yourself on the challenge it will be easier to identify the potential stakeholders who will give the workshop even more content and relevant solutions to the challenge.
- You need to approach the whole process of organizing a local lab step by step. It can also be useful to read the manual *Learn How to Become a Youth Community Leader* where you can research which methodology would be best for solving the challenge you recognized.
- After choosing the methodology, you can decide on the right place and time for the workshop, start promoting the Local Lab and communicate it with the target groups you recognize that can identify with the challenge.
- During the workshop, create a safe space where everyone feels comfortable sharing their thoughts, opinions, and experiences.

Policy document for Youth Policy: Manifesto

Policy document for Youth Policy: Manifesto

The CHLaYdoscope Manifesto, led by the [European Creative Hubs Network](#) in collaboration with the project partnership and insights from participating youths, aims to craft a comprehensive policy document titled "**Empowering New Generation of Changemakers**". This document seeks to make the project methodology transferable across diverse European contexts, encouraging other organizations, especially official institutions, to adopt and adapt the project's outputs.

The Manifesto "Empowering New Generation of Changemakers" is a comprehensive call to action aimed at promoting innovation in youth policies. It offers practical insights, replicable methodologies, and collaborative strategies to integrate the CHLaYdoscope methodology into educational curriculum standards, providing comprehensive training for educators, forging partnerships to expand reach, prioritizing youth involvement in decision-making, establishing supportive learning environments and certifying competencies gained through CHLaYdoscope training methodology.

This Manifesto introduces the policy recommendations based on the project consortium expertise and on the feedback from participants and local stakeholders, collected during the CHLaYdoscope European Youth Academy and Local Labs in five countries.

Focus Areas:

- Integration of CHLaYdoscope methodology into formal Educational Curriculum Standards as cultivation of a new culture of behaviors, approaches and cutting-edge skills for youth to meet 21st-century challenges.
- Application of CHLaYdoscope methodologies in Youth centers not only for youth activation and engagement but also as the set of innovative tools for program planning and project implementation.
- Implementation of youth internship, mentoring and mobility programs in creative hubs for bottom-up policy and new project creation and as a gateway to connect youth leaders globally, emphasizing sustainable skill and experience sharing for future collaborations.
- Local Lab format as the multi-stakeholder platform for participatory dialogue, challenge-based learning, and innovative solution prototyping, fostering creativity and community engagement.

The Manifesto serves as an open invitation to promote innovation in youth policies. Initially targeting regional governments and local authorities, the policy will progressively extend its reach to engage other stakeholders interested in applying the project's methodology.

Contribute to the Handbook

Did you organize a Local Lab? Tell us about it!

You set up your Local Lab, worked with your community and local stakeholders to solve local challenges and now you want to share what you've learned with other Youth Community Leaders.

Follow the steps to contribute:

1. [Click here to go to the Youth Local Labs webpage](#);
2. Share your story by filling out the form;
3. Add pictures, videos and any other communication material and cool stuff;
4. The form will be automatically sent to info@chlaydoscope.eu (if you need help, you can also send an email);
5. The CHLaYdoscope team will put your Local Lab case study on their website, making it part of the helpful Youth-Led Impact Handbook.

If you have questions, need support, or just want to talk about CHLaYdoscope, feel free to reach out. Your story matters!



Go to



Sign in



Contribute / Share



Write us



Upload here

Glossary of Terms

European Cultural Hubs:

Places, either physical or virtual, that bring together creative individuals within the cultural and tech sectors. These hubs serve as convenors, providing space and support for networking, business development, and community engagement. European Creative Hubs (ECHs) play a crucial role in supporting creative entrepreneurship and fostering local community connections.

We are proud to have the [European Creative Hubs Network](#) in the CHLaYdoscope team.

Community:

A community is a process of interrelated actions through which people express their common interest in the local society. It can refer to a unified body of individuals sharing common interests in a particular area, a group with common characteristics or interests within a larger society, or a body of persons or nations with shared history, social, economic, and political interests.

Our focus in CHLaYdoscope project revolves around local communities located within specific territories among the partner countries involved.

Youth Community Leader (YCL):

Unlike individual leadership, Youth Leaders in a given community are understood by the CHLaYdoscope project as youths that are not isolated figures, but they always have a community of reference against which their work makes sense, and they get their influence not on the basis of any official position of authority, but rather because they possess certain traits and competencies that enable them to represent their locality and drive progressive social change.

This definition was born during the development of the Training Package.

Handbook:

A manual or guidebook that provides detailed information, instructions, or methodologies on a specific topic. It serves as a comprehensive resource for individuals seeking guidance and understanding in a particular field.

Transmedia Handbook:

Referring to this transmedia handbook, it involves the storytelling technique of using multiple media platforms to tell a narrative. This approach expands the story across various channels, such as social media and interactive websites, creating a more immersive and engaging experience for the audience.

Immerse yourself in the experience by clicking the links you find in the Youth-Led Impact Handbook!

Competency:

A set of individual performance behaviors that are observable, measurable, and critical to successful individual performance. Importantly, competency focuses not only on what a person can do but also on what a person can learn. It encompasses motivation and self-knowledge, reflecting a desire and willingness to demonstrate effective performance.

Policy Guidelines/Manifesto:

A public declaration of intentions, motives, or views, serving as a guiding document outlining the principles, vision, policies, and intentions of a movement, organization, or group.

Download our Manifesto [here!](#)

Curiosity-Based Learning Approach:

An educational methodology that encourages learning through curiosity and exploration. This approach focuses on stimulating learners' natural curiosity, promoting self-directed learning, and fostering a deeper understanding of subjects by allowing individuals to explore topics based on their interests.

Acknowledgments

Acknowledgments

The success of this project is a collective endeavor and our gratitude extends to those who have dedicated their time, expertise and resources to bring this vision to life.

Special thanks to the passionate Youth Community Leaders, who embraced the project with enthusiasm, who followed the [online Academy](#), to those who successfully got selected further demonstrated their commitment during the intensive [European Youth Leaders Academy](#) in presence, a whole training week in Portugal, and promptly applied the tools acquired within their Youth Local Labs.

Specifically, we acknowledge the valuable contributions of **Lucia Campolucci, Sofia da Costa, Rocco Nigro, Taja Kavčič, Laura Zucchiatti, Ana Markežič, Simone Ferrazzano, Elli Bornova, Diogo May, Carolina Ventura, Myriam Patrou, Domenico Corniola, Dimitris Manoukas** for this handbook.

This project owes its existence to the mentors and supporters of the Youth Community Leaders, as well as the seven partners, each contributing unique strengths. Their collective expertise ensures a comprehensive approach, addressing various challenges within Youth Community Leaders' communities.

Materahub (Italy)

[Materahub](#) is dedicated to supporting cultural and creative industries through innovation and inclusion, fostering a fresh entrepreneurial vision. Engaging in international projects, Materahub facilitates skill exchanges among local and global experts, entrepreneurs, and policymakers with support from programs like Erasmus+, Cosme, Interreg, and Horizon 2020. Since 2010, Materahub has served as the intermediary for the European Erasmus for Young Entrepreneurs program and, since 2014, hosted the Creative Business Cup—an international competition for cultural and creative industries. Joining the EIT KIC Culture and Creativity initiative in 2022.

Materahub played a key role in the CHLaYdoscope project as the coordinator, also leading the creation of the Youth-Let Impact Handbook (the third project result).

Project contributors from Materahub: **Elisa Rocchetti, Paolo Montemurro, Angela Di Benedetto**

DYPALL Network (Portugal)

[DYPALL](#) (Developing Youth Participation at Local Level) is a European platform of over 80 civil society organizations and local authorities from more than 30 countries, that aims to involve young people in decision-making processes at local level, and thus enable municipal and regional authorities to address the needs and interests of youth, engage young people as active actors of problem-solving and increase the level of ownership, commitment and involvement of an important part of our communities.

Acknowledgments

DYPALL played an amazing role in advancing the CHLaYdoscope project mission. In addition to leading the analysis for the creation of the Competency Framework (first project result), they notably hosted the European Youth Leaders Academy in their hometown of Portimão. Under the precise organization of DYPALL in the scenic Algarve region, eighteen young participants, plus partners and trainers, spent a transformative week. This event was a core part of the project, creating profound connections and contributing significantly to the overarching goals.

Project contributors from DYPALL Network: **Antea Pamuković, Bruno Antonio, Susana Godinho**

Warehouse Hub (Italy)

[Warehouse Hub](#) (Wh) is a dynamic Coworking and Creative Hub fostering collaboration among freelancers, professionals, and creatives from the Marche Region, in Italy. Recognized as an "Innovative Startup with a Social Vocation," Wh pioneers innovative services and projects, creating a significant social impact over the past 10 years. Through training programs and international experiences, Wh supports youth integration into the job market, breaking the isolation for freelancers and entrepreneurs.

The role of Warehouse Hub was instrumental in the project, particularly they led the creation of the second result of the project. This output includes crucial resources, tools, and methodologies for Youth Community Leaders. The meticulously crafted Training Package facilitated the successful execution of the European Youth Leaders Academy (online and in presence) and of the Local Labs.

Project contributors from Warehouse Hub: **Laura Sgreccia, Ronnie Garattoni**

European Creative Hubs Network Association (Greece)

The [European Creative Hubs Network](#) (ECHN) is the first peer-led network in Europe dedicated to supporting physical spaces that host multiple creative businesses. With 200+ members from 25 countries, ECHN fosters innovation, entrepreneurship, and learning, playing a vital role in shaping EU cultural and creative sector policies. Acknowledged in various EU policy documents, ECHN is a driving force for the creative economy, promoting creative hubs as innovative models for economic and social impact.

Within the CHLaYdoscope project, the ECHN demonstrated remarkable activity and led the formulation of the Manifesto. This manifesto, outlining policy guidelines, was crafted with valuable input from youth community leaders and stakeholders, showcasing the ECHN's proactive engagement and commitment to informed decision-making.

Project contributors from European Creative Hubs Network: **Andrii Sichkovskyi**

KULTURNO IZOBRAZEVALNO DRUSTVO PiNA (Slovenia)

[KULTURNO IZOBRAZEVALNO DRUSTVO PiNA](#), a leading cultural and educational association based in Koper aims to build connections. It is a recognized NGO actively contributing to regional, national, and international development. With a robust track record in coordinating diverse international projects and a big global network, PiNA focuses on strengthening the NGO sector, fostering a critical and responsible society, and engaging in impactful international cooperation. The association's expertise spans non-formal education, active citizenship, youth employment, and socially responsible entrepreneurship.

PiNA has contributed in every aspect of the project, particularly by hosting us during the Training for Trainers in Koper. Here, partners had the opportunity to address local challenges and discover "HEKA," established by PiNA as the first creative laboratory in the Coastal-Karst region. HEKA focuses on innovative solutions for future challenges in technology, knowledge, and workforce development.

Project contributors from PiNA: **Ana Markežič, Valentina Novak, Taja Kavčič, Urška Vezovnik**

Generazione Lucana (Italy)

Founded in 2018, [Generazione Lucana](#) pioneers a new era of youth policies in Basilicata, Italy, aiming to shape a brighter future for youths. By empowering young individuals to recognize their responsibilities, they aspire to drive reforms in youth policies and investments. Key actions include organizing the first youth gathering event, drafting a dossier on the youth situation, and contributing to the guidelines for youth policies 2019-2027 in Brussels. Through these efforts, Generazione Lucana has influenced the region to approve a law on youth policies and plan future investments.

Generazione Lucana collaborated in all aspects of the CHLaYdoscope project, particularly engaging young people in Italy, especially in the southern regions, and supporting MateraHub in its mission with their experience and empathy with young generations.

Project contributors from Generazione Lucana: **Margherita Dilucca, Miriam Matteo, Giulio Traietta, Egidio Lacanna, Simone Caruso**

The Artist and the Others (Netherlands)

Founded in 2013, [The Artist and the Others](#), a non-profit foundation in Maastricht and Munich, supports young artists and cultural professionals internationally. Focused on bridging gaps between education and the professional world, their initiatives provide knowledge, skills and connections crucial for emerging artists. Through workshops, coaching, and cross-border connections, they advocate fair and sustainable art practices. By initiating projects that address current needs, collaborating with local and international

Acknowledgments

professionals and fostering connections, the foundation creates high-quality, sustainable solutions for artists, emphasizing fair pay and a supportive ecosystem.

In the course of the project, The Artist and the Others actively collaborated and played the important role of organizing the final project event in Maastricht. During this event, partners convened to discuss the project's follow-up and sustainability, further showcasing the foundation's commitment to fostering long-lasting impacts in the cultural and creative sector and youth communities.

Project contributors from The Artist and the Others: **Jessica Capra, Charlene Arsasemita, Emmanuel Merkus**

CHLaYdoscope European Creative Hub Leaders developing community-based Youth Leadership

FIND OUT MORE IN OUR WEBSITE

<https://www.chlaydoscope.eu/>

FACEBOOK

<https://www.facebook.com/CHLaYdoscopeEU>

This handbook is a project result developed in the scope of CHLaYdoscope project that is led by Materahub (Italy) in cooperation with DYPALL Network (Portugal), Generazione Lucana (Italy), Warehouse Hub (Italy), ECHN (Greece), PiNA (Slovenia) and the Artist and the Others (The Netherlands).

It is funded by the European Union within the framework of the Erasmus+ programme: Cooperation partnerships in youth with the support of the Italian National Agency.

Also available in



Project partners



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



[chlaydoscope.eu](https://www.chlaydoscope.eu)