Creative digital tools, digital learning methodologies & digital habits

Partner in charge: CEPS (Barcelona, Spain)

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Who I am:

Project Manager at CEPS, sea lover, european cooperation believer, passionate in environmental related topics.

Objective of this workshop:

- Focus on (new) methods and action of Creative digital tools and Digital learning methodologies to work with youth

- Strengthening competences and internal capacity building

- Raise awareness, on emissions impact of digital and internet habits

- Exchange Ideas & Feedback

Agenda

10.00 - 10.15: Intro and connection with project results of this capacity building workshop.

10.15 - 10.30: "spatial chat" demo

10.30 -10.45: other tools and their use with youths in projects context

10.45 - 11.00: internet/digital habits & climate change to be transferred to youth for open discussions

11.00 - 11.15: impact tips

11.15 - 11.30: feedback and discussion

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1 . Connection with project results of this capacity building workshop.

PR3: "Online course about climate migration"

Three modules on global learning, climate migration and youth activism. Training methodology is based on global education, intersectionality and experiences partly prepared in collaboration with young activists.

PR4: "Storybook (booklet)"

The stories included in the "Beyond the tales'' booklet contribute to hope and encourage action through the participation and writings of young people and young activists across the globe.

http://beyondthetales.org/resources/

1 . Connection with project results of this capacity building workshop: why digital tools to work with youth (and youth workers!!!)?

use of digital tools is intended to **support the process of learning and** competence-building.

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It is **not about using mobile devices at every step j**ust to make our workshops modern and contemporary

+

Meaningful use of technology in the learning process enables us to achieve our educational goals faster and more effectively.

Before to select a digital tools

- What **added value** does using a given tool bring?
- What will the **participants gain** from the use of this technology?
- Is it a tools of **effective engagement** and accessible to the whole group?
- Remember youth workers need to know how to approach youth to let emerge the **good and ethical use of digital tools**

We don't want our participants to just say: "It was fun because we used smartphones"!

1. SpatialChat

Why?

- Youth attractive
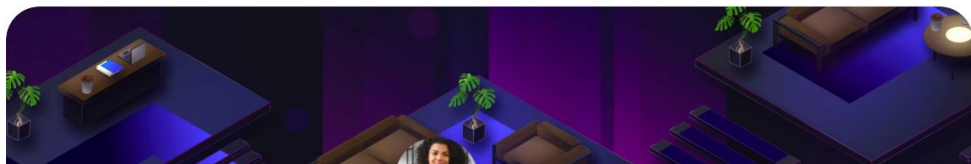- Easy to Use
- Interactive
- Engaging

https://spatial.chat/

Bring people together
in your virtual clas

Group video chat for in-person virtual
meetings, anywhere, anytime.

Try for free   Request demo
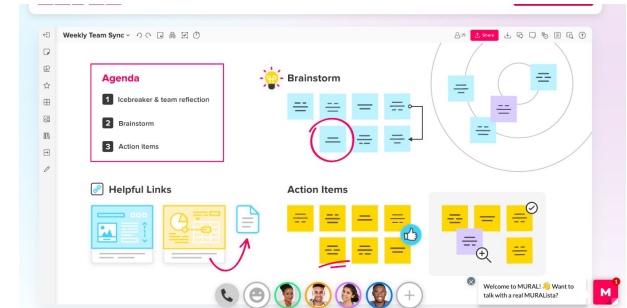
2 . Other Tools: <mark>have you already use it in your work?</mark>

- **Mural**   https://www.mural.co/   DEMO VIDEO

- **Miro** https://miro.com/ https://miro.com/app/dashboard/
- **https://genial.ly/ Online Educational** Guide
- **Different functions of Canva** https://www.canva.com/

- **Trello Education Template** : i.e. **Learn a language**

And remember the <mark>open approach in education:</mark>

- **Creative Commons License** https://creativecommons.org/

- **Moodle https://moodle.com/about/**

- **UNESCO Recommendation** & OER
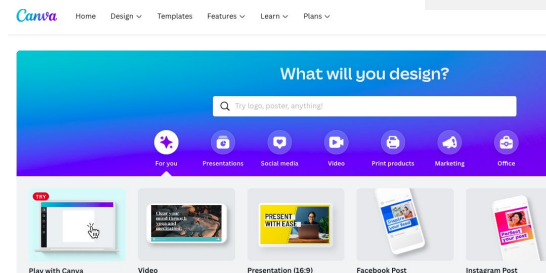
2 . Reference Projects for <mark>digital learning methodologies</mark>

Use of MOOC: DIMPA

https://www.dimpaproject.eu/mooc/

Use of open educational resources: oer.makingprojects

https://oer.makingprojects.org/

Use of Audiovisuals on climate change & migration: SAMEWORLD

https://www.youtube.com/channel/UC7uo5OVidqQP1kwF1uF3wGg

Belearning

https://oer.makingprojects.org/oer/belearning/
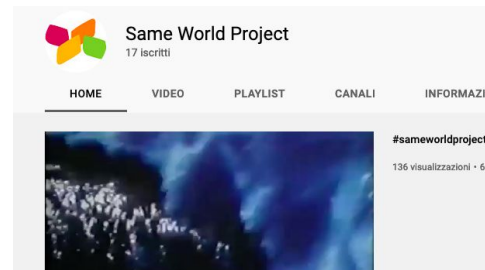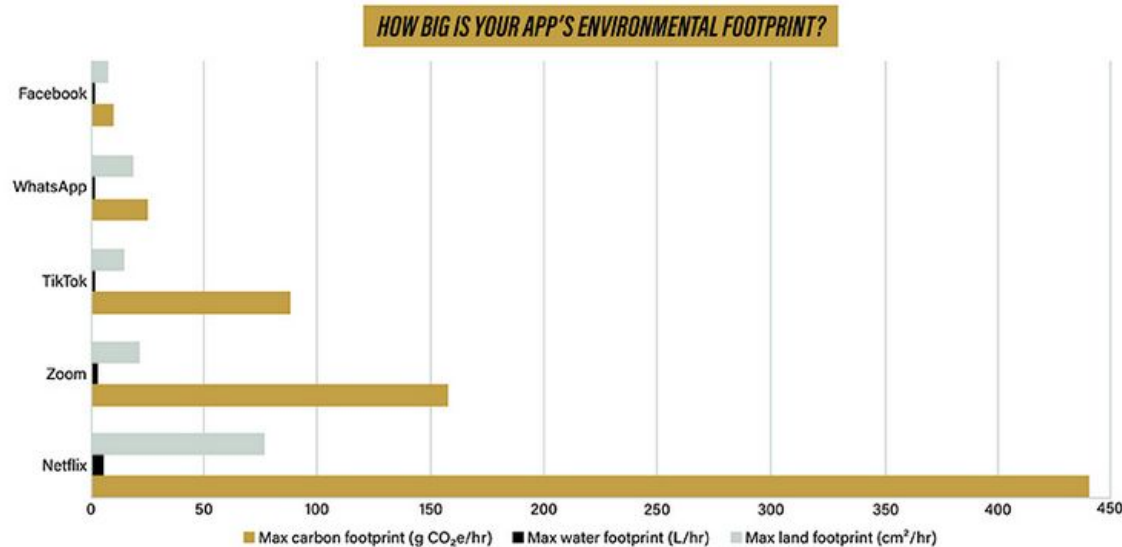
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3. Digital habits & climate change: topic for discussion

- The **internet** has a significant carbon footprint of its own — data centers, offices, hardware and more require vast amounts of energy. So also this video call has an impact.

- The carbon footprint of our gadgets, the internet and the systems supporting them account for about 3.7% of global greenhouse emissions similar to the amount **produced by the airline industry** globally(Source: bbc.com)

- Spam emails have quite a small carbon footprint, **sending images or large attachments** can have a much bigger impact (Source: bbc.com). Email generate 410 million of tons of CO2 every year

- Popular **music videos** can have a large carbon footprint if they are streamed billions of times for example on youtube (Source: bbc.com). Same example valid for any type of **popular streaming** as Amazon prime or Netflix

- While many companies claim to power their data centre's using renewable energy, in some parts of the world they are still largely powered from the burning of fossil fuels

- Just one hour of **videoconferencing** or **streaming**, emits 150-1,000 grams of carbon dioxide (a gallon of gasoline burned from a car emits about 8,887 grams), requires 2-12 liters of water and demands a land area adding up to about the size of an iPad Mini. (source: Science direct) resilience.org

HOW BIG IS YOUR APP'S ENVIRONMENTAL FOOTPRINT?

Facebook, WhatsApp, TikTok, Zoom, Netflix

■ Max carbon footprint (g CO₂e/hr) ■ Max water footprint (L/hr) ■ Max land footprint (cm²/hr)

3. Digital habits & climate change: topic for discussion

- Watching **online videos** accounts for the biggest chunk of the world's internet traffic – 60% – and generates 300m tonnes of carbon dioxide a year, which is roughly 1% of global emissions. This is because, as well as the power used by devices, energy is consumed by the servers and networks that distribute the content (Source. French think tank The Shift Project).

  Watch this video…that is bad for climate change!
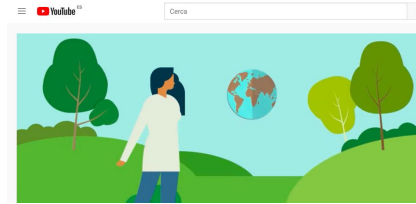
- Environmental cost of downloading **video games** is thought to be **higher** than producing and distributing Blu-Ray disks from shops (Source: bbc.com)

- Use alternative search engine CO2 neutral as <u>Ecosia</u>
- Be aware if the classic one <u>browser</u> or streaming platform are following carbon neutral policies and be consciousness if you are facing "digital green washing"
- Reduce "thank you" email
- Reduce conference call to the essential or start to consider low-impact video conferencing as <u>crewdle</u> (peer-to-peer video conferencing tool) <u>https://crewdle.com/how-it-works</u>
- Shut off the camera if not necessary!
- Clean your email bins and not necessary newsletter
- Use a green server!
- Come back, as much as possible, to real events with reduced environmental impact (as learned in the first training).