

Analysis and Conclusion

The following are conclusions derived from Adrian's Interview with a teacher(27) and youth group leaders of local communities(19/29).

Motivating Youngsters and following Rules

Having youngsters understand rules and see the benefit of them had priority.

Motivation is best when its driven by internal rewards (intrinsic Motivation). This can be supported by having relevant process according to interests shown in the tool.

Concerns about digital tool regarding children

Interaction should be moderated or have boundaries, example: a 6-year-old and a 21-year-old in the same course is reason for concern. (cyber grooming)

The EU has guidelines regarding advertising to children below the age of 12. Processes initiated by a sponsor or private Corporate would tread that fine line.

The digital tool

Useability was the main concern. Also, the design should be simple and colourful to get, and keep, the attention of younger children.

Filters need to be in place so more mature Processes are not available for the youngest. (Main concern was an example process against animal cruelty that might have info videos or pictures with animal cruelty on it)

Young children basics

Use videos and songs to get information across to children that might not be able to read yet.

Processes should prioritize same aged youngsters as focus group. Mixed group with moderators.

What to expect from Parents?

Young children are often motivated by their parents to partake in processes in youth organization, whether that be to get them out of the house or enable them to make a positive impact on society.

With this in mind, parents can be expected to fulfil simple tasks like driving kids to meetings (not as relevant in this crisis). Attending and helping to organise on a basic level (Keep everything running smoothly, not lead a course)