



**National Report:
The Youth Inclusion Workshops
By
Jugend- & Kulturprojekt e.V. (JKPeV)**





PROMOTING OPEN RESILIENT INCLUSIVE SOCIETIES FOR YOUTH

Project Reference: 604571-EPP-1-2018-1-DE-EPPKA3-IPI-SOC-IN



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 which 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.

Contents

1. The Youth Inclusion Workshops in the framework of PRIORITY project	3
2. Structure and Duration of the PRIORITY Youth Inclusion Workshops	5
3. An overview of target audience from the Youth Inclusion Workshops in Germany	6
4. Methodology and Learning Activities of the Youth Inclusion Workshops in Germany	10
5. Evaluation Results and Recommendations	11
6. Conclusions.....	13
7. Annex.....	14

1. The Youth Inclusion Workshops in the framework of PRIORITY project

PRIORITY: PRomotIng Open Resilient Inclusive socieTies for Youth is an innovative 36-month project that involves four countries and five organisations - such as youth organisations and networks, cultural and sports organisations, training centres, as well as private and public entities. Among its main aims, PRIORITY strives to: 1) increase the capacities of the organisations that work with youth; 2) to invest in prevention by removing breeding grounds for radicalisation and act as forces of inclusion; 3) to empower young people from disadvantaged groups to engage; 4) to enhance youth participation and drive positive change in communities, through the use of innovative methods and practices coming from the combination of youth work, training, cultural mediation and sports fields.

The Work Package 5 (WP5) named "**PRIORITY Hubs Testing, Young Mediators Activities (inclusion and capacity building), Community Cultural Heritage Activities**" consists of the testing phase of PRIORITY Hubs where the organisations held three different types of activities in order to maximise the impact of the prototypes of youth inclusion local environments.

WP5 is divided into three actions linked between them:

- 5.1 - Youth Inclusion Workshops;
- 5.2 - Youth Initiatives: Social & Cultural Activities connected with the European Year of Cultural Heritage;
- 5.3 - Young Mediator Capacity Building on-site training

Specifically:

5.1 Youth Inclusion Workshops: during this phase of the project, partners selected young migrants and/or refugees who wanted to participate in the activities of PRIORITY Hubs. Some of these activities were in collaboration with other local stakeholders already involved in the social integration of migrants and refugees (such as local authorities or other CSOs). The main purpose was to build a trustful relationship with the young people at risk of marginalisation, including them through the Youth Inclusion Workshops and encouraging them to be active citizens at a local level. These workshops and related activities were based on the [PRIORITY methodology](#) and [toolkit](#), but also based on participants' and local context needs. Thus, partners implemented these workshops including different kind of activities, such as:

- Intercultural dinners
- Sports activities
- Digital skills workshops
- Visits
- Art sessions
- Social support activities

The Youth Inclusion Workshop National Report - Germany

In total, nine workshops were held in each country, giving the opportunity to young participants to come together, learn and exchange their experiences on enhancing their inclusion in the society. Thanks to these workshops, young people felt welcomed and included, and confident enough to express themselves in a youth environment.

5.2 Youth Initiatives: Social & Cultural Activities connected with the European Year of Cultural Heritage. The PRIORITY consortium established strong connections and guaranteed its participation on cultural and social events during the summer 2021. Moreover, a set of activities was co-designed with the youth already engaged in the project. The partners organised different activities depending on the location, type of event and size of audience, and implemented them in a different way according to each partner's organisation and local stakeholders involved as well as local community's needs. Nevertheless, all the activities were implemented following the quality criteria and objectives:

1. They were connected with the Europe's cultural heritage through education and lifelong learning by focusing on children, young and elderly people, local communities and hard-to-reach groups and using approaches that are people-centred, inclusive, forward-looking, more integrated, sustainable and cross-sectoral. (Objectives of European Year of Cultural Heritage 2018). Due to the fact that the Youth Initiatives were implemented in 2021, they were not all of them directly linked with the European Year of Cultural Heritage – 2018.
2. They were based on participatory methods and had active involvement of both local and migrant youth both in the designing phase and the actual implementation.
3. They were implemented in cooperation with local stakeholders from each partner's city that belong to different sectors (public authorities, youth, sports and cultural NGOs, private education/training institutions, refugee centres etc.,).

5.3 Young Mediator Capacity Building on-site training. During this activity partners developed a training course of six working days, based on the non-formal education, peer-education methodology as well as in the [PRIORITY methodology](#) previously developed within the project, reaching at least 20 people per country. Due to the COVID-19 pandemic, the project consortium decided to implement the Capacity Building in two rounds of trainings of three-working days each. The online training was implemented in two rounds by four partners from three countries (Italy, Greece and Germany). The participants that were selected were either native citizens or young people with migrant background. Particular focus was given on the participation of young unemployed people with or without migrant background. Activities were drawn from the [PRIORITY Toolkit](#) and [How to PRIORITISE E-book](#), aimed at empowering young people and equipping them with necessary skills and knowledge so as to be active citizens. This way, the participants became young mediators in order to reach out to their peers at risk of marginalisation and acted as multipliers of inclusion. Based on the programme outcomes of this training as well as the satisfaction questionnaires filled out by the participants, partners developed the E-course "How to become PRIORITY Young Mediator" of WP6, that will be ready in the coming months.

2. Structure and Duration of the PRIORITY Youth Inclusion Workshops

Youth Inclusion workshops were designed based on the cross-sectoral innovation practices developed in the PRIORITY methodology and toolkit. The activities were co-designed by each partner based on their participants' profile and interests in order to make them more attractive and to maximise their participation.

Initially, the workshops were planned to be implemented face-to-face and partners were prepared to organise different local visits, sports activities, intercultural dinners and many other social activities. Due to the restrictions of the Covid-19 pandemic, it was not possible to implement those activities as it was planned. However, partners managed to fulfil the objectives of the project by implementing these workshops online. Activities were carried out by using non-formal learning methods as well as inclusive and interactive learning methods, such as role playing, brainstorming, group discussions, case studies, debates followed by debriefing and reflection sessions. The nine Youth Inclusion Workshops brought together young participants to interact with each other, learn and exchange their experiences on enhancing inclusion in their local communities.

In Germany six workshops implemented face-to-face and remaining three workshops were implemented online. A general overview of the nine workshops that were implemented in Germany is presented in the following table:

The Youth Inclusion Workshop National Report - Germany

<i>Workshop implementation date</i>	<i>Workshop topics</i>	<i>Method (online or presence)</i>	<i>Platform used (if online)</i>	<i>Number of participants involved in each workshop</i>	<i>Remarks</i>
02.09.2020	The artworks displayed in the exhibition depicted certain social problems and struggles, highlighting the significance of mutual understanding, acceptance, and inclusion.	Exhibition of "Vielleicht Gestern" by Angel Vasilev, face-to-face		Almost 50 participants	The Full Moon Gallery served as a knotting hub for many artists and creatives, who seek to be recognized and included into the society.
17.09.2020	Workshop How to Photograph an Artwork I <ul style="list-style-type: none"> •Building the lighting set up •Positioning the artwork properly •Setting up the Camera •Post-production 	Workshop Face-to-face activity, in the premises of the Dresden's PRIORITY Hub/JKPeV		5 artists	The participants were artists from the local community of Dresden, that are facing difficulties in having active participation in the art scene and the had migrant and/or refugee background. Among them there were some people that are unemployed.
25.09.2020	MOB-X is a mobile adventure room full of puzzles, riddles and interactive games that has been developed by a group of young locals – migrants, international	MOB-X Adventure Room		5 people from the local community of Dresden	They were active youth with migrant/refugee background and are interested in using "

The Youth Inclusion Workshop National Report - Germany

	<p>volunteers and native citizens within the framework of MOB-X project. It can be played in Arabic, German and English. Based on the concept of the escape room, MOB-X is an innovative approach that can be used to create opportunities for encounters between young people from different backgrounds.</p>	<p>Face-to-face in the premises of the Dresden's PRIORITY Hub/JKPeV</p>			<p>rooms" as an educational method to implement it in different settings-refugee hotspots, schools, educational institutions, youth centers-addressing especially young people with fewer opportunities that are marginalised.</p>
<p>02.10.2020</p>	<p>MOB-X is a mobile adventure room full of puzzles, riddles and interactive games which can be played in Arabic, German and English. It was developed and built by young people – international volunteers, locals and refugees within the framework of MOB-X project. Based on the concept of the escape room, MOB-X is an innovative approach that can be used to create opportunities for encounters between young people from different backgrounds.</p>	<p>MOB-X Adventure Room Face-to-face in the premises of the Dresden's PRIORITY Hub/JKPeV</p>		<p>7 people from the local community of Dresden</p>	<p>They were active youth with migrant/refugee background and are interested in using "Escape rooms" as an educational method to implement it in different settings-refugee hotspots, schools, educational institutions, youth centers-addressing especially young people with fewer opportunities that are marginalised.</p>

The Youth Inclusion Workshop National Report - Germany

27.10.2020	<p>Workshop How to Photograph an Artwork I</p> <ul style="list-style-type: none"> • Building the lighting set up • Positioning the artwork properly • Setting up the Camera • Post-production 	<p>Workshop Face-to-face activity, in the premises of the Dresden's PRIORITY Hub/JKPeV</p>		<p>5 artists</p>	<p>The participants were artists from the local community of Dresden, that face difficulties in participating actively in the art scene and have a migrant background. Among them, there were some people that are unemployed.</p>
31.10.2020	<p>The artworks of the Syrian female artist Enas Arabi that were displayed in the exhibition depicted certain social problems and struggles, highlighting the significance of mutual understanding, acceptance, and inclusion.</p>	<p>Exhibition of "Masquerade" by Enas Arabi, face-to-face</p>		<p>Almost 50 participants</p>	<p>The Full Moon Gallery served as a knotting hub for many young and emerging artists and creatives, who seek to be recognized and included in the society.</p>
16.11.2020	<p>Workshop-Crafting a Winning Artist's CV-I</p> <p>The main topics of the workshop were:</p> <ul style="list-style-type: none"> •What is a CV? • What does an artistic portfolio include? • What is an artistic timeline? • What is a short bio? 	<p>Workshop- "Crafting a Winning Artist's CV"</p> <p>Online activity</p>	<p>Zoom platform</p>	<p>6 artists</p>	<p>Artists from the local community of Dresden, that are facing difficulties in having active participation in the art scene and the had migrant and/or refugee background. Among them there were some people that are unemployed.</p>

The Youth Inclusion Workshop National Report - Germany

<p>18.11.2020</p>	<p>Workshop-Crafting a Winning Artist's CV-I</p> <p>The main topics of the workshop were:</p> <ul style="list-style-type: none"> • What is a statement of art? • How does a winning artist's CV look like? 	<p>Workshop- "Crafting a Winning Artist's CV"</p> <p>Online activity</p>	<p>Zoom platform</p>	<p>5 artists</p>	<p>Artists from the local community of Dresden, that are facing difficulties in having active participation in the art scene and the had migrant and/or refugee background. Among them there were some people that are unemployed.</p>
<p>14.01.2021</p>	<p>"Visualise your message through the Graphic Design tool 'Canva'" workshop.</p> <p>The main topics of the workshop were:</p> <ul style="list-style-type: none"> • The Role of Graphic design when Promoting Your Art • The types of digital and printed media • The basic building blocks for clean, strong and engaging design-composition, typography, colors and image-making • The online software "Canva" 	<p>"Visualise your message through the Graphic Design tool 'Canva' workshop".</p> <p>Online</p>	<p>Zoom platform</p>	<p>4 participants</p>	<p>The participants were mainly young people migrant/refugee background and some of them were people with fewer opportunities from the local community of Dresden, willing to learn how to promote their work and themselves in the best possible way in order to find a job.</p>

3. An overview of target audience from the Youth Inclusion Workshops in Germany

In the framework of the Youth Inclusion Workshops, Jugend- & Kulturprojekt e.V. hosted its activities addressing specific target audiences. In general, the Full Moon Galleries, the "How to Photograph an Artwork" Workshop, the "MOB-X Adventure Rooms", the "Crafting A Winning Artist's CV Workshop" and the "Visualise your message through the Graphic Design tool 'Canva' Workshop" addressed target groups of young locals with and without migrant background as well as young people with fewer opportunities. Their age range was 20-29 and 30-39 years old, and they had different education backgrounds.

The "Full Moon Gallery Exhibitions" served as a knotting hub for many artists and creatives, who seek to be recognized and included in the society. It laid the ground for building a network of people, who wish to become active citizens and encourage the society to become more open and inclusive.

The exhibitions provided an opportunity not only to the local artists but also to other underrepresented groups of young people who are amateur or emerging artists to take part in the social and cultural life of Dresden, to become part of an inclusive, creative and artistic activity which can help artists with migrant/refugee background and other young people with fewer opportunities to express themselves, exchange ideas and knowledge, expand their network and promote their art.

In addition, considering the different activities developed through the workshops the target audiences presented additional characteristics and interests. For example, some of the participants in the "Crafting A Winning Artist's CV" workshop and in the "Visualise your message through the Graphic Design tool 'Canva' Workshop" workshop, were unemployed, looking for opportunities not only to have be active in the art scene but also willing to learn how to promote their work and themselves in the best way in order to find a job or to become freelance artists.

Also, through the "MOB-X Adventure Rooms", some of the young people with migrant/refugee background were interested in learning about inclusive educational methods so as to use them further at their work as they work with disadvantaged young people who are at risk of becoming marginalized and radicalized.

The already mentioned target groups were reached mainly through:

- Calls for participants in the form of an event, that were uploaded on the Dresden's PRIORITY Online Hub.
- Sharing the events available on the Dresden's PRIORITY Online Hub via the project's Facebook page, as well as via JKPeV's Facebook page.
- Newsletters sent to the members of JKPeV's network
- Word of mouth.

The Youth Inclusion Workshop National Report - Germany

The 9 Youth Inclusion Workshops gave the opportunity to the participants and young artists with migrant/refugee background and with fewer opportunities to get together, learn and exchange their experiences on enhancing their inclusion in the society. The gained skills and new points of view were of much importance to them to further pursue their goals, not only regarding their professional development in the difficult times of Covid-19, but also, providing simultaneously a safe and effective environment to express themselves, practice and learn from mistakes. The 9 workshops supported the self-development of the participants using different forms of art and digital media, non-formal learning methods, experiential learning, peer learning, directed and self-directed learning. All participants found the activities interactive, helpful, and essential for building and further developing their skills and some of them learned how to design and develop their professional portfolios. They experience that most of the participants had through the workshop has been inspiring and motivating. They got to know new people and made friendships. The target groups expressed their interest in the further continuation of their participation in more events and activities of the PRIORITY Hubs encouraging more people to become part of this open, inclusive and resilient micro-society.

Despite many positive aspects that have been highlighted by participants, some critical aspects were raised regarding the restrictions in terms of space and time schedules due to the current pandemic crisis. These aspects were into consideration and are the “lessons learned” that helped the team of JKPeV to develop these activities taking always into account the regulations and safety of the participants and staff.

Overview of target audience in Germany base on their gender and age group:

Total number of participants included in 9 workshops	Gender (please provide the number of male and female participants)			Age (please provide the number of participants based on their age between 18-24 and 25-30)				Young, disadvantaged people
	Male	Female	Prefer not to say or didn't mention	20-29	30-39	40-49	50-59	
137	23	47	67	36	21	9	6	68

4. Methodology and Learning Activities of the Youth Inclusion Workshops in Germany

Regarding the "Full Moon Gallery" exhibitions which were held as outdoor exhibitions, due to Covid-19, two local artists of migrant/refugee background were involved: Angel Vasiliev coming originally from Bulgaria and Enas Arabi coming originally from Syria. On one hand, Angel Vasilev presented his artistic journey that he started back in 2016. Compositions and the surroundings inspire him the most. Angel showed how he processes what he sees into surrealistic artworks where he minimizes shapes and perspectives by combining them into abstract compositions. His distinguished artworks highlighted the significance of mutual understanding, acceptance, and inclusion. On the other hand, Enas Arabi presented her exhibition "Maskerade". Her artworks stressed the fear of people of showing their real face and the fear of the other as they hide their own feelings wearing different masks depending on the occasion. Both art events gave the opportunity to people from different age groups, cultural, social and education backgrounds to take part in an inclusive and creative activity, that encouraged them to express themselves, exchange their ideas and knowledge, expand their network and promote their work in a fun way. The attendants shared their points of view as well as their experiences and opinions about the artworks stressing the importance of feeling included in a community through events like the Full Moon Gallery.

In terms of the "Crafting A Winning Artist's CV" workshop and the "Visualise your message through the Graphic Design tool 'Canva'" workshop both were held as online activities, using the Zoom platform. The training material was uploaded on Google Drive and a link to it was shared with the participants so that they have access to all the learning materials and download the activity sheets. The Zoom platform provided the trainer with the opportunity to share files with the participants, to share her screen, to implement polls, to divide the participants in break out rooms in order to work as separate teams on certain activities giving the opportunity to the participants to interact with all the members of the group in real time, to use their cameras and microphones, to raise hands, to write a question in the chat box and to start a discussion if they wanted.

The "How to photograph an Artwork" workshop, and the "MOB-X adventure rooms" were held as face-to-face activities, in the premises of the Dresden's PRIORITY Hub/JKPeV, following all the guidelines and safety measures in order to prevent the spread of Covid-19.

The "How to photograph an Artwork" workshop aimed to improve, inspire, and motivate the participants to learn the basics of building an artistic portfolio. Starting from simple tricks on how to photograph artworks, they learned how to prepare the setting for taking clear and well-focused pictures and how to implement certain color correction methods on the photographs they took with the use of a specific software. The goal was to enhance their skills on how to photograph artworks and understand the importance of taking photographs of high quality in order to become more enter into the art market and to be able to apply for different exhibitions, gallery spaces, biennials, and art symposiums.

The Youth Inclusion Workshop National Report - Germany

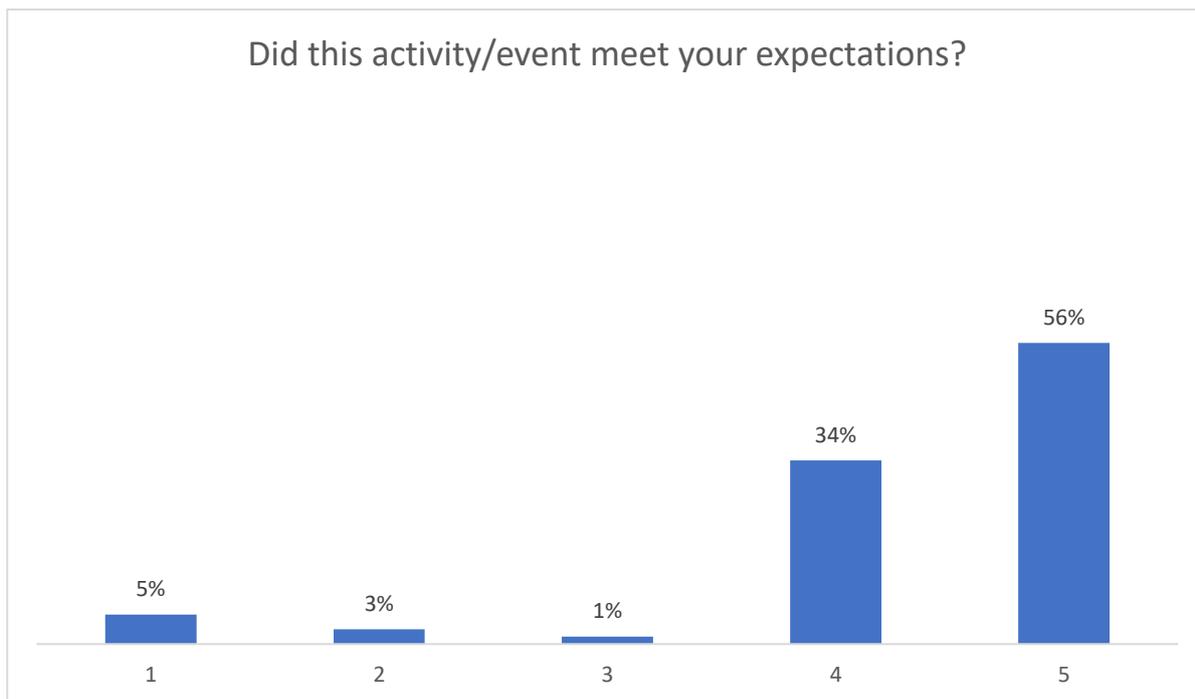
The “MOB-X adventure rooms” were developed as 60-minute real-life adventure games. Participants, played as a team, assembled in a themed room and had one hour to complete their mission which was to unpuzzle the message of Professor Higsby and find the ingredients for a groundbreaking “elixirium”, which is supposed to save the world’s population. Before the implementation of the game, participants were informed by the facilitators about the rules of the game, and they were provided with certain guidelines. After the completion of the mission, a debriefing session took place, where the five participants shared their insights and evaluated the activity.

5. Evaluation Results and Recommendations

Most of the respondents felt moved and inspired to learn more and to be active members of the society in order to prevent marginalization of young people, as well as engaged in the experiences. They also stated that they expected to find a platform to meet more artists and people with similar backgrounds so they could share their experiences with. With the workshops and exhibitions in general, they also mentioned that they wanted to find spaces of free access to learn on how to create their CV and portfolio or meet other artists to learn from their experience. Other participants felt motivated to share their work as artists as well and create a network within the community to help other young people with fewer opportunities. They stated that they wanted to learn new viewpoints and experiences throughout the implementation of the workshops’ activities.

- Did the workshop meet your expectations?

Much less than expected	Less than expected	Matched expectations	Exceeded expectations	Greatly exceeded expectations
1	2	3	4	5



As it can be seen, the majority of the participants, 56% found that their expectations of the workshops were greatly exceeded. 34% of all the participants answered that the workshops exceeded their expectations, while only 1% said it matched its expectations. A very low percentage in comparison, with 3% said that the workshops didn't really meet their expectations and 5% mentioned that the workshops met much less their expectations.

Overall, it can be said that the workshops implemented by JKPeV with an average percentage of 90%, not only exceeded but greatly exceeded the expectations of the participants. Thus, with the results obtained from the evaluation of the workshops, JKPeV will continue to implement its activities in benefit of the PRIORITY hub in Dresden and is also looking forward to improving its activities based on the feedback of the participants participating in the PRIORITY Hub workshops, activities and events.

6. Conclusions

Based on the evaluation results, it can be concluded that the overall satisfaction with the implementation of the 9 workshops was very high.

The workshops gave the opportunity to young artists from different backgrounds and fewer opportunities to come together, learn, and exchange their experiences. Not only on how to prepare and professionally develop their professional CV, on how to prepare, shoot and edit photos of their artworks, how to use the graphic design platform "Canva" to create digital promotional material, but also, they gained skill sets of a crucial importance to them to further pursue the goals of their professional development. Despite Covid-19, participants highlighted that the workshops provided them a safe and effective environment to express

The Youth Inclusion Workshop National Report - Germany

themselves, practice and learn and finally improve their skills. All participants found activities interactive, helpful, and essential for developing their skills and share with their communities.

In addition, during the debriefing session of the MOB-X, the participants shared the opinion that it was a very interesting team building activity, that involves creative thinking and problem-solving strategies and can serve as a best practice to foster inclusion. They stated that it can be used in various settings with the aim of encouraging young people to participate actively, to get to know each other and learn from each other and finally as a team to solve a big problem while having fun and enjoying each other's company. Participants added that this activity gave them the opportunity to boost their team spirit, to foster their willingness to find creative solutions to complicated problems, to recap their knowledge in many scientific fields, to listen to each other carefully and work together pursuing a common goal. Despite facing several difficulties in implementing this activity due to Covid-19, the mission of Mob-X was successfully accomplished as well. Most of the participants felt motivated and inspired, challenged to gain new experiences and new ways of thinking. Overall, Mob-X has been able to attract many different social groups that work hand in hand with young migrants, marginalized and disadvantaged groups and young people with fewer opportunities towards building a more inclusive society for all.

Despite many positive aspects that have been mentioned by participants, some issues were raised regarding the duration of the workshops. This will be taken into consideration to improve the experience of the participants in future activities. Also, the participants were concerned about the face-to-face activities that took place during the COVID-19 pandemic. However, JKPeV made sure that they could feel safe, following all safety regulations and sanitary recommendations and instructions from the authorities. This way, the activities implemented, the "9 Youth Inclusion Workshops", were successfully implemented.

7. Annex

Images of the Youth Inclusion Workshops developed by JKPEV



“Vielleicht Gestern” Exhibition at The Full-Moon Gallery.



How to Photograph Your Art Work Workshop.

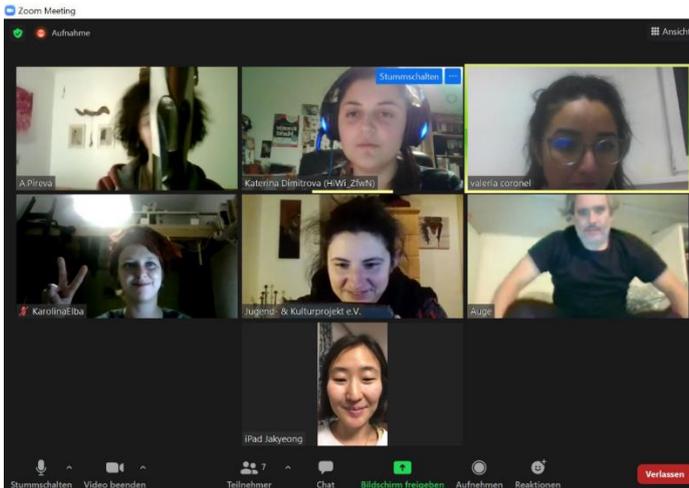


MOB-X Adventure Rooms

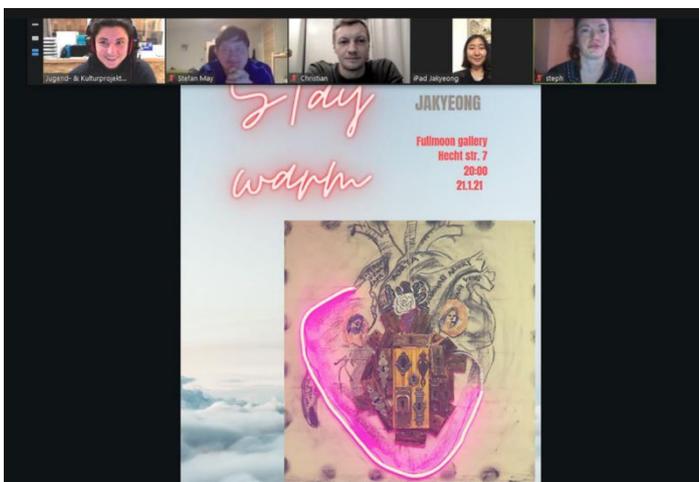
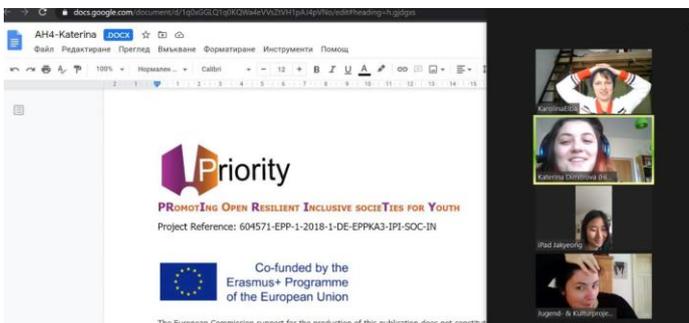


MOB-X Adventure Rooms

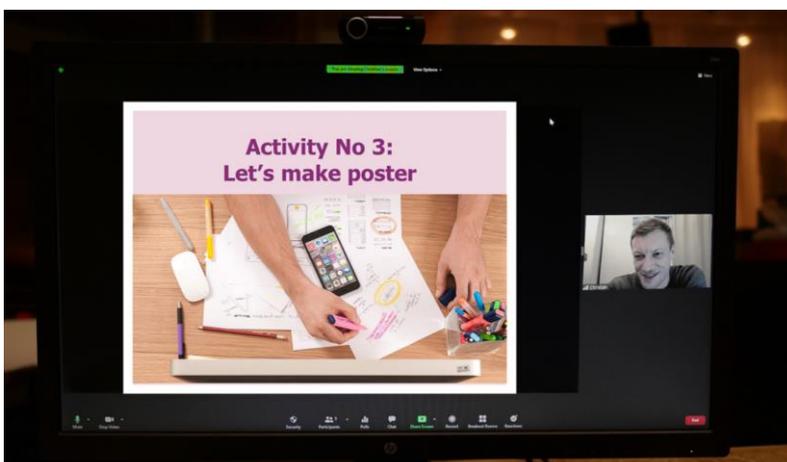
The Youth Inclusion Workshop National Report - Germany



Crafting a Winning Artist CV



Graphic Design Tool Canva Workshop



The Youth Inclusion Workshop National Report - Germany



“Maskerade” Exhibition at the Full-Moon Gallery

