

CREATE LUCK IN DEVELOPMENT: DIGITAL INTERVENTION FOR YOUTH BEHAVIOR CHANGE

MEL CONFERENCE – JULY, 2018

What Do We Mean By Behavior Change?

Modification of any given behaviour



Through varying activities or tasks



Different levels (individual/global society)







- Assess what users want
- Explain what is happening
- Match interventions to desires and needs
- Engage digital tools for fun information-seeking strategies
- Experiment, generate feedback, observe behavior change and amend

Small Groups are Incubators of Social Change and Collective Identify

Understanding of digital needs

- Experience sharing
- Online circle of friends
- Users empowered
- E-communities exchange information and rely on recommendations of comments within that community

Collective Identity

- Self presentation, self control, silent voices
- Safe space dialogues forin-group collective identity
- Norms and beliefs are developed and promoted (social/gender)
- Activism beyond the group is nurtured
- Forums for peer-to-peer education

Inclusive community engagement and identity exploration

- E-roles negotiated and reflected in offline roles
- Link between online and offline activities and actions
- E-word of mouth and leadership roles

Sustainability of Digital Interventions

- Educate youth how to create and curate content
- Continue to negotiate what youth understand
- Encourage learning and creation of social connections (on and offline)
- Digital/ offline interventions
- Maintain digital literacy
- Assess impact (beyond four months)

Good Practices-Youth Community Leaders Network - MercyCorps



Good Practices on Digital Interventions - RISE



Good Practices - Girl Effect



Good Practices - She Should Run



She Should Run Campaign http://www.sheshouldrun.org/

Thank You!

