

YouthsmARTS

Creative for Inclusion and Participation!



DIGITAL KIT
YOUTHSMARTS

DIGITAL CULTURAL EVENT "DIGITALSMARTARTS"



PLANNING

A CULTURAL EVENT REQUIRES CAREFUL PLANNING, AND NOTHING SHOULD BE OVERLOOKED TO ENSURE A SUCCESSFUL EVENT. PLANNING IS REQUIRED FOR EVERY AREA, FROM THE CONCEPT TO THE DISTRIBUTION. THE RESULT OF A LENGTHY PLANNING PROCESS IS AN EVENT.

EVERY CULTURAL CELEBRATION IS UNIQUE. HOWEVER, MOST ADHERE TO THE FOLLOWING GUIDELINES:

1. THE CONCEPT OF THE COLLABORATION EVENT

THE NOTION AROUND WHICH THE MULTICULTURAL EVENT AND ITS PROGRAMMING WILL BE ORGANISED, MUST BE MADE CLEAR IN THE FIRST PLACE.

THE PURPOSE, THEME, AUDIENCE FOR WHOM THE EVENT WILL BE ADDRESSED, AS WELL AS THE TIMING AND LENGTH OF THE EVENT, ARE ALL ESTABLISHED DURING THIS PHASE.

EXAMPLE:

"DIGITALSMARTARTS" IS AN INTERACTIVE CULTURAL COLLABORATION EVENT WITH REGISTERED YOUTH FROM THE YOUTH SMARTS PLATFORM. COMBINING AND FUSING AT LEAST TWO DIFFERENT ART FORMS (FOR EXAMPLE, POETRY AND MUSIC, MUSIC AND PAINTING, MUSIC AND PHOTOGRAPHY, ETC.) THE YOUTH SMARTS PLATFORM ARTISTS ARE INVITED TO THE EVENT.



A. DEFINE THE THEME AND THE COMMON CAUSE

FOR THE ARTISTS TO BE WELL-PREPARED AND SHOW THE EVENT'S RESULTS, THE DIGITALSMARTART COLLABORATION EVENT NEEDS TO HAVE A CLEARLY DEFINED TOPIC OR SHARED CAUSE.

THE THEME PROVIDES A FRAMEWORK FOR ORGANISING THE TEMPLATES, THE LAYOUT, THE MATERIAL, AND VISUALISING THE FINISHED PRODUCT WHILE ADDRESSING SUBJECTS LINKED TO THE INTERESTS OF THE ARTISTS ON THE SITE. IN AN ONLINE COLLABORATION, A COMMON CAUSE DEMONSTRATES RESPONSIBILITY AS WELL AS A SENSE OF DIRECTION AND UNITY.



B. OBJECTIVE

THIS MULTICULTURAL ONLINE EVENT WAS CREATED OUT OF A DESIRE TO INSPIRE AND INVOLVE YOUNG ARTISTS IN EXPLORING THE DIGITAL WORLD.

IN ORDER TO CREATE DIGITAL ART FROM MORE THAN TWO VARIOUS SORTS OF ART, THE ARTISTS MIGHT WORK TOGETHER FROM DIFFERENT AND COMPLEMENTARY PROFESSIONS IN BETWEEN THEM.

IT CAN ALSO SERVE AS A MODEL OF SUCCESS AND GOOD BEHAVIOUR FOR OTHER YOUNG PEOPLE AND THE COMMUNITY AT LARGE.





C. PLACE AND DURATION OF THE EVENT:

THE EVENT WILL BE HELD ONLINE AND CAN LAST ANYWHERE BETWEEN FIVE TO SEVENTY-TWO HOURS. SINCE IT IS AN ONLINE EVENT, THERE IS AMPLE TIME FOR PLANNING, CREATING CONTENT, AND CREATING THE FINAL WORK OF DIGITAL ART.

2. PROJECT PLANNING

ONCE THE AFOREMENTIONED ELEMENTS ARE FULLY UNDERSTOOD, WE OUTLINE THE MATERIALS AND RESOURCES REQUIRED. WE DEDUCT WHAT WE ALREADY HAVE FROM WHAT IS REQUIRED AND THEN LOOK FOR STRATEGIES TO ACQUIRE THE REMAINING RESOURCES.

AT THIS POINT, THE FOLLOWING QUESTIONS ARE ADDRESSED WITH THE TEAM:

WHAT SHOULD BE DONE? WHEN OUGHT IT BE COMPLETED? WHERE SHOULD YOU PERFORM IT? WHO SHOULD CARRY IT OUT? WHAT IS THE PROPER METHOD? WHAT RESOURCES SHOULD BE USED FOR IT?



A. FORMATION OF A WORK TEAM:

A COMPREHENSIVE LIST OF TECHNICAL SUPPORT, LOGISTICS, AND ONLINE ASSISTANCE IS ESSENTIAL. BY HAVING SUCH A LIST, WE CAN BETTER PREPARE OUR MULTICULTURAL EVENT AND AVOID SPENDING TIME SEEKING FOR TIPS OR SUGGESTIONS.

AN ILLUSTRATION OF "DIGITALSMARTARTS" ACTIVITIES

ESTIMATING THE NUMBER OF PERSONS REQUIRED TO EXECUTE THE EVENT.

PROMOTION OF THE JOINT ACTIVITY AND THE OUTCOMES

IDENTIFICATION OF ARTISTS FROM THE YOUTH SMARTS PLATFORM WHO ARE RELEVANT TO THE EVENT'S THEME, ARE CAPABLE OF PERFORMING, AND CAN ENSURE POSITIVE OUTCOMES.

FORMING PARTNERSHIPS WITH OTHER ORGANISATIONS THAT HAVE BEEN CHOSEN TO CARRY OUT THE EVENT.

THE REQUIRED ADMINISTRATIVE ACTIONS FOR THE EVENT ARE REVIEWED (SIGNING COLLABORATION CONTRACTS, IMAGE RIGHTS, AUTHOR, ETC.)



B. RESOURCES

THE SIZE AND SCOPE OF THE EVENT ARE DEFINED DURING THIS STAGE. THE DESIGN, THE ARTISTS' NOTORIETY, AND THE AWARDING OF PRIZES ARE ONLY A FEW OF THE DECISIONS THAT WILL BE MADE BASED ON THE AVAILABLE RESOURCES.



EXAMPLE:

Needed resource type	Have we got?	If not, where or how can we acquire it?
Zoom platform	Yes	
Storage cloud	No	Create google drive account
Facilitator	No	Hire and add a participation fee of 10 EUR per person
Technical assistance	Yes	Support by local volunteers
Gather.town premium account	No	36 EUR / Supported by the association
Hitrecord Premium account	No	240 EUR / Ask for sponsors



C. SPONSORS AND FUNDRAISING:

SPONSORS AND FUNDRAISING CAN HELP WITH FINANCIAL SUPPORT AS WELL AS WITH PROMOTING THE EVENT AND INCREASING ITS VISIBILITY ON A LARGER SCALE.



D. PROMOTION:

ONCE THE TARGET MARKET HAS BEEN DETERMINED, IT IS TIME TO DECIDE HOW TO ADVERTISE THE EVENT FOR THE GREATEST IMPACT. FOR THIS, IT'S CRUCIAL TO INCLUDE MESSAGES AND MARKETING MATERIALS IN EVERY SETTING WHERE THE TARGET AUDIENCE IS FOUND. THEREFORE, AN EVENT PROMOTION AND PUBLICITY STRATEGY IS REQUIRED:

EXAMPLE:

Responsible	Activity	Action	Deadline	Resources to be mobilized
TPE	Creation of posters and graphic elements	Writing texts for presentation	Fast forward 60 days	Graphic designer
ADJ	Create advertising text	Media dissemination	Throughout the project	Facebook, Instagram, Google, etc

E. CREATING A WORK PLAN:

THE PROJECT'S ACTIONS ARE SPECIFICALLY DECIDED UPON AT THIS STAGE:

EXAMPLE:

CREATE THE PLOT AND DIVIDE THE ACTION INTO WORK PACKAGES, TASKS, AND DUE TIME.

DEFINING THE PROGRAM IN TERMS OF HOURS

ASSIGN RESPONSIBILITIES FOR THE EVENT'S FACILITATION

DISSEMINATING THE EVENT
PRESS INVITATION

PLACEMENT OF MICROPHONES AND CAMERAS

ENSURING THE CORRECT FUNCTIONING OF SYSTEMS FOR BROADCASTING VIDEO AND AUDIO SIGNALS AS WELL AS WIFI

GRAPHICS (INVITATIONS, POSTERS, ETC.).

MAKE SURE THE EVENT IS PROPERLY MONITORED.





F. STRUCTURE THE EVENT

A. ONLINE RESOURCES

FOR A SUCCESSFUL EVENT USE THE ONLINE TOOLS AVAILABLE ON PAGES 8-13

3. COORDINATION OF THE EVENT

DURING THE COORDINATION STAGE, THE EVENT'S APPOINTED COORDINATOR MAKES SURE THAT EVERY DETAIL IS CARRIED OUT IN ACCORDANCE WITH THE PLAN AND THAT EACH PARTICIPANT CORRECTLY COMPLETES THEIR ASSIGNED TASKS. IN ORDER TO GUARANTEE THAT THE EVENT WORKS SUCCESSFULLY, THE COORDINATOR IS IN CHARGE OF OVERSEEING ITS MANY PARTS:

FOR INSTANCE, MANAGES THE SOUND AND IMAGE DEPARTMENT, MAKES SURE THE COMPUTER SYSTEM AND WIFI ARE FUNCTIONAL, ENSURES THAT ALL PARTICIPANTS HAVE ACCESS TO THE DIGITAL MATERIALS ETC.



4. EVALUATION AND CONCLUSION

A. EVALUATION:

TO DETERMINE HOW WELL THE EVENT'S GOALS WERE ACCOMPLISHED, THE RESULTS ARE COMPARED.

THE FOLLOWING QUESTIONS ARE REQUESTED TO BE ANSWERED FOR THE ANALYSIS:

IF THE PROJECT MET ITS STATED OBJECTIVES, WHY DID IT DO SO, AND IF NOT, WHY NOT?

IF THE ACTIVITIES UNDERTAKEN PRODUCED THE DESIRED RESULTS?
IF THE GROUP'S PERFORMANCE WAS SUCCESSFUL?

WHAT EFFECT DID THE EVENT HAVE ON THE PARTICIPANTS AND THE TARGET GROUP?

EXAMPLE:

MORE THAN 80% OF THE PARTICIPANTS GAVE POSITIVE ANSWERS TO OUR QUESTIONS AFTER READING THE EVALUATION SURVEY REPORT. WE BELIEVE THAT THE EVENT MET ITS STATED GOALS BECAUSE THE OVERALL SATISFACTION LEVEL WAS 92%.

FOR INSTANCE, MANAGES THE SOUND AND IMAGE DEPARTMENT, MAKES SURE THE COMPUTER SYSTEM AND WIFI ARE FUNCTIONAL, ENSURES THAT ALL PARTICIPANTS HAVE ACCESS TO THE DIGITAL MATERIALS ETC.



B. END OF EVENT/ CONCLUSION

TO CONCLUDE, AN EVENT REPORT CAN BE MADE WHICH SHOULD PROVIDE ALL PEOPLE WITH AN OVERVIEW OF THE ACTIVITIES WITHIN THE EVENT.

HERE ARE THE ELEMENTS THAT MIGHT BE USEFUL TO ENABLE A CONSISTENT ANALYSIS:

THE CONTEXT, PURPOSE, SUBJECT, AND STRUCTURE IN WHICH THE EVENT TOOK PLACE.

NUMBER AND TYPE (GENERAL OR SPECIFIC AUDIENCE WITH DETAILS IF POSSIBLE) OF PARTICIPANTS PRESENT.

DEMOGRAPHIC INFORMATION ABOUT PARTICIPANTS (EG, AGE, GENDER, ETC.), IF ANY AVAILABLE.

THE MAIN TOPICS ADDRESSED DURING THE EVENT

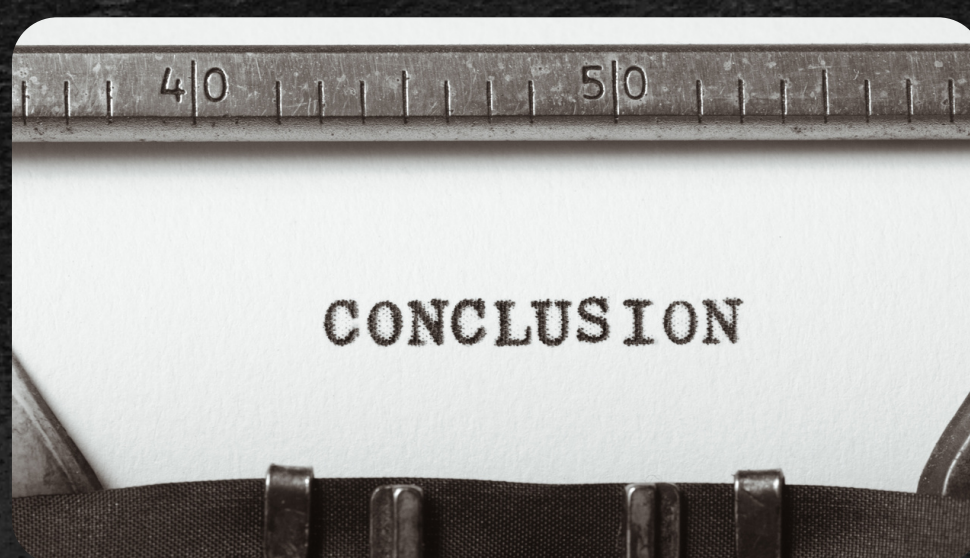
MAIN IDEAS SUGGESTED BY PARTICIPANTS AND THE NARRATIVES AND ARGUMENTS SHARED OR DEBATED THAT LED TO THEM.

GENERAL ATMOSPHERE AND EXPECTED SEQUEL.

FOR THE IMPLEMENTATION TEAM, IT IS USEFUL TO ORGANIZE AN INTERNAL ANALYSIS MEETING, IN WHICH TO DISCUSS THE WEAK AND STRONG POINTS. THIS CAN ALSO SERVE AS A LAUNCHING PAD FOR FUTURE ACTIONS TOGETHER WITH THE TEAM.

EXAMPLE: A MEETING TO SHARE SOME "LESSONS LEARNED" WITHIN THE EVENT. BASED ON THE DATA OBTAINED, A DOCUMENT WITH GOOD PRACTICES IN ORGANIZING AN EVENT IS CREATED. THIS DOCUMENT WAS MADE WITH THE AIM OF RAISING AWARENESS OF THINGS WELL DONE TO MOTIVATE THE IMPLEMENTATION TEAM TO GET INVOLVED, IN THE FUTURE, IN THE REALIZATION OF OTHER EVENTS.

FOR INSTANCE, MANAGES THE SOUND AND IMAGE DEPARTMENT, MAKES SURE THE COMPUTER SYSTEM AND WIFI ARE FUNCTIONAL, ENSURES THAT ALL PARTICIPANTS HAVE ACCESS TO THE DIGITAL MATERIALS ETC.



C. DISSEMINATION OF RESULTS

IT INVOLVES THE COMMUNICATION OF THE RESULTS OBTAINED DURING THE EVENT AND THE ESTABLISHMENT OF DEVELOPMENT PATHS FOR OTHER INITIATIVES IN THE FUTURE.

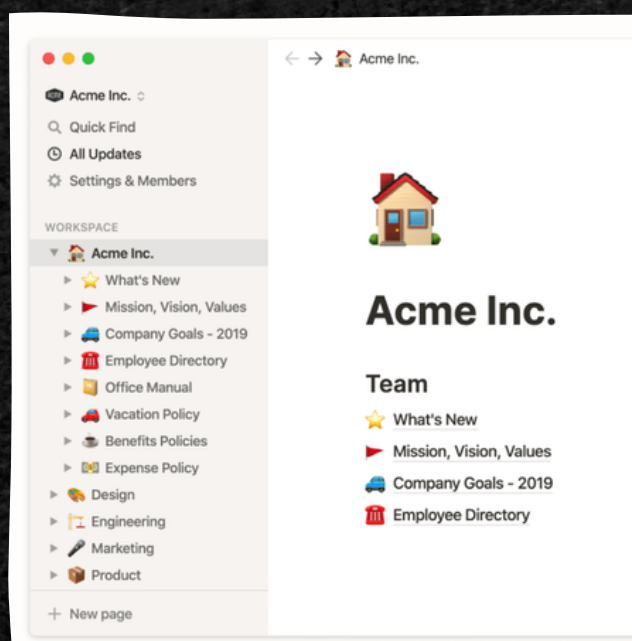


DESIGNING AND PLANNING

NOTION

NOTION IS A NOTE TAKING SOFTWARE AND PROJECT MANAGEMENT SOFTWARE THAT IS USED FOR NOTE-TAKING, TASK MANAGEMENT, PROJECT MANAGEMENT, KNOWLEDGE MANAGEMENT, AND PERSONAL KNOWLEDGE MANAGEMENT. THE APP USES DATABASES AND MARKDOWN PAGES FOR USE IN PERSONAL AND COLLABORATION WORK.

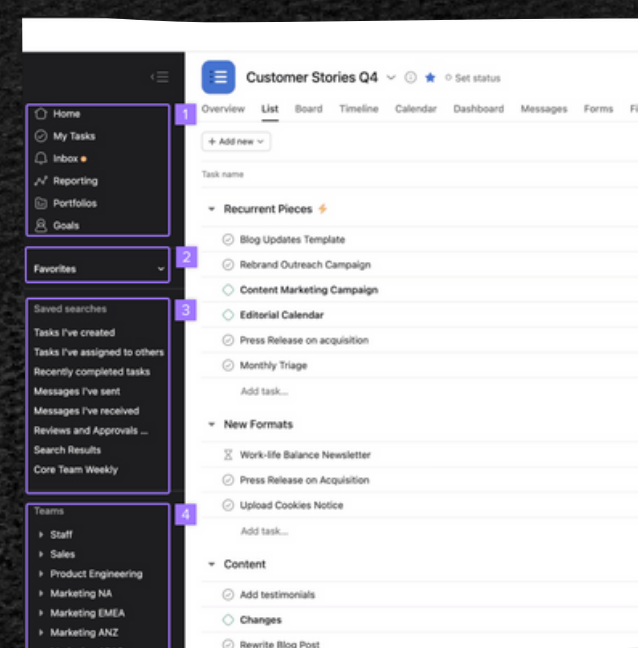
SOURCE: WWW.NOTION.SO



ASANA

NOTION IS A NOTETAKING SOFTWARE AND PROJECT MANAGEMENT SOFTWARE THAT IS USED FOR NOTE-TAKING, TASK MANAGEMENT, PROJECT MANAGEMENT, KNOWLEDGE MANAGEMENT, AND PERSONAL KNOWLEDGE MANAGEMENT. THE APP USES DATABASES AND MARKDOWN PAGES FOR USE IN PERSONAL AND COLLABORATION WORK.

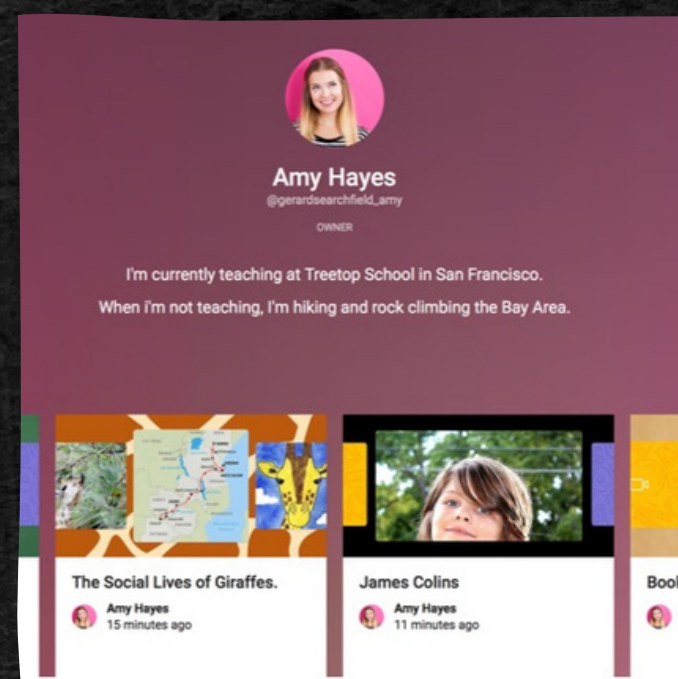
SOURCE: APP.ASANA.COM



PADLET

PADLET IS A FREE ONLINE TOOL THAT IS BEST DESCRIBED AS AN ONLINE NOTICE BOARD. PADLET CAN BE USED BY STUDENTS AND TEACHERS TO POST NOTES ON A COMMON PAGE. THE NOTES POSTED BY TEACHERS AND STUDENTS CAN CONTAIN LINKS, VIDEOS, IMAGES AND DOCUMENT FILES. WHEN YOU REGISTER WITH PADLET, YOU CAN CREATE AS MANY "WALLS" OR ONLINE NOTICE BOARDS AS YOU LIKE. THESE WALLS CAN SET TO PRIVATE OR PUBLIC, WITH EACH WALL HAVING SEPARATE PRIVACY SETTINGS. THIS CAN FACILITATE TEACHER COLLABORATION IN A SUBJECT DEPARTMENT, WHICH IS NOT ACCESSIBLE BY STUDENTS. PRIVATE WALLS CAN BE CREATED BY REQUIRING A PASSWORD TO ACCESS THEM, OR BY LIMITING ACCESS TO REGISTERED USERS, WITH SPECIFIED EMAILS. AS THE CREATOR OF A WALL, TEACHERS CAN MODERATE ALL NOTES BEFORE THEY APPEAR AND PRIVACY SETTINGS CAN BE ADJUSTED AT ANY TIME.

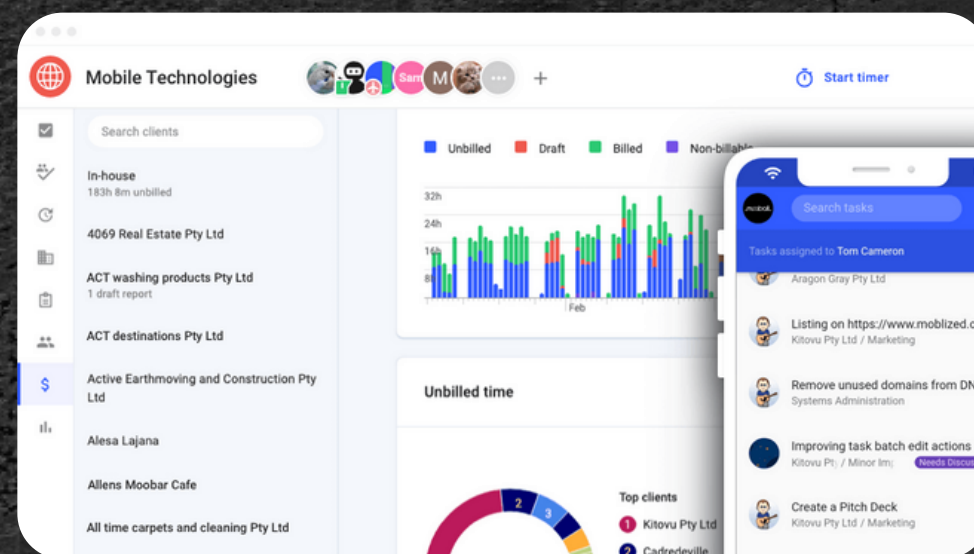
SOURCE: PADLET.COM



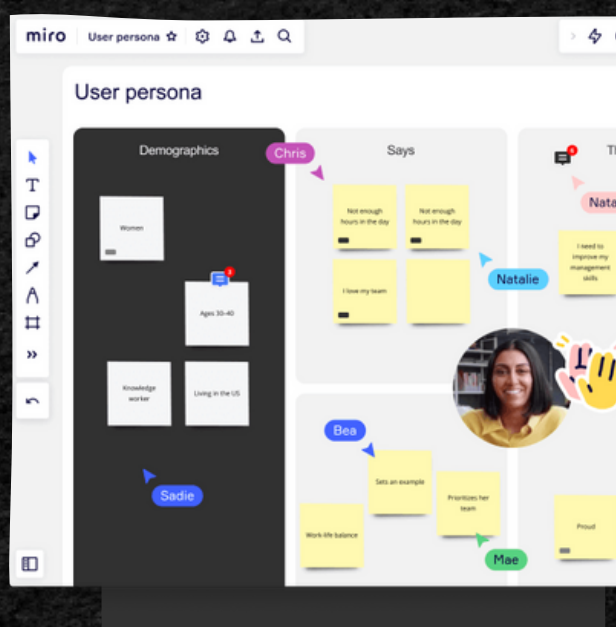
TODO

TODO.VU GIVES YOU WITH A CENTRALIZED TASK MANAGEMENT TOOL COMBINED WITH THE CORE CAPABILITIES OF CRM, TIME TRACKING, AND REPORTING SYSTEMS, ENABLING YOU AND YOUR TEAM TO FOCUS ON YOUR TASKS, COLLABORATE, AND ACCOMPLISH MORE WITHOUT HAVING TO USE MULTIPLE SOFTWARE. FROM A SINGLE PLACE, YOU CAN SET AND ASSIGN TASKS, CREATE AND IMPLEMENT SCHEDULES, CONTACT, AND MARKET TO CLIENTS AND POTENTIAL CUSTOMERS AND MUCH MORE.

SOURCE: TODO.VU



DESIGNING AND PLANNING



MIRO

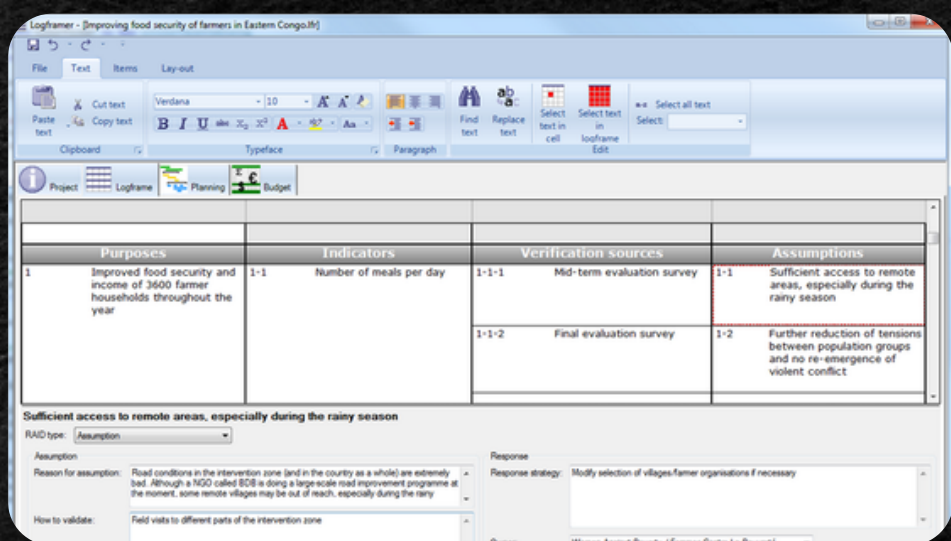
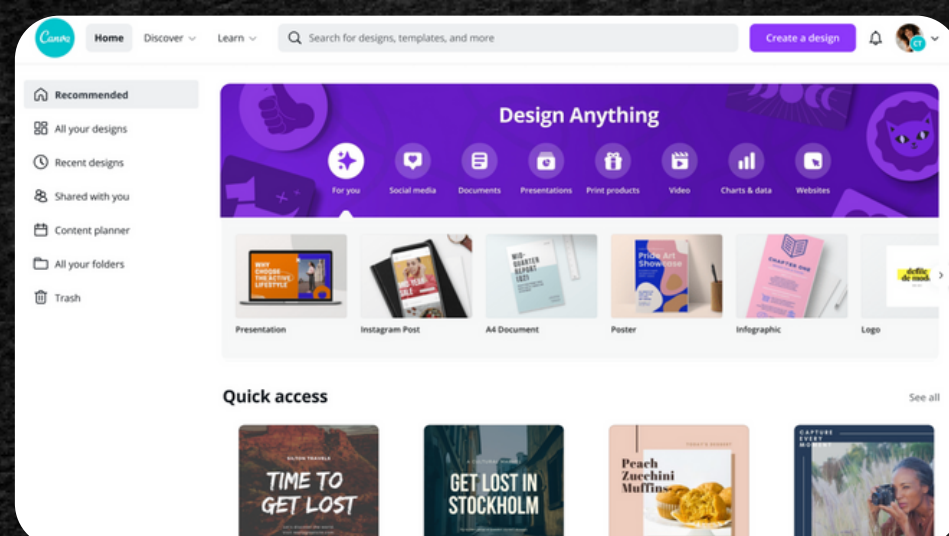
MIRO IS AN ONLINE COLLABORATIVE WHITEBOARDING PLATFORM FOR BRINGING TEAMS TOGETHER, ANYTIME, ANYWHERE. IT OFFERS MULTIPLE PRE-DESIGNED TEMPLATES, WITH DIAGRAMS, MIND MAPS, AND WORKFLOWS DESIGNED FOR STRATEGY AND PLANNING.

SOURCE: [MIRO.COM](https://miro.com)

CANVA

CANVA IS A GRAPHIC DESIGN AND IMAGE COMPOSITION WEBSITE FOR COMMUNICATION THAT OFFERS ONLINE TOOLS TO CREATE YOUR OWN DESIGNS.

SOURCE: [WWW.CANVA.COM](https://www.canva.com)



LOGFRAMER

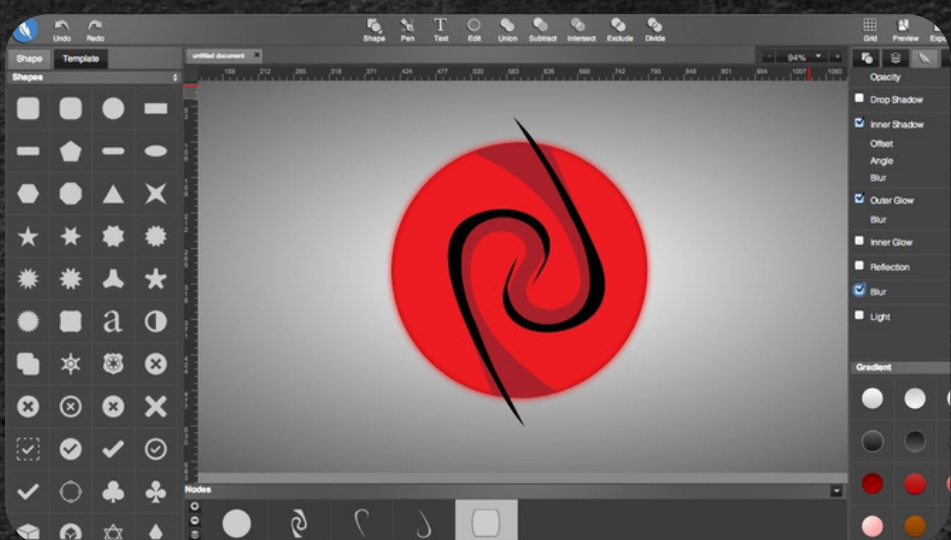
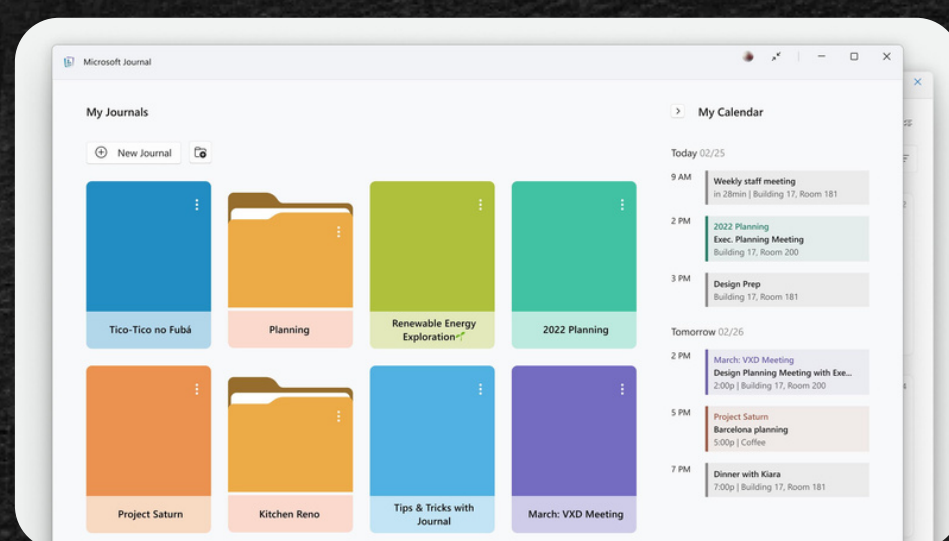
LOGFRAMER IS A FREE WINDOWS APPLICATION THAT ENABLES YOU TO EASILY DESIGN THE LOGICAL FRAMEWORK OF YOUR PROJECT

SOURCE: [WWW.LOGFRAMER.EU](https://www.logframer.eu)

MICROSOFT JOURNAL

MICROSOFT JOURNAL IS AN APP FOR WINDOWS THAT INVITES PEOPLE WHO LOVE TO JOURNAL TO PICK UP THEIR DIGITAL PEN, EXPRESS THEMSELVES QUICKLY, AND EVOLVE THEIR IDEAS.

SOURCE: [MICROSOFT-JOURNAL](https://microsoft-journal.com)



YOUIDRAW LOGO CREATOR

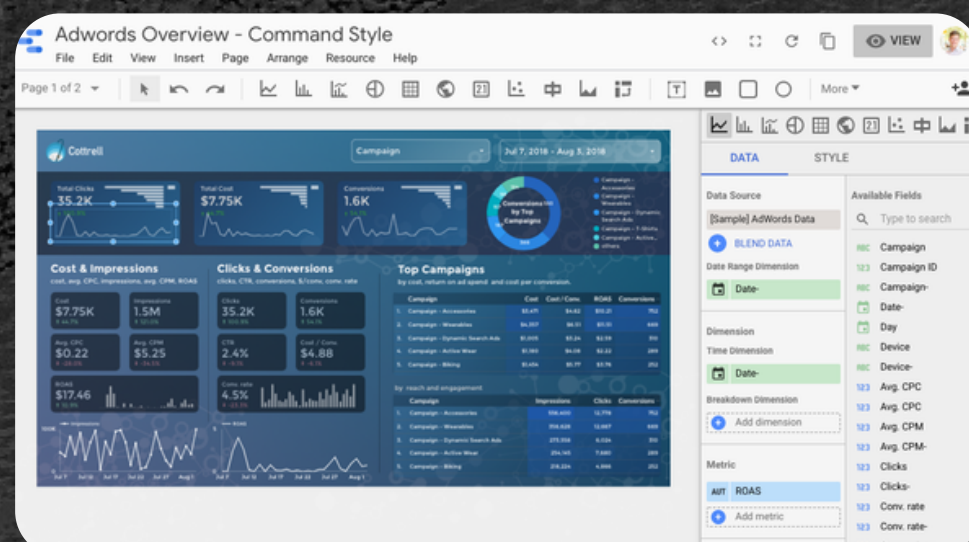
AN ONLINE LOGO MAKER FOR CREATING HIGH QUALITY VECTOR GRAPHICS, HEADINGS, HTML5 LOGOS, ICONS, WEB SITE ELEMENTS AND BUTTONS BY HUNDREDS OF TEMPLATES AND STYLES.

SOURCE: [YOUIDRAW.COM/LOGO-CREATOR](https://youidraw.com/logo-creator)

GOOGLE DATA STUDIO

IT ALLOWS EASILY ACCESS TO A WIDE VARIETY OF DATA.

SOURCE: [DATASTUDIO.GOOGLE.COM](https://datastudio.google.com)



IMPLEMENTING

STORY BORDER

STORY BOARDER IS AN OPEN SOURCE SOFTWARE FOR STORYBOARDING. ALLOWS YOU TO EXPORT YOUR PROJECTS IN PREMIERE, FINAL CUT, AVID, PDF, AND AS ANIMATED GIFS.

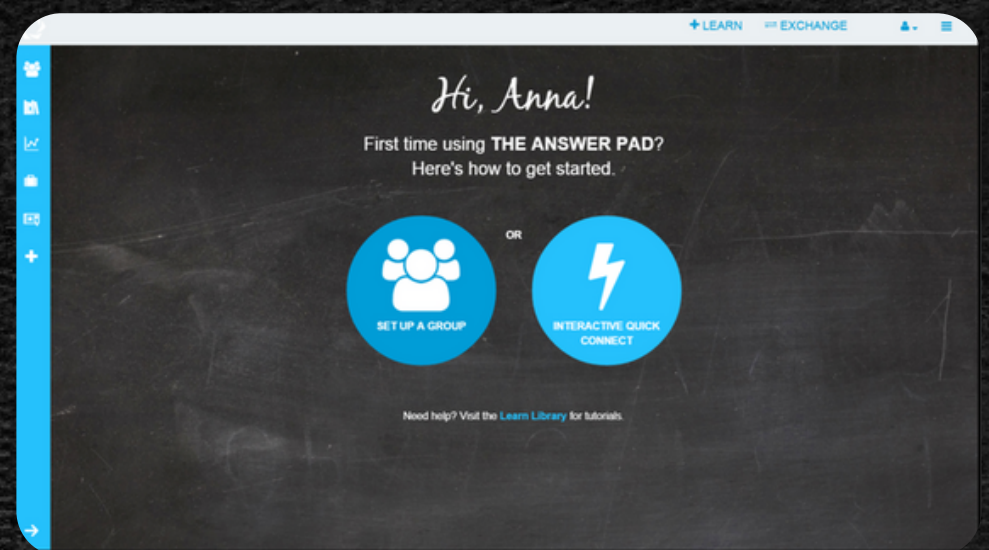
SOURCE: [WONDERUNIT.COM/STORYBOARDER](http://wonderunit.com/storyboarder)



ANSWER PAD

THE ANSWER PAD IS A FREEMIUM, CLOUD-BASED APP, THAT CREATES AN INTERACTIVE DIALOGUE BETWEEN TEACHERS AND STUDENTS IN THE CLASSROOM. THIS IS DONE BY MAKING A VARIETY OF RESPONSE TYPES, DRAWINGS, CANVASES, AND TEMPLATES AVAILABLE TO STUDENTS ON ANY DEVICE WITH AN INTERNET CONNECTION.

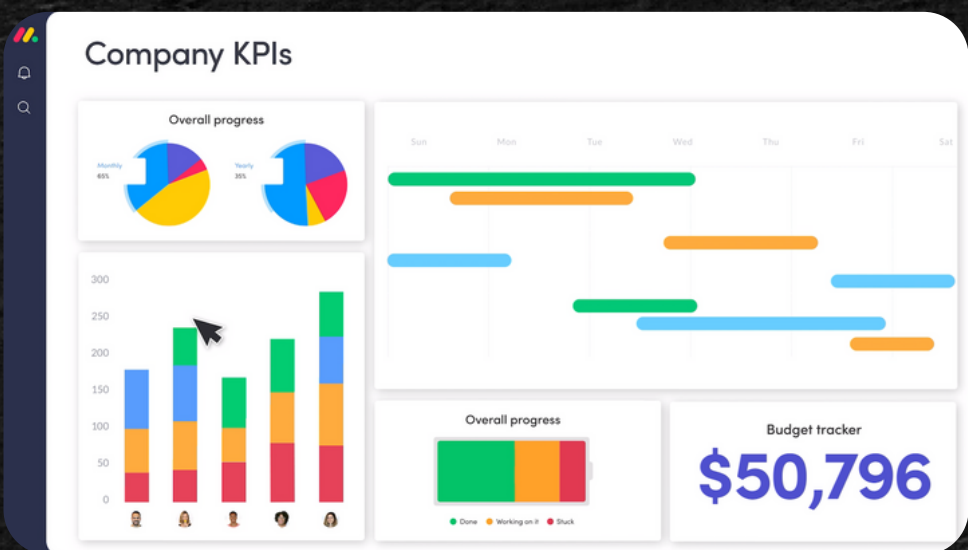
SOURCE: [ANSWER-PAD](http://answer-pad.com)



MONDAY

MONDAY.COM IS PROBABLY THE MOST VERSATILE TOOL YOU'LL FIND—IT'S A VERITABLE SWISS ARMY KNIFE FOR MANAGERS AROUND THE WORLD. YES, YOU CAN USE MONDAY.COM TO MANAGE ALL YOUR PROJECTS, BUT YOU CAN ALSO USE IT AS A CRM, TO MANAGE YOUR AD CAMPAIGNS, TO TRACK BUGS, TO MANAGE CUSTOMER PROJECTS, AND TO MANAGE VIDEO PRODUCTION.

SOURCE: [MONDAY.COM](http://monday.com)



GIMP

GIMP IS A PROGRAMME FOR EDITING DIGITAL IMAGES IN BITMAP FORM, BOTH DRAWINGS AND PHOTOGRAPHS. IT IS A FREE AND OPEN SOURCE PROGRAM.

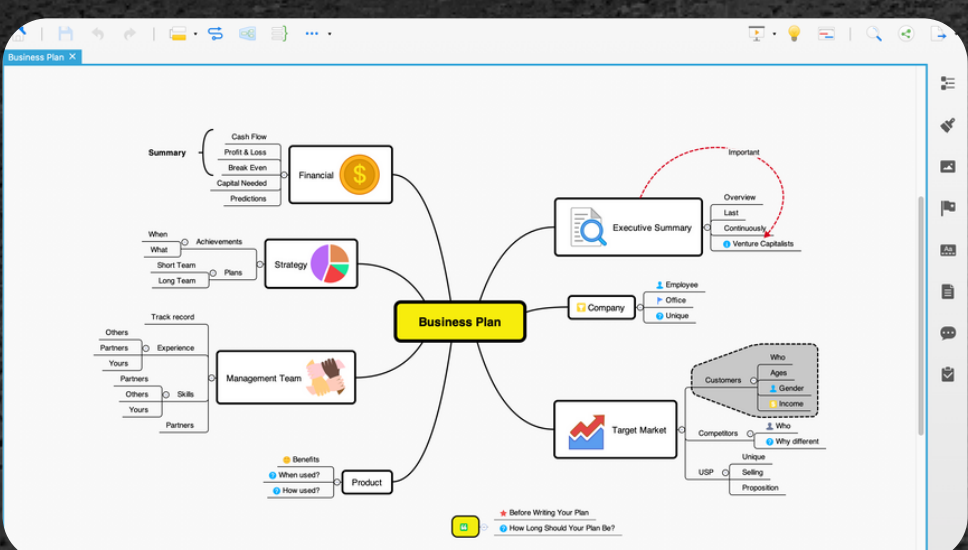
SOURCE: [GIMP-ONLINE](http://gimp-online.com)



XMIND

XMIND: MIND MAPS HAS BEEN PROVEN TO BE POWERFUL. THIS AMAZING PIECE OF SOFTWARE STARTED AS OPEN SOURCE (WHICH MEANS FREE). THE BASIC PART IS STILL FREE AND CAN BE DOWNLOADED.

SOURCE: [XMIND.APP](http://xmind.app)

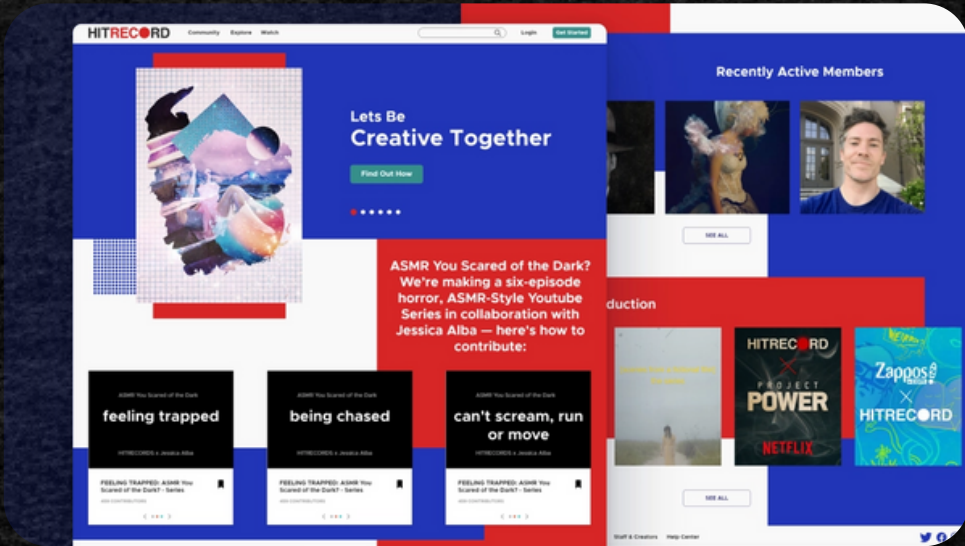


IMPLEMENTING

HITRECORD

HITRECORD IS AN ONLINE COLLABORATIVE MEDIA PLATFORM FOUNDED AND OWNED BY ACTOR AND DIRECTOR JOSEPH GORDON-LEVITT. THE COMPANY USES A VARIETY OF MEDIA TO PRODUCE SUCH PROJECTS AS SHORT FILMS, BOOKS, AND DVD'S IN COLLABORATION WITH ANOTHER ARTISTS.

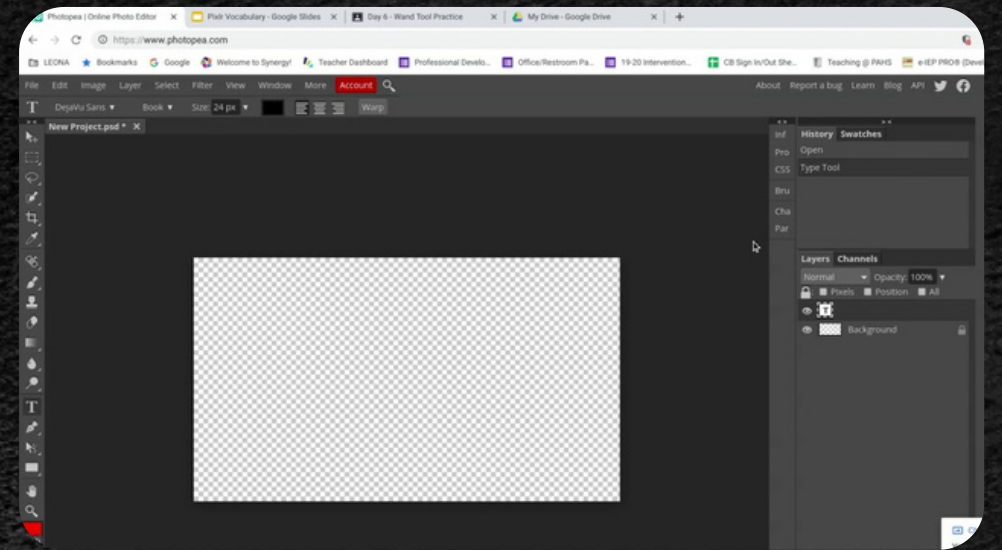
SOURCE: HITRECORD.ORG



PHOTOPEA

PHOTOPEA IS AN ADVANCED IMAGE EDITOR, WHICH CAN WORK WITH BOTH RASTER AND VECTOR GRAPHICS. A REALLY SIMILIAR VERSION OF THE PHOTOSHOP AND ITS A ONILNE FREE VERSION. PHOTOPEA EDITOR WORKS IN A WEB BROWSER.PHOTOPEA CAN RUN ON ANY DEVICE (DESKTOP, LAPTOP, TABLET, PHONE OR ANY OTHER COMPUTER).

SOURCE: WWW.PHOTOPEA.COM



GRAPH COMMONS

TRANSFORM YOUR PROJECT DATA INTO INTERACTIVE MAPS, UNTANGLE COMPLEX RELATIONS THAT IMPACT YOU AND YOUR COMMUNITIES.

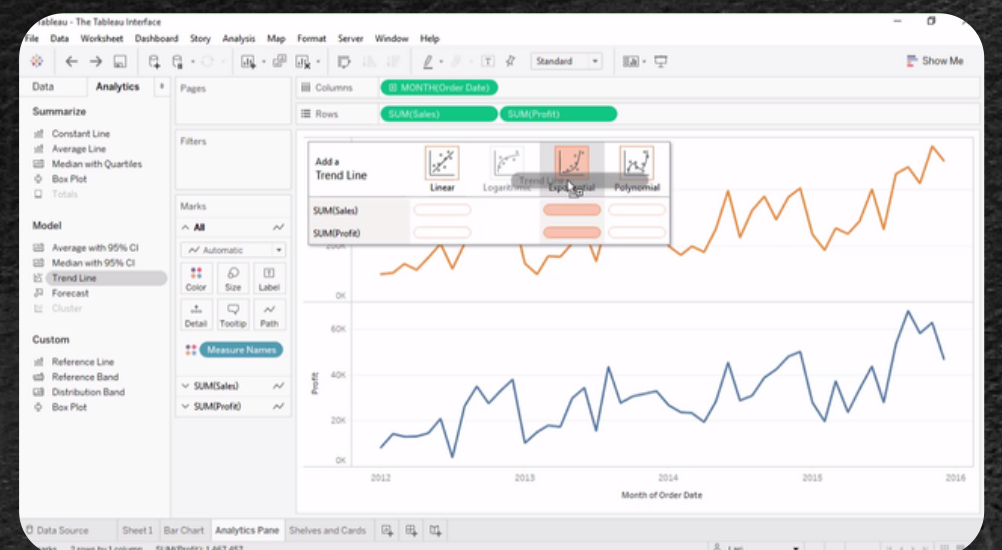
SOURCE: GRAPHCOMMONS.COM



TABLEAU

TABLEAU ALLOWS YOU TO QUICKLY CONNECT, ANALYZE, VISUALIZE, PRESENT AND SHARE DATA WITH A SEAMLESS EXPERIENCE FROM THE PC TO THE IPAD.

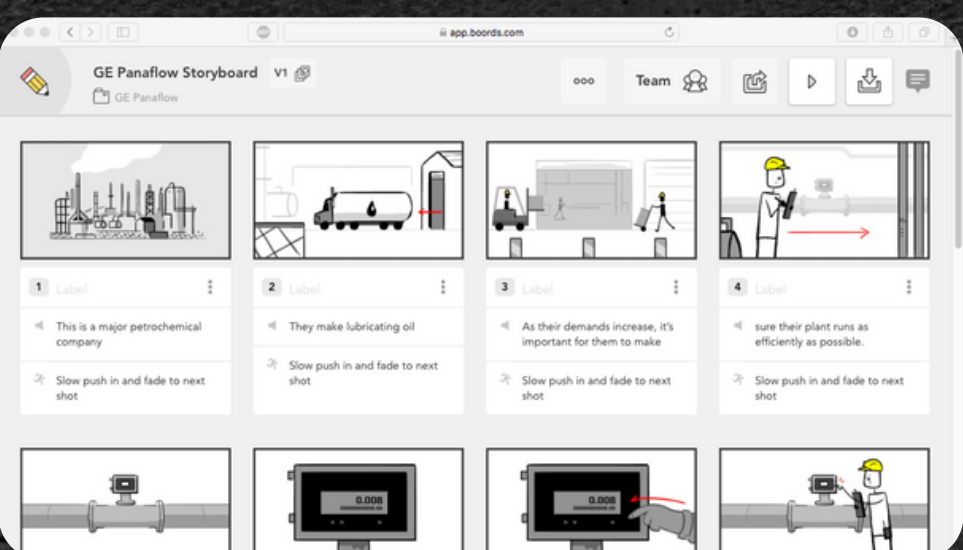
SOURCE: WWW.TABLEAU.COM



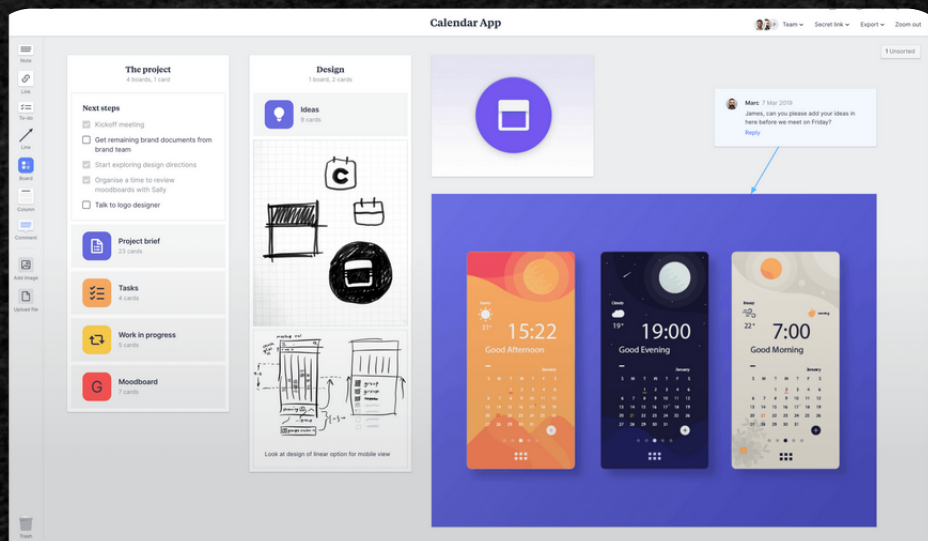
BOORDS

BOORDS IS A COLLABORATIVE ONLINE STORYBOARD CREATOR.

SOURCE: BOORDS.COM



MONITORING AND EVALUATION



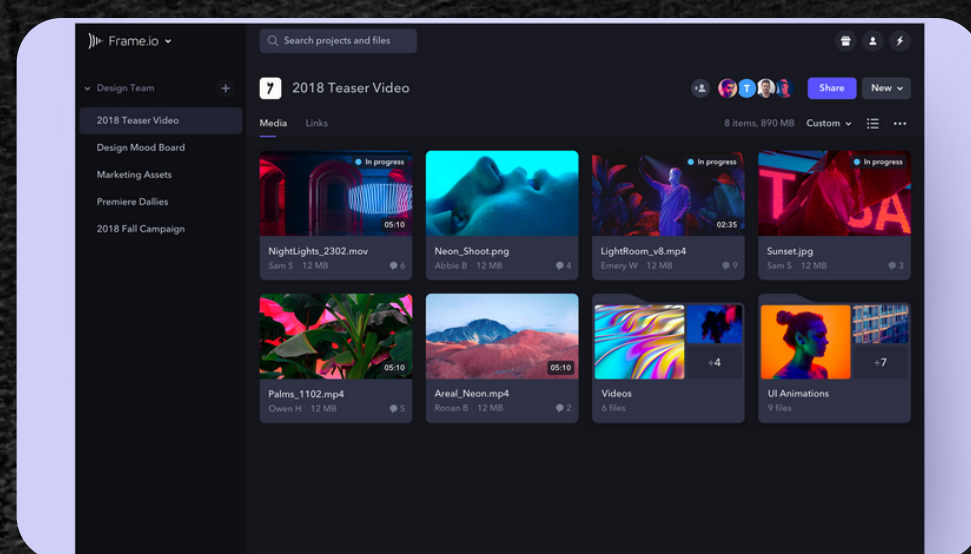
MILANOTE

MILANOTE IS AN EASY-TO-USE TOOL TO ORGANIZE YOUR IDEAS AND PROJECTS INTO VISUAL BOARDS. YOU AND YOUR TEAM CAN MONITORING ALL THE STEPS AND PROGRESS OF YOUR PROJECTS. COLLABORATE WITH YOUR TEAM AND RECEIVE THEIR FEEDBACK AND NOTES. COLLECT EVERYTHING IN ONE PLACE.

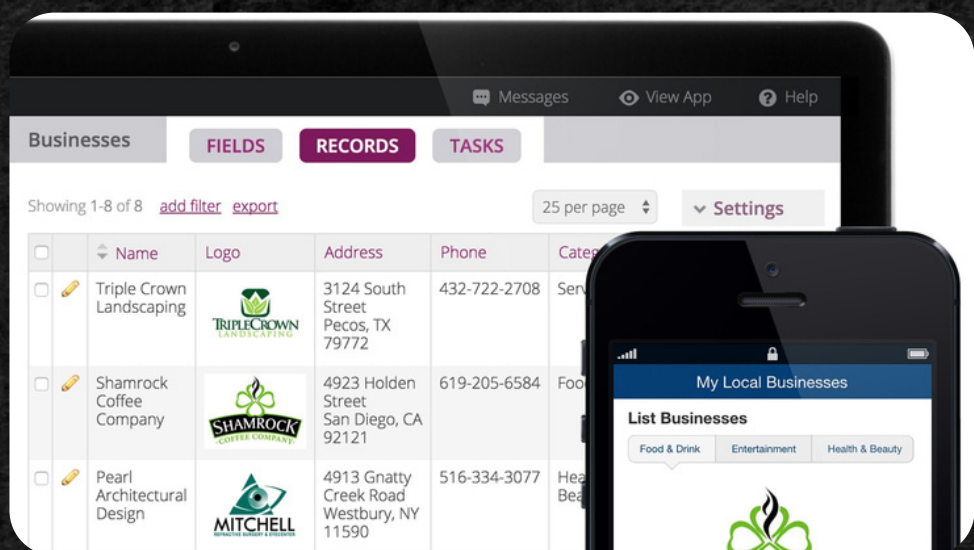
SOURCE: [MILANOTE.COM](https://www.milanote.com)

FRAME

WITH FRAME.IO, YOU CAN PRIVATELY UPLOAD, REVIEW AND SHARE MEDIA WITH YOUR ENTIRE TEAM, ANYWHERE IN THE WORLD. VIDEO PRODUCERS AND EDITORS NEED TO SHARE FILES, COMMENT ON CLIPS IN REAL-TIME, AND COMPARE DIFFERENT VERSIONS OR EDITS OF A CLIP. FRAME.IO PUTS ALL THESE FUNCTIONS IN AN INTUITIVE AND POWERFUL WEB-BASED SOLUTION. FRAME.IO ALLOWS YOU TO UPLOAD FOOTAGE 5X FASTER THAN COMPETITORS, COMMENT DIRECTLY ON THE CLIP, DRAW DIRECTLY ON THE VIDEO TO RELAY YOUR MESSAGE CLEARLY, AND COMPARE VERSIONS SIDE BY SIDE.



SOURCE: [FRAME.IO](https://www.frame.io)



KNACK

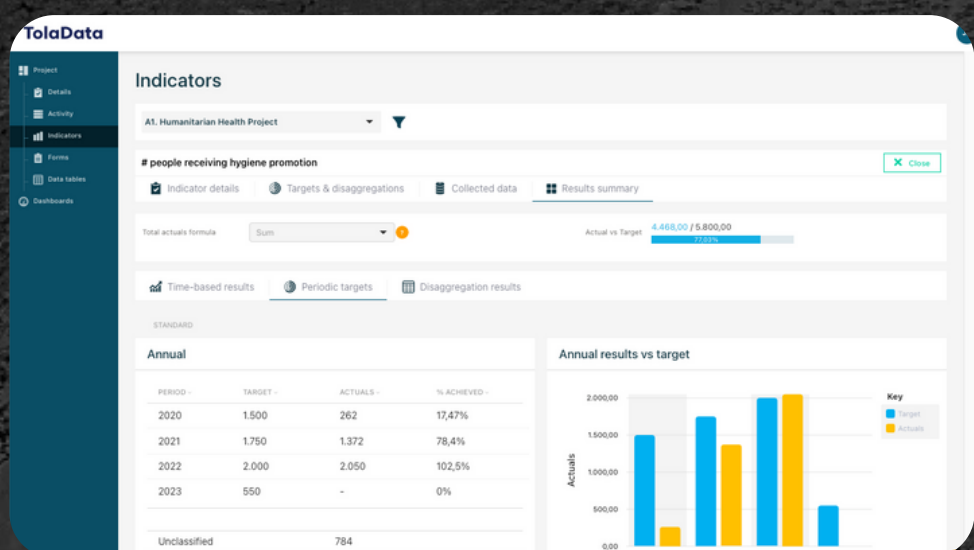
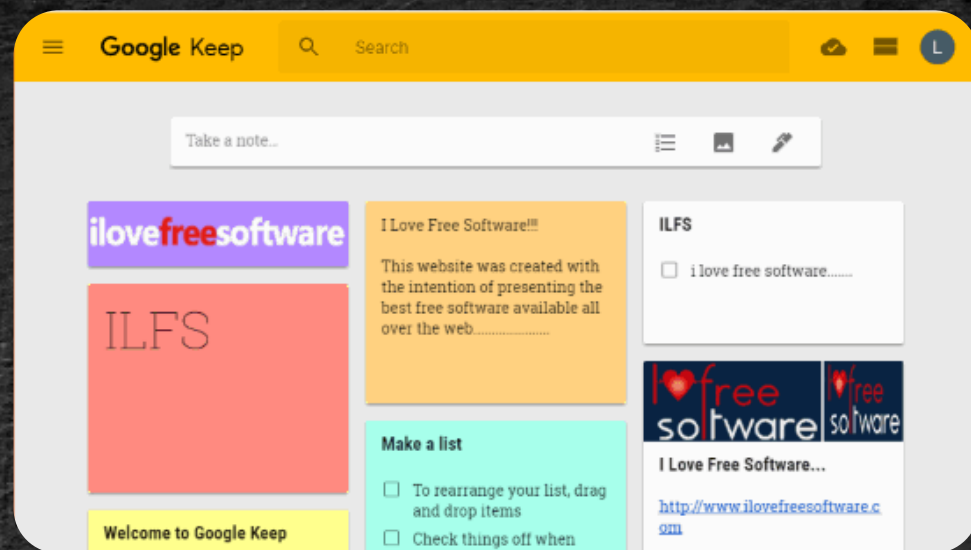
KNACK IS AN ONLINE DATABASE BUILDER THAT TRANSFORMS SPREADSHEETS INTO A WEB DATABASE APPLICATION. AS AN EASY WEB APP BUILDER FRAMEWORK, IT ALLOWS ANYONE TO BUILD APPLICATIONS THAT CAN ACCESS DATA, RUN REPORTS, AND SHARE WITH A LOT OF PEOPLE.

SOURCE: [BUILDER.KNACK.COM/#WELCOME](https://builder.knack.com/#welcome)

GOOGLE KEEP

IT IS A SERVICE PROVIDED BY GOOGLE THAT INTEGRATES NOTE-TAKING AND WEB BROWSING.

SOURCE: [KEEP.GOOGLE.COM](https://keep.google.com)

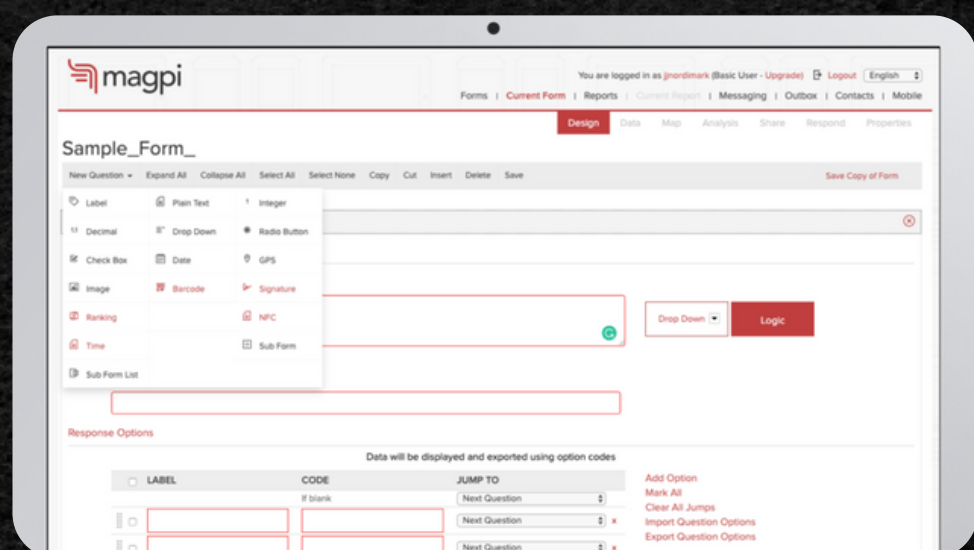


TOLADATA

A DIGITAL TOOL FOR ORGANISATIONS TO CREATE POSITIVE IMPACT

SOURCE: [WWW.TOLADATA.COM](https://www.toladata.com)

MONITORING AND EVALUATION



MAGPI

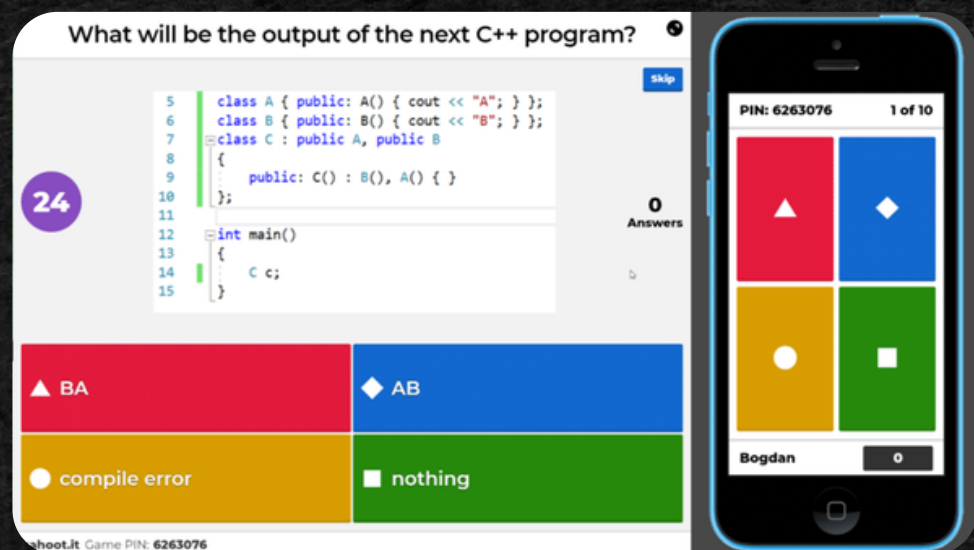
MAGPI IS THE GO-TO DATA COLLECTION SOFTWARE USED BY THOUSANDS OF ORGANISATIONS ACROSS THE WORLD, THANKS TO ITS ADAPTABILITY, CUSTOMIZATION, AND EASE OF USE.

SOURCE: WWW.MAGPI.COM

IDEABOARDZ

IDEABOARDZ IS A COMMUNITY-BASED TOOL THAT ALLOWS USERS TO ADD STICKY NOTES, KNOWN AS IDEAZ, TO AN IDEABOARD.

SOURCE: IDEABOARDZ.COM



KAHOOT

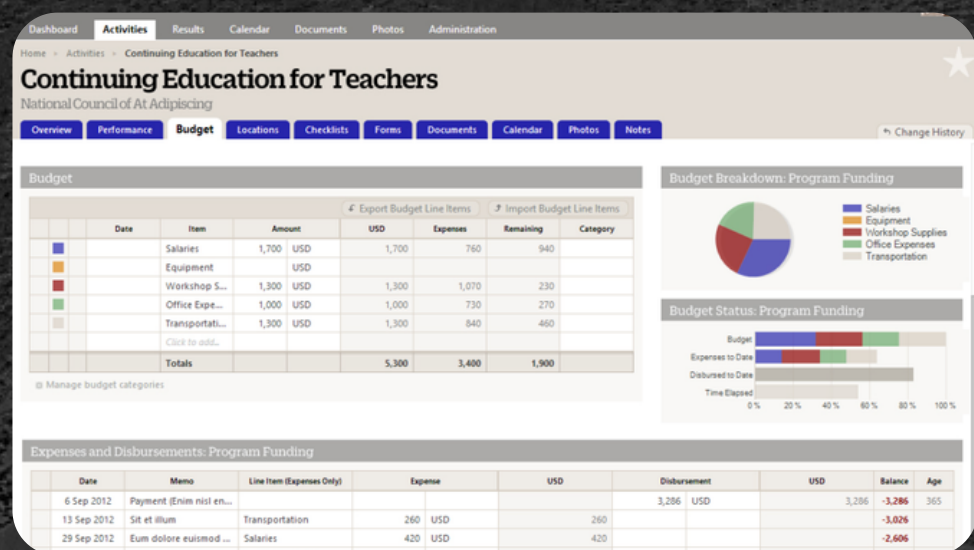
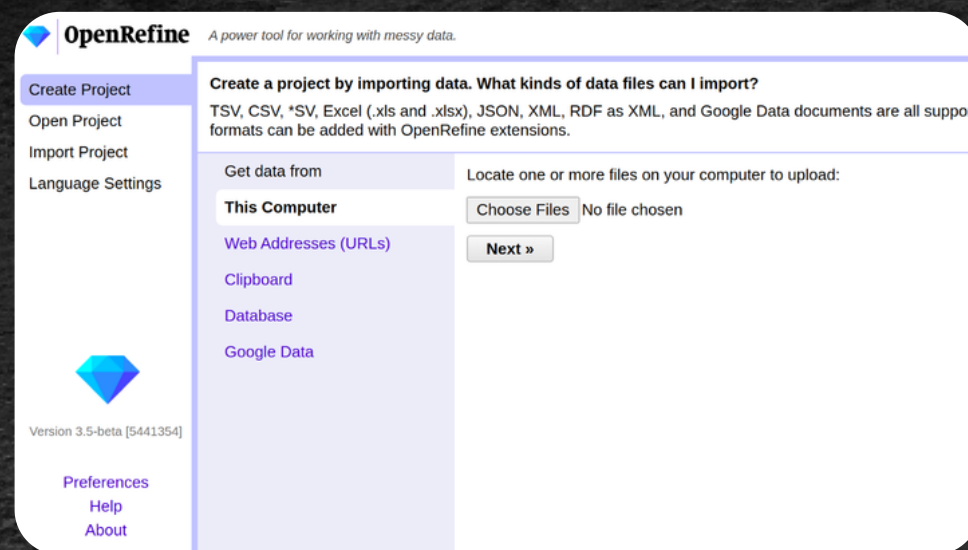
KAHOOT! IS A GAME-BASED LEARNING PLATFORM THAT BRINGS ENGAGEMENT AND FUN TO 1+ BILLION PLAYERS EVERY YEAR AT SCHOOL, AT WORK, AND AT HOME.

SOURCE: KAHOOT.IT

OPEN REFINE

OPEN REFINE IS A TOOL FOR M&E AND DATA CLEANING AND ORGANISATION.

SOURCE: OPENREFINE.ORG



DEVRESULTS

A PURPOSE-BUILT SOFTWARE FOR MANAGING M&E DATA.

SOURCE: WWW.DEVRESULTS.COM

PRactical Approach

DEFINE THE AIMS AND OBJECTIVE OF THE EVENT:

SOME QUESTIONS CAN HELP DEFINE BETTER THE EVENT

WHY

- WHAT DO YOU WANT TO ACCOMPLISH? (E.G., DO YOU WANT PEOPLE TO HAVE FUN? LEARN? NETWORK?)
- WHY SHOULD PEOPLE ATTEND? WHAT WILL THEY GET OUT OF IT?

WHAT

- WHAT IS THE CONTENT? WILL IT BE LIVE, RECORDED, OR A MIX?
- IS THERE A THEME? WHAT IS IT?
- WHAT IS YOUR BUDGET?
- WHAT IS YOUR BACKUP PLAN IF SOMEONE CANCELS, A SESSION ENDS EARLY, OR YOU HAVE TECHNICAL DIFFICULTIES?

WHO

- WHO ARE YOUR GUESTS?
- WHO ARE YOUR SPEAKERS?
- WHO ARE YOUR SPONSORS?
- WHO IS YOUR SUPPORT STAFF?
- DO YOU NEED A HOST OR EMCEE?
- HOW MANY PEOPLE, TOTAL, WILL BE AT YOUR EVENT?



WHEN

- DO YOU NEED A SCHEDULE OR AGENDA?
- WILL MULTIPLE TIME ZONES BE INVOLVED?

WHERE

- YOU MAY WANT TO HOST LARGE PRESENTATIONS ON ZOOM OR USE YOUTUBE TO LIVESTREAM A KEYNOTE SPEAKER.
- GATHER.TOWN OFFERS A MORE CASUAL, INTERACTIVE SOCIAL EXPERIENCE.

HOW

- HOW WILL YOU DESIGN YOUR SPACE? WILL YOU USE A GATHER TEMPLATE OR CREATE A SPACE FROM SCRATCH YOURSELF?
- HOW WILL YOU MARKET YOUR EVENT?
- HOW WILL PEOPLE REGISTER OR RSVP?
- HOW WILL YOU KNOW IF YOUR EVENT WAS SUCCESSFUL?

COMMUNICATION WITH THE PARTICIPANTS:

CANVA OFFERS THE POSSIBILITY TO CREATE SOCIAL MEDIA DESIGNS TO COMMUNICATE AND PROMOTE THE PROJECT WITH THE INTERESTED PARTICIPANTS. THE NUMEROUS SIZES AND DESIGNS MAKES IT SUITABLE FOR ALL SOCIAL MEDIA FORMATS. FACEBOOK GROUPS MAKE IT WIDELY AVAILABLE TO REACH THOSE PARTICIPANTS.

DEFINE THE PLATFORMS TO BE USED FOR COMMUNICATION AND INTERACTION:

GOOGLE DRIVE OR OTHER CLOUD STORAGE CAN BE USED TO GATHER INFORMATION, STORE DATA AND SAVE THE PROCESS. THE PLATFORM NEEDS TO BE ACCESSIBLE ONLINE BY ALL PARTICIPANTS FOR THE EASY OF COWORKING.

THE INTERACTION PLATFORMS ARE ESSENTIAL FOR PARTICIPATION, FAST COMMUNICATION AND GUIDELINES.

CREATING AN EVENT IN GATHER TOWN OFFERS NOT ONLY TEXT, AUDIO AND VIDEO COMMUNICATION BUT ALSO INTERACTION, GAMES, DIVISION IN GROUPS, AND PERSONALISED FEATURES. IT GIVES THE POSSIBILITY FOR CREATION OF A VIRTUAL WORLD WHERE YOU CAN CONNECT DIFFERENT PLATFORMS, TOOLS THAT MAKES IT PERFECT FOR COLLABORATING ON ARTISTIC PROJECTS ONLINE.





Youthsm ARTS

Creative for Inclusion and Participation!

