



## Newsletter 2

The second outcome of the L2D Project is a scientific research related to supporting the creation of the L2D TRAINING MATERIAL and accessing skills development pathways that allow youth workers to develop their Media Literacy competences as well as soft skills competences, moving towards skills identification and screening.

The aim is to provide an overview of relevant theoretical perspectives on target group media literacy and to present a broad picture of different youth education approaches synthesised as well as having general requirements.

DEMOSTENE, as the lead organisation, prepared a questionnaire on the consequences of the use of social and community networks on young people. The questionnaire was administered to a sample of 296 boys and girls in six partner countries. The questionnaire is based on a combination of two scales already validated by the scientific community: Smartphone Addiction Scale (Short Version) and Social Media Addiction Scale. Participants answered 18 questions to measure the psycho-physical consequences of using innovative technological tools.

We created a booklet with the data collected from each participating country to enlighten all participants of this process to understand how Media Literacy works with a good plan and puzzle approach as defined by "Shaping Europe's digital future".

The booklet includes the following:

1. National Definition on Media Literacy
2. Situation in each country: Fake news / misinformation / decontextualisation / Hate speech / Statistics and official data on advertisements and marketing content
3. National policies and labour mistakes in this regard
4. Best practices and/or case studies
5. Any Training/Courses available in each country related to the project topic
6. Relevant national publication on this subject (Literature Analysis)
7. Main Gaps Identified (list the identified gaps)
8. Bibliography

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