



FIND OUT MORE: socialhackademy.eu
 FACEBOOK: [/hackADeu](https://www.facebook.com/hackADeu)
 TWITTER: [#HackAD](https://twitter.com/HackAD)



SOCIAL HACKADEMY
 CLOSING THE GAP BETWEEN
 SOCIAL AND DIGITAL
 INNOVATION

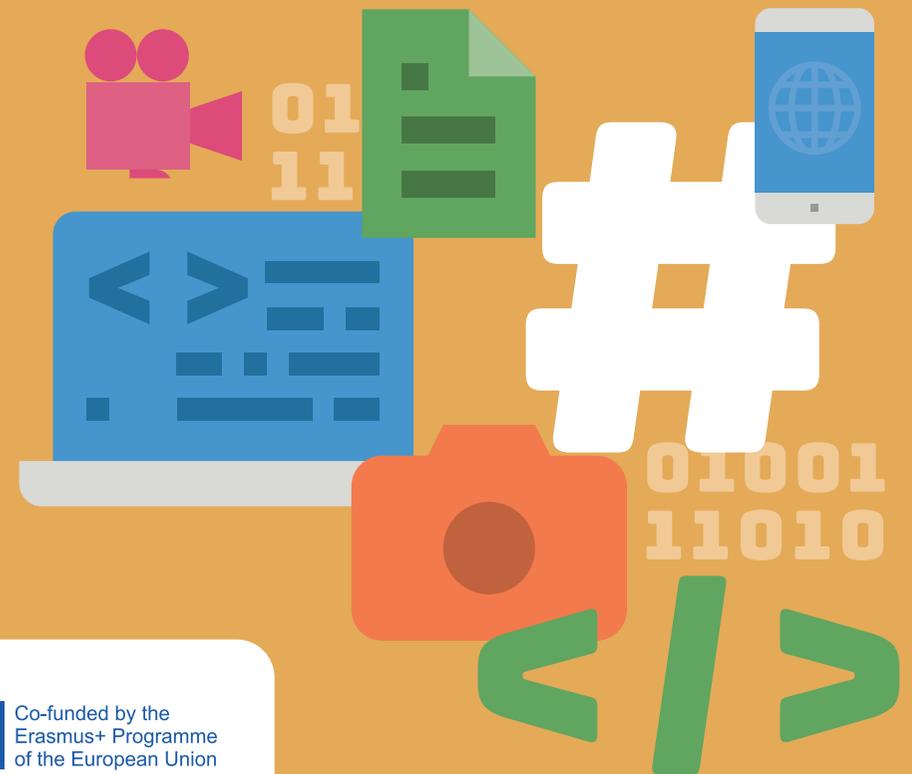
PARTNERS



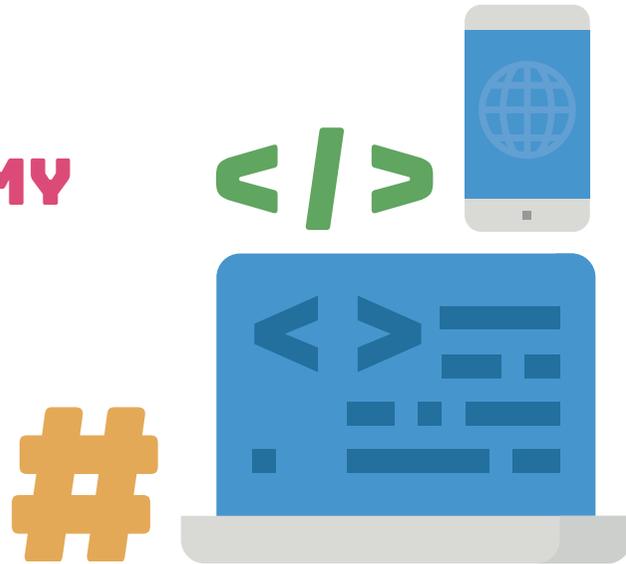
Project n°: 612128-EPP-1-2019-1-BE-EPPKA3-IPI-SOC-IN
 The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Co-funded by the
 Erasmus+ Programme
 of the European Union



ABOUT SOCIAL HACKADEMY



Social Hackademy is based on the Italian best practice Social Hackathon Umbria, a unique **co-creation process** involving young learners and representatives from public or private entities in **developing digital solutions to societal challenges**.

Our Social Hackademy will demonstrate how **digital and social innovation** can be mutually beneficial across Europe and offer **young people** training activities to equip and empower them with **key digital skills**.

The methodology has been developed to provide young learners the experience how:

can digital competencies contribute to addressing concrete needs in society and solve a social challenge

are cooperation and teamwork crucial elements for a successful implementation of a project

answering to the needs of a specific target group must ensure representatives' direct involvement



01001
11010

01001
11010

WHAT IS SOCIAL HACKADEMY PROJECT ALL ABOUT



Four **Social Hackademy Labs** will be established in Italy, Greece, Croatia and France, **training 120 disadvantaged young people** on three topics: Native Mobile App Development, Web Design and Visual and Graphic Design.

A **Social Hackathon** will be organized in each country, encouraging the collaboration between our young Social Hackers and representatives of civil society organizations to develop **digital solutions to societal challenges** linked to one or more of United Nation's Sustainable Development Goals.

KEY OUTPUTS OF THE PROJECT INCLUDE:



3 Course Outlines to equip young people with skills needed to address societal challenges in their local environments



Handbook for Trainers on how to support young people in their personal, professional and civic development



Social Hackademy Online Platform to support the creation and growth of local Labs during and after the project



Policy recommendations to increase the transferability of the Social Hackademy methodology and support the active participation of young people across Europe

