

**PROFESSIONALIZATION
OF YOUTH WORKERS
& INTEGRATION
OF MIGRANTS
THROUGH
MULTI-MEDIAL & ART-BASED
LEARNING**



COORDINATOR:

Arbeitskreis Ostviertel e.V. (*Germany*)

PARTNERS:

Gruppo Umata Solidarietà (*Italy*)

Foundation for the Promotion
of Social Inclusion Malta (*Malta*)

Polish Board Games (*Poland*)

DURATION:

SEP. 2018 – AUG. 2021

The MGM project offers youth organizations the holistic approach to work with migrant youths. It enables the integration and acceptance of migrants in target societies through developing a need for the common understanding of multiculturalism and coping with language barriers. Furthermore, it provides a set of methods and tools supporting youth workers in their professional activities by using art as a driver for education.

Project Outcomes

E-Book

The e-book provides youth workers with methodology as well as media & art workshop scenarios while working with young people.

Board Game

The board game is a tool for intercultural education. It ensures interactions, builds common understanding and enables to observe emotions as well as reactions.

E-Learning Platform

The e-learning platform offers a digital library of various multimedial content (videos, graphics, animations, soundcasts, etc.) which will support and extend the content of the e-book.

Event Management Guide

The guide provides support in organising artistic events with a low budget. It gives simple instructions on how to put young peoples' ideas into practice.