Cultivating (Online) Community for Youth

Developed by Clementine Utchay, YouthREX Research Assistant, during Cultivating (Online) Community for Youth, a YouthREX webinar held on November 25, 2020.

Guests included Michelle McClure (Ability Online), Hayley Moody (LGBT Youth Line), and Jonathon Reed (Next Gen Men), with co-faciliatator Katelyn Wang (L.I.G.H.T.).

How can we leverage online platforms to facilitate connection, community-building, and peer support among youth?

Engagement:

"For Ability Online, we have seen an exponential increase in activity because of COVID" - Michelle

why?

- platform is open 24/7
- -members from across the country -volunteers and mentors
- -wellness check-in
- having something to look forward to at the same time every week to feel connected

Successes:

"youth are very interested in cocreating, in leadership opportunities, and interested in how to create space for each other"-Jonathon



" For us, success is a young person feeling loved, cared for, supported, and that they have access to a space, creating collaborative opportunities like zines"—Hayley

"There's nothing more rewarding than the gratitude from the people you are helping"-Michelle

Anticipating

Access Needs :

- Food
- -Childcare
- -Internet bandwidth

??? What other aspects affect their ability to participate ???

Burnout/Boundaries:

- Creating a flox-schedule
- using a separatenumber forwork
- Important to disconnect and recharge -Drawing boundaries when you
- notice you no longer enjoy things you usually do
- Having lunch with others

Evaluation:

- -(optional) Feedback forms
- -Focus groups
- -Integrating feedback into programming
- Hard to quartify "success"

Pivoting:

"Adaptation of in-person programs through zoom didn't work. we decided to give discord a try"

"creating partnerships bumped up participation"

n relational aspect of youth programming hasn't changed"

-Jonathon

Platforms:

- -Discord trxt to speech features
- -Instagram > Live features
- -Fucebook -Email
- -Clean Speak Slack
- -Skype

What do you have access to already??

Activities: trial and error

- Minecraft
- Dungeons and Dragons
- Netflix party
- -Short film festivals
- Sometimes things don't work out or youth are not interested

Social accessibility/indusion:

- "Not being judged for the way they look, walk, or talk"
- Living in asmall community where people like them are not plentiful
 - Michelle

Inclusive spaces:

- -Build relationships with other 2SLGBTQ youth in the province from more isolated regions
- Share space
 - Deaforhard of hearing



