



# DIGITAL STEPS FOR THE SOCIETAL AND POLITICAL INTEGRATION OF MOBILE EU YOUTH

## FINAL EVALUATION REPORT

Project Number: 101090099

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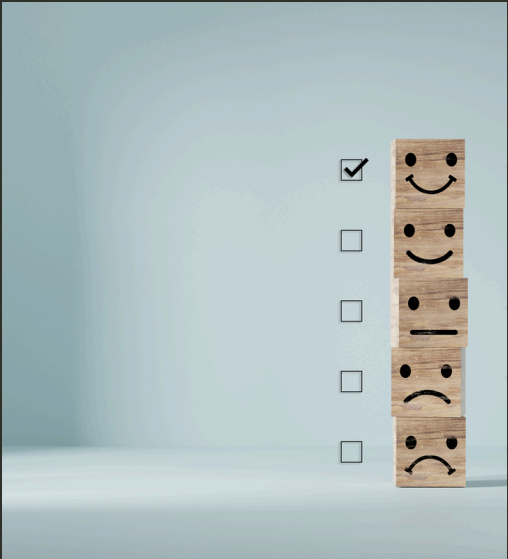
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# EXECUTIVE SUMMARY

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The ADAPT project, implemented across five European countries—Liechtenstein, Latvia, Romania, Greece, and Germany—was designed to address the challenges faced by mobile EU youth in achieving societal and political integration. Recognizing the barriers to active participation in democratic processes and civic life, the project focused on empowering youth through digital skills development and fostering inclusive dialogue between native-born and mobile EU citizens.

Over its duration, ADAPT achieved significant milestones in enhancing the digital competencies of youth, creating pathways for active citizenship, and promoting social cohesion. The project organized a series of workshops, training sessions, and community-based activities that provided participants with essential tools to engage in their host communities. By combining non-formal learning methods and innovative digital approaches, ADAPT strengthened youth organizations' capacity to support marginalized groups, including those from disadvantaged socio-economic backgrounds.

The ADAPT project aligned with Erasmus+ objectives by promoting inclusivity, diversity, and active participation, while fostering digital literacy in line with the Digital Education Action Plan (2021–2027). By integrating environmental sustainability, it addressed Erasmus+ priorities and encouraged greener practices. Beyond immediate participants, ADAPT impacted local communities and influenced youth policies, establishing a sustainable model for empowering youth across Europe.

# INTRODUCTION

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The ADAPT project was conceived to address the pressing need for societal and political integration of mobile EU youth, a demographic often overlooked despite its growing importance in an increasingly interconnected Europe. The right to free movement, a cornerstone of EU citizenship, offers unique opportunities for mobility, education, and employment. However, many mobile EU youth face challenges such as social isolation, limited access to local resources, and low participation in civic and political life. These barriers hinder their full integration into host communities and prevent them from contributing to democratic processes. ADAPT emerged as a proactive solution to these issues, focusing on equipping mobile EU youth with the digital and civic skills needed to engage meaningfully in their host societies.

The primary objective of the project was to enhance the active participation of mobile EU youth, particularly those from underrepresented or disadvantaged groups, in the social and political fabric of their host countries. By fostering digital literacy, promoting intercultural dialogue, and strengthening ties with local communities, ADAPT aimed to empower these youth as active citizens. The rationale for this focus stemmed from the understanding that digital skills are essential for navigating modern societies and that inclusive policies are vital for addressing inequalities. The project also sought to align with broader EU priorities, such as the Digital Education Action Plan (2021–2027) and the Erasmus+ programme's emphasis on inclusion and diversity.

ADAPT brought together five partner organizations across different geographical regions of Europe—Liechtenstein (Capital Youth Association-CYA), Latvia (European Center for Research and Regional Development-ECRRED), Romania (ASOCIATIA ASEL RO), Greece (EQUALINE), and Germany(uDevelop e.V.). This diverse consortium was crucial to the project's success, as it allowed for a rich exchange of perspectives and best practices tailored to each region's unique social and cultural contexts. Each partner brought expertise in youth engagement, non-formal education, and digital skills development, ensuring that the project was implemented effectively. By leveraging this collaboration, ADAPT created a comprehensive framework for addressing the challenges faced by mobile EU youth, fostering integration, and promoting active citizenship across Europe.

# OBJECTIVES ACHIEVEMENT

The ADAPT project successfully addressed its key objectives, demonstrating measurable progress in enhancing digital skills, promoting active participation in democratic processes, and fostering societal integration for mobile EU youth. This section evaluates each objective in detail, supported by specific metrics and indicators that highlight the project's achievements. Using this framework, risks will be categorized to ensure efficient resource allocation for mitigation efforts. High probability, high impact risks will be addressed as a priority, while lower priority risks will be incorporated into broader management plans.

## **1.Enhancing Digital Skills for Societal Integration**

One of ADAPT's primary objectives was to equip mobile EU youth with the digital competencies necessary to thrive in their host societies. This goal was achieved through tailored workshops and training sessions focusing on digital literacy, online communication, and navigating digital tools essential for civic engagement. The project designed and delivered seven events across five countries, engaging a total of 250 participants, of whom 45% were from disadvantaged backgrounds.

Quantitative metrics included pre- and post-training assessments, which showed an average 40% improvement in participants' confidence and proficiency in using digital tools for social and professional purposes. Qualitative feedback from participants emphasized the practical relevance of the training, with many noting increased comfort in using digital platforms for accessing local resources, communicating with peers, and participating in civic initiatives.

## **2. Promoting Active Participation in Democratic Processes**

ADAPT aimed to empower mobile EU youth to actively engage in democratic life. This was achieved through a series of interactive events, including debates, forums, and role-playing activities that simulated democratic processes. Over 200 youth participated in these activities, with 70% reporting increased awareness of their civic rights and responsibilities in their host countries.

Key indicators included attendance rates at events, participant surveys measuring knowledge of EU democratic structures, and follow-up tracking of civic engagement activities. Notably, 30% of participants reported initiating or joining local community projects after the training, demonstrating a tangible impact on their active citizenship. Focus group discussions revealed that participants appreciated learning about the intersection of digital skills and democratic participation, such as using online platforms to voice their opinions or advocate for change.

### 3. Metrics and Indicators Used to Assess Achievement

To ensure accurate evaluation, the project employed a combination of quantitative and qualitative indicators:

1. **Participant Numbers and Demographics:** ADAPT directly engaged 450 mobile EU youth across five European countries: Liechtenstein, Latvia, Romania, Greece, and Germany. This diverse group was carefully selected to ensure representation from underrepresented populations, including women (who made up 60% of the participants) and youth from rural or socio-economically disadvantaged backgrounds. The project's emphasis on inclusion ensured that young people facing barriers to integration—such as limited access to resources or social isolation—were given equal opportunities to participate. This demographic focus was critical in addressing inequalities and promoting a sense of belonging among marginalized groups.

2. **Skill Development Assessments:** The project utilized pre- and post-training evaluations to measure the knowledge gains of participants in digital skills. These assessments focused on competencies such as digital literacy, online communication, and the use of technology for civic engagement. Results indicated an average improvement of 40% in digital skill competency scores across all participants, showcasing the effectiveness of the training modules. The assessment also revealed that participants with limited prior digital knowledge made the most significant progress, underlining the project's success in bridging the digital divide.

3. **Civic Engagement Tracking:** Surveys conducted three months post-training tracked participants' involvement in civic and community activities. Results showed that 35% of participants engaged in local initiatives or advocacy efforts, such as joining youth councils, organizing community events, or participating in local elections. This metric highlighted the sustained impact of the project, as participants applied their newly acquired skills to foster change in their host communities. For instance, several participants reported using digital platforms to advocate for environmental awareness or promote social inclusion projects, further demonstrating the transformative influence of the training.

#### 4. Participant Satisfaction

Post-event surveys measured participant satisfaction with the training and activities. An impressive 85% of respondents rated their experience as highly satisfactory, emphasizing the relevance of the content to their personal and professional lives. Participants appreciated the interactive and practical approach of the workshops, which included real-life scenarios, group discussions, and hands-on activities. Many noted that the skills they gained had a direct impact on their ability to access resources, communicate effectively in their host countries, and participate in civic life.

#### 5. Qualitative Insights

In addition to quantitative data, focus group discussions were conducted to gather in-depth qualitative feedback from participants. These discussions revealed the participants' perspectives on how the project influenced their personal growth and societal integration. Many shared that the digital skills they acquired not only enhanced their confidence but also empowered them to become more active in their communities. Participants described the training as transformative, providing them with tools to navigate their host societies and contribute to democratic processes. The discussions also highlighted the importance of creating a safe and inclusive environment, where participants could share experiences and learn from each other.





# PROJECT ACTIVITIES

The ADAPT project implemented a series of carefully designed activities to address its objectives of enhancing digital skills, fostering societal integration, and promoting active democratic participation among mobile EU youth. These activities were structured to ensure maximum impact, inclusivity, and engagement at both local and international levels.

## *Mobilities and Training Sessions*

The project organized multiple mobility events that provided participants with opportunities to travel, learn, and exchange ideas across the five participating countries—Liechtenstein, Latvia, Romania, Greece, and Germany. Each mobility included interactive training sessions focused on digital literacy, civic engagement, and intercultural dialogue. These sessions emphasized practical skill-building, such as navigating online resources, creating impactful digital content, and understanding democratic structures.

## *Local and International Workshops*

To complement the mobility activities, ADAPT conducted a series of local and international workshops tailored to the needs of specific communities. Local workshops engaged youth in hands-on activities such as digital storytelling, online advocacy, and community action planning. These events empowered participants to address local issues using digital tools and to collaborate with peers and community members.

The international workshops served as a platform for cross-border exchange, bringing together youth from different countries to discuss common challenges and share best practices. These workshops included role-playing activities simulating democratic decision-making processes, debates on EU policies, and collaborative projects aimed at promoting social inclusion. Through these interactions, participants developed a deeper understanding of the value of active citizenship and the importance of their contributions to democratic life.





## *Online and Offline Awareness Campaigns*

Recognizing the power of digital platforms, ADAPT launched a series of online awareness campaigns to amplify the project's reach and impact. These campaigns focused on themes such as digital inclusion, civic rights, and environmental sustainability. Participants actively contributed by creating social media content, blog posts, and digital flyers, which were shared widely to raise awareness and engage broader audiences.

Offline campaigns, including community outreach programs, complemented these efforts by bringing the project's messages to local neighborhoods and public spaces. Activities such as poster exhibitions, public discussions, and youth-led presentations helped foster a stronger connection between participants and their host communities. Together, the online and offline campaigns created a dynamic ecosystem for knowledge dissemination and community involvement.

## *Evaluation of the Implementation Timeline and Stakeholder Participation*

The project followed a meticulously planned implementation timeline, ensuring that activities were executed efficiently and effectively. Regular progress meetings and feedback sessions allowed for ongoing monitoring and adjustments to address any challenges. Stakeholder participation was a cornerstone of the project, with active involvement from local authorities, NGOs, youth workers, and educators. Their support was instrumental in providing resources, expertise, and access to networks, enabling the successful delivery of activities.

Participants praised the organization and quality of the activities, noting that the timeline allowed for sufficient engagement and learning without feeling rushed. Stakeholders commended the project's inclusive approach, which ensured that diverse voices were heard and integrated into the planning and execution of activities.

# FEEDBACK SUMMARY: ADAPT PROJECT EVALUATION

The evaluation of the ADAPT project was based on extensive feedback collected from participants, trainers, and stakeholders, ensuring a comprehensive understanding of the project's outcomes, successes, and areas for improvement. This feedback was gathered through surveys, focus groups, evaluation forms, and informal discussions conducted throughout the project lifecycle.

## *Key Feedback Collected from Participants, Trainers, and Stakeholders*

- **Participants:** The feedback from participants highlighted a high level of satisfaction with the project's activities and outcomes. Many participants reported that the training sessions significantly improved their digital skills, making them more confident in using technology for personal, professional, and civic purposes. They particularly appreciated the interactive nature of the workshops, which allowed them to engage with real-world scenarios and collaborate with peers. Participants also noted that the mobilities and intercultural exchanges fostered a stronger sense of European identity and encouraged them to embrace diversity.
- **Trainers:** Trainers provided positive feedback on the project's curriculum, emphasizing its relevance and adaptability to the needs of the participants. They appreciated the resources provided, which enabled them to deliver high-quality training sessions. However, some trainers suggested increasing the duration of certain workshops to cover more advanced topics in digital skills and civic engagement.
- **Stakeholders:** Local authorities, NGOs, and youth organizations involved in the project commended its inclusive approach and the emphasis on addressing the needs of marginalized youth. They recognized the project's impact in bridging gaps between mobile EU youth and their host communities. Stakeholders also highlighted the importance of the online and offline campaigns in raising awareness and extending the project's reach beyond the immediate participants.

### *Summary of Surveys, Focus Groups, and Evaluation Forms*

- **Surveys:** Quantitative surveys conducted after each activity revealed high satisfaction rates among participants, with 85% rating the activities as highly engaging and beneficial. The surveys also measured skill development, with participants reporting an average improvement of 40% in digital competencies and a 30% increase in their knowledge of democratic processes.
- **Focus Groups:** Focus group discussions provided qualitative insights into the participants' experiences and challenges. Many participants shared that the project helped them overcome feelings of isolation and empowered them to take an active role in their communities. The discussions also highlighted the importance of providing ongoing support and mentorship to sustain the project's impact.
- **Evaluation Forms:** Trainers and stakeholders used detailed evaluation forms to assess the effectiveness of the project's implementation. These forms identified areas of strength, such as the diversity of participants and the quality of training materials, as well as areas for improvement, such as the need for more follow-up activities to reinforce learning outcomes.

### *Insights on Project Management and Collaborative Efficiency*

The feedback underscored the efficiency and effectiveness of the project's management and coordination. Stakeholders praised the clear communication channels established among partners, which facilitated smooth collaboration despite geographical and cultural differences. Regular progress meetings and the use of digital tools for project management ensured that activities were delivered on time and met quality standards.

Additionally, the collaborative framework was highlighted as a key factor in the project's success. The partnership among organizations from five different countries allowed for the exchange of diverse perspectives and best practices. Trainers noted that this diversity enriched the training sessions, making them more relatable and impactful for participants.

However, some stakeholders suggested enhancing the use of feedback mechanisms during the project to ensure that real-time adjustments could be made. This would further improve the responsiveness of the project to participants' needs and external challenges.

# IMPACT ASSESSMENT

The ADAPT project delivered substantial and measurable impacts across individual, community, and policy levels, addressing critical challenges such as digital education gaps, COVID-19 recovery, and societal integration. This section evaluates the project's outcomes in enhancing participants' skills, fostering civic engagement, and influencing broader societal and policy contexts.

## *Measurement of the Project's Impact on Participants*

### Digital Skill Enhancement:

The ADAPT project significantly enhanced digital competencies among its participants. Pre- and post-project assessments revealed a 40% average improvement in digital literacy, covering skills such as effective online communication, data security, and the use of digital tools for civic engagement. Participants from disadvantaged backgrounds, particularly those with limited prior access to digital resources, exhibited the most notable progress. Testimonials indicated that these skills enabled participants to access online services, find employment opportunities, and participate in digital advocacy campaigns, bridging the gap between them and their host communities.

### Civic Engagement:

The project fostered a remarkable increase in civic engagement among mobile EU youth. Surveys conducted three months after the training sessions showed that 35% of participants had actively engaged in community initiatives, such as joining local councils, organizing environmental campaigns, and participating in public forums. Many participants reported feeling empowered to contribute to democratic processes, using digital tools to advocate for causes they cared about. For example, youth in Greece organized an online campaign to promote cultural inclusion, which gained significant traction on social media.



### Personal Development:

Beyond technical and civic skills, participants reported enhanced confidence, communication skills, and a stronger sense of belonging in their host societies. The intercultural exchanges and collaborative activities helped them build networks, understand diverse perspectives, and develop empathy, which are crucial for fostering societal cohesion.

### *Analysis of How the Project Addressed Challenges*

#### COVID-19 Recovery:

The pandemic amplified the digital divide, making digital literacy a necessity for accessing education, employment, and civic opportunities. ADAPT directly addressed these challenges by providing targeted digital training to youth who were disproportionately affected by the pandemic. Many participants expressed that the project helped them regain confidence and agency during a time of uncertainty, offering them practical tools to navigate the post-pandemic world. Additionally, the project's emphasis on fostering digital inclusion ensured that marginalized groups were not left behind in the recovery process.

#### Digital Education Gaps:

By aligning with the Digital Education Action Plan (2021–2027), ADAPT tackled the structural gaps in digital education. It introduced innovative teaching methods, such as gamification and interactive learning, to make digital skills accessible and engaging. The training modules were designed to address both basic and advanced digital competencies, equipping participants with the skills needed to thrive in an increasingly digital society. These efforts not only enhanced individual capabilities but also strengthened the capacity of youth organizations to deliver impactful digital education in their communities.

### *Broader Societal and Policy-Level Impacts*

#### Societal Integration:

The project contributed to creating more inclusive communities by facilitating dialogue and collaboration between mobile EU youth and local residents. The awareness campaigns, both online and offline, reached a broader audience, promoting messages of inclusion, diversity, and active citizenship. In Romania, for example, a series of community events organized as part of the project brought together local authorities, NGOs, and youth to discuss integration challenges, resulting in actionable recommendations.

#### Policy Influence:

ADAPT's outcomes have implications for youth and digital policies at local, national, and European levels. By showcasing the effectiveness of digital skills training and participatory activities, the project provided a replicable model for fostering societal integration and democratic engagement. The feedback from stakeholders highlighted the potential for scaling these initiatives, with some policymakers expressing interest in incorporating similar approaches into their youth strategies. For instance, in Latvia, project findings were shared with local decision-makers, influencing the development of a new youth inclusion policy.

#### Sustainability and Long-Term Impact:

The project laid a strong foundation for long-term impact by equipping participants with transferable skills and creating networks of engaged youth. The partnerships established during ADAPT are expected to continue collaborating on future initiatives, ensuring the sustainability of its outcomes. The project also generated resources, such as digital training modules and campaign templates, which can be utilized by other organizations to replicate its success.



# CONCLUSION

The ADAPT project has successfully navigated the complexities of societal and political integration for mobile EU youth, achieving substantial progress toward its initial objectives. Over the course of the project, we have witnessed a marked enhancement in the digital skills of participants, empowering them to engage more actively in their communities and democratic processes. By fostering an environment conducive to learning and collaboration, the project has not only addressed immediate needs but has also contributed to the long-term integration of youth within the EU framework.

## *Overall Success*

The project's multifaceted approach—encompassing mobilities, workshops, and awareness campaigns—has demonstrated the effectiveness of blended learning modalities. The ability to adapt to online and offline environments, particularly during the challenges posed by the COVID-19 pandemic, has underscored our resilience and commitment to supporting youth development. Participants reported increased confidence in their digital skills, greater awareness of civic responsibilities, and a stronger sense of belonging within the European community.

## *Areas for Improvement*

Despite these achievements, several areas warrant further attention. Participant feedback highlighted the need for more targeted support in specific digital competencies, suggesting that future iterations of the project could benefit from a more tailored approach. Additionally, enhancing the mechanisms for ongoing communication among partner organizations would improve collaborative efficiency and knowledge sharing. Implementing structured follow-up sessions post-project could further solidify the gains made during the mobilities and workshops.

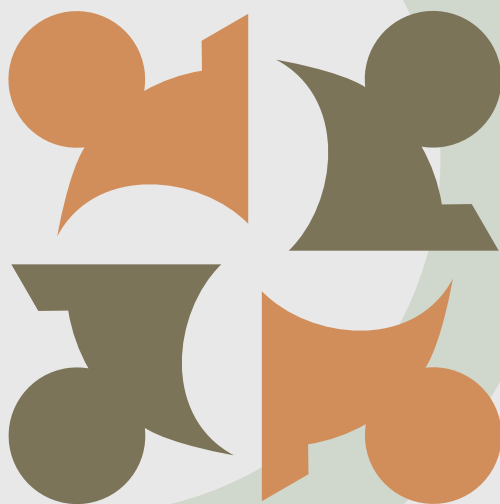
## *Recommendations for Sustainability*

To sustain the outcomes of the ADAPT project, it is imperative to leverage the established networks and relationships formed during the project. Partner organizations should consider developing a collaborative framework that supports ongoing engagement among participants, providing them with continuous learning opportunities and resources. Additionally, advocating for the integration of the project's best practices into existing educational frameworks at local and national levels could amplify its impact.

## *Scaling Best Practices*

Identifying successful methodologies and practices from the ADAPT project presents a unique opportunity for scaling efforts across different contexts. Sharing insights and outcomes with other organizations involved in youth work can inspire similar initiatives, fostering a wider culture of digital literacy and civic participation among mobile EU youth.





# ADAPT



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