



Digital youth work self-assessment

This self-assessment is meant to help you reflect your views and attitudes towards digital youth work. It comprises of seven sections, where you are asked to reflect on different statements and evaluate your digital skills both from a personal and professional point of view. The questions hereafter are not meant to be a test of your actual skill level, but rather be a helpful tool in reflecting on your attitudes and give you pointers to develop your skillset.

The best way to approach this self-evaluation is to think about every section by yourself from a personal and professional perspective. Finally, you can focus on the broader context of your work community.

Verke initially created this form as an online questionnaire where the replies were sent automatically back to the person filling out the form. It is advisable to adapt the questions to suit your youth work context and implement them either on paper or using an online platform, whichever is more practical.

These training materials have been developed as part of the 'Digital Youth Work' project, a strategic partnership between 7 organisations across Europe, to build the capacity of the youth work sector to deliver high quality youth work in a digital age. They are based on training needs for practitioners identified by the [EU expert group on digitalisation and youth's 2018 report](#).

The resources from all partners are available at www.digitalyouthwork.eu. The project has been funded by Erasmus+.



Section 1: General attitudes on digitalisation

1 On a scale of 1 to 7, what is your general outlook on digitalisation? (Circle one)

1 = I think digitalisation is mainly a negative phenomenon

7 = I think digitalisation is mainly a positive thing

1 2 3 4 5 6 7

What are the things or phenomena that have influenced your outlook to be more negative or positive?

Further reflect on your relationship with digitalisation through the following statements:

2: I understand what the concept of digitalisation means.

- I agree completely (4 points)
- I somewhat agree (3 points)
- I somewhat disagree (2 points)
- I disagree completely (1 point)

3: I understand what the societal effects of digitalisation are.

- I agree completely (4 points)
- I somewhat agree (3 points)
- I somewhat disagree (2 points)
- I disagree completely (1 point)



4: I am familiar with technologies related to digitalisation (i.e. Artificial intelligence, Blockchain, Internet of things, Virtual reality..)

- I agree completely (4 points)
- I somewhat agree (3 points)
- I somewhat disagree (2 points)
- I disagree completely (1 point)

5: I aim to stay up-to-date on the most recent digitalisation- and technology-related advancements

- I agree completely (4 points)
- I somewhat agree (3 points)
- I somewhat disagree (2 points)
- I disagree completely (1 point)

My score for this section: ____ points

How did you score?

1-6 points: Digitalisation is still reasonably foreign for you, both as a concept and phenomena. You are most likely also not very interested in themes related to digitalisation. It might be beneficial to reflect further whether there are any particular reasons for this.

7-10 points: You are somewhat knowledgeable on digitalisation, or you have an interest in the topic. Could there be some themes that could be especially interesting for you that you could use to enhance your familiarity with the subject further?

11-14 points: You are relatively knowledgeable about digitalisation and its effects. Do you see digitalisation mainly as new technologies or do you also recognise the social and cultural impact it has on society?

15-16 points: You have a strong knowledge base on digitalisation. You can further reflect on your relationship with digitalisation and the advancement of technology. Are you a technology optimist, are you critical about it or something in between?





Section Digitalisation and your professional identity

6: I am very familiar with young peoples' online cultures and habits.

- I agree completely (4 points)
- I somewhat agree (3 points)
- I somewhat disagree (2 points)
- I disagree completely (1 point)

7: I am very familiar with digital youth work practice.

- I agree completely (4 points)
- I somewhat agree (3 points)
- I somewhat disagree (2 points)
- I disagree completely (1 point)

8: I want to implement digital media and technology more in youth work.

- I agree completely (4 points)
- I somewhat agree (3 points)
- I somewhat disagree (2 points)
- I disagree completely (1 point)



9: I see digitalisation more as an opportunity than a threat in my work.

- I agree completely (4 points)
- I somewhat agree (3 points)
- I somewhat disagree (2 points)
- I disagree completely (1 point)

My score for this section: ____ points

How did you score?

1-6 points: *Young peoples' digital cultures and digital youth work practice are both foreign to you, and you see digitalisation mostly as a threat. We suggest that you further reflect on the impact of your attitude, from the viewpoint of your work as well as your target group.*

7-10 points: *You are somewhat familiar with the effects of digitalisation on the youth field, or at least you are motivated to develop your skills on the topic further. Reflect on which is the more significant hindrance for your personal, professional development: the lack of competencies or the lack of interest?*

11-14 points: *The digitalisation of the youth field is a common topic for you or barring that, at least you have a very positive outlook on it. Having a consciously reflective and critical perspective on your work enables you to develop further. If you still see digitalisation more as a threat than an opportunity, we invite you to ponder whether your critical attitude is based on actual information or your preconceptions.*

15-16 points: *You have a strong professional knowledge base and interest in the digitalisation of the youth field as well as digital youth work practice. Perhaps you are already a long-time practitioner of digital youth work. You can still reflect whether there are some themes or approaches in digital youth work, that aren't that familiar to you or blind spots in your competencies you have not yet addressed.*



Section

3:

Digitalisation and your personal competencies

In this section, we invite you to assess your personal competencies and skills on specific digital themes and topics.

10: Digital safety (i.e. information security, privacy, data protection)

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic

11: Digital content creation (i.e. animation, blogs, music, videos, digital games)

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic

12: Critical media- and information literacy

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic



13: Programming / Coding

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic

14: Technical expertise (i.e. using devices or hardware, using software)

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic

15: Online communication and interaction

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic

The themes in this section are extensive, which can make it hard to assess your competencies. While you might excel in fine-tuning the privacy settings on social media platforms, you could still be oblivious to the intricacies of data protection legislation. Should you then assess your digital security competencies as good, passable or something else?

Therefore, we invite you to reflect further on what the real skills are under each theme and more importantly, what are the skills most vital for developing your professional competencies.

There is a lot of material online to further reflect and assess digital competencies and skill levels. You can, for example, start by going through the [European DigComp - framework](#).



Section 4: Digitalisation and your professional competencies

In this section, we invite you to assess your professional competencies and skills on specific digital themes and topics.

16: Supporting young peoples' online interaction competencies

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work

17: Supporting young peoples' critical media and information literacy skills

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work

18: Supporting young peoples' digital creativity and self-expression

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work



19: Using mobile devices in youth work

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work

19: Using digital media and technology in group building activities aimed for young people

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work

20: Game education and using digital games in youth work

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work



21: Technology education and enhancing young peoples' technology skills

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work

22: Online youth information and counselling

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work

23: Implementing digital media and technology in my work with a goal-oriented approach

- I am not very skilled on this topic
- I am somewhat skilled on this topic
- I am fairly skilled on this topic
- I am very skilled on this topic
- Does not apply to my work



24: Which of the following is closest to your general skill level on digital topics?

- Low – There are significant gaps in my digital competencies
- Passable – I have basic digital competencies
- Good – I have a diverse set of digital skills and competencies
- Excellent – I am an expert on digital topics and I help others develop their competencies whenever needed

Studies have shown that people tend to assess their competencies to be better than they are; while a given topic can be even intimately familiar on a conceptual level, it can still be challenging to implement it into practice.

Then again you might have a much broader set of digital competencies than you think. We invite you to reflect on whether you perceive your skill level as something or the other based on assumptions, actual observations from daily work or something else entirely. Reflect also on what kind of competencies your work with young people might require in your work in the future.

If you responded to any of the questions "Does not apply to my work", we invite you to consider still whether this is true. There might be surprising links when you dig deeper into the core substance of your work.

On digitalyouthwork.eu as well as Verke's English website there are several further resources to develop your digital youth work skills. You might also find the report of the EU expert group on digitalisation and youth a worth-while read since it includes a list of common training needs for youth workers.

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