

NUI CERTIFICATE IN DIGITAL CREATIVITY IN YOUTH SETTINGS [Level 8]

2019/2020

Offered by the Department of Applied Social Studies Maynooth University
in partnership with Camara Education Ireland and the TechSpace Programme



Overview

The certificate is designed for youth workers and educators who wish to develop a specialism in the emerging field of digital creativity in youth settings, using technology as a tool to enhance learning activities for young people.

Participants may come from a range of fields that employ the principles of youth-led development; from youth work to arts practice to formal education. The course will have an intake of 10 to 20 (minimum / maximum) participants each year.

The certificate will run from September 2019 - June 2020. It is delivered over monthly blocks of tuition using a blended approach of face-to-face experiential and online learning. Each block is delivered over a Friday and Saturday designed to give participants an immersive learning experience that broadens their skills and deepens their knowledge of digital creativity. During the final block of tuition participants design and develop an applied project to complete with a group of young people between March - June 2020.

The certificate fulfills a growing need within the Youth, Community and Education sectors to equip youth workers and educators with specialist digital and STEAM skills to design and deliver projects with young people in a variety of youth settings. These specialists are key to enhancing young people's futures by enabling them to build key 21st century skills such as creativity, critical thinking and problem solving, communication and collaboration, as well as digital, STEAM and technology literacies.

Why this Certificate Programme?

76% of youth workers have not received any formal training in social and digital media.

[Screenagers Republic of Ireland Report.](#)
NYCI 2016

The term 'digital native' falsely suggests that young people intuitively know how to use digital technologies. But evidence shows that a substantial percentage of young people in Europe lack basic ICT skills.

- ECDL Foundation 2015

To prepare marginalized and vulnerable populations for the future of work staff need to cultivate a growth mindset; skills to stay relevant, continuously learn and grow, and adapt to change.

[New Skills Now, Inclusion in the Digital Economy.](#)
Accenture 2017

Certificate Curriculum - 20 ECTS*

The certificate covers the fundamental competencies to effectively deliver digital, STEAM and emerging technology projects in youth settings. Each competency will develop the participants' knowledge of digital creativity learning models and build their skills to confidently use digital and STEAM frameworks, models, approaches, tools and techniques to ignite creative confidence in young people.

The curriculum will be organised around the following themes:

- Introduction to Digital Creativity in Youth Settings
- Digital Media & Audio Production
- STEAM: Maker and Computer Science
- Emerging Technologies and Introduction to Applied Project
- Digital Learning Plan for Organisations
- Applied Project with a group of young people

The course culminates in an applied project where each participant plans and delivers a project that showcases their digital youth work practice with a group of young people.

- Showcase Event of Students' Applied Projects

Assessment

Assessment is 100% continuous assessment and will include, essays, reports, project plans and a final digital project with young people which will be showcased at the end of the programme.

The showcase event will take place in June 2020. The event will be attended by stakeholders from partner organisations (senior managers and colleagues), academia, industry, digital, STEAM and education fields.

How the Programme is Run

Programme Staff

The programme is coordinated by the Department of Applied Social Studies and Camara Education Ireland. Core staff will be drawn from Maynooth University and the TechSpace team at Camara. Guest practitioners, speakers and industry experts will also contribute.

Tuition Blocks September 2019 - June 2020

- Tuition blocks scheduled every 4-6 weeks.
- Participants will undertake a self-directed, applied project with a group of young people between March - June 2020.
- For the applied project, participants must have access to work with a group of young people during this period. Participants are advised to begin to prepare for this undertaken at the start of the programme.
- The blocks will be delivered over a full working day on Friday and Saturday, from 10am to 6pm to accommodate people who need to travel.
- There may be a need for a block on Friday, Saturday and Sunday if a topic requires it.
- Participants will be notified of scheduled tuition dates at the start of course.

The programme is structured around two day blocks to facilitate people who are working and need to travel to attend.

Programme and Learning Philosophy

The programme is unique in Europe and utilises an innovative learning approach to developing digital creativity among young people in youth settings. The programme addresses the continuous professional development (CPD) needs of the youth sector by developing youth workers' and educators' abilities to work creatively with young people in diverse settings.

The curriculum is underpinned by an educational philosophy that promotes non-formal, experiential learning central to good youth development practice. This will include the deployment of a framework for integrating educational technology in youth organisations supported by an established pedagogical approach to digital creativity in youth work.

Over the years, TechSpace has developed into a national movement that aims to change the lives of young people by becoming Ireland's leading creative technology network for outcome focused youth development. Through partnerships with the leading youth sector organisations, schools and industry the curriculum was designed to combine learning from theory and practical application.

You will:

- Learn how to apply 'learn by doing', inquiry and project based approaches, tools and techniques to enhance the delivery of digital and STEAM activities to inspire young people to become digital creators, inventors and makers rather than just consumers of technology.
- Be encouraged and supported to reflect on your practice, adopt new and innovative practices, and implement fresh and engaging methodologies.
- Share your facilitating experiences, observe other participants facilitating, provide frequent feedback on facilitating, design sessions together, learn from each other, and discuss facilitation in general to identify and find solutions that address the needs of your day-to-day job.
- Take part in digital media and STEAM opportunities and communities of practice, linked to the TechSpace Network.

Organisations may also benefit from this increased capacity of their staff.

Maynooth University

The Department of Applied Social Studies (DAPPSS) is the longest established provider of professional education and training in youth work and community work in the country. Its mission is to promote human rights, social justice and equality, nationally and internationally, through excellence and innovation in education, research and public engagement that contribute to the development of the social professions and applied social sciences.

Camara Education Ireland and TechSpace

CEI is the Irish education hub of the international charity, Camara Education and runs two education programmes in Ireland; TechSpace Programme and Schools Programme. It trains and support all educators, primarily those working with socio-economically communities, to use technology to inspire young people to master 21st century learning skills. Through the TechSpace Network it builds the capacity of youth organisations and schools to run creative technology and STEAM education programmes.

The programme is aligned to priorities outlined in:

- Better Outcomes, Brighter Futures (BOBF)
- National Youth Strategy (2012-2020)
- National Quality Standards Framework (2010)
- Digital Strategy for Schools (2015)
- Digital Agenda for Europe (2014)
- Screenagers International Research Report (2016)
- Erasmus+ Skill IT for Youth Ireland Research Report (2018) amongst others.

Who Should Apply?

The programme is suited to:

Practising Youth Workers who have a number of years' experience of delivering digital media and STEAM education through youth development principles and wish to bring their competencies to the next level.

Youth Workers or volunteers with aspirations to transition to a youth worker specialising in digital media and STEAM practices.

Youth Arts Workers or Creative Associates responsible for delivering an arts programme who wish to enhance their practice by incorporating digital media and STEAM within their work.

Other Educators who see the potential of technology and wish to embed digital media and STEAM activities within their services.

We welcome inquiries from people in other youth contexts who wish to establish their suitability for the programme.

Applicants must be aged 21 or over on 1st January 2019.

How to Apply?

Application Deadline

20 May 2019

Online interviews will take place during May 2019. Date will be confirmed.

Places confirmed by end of May / early June 2019.

Delivery Dates

September 2019 - June 2020

Venue

Maynooth campus, Co. Kildare

Off campus locations will be used on occasion such as visits to an event, gallery or other relevant locations.

Tuition & Student

Registration Fee

€1,250

Payment

Fees are payable in full on acceptance of a place.

Accommodation

Available on campus, if required.

Prices start at €32-€45 per person, per night.

Apply Now

To download an application form visit www.techspace.ie/level-8-certificate

Or get in touch with Janice Feighery at janicefeighery@camara.ie.

What the 2018 Graduates had to Say...

"The best part of the course was meeting the people and also being introduced to all the new technologies and all the apps. It was done in such a fun environment and it was the fact that everyone wanted to participate."

Kate
STEP Programme, YMCA Ireland, Cork

"I always thought that digital creativity or digital youth work was unattainable or unachievable. That you needed big budgets, expensive things in tech.

Whereas now, my project in particular, it was stuff you could do at home. It's stuff in the house that you can pull together and at least that's a starting point."

Jamie
Carlow Regional Youth Service

"I used to think that digital youth work was some sort of almost abstract concept but now I think it is something I can use in my day to day work, in a lot of different aspects of it."

Ruairi
Foróige Hub, Castlebar, Co. Mayo

"I used to think I knew a lot about digital creativity and my role in it... but now I know that back then I didn't know anything as much as I thought I did."

TJ
Advocacy & Youth Information
YMCA Ireland, Cork