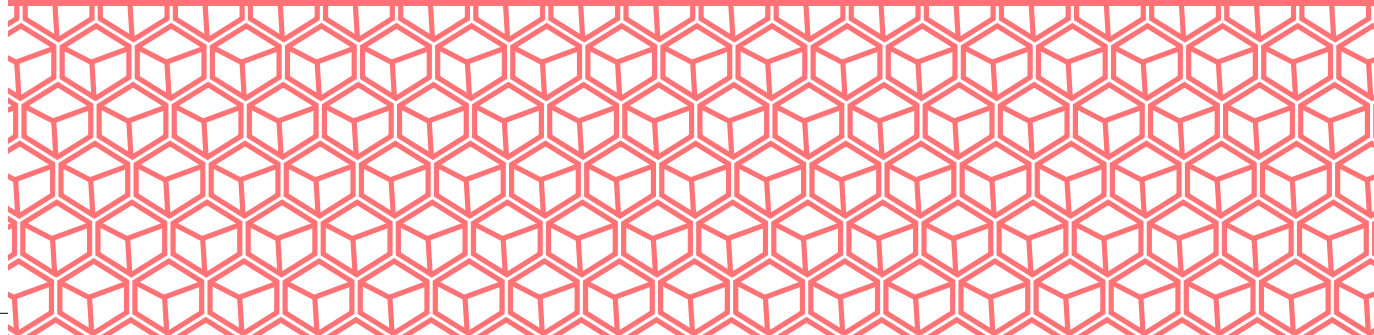




**INNO  
BOKSI**

**SECTION**

**1**



# What is the Verke Innobox? (A)

Welcome to the Verke Innobox (Innoboksi in Finnish), a way of developing new things. Innobox is designed for the development of \*\*digital youth work, and it can be deployed alone, with a group or even with the entire working community.

*\* Verke is the national Centre of Expertise for Digital Youth Work in Finland established by the Ministry of Education and Culture. Our vision is to provide everyone who works with young people with the opportunity to use digital media and technology as part of their work. We aim to promote welfare, inclusion and equality among young people by means of digital youth work.*

*\*\* To put it simply, digital youth work means using or addressing digital media and technology in youth work. Digitality should be understood not only as a medium but as a content, activity and a tool. For more information about Verke, visit [www.verke.org](http://www.verke.org).*



## What is the Verke Innobox? (B)

The purpose of Innobox is to provide support and assistance when it becomes necessary to develop operations and create something new. You may find the material useful when you want to:

- revamp clubs, camps or small group activities;
- create new operating models for using digital games;
- modernise the internal communications in the working community;
- modernise customer communications;
- develop operations intended for young people;
- make preparations for future digital developments;
- do something good for the world;
- obtain new ideas to form the basis of strategy work.

The tasks in this box will enable you to develop new operating methods, procedures or services for youth work. As this is a Verke box, the ideas primarily focus on digitality or related matters.

The Innobox can be used alone, in a group or even with the entire working community. The most important thing is the desire to do youth work better.



# Process presentation

We are delighted that you have taken up this challenge. The purpose of this Innobox is to help you analyse and identify the challenge that you want to address. The challenge will be examined from several perspectives, and, as the process moves forward, it may even change. However, the outcome is a finished concept.

Some of the task cards state whether they are intended to be completed alone or in a group.

You will need to set aside time to work on the Innobox, ranging from one day to several days\*. The Innobox is not intended to be completed in one go; it is advisable to take breaks between tasks to allow thoughts and ideas to mature. Additionally, external help may be needed for some of the tasks, so these will naturally take longer to complete.

In addition to time and enthusiasm, you will need an internet connection. Everything else you need is in the box.

*\*The time needed to complete the Box is affected by the number of participants and the composition of the group.*



# Instructions

If you have a large group of people around the Innobox, you can choose a team leader to take care of task instructions and timing. No need to worry – the team leader will also have time to participate in the tasks with everybody else.

While you are working on the Innobox, it is a good idea to silence your phones and emails. You will need the internet for some of the tasks, so keep your devices on you. Working with the Innobox requires creativity, so try to focus solely on this.

## **You will also need the following in addition to the items in the Innobox:**

- A4 paper
- Felt-tip pens
- Other types of pen
- Flipchart paper
- Food and drink
- A clock
- A creative mindset and stress-free time



## Your organisation's activities

When developing new things, it is essential to take into consideration the organisation's existing objectives and policies that form the foundation on which to build. It is also possible to identify areas for development in existing policies or strategies. The Innobox is also suitable for the type of work where the participants are aware of apparent problems and are aiming to solve them. The Innobox can be used to develop tangible services or functions, but it is equally useful for creating new strategies.

If you aim to create new operations rather than reforming strategy or policies, you should keep your current operational policies in mind. There is no need to make something new if it is in significant conflict with the existing policies. However good a new idea may be, it can be challenging to implement it into practical work if it does not lean on any policies or strategies.

For this reason, the following exercise focuses on identifying the objectives of your organisation and considering broader policies.

# Strategy and instructions

The names of the documents referred to in the tasks may vary depending on the organisation. The aim is to identify and become as familiar as possible with the documents that guide your work and sector.

- Familiarise yourself with the action plan, strategy or other corresponding documents from your unit (youth services, etc.).
- Familiarise yourself with the entire organisation's strategy or other materials that materially guide or affect your operations regionally or nationally.

## INDIVIDUAL TASK (exercise book, task 1)

- From the top-level strategy, pick one thing that you consider essential and that you think should have more direction or effort in your work. At this stage, it is worth thinking about an aspect of your work that has not received enough attention. Note your observations in the exercise book.
- Examine your action plan/strategy or other guiding documents. Pick out two things that you think require greater attention. Note these observations in the exercise book.
- You will come back to these answers at a later stage in the process.

### Time

- 60-120 minutes



# A changing world

The world is changing rapidly, and the change will affect young people in ways that we are not yet even able to guess. To provide meaningful and functional services for young people in the future, youth work must keep pace with development. One way of perceiving the changing world is to analyse it through Sitra's megatrends. When considering the future, it is vital to be able to recognize broad trends and think about how they will affect youth work and other matters. Sitra's megatrends examine the work from angles including work and livelihoods, democracy and inclusion, and growth and progress. Familiarise yourself with Sitra's megatrends and answer these three questions in your exercise book.

## **TASK** (exercise book, task 2)

- In your opinion, which is the most significant megatrend?
- How do you think it will affect young people?
- How do you think it will affect your work?

### **Time**

- 30–60 minutes

**Read more** <https://www.sitra.fi/en/topics/megatrends/>



## Technological development (A)

The main focus of Verke's Innobox is developing innovations that exploit digitalisation or technology. However, your idea does not necessarily need to be technological; the important thing is that it helps to achieve the objectives of youth work. Later on, the exercises in the Innobox will invite you to analyse how the idea looks as a purely digital idea or as an idea that has had all of the digital elements removed.

It is also good to be aware of what takes place outside youth work. Technology is developing rapidly, and new apps, technologies and services are being released around the world every day; these will affect the day-to-day lives of many people.

## Technological development (B)

Familiarise yourself with the technology news and other similar sources. Concentrate on reading news about new inventions, innovations and services. Find out how things are done outside your own country. You can begin exploring from a list of links on a newsletter or a technology news website.

### INDIVIDUAL TASK (exercise book, task 3)

- Take a look at the offerings of five different websites.
- In the exercise book, list five observations that you find interesting. They may be apps, technologies or other related things.
- Choose one significant technological change and think about how it will affect your work in the future.
- Briefly consider what type of digital competencies young people will need in five years.
- Write down all of your answers in the exercise book.

### Time

- 60-90 minutes

At this stage, you can take a break and move onto section 2 on a different day.

