



Engaging Youth Through Technology

Quick Research,
Examples, Tips

Why?



Research shows that homeless youth know and access technology and use it as a tool to improve their quality of life (e.g. connection, supports, entertainment).



How?



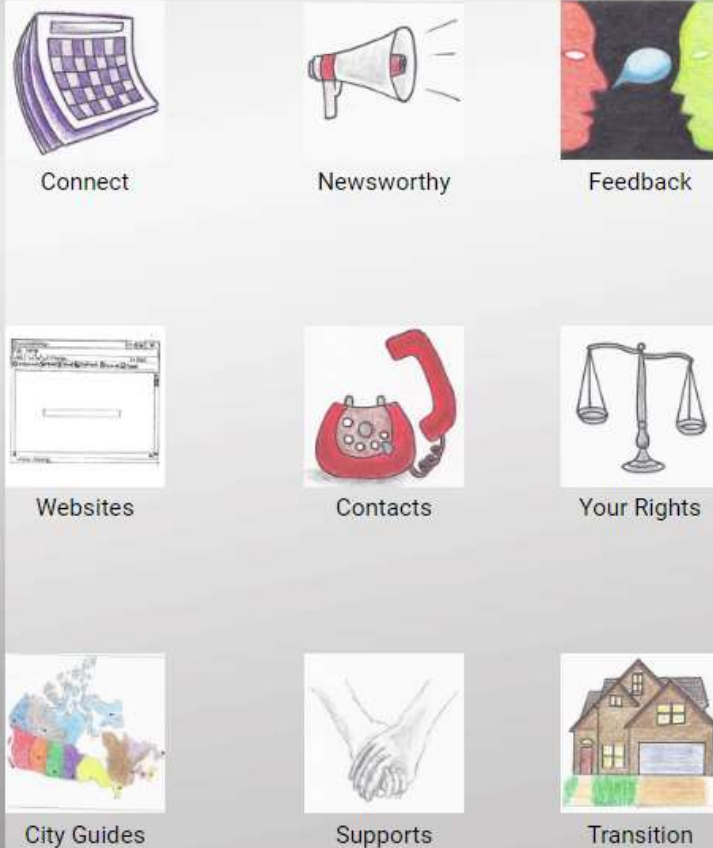
Examples of initiatives where technology is used to engage, connect with, and support youth experiencing homelessness or build understanding of homelessness



Example: SAY Project



Supporting and Assisting Youth



[www.evas.ca/
resources/](http://www.evas.ca/resources/)

(under “Tools and
Toolkits”)

Example: SPENT Game



**CAN YOU MAKE IT
THROUGH THE MONTH?**

FIND A JOB

OR

EXIT.

playspent.org

Example: Techie Youth



Free technology training in NYC for youth in the foster care system

Promising practices



Get working with youth ... concept, design,
development, evaluation, sustainability ...
youth-informed vs. youth-led



Promising practices

Develop realistic expectations and explore risks and pitfalls



Promising practices



Attend to hidden perspectives and
consciously disrupt stereotypes and
assumptions



Promising practices



Evaluation and monitoring—is it actually working as intended—and what next?



Thank you!



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