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Annual activities report 2025



Teo Georgiev for Fine Acts

Cooperate to learn,
learn to participate,
participate to transform.



BACKSLASH.

OUR MISSION AND AREAS OF WORK

BACKSLASH is an organisation based in Valencia, Spain, which has been working since 2014 to empower young people and promote social inclusion. Our work is based on education, the defence of human rights and the strengthening of democratic values, with the aim of generating a positive and lasting impact on the young people and communities we work with.

Through educational projects and non-formal learning processes, BACKSLASH offers young people opportunities to develop key skills and actively participate in society. Our work is supported by international cooperation and the creation of alliances with European networks, public administrations and third sector organisations, promoting intercultural learning and the exchange of experiences between different contexts and territories.

BACKSLASH's mission is to promote sustainable development and the empowerment of young people through education, training and the promotion of human rights. We are committed to fostering social inclusion, youth participation and strengthening international cooperation as tools to contribute to a more just, inclusive and sustainable society.

In 2025, our work was structured around a series of thematic areas that reflect current social challenges and the needs identified in our work with young people.



Digital transformation



Sustainability and climate action



Emotional wellbeing



Inclusion and social rights



Employability and community development



Digital transformation

During 2025, BACKSLASH's work on digital transformation focused on the critical, responsible and humane use of technology in working with young people. Through projects such as **AI4Youth, Re(in)novating Digital Youth Work and E-volunteering**, we approached digitalisation not as an end in itself, but as a process that must be aligned with human rights, youth participation and the quality of socio-educational work.

Our approach emphasised artificial intelligence, youth work in online environments and digital volunteering, offering methodologies, training curricula, learning platforms and spaces for reflection that support young people and youth associations in adapting to technological changes without losing the human and relational dimension of youth work.



Mental and emotional wellbeing

During 2025, BACKSLASH reinforced its work on the mental and emotional wellbeing of young people, approaching this area from a preventive, educational and non-medicalised perspective. Through projects such as **DIGI-MENTAL, ConnectED and GamerCon**, we worked on emotional wellbeing, learning

to learn and the creation of safe environments as fundamental pillars of youth development.

Our approach combined research, co-creation with young people and professionals, participatory methodologies and the innovative use of tools such as virtual reality and digital meeting spaces. The work carried out enabled us to open up necessary conversations about mental health, reduce stigma and offer young people and youth associations practical resources to support emotional wellbeing in diverse educational and community contexts.



Sustainability and climate action

In the field of sustainability and climate action, BACKSLASH worked throughout 2025 to promote informed, critical and committed youth participation in current environmental challenges. Through the **Empowering Youth for True Climate Action (EYTCA) and European Future – Green and Sustainable (EFGS)** projects, we focused our work on combating greenwashing, green entrepreneurship and environmental education through non-formal education.

The work carried out combined digital tools, specialised training and participatory processes, including the creation of educational resources, awareness campaigns and training spaces for youth professionals and young people. Particularly significant was the start of work with Overseas Countries and Territories, with the project in Greenland as a starting point for addressing sustainability from diverse contexts and realities that are under-represented in European youth projects.

Inclusion and social rights

Inclusion and the defence of social rights were a cross-cutting theme in BACKSLASH's work in 2025. Through projects such as **Beyond Borders and Before They Hate (B4H8)**, we addressed interculturality, diversity and the prevention of hate speech through non-formal education and international cooperation.

Our work focused on both young people and institutions, supporting universities, youth associations and youth professionals in the development of inclusive policies, intercultural skills and educational tools to promote more open, diverse and respectful communities. The closure of B4H8 reinforced our conviction that critical thinking and human rights education are essential for strengthening social cohesion and democracies.

Employability and community development

In 2025, BACKSLASH continued to strengthen its work on employability and community development, focusing on skills development, social innovation and the active participation of young people in their communities. Through projects such as **e-Learning Architects (ARCHILAB), MOBIUS and Future Me**, we worked with young people and professionals to improve their skills in areas such as digital learning, social innovation and key skills for the future.

The work carried out combined training curricula, learning platforms, mentoring and co-creation processes, with a special focus on the inclusion of vulnerable young people. These initiatives helped to strengthen youth employability and position young people as active agents of social and community change.

Through these lines of work, BACKSLASH developed projects that connect the local with the European, with young people at the centre of the processes of learning, participation and social transformation.

REFLECTING ON THE PAST AND PRESENT, PLANNING FOR THE FUTURE



Looking at the year 2025 in perspective allows us to go beyond simply recounting activities and to highlight the impact of our work and what we have learned as an organisation.

Our work throughout the year resulted in continuous training processes, real spaces for participation and sustained collaborations in diverse contexts. We accompanied young people, youth professionals and organisations through shared learning, educational tools and digital resources designed to be used and adapted in different territories. The impact of this work is reflected both in the depth of the partnerships built and in the ability to reach broad communities, open dialogues with decision-makers and contribute to concrete changes in the way we work with young people. Beyond the visible results, this impact is sustained by relationships of trust, transnational cooperation and a constant commitment to quality, participation and collective learning.

In institutional terms, it has been a year of consolidation, openness and adjustment of focus. Consolidation, because we have

reinforced already mature lines of work. Openness, because we have expanded areas, territories and spaces for dialogue. Adjustment, because not everything progressed at the same pace, forcing us to be more selective, prioritise better and reinforce the sustainability of our processes.

A first lesson has to do with scope and contexts. In 2025, we took clear steps towards a more global dimension. BACKSLASH's participation as a delegation in the second United Nations World Summit on Social Development, held in Qatar, was a turning point. It allowed us to take part in spaces for dialogue and decision-making on a global scale, and to place our work with young people and non-formal education within international debates on well-being, social cohesion and development. This experience reinforces our conviction that local and European work can and must engage in dialogue with global decision-making frameworks.

At the same time, the start of work with Overseas Countries and Territories, with Greenland as the starting point, opened up a specific strategic line. Supporting these territories to strengthen their connection with Europe allows us to contribute to reducing participation gaps and, at the same time, to test our learning in very different institutional, cultural and geographical contexts. This dual movement, towards the global and towards under-represented territories, confirms a central idea: impact does not depend on replicating models, but on adapting methodologies, listening to local actors and designing tools that work in real and diverse conditions.

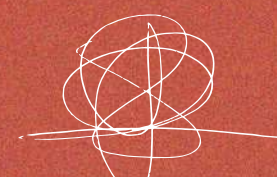
A second lesson relates to how we work. The year confirmed the importance of working from

a logic of quality, learning and evaluation, supported by solid, coherent and well-articulated implementation. Active participation in networks, training other entities from an expert perspective, and developing transferable resources reinforce BACKSLASH's role as a methodological reference and as a bridge between youth, educational practice, and public policy frameworks. At the same time, we identified the need to improve the sequencing of activities, the focus on the actual adoption of results, and the capacity for accompaniment as key criteria for strengthening our impact.

Projecting the future also means naming the challenges that are already redefining youth work, connecting us with what we have learned in 2025. Based on our experiences in human rights and inclusion, and especially after the closure of Before They Hate, we note the growing weight of social polarisation, misinformation, and hate speech in youth coexistence and participation. At the same time, through projects focused on well-being and digital environments such as Connected, DIGI-MENTAL and GamerCon, we observe how the information and digital environment directly influences emotional well-being, perceptions of the future and identity construction.

Based on this journey, we have identified three closely connected areas that will guide our action. First, the educational response to social polarisation and the erosion of democratic values, approached from the perspectives of human rights and participation. Second, the reinforcement of media literacy and critical thinking, through practical and tested methodologies that help young people and professionals to identify, question and counteract disinformation, propaganda and manipulative narratives. Third, the care of emotional well-being, understanding that constant exposure to hostile or polarised digital environments has real effects on mental health, relationships and sense of belonging.

In 2026 and beyond, we want to consolidate this integrated approach. We want to connect rights, digital environments and emotional well-being as a cross-cutting theme in our work, delving deeper into digital transformation, sustainability and inclusion, but always from a critical and applied perspective. The future will be built on what we have learned and on partnerships that enable resources and methodologies to be transformed into real adoption by youth organisations, educational centres and institutions.



Gilberto Martínez
Director of BACKSLASH



2025 IN PERSPECTIVE: MILESTONES THAT MARKED OUR JOURNEY

2025 was a year of consolidation, learning and openness for BACKSLASH. The milestones listed below reflect key moments that marked our journey, broadened our scope of action and strengthened the way we work with young people, youth associations, institutions and networks at different levels.



From Europe to the global arena

BACKSLASH took concrete steps to expand its work beyond Europe, opening up spaces for collaboration and dialogue at the European and global levels .

- We participated in the second United Nations Global Summit on Social Development, extending our work beyond the European framework.
- We began working with Overseas Countries and Territories (OCTs), with the study visit and project in Greenland as the first project of its kind for the association.
- We held strategic meetings with the EU Office in Nuuk, Youth UN and representatives of the European Commission linked to the OCTs.
- We will meet with representatives from seven OCTs to build a shared vision for cooperation in the field of youth.

Networks, alliances and strategic positioning

ACKSLASH strengthened its networking, expanding alliances and actively participating in key spaces for dialogue, learning and cooperation at European and international level .

- We joined new regional and global networks and platforms such as SexSense, Volunteurope and CIVICUS.
- We actively participated in CONNECT International assemblies, strengthening our networking efforts.
- We provided training for CONNECT International members on project formulation from the perspective of expert evaluators.
- We were present at the European Vocational Education and Training (VET) Forum for digital education, organised by the European Vocational Training Association (EVTA).
- Throughout the year, we maintained contact and dialogue with more than 220 new organisations.



New ways of being and participating

BACKSLASH explored new areas of work and took on different roles, expanding its way of participating in educational projects and processes.

- We launched our first project in the field of higher education.
- We developed an academic collaboration with the University of Krems, based on a global and interdisciplinary approach.
- The learning derived from the preparation and presentation of projects, including those that were not approved, strengthened our internal processes and capabilities.
- We hosted a participant from the Erasmus for Young Entrepreneurs programme and established contact with associations of young entrepreneurs.

Quality, learning and experience

BACKSLASH continued to strengthen its knowledge and focus on quality by participating in training and reflection sessions on youth work and European policies.

- We participated in the Council of Europe's "Open your AIs" study sessions on the responsible use of artificial intelligence tools by youth associations.
- We are part of CONNECT International's Pool of Trainers and Experts.
- We contribute our experience in European programmes to support other entities and strengthen the quality, evaluation and learning of projects.



Territorial work and public advocacy

BACKSLASH consolidated its presence in the territory, strengthening collaborations with administrations, educational centres and other actors, and advancing advocacy actions.

- We collaborated with local and supra-municipal public administrations, including the town councils of Quart de Poblet, Massanassa and Alzira, the Provincial Council of Valencia and various associations of municipalities.
- We sponsored the local Valencian pilota team, promoting the participation and visibility of the women's club and accompanying it in its first steps towards European projects.
- We worked together with the Valencian Community Volunteer Platform.
- We collaborated with five educational centres and multiple third sector entities.
- We were present in the media to raise awareness of the work carried out.
- We carried out political advocacy actions that culminated in the presentation of a Non-Law Proposal in the Valencian Parliament on youth mental health and innovative methodologies, within the framework of the DIGI-MENTAL and Re(in)novating projects.

IMPACTFUL PROJECTS: FROM IDEA TO ACTION

The projects presented below reflect how ideas are transformed into concrete actions through work with young people, youth associations and collaborating organisations. **Each initiative, funded by the European Commission under the Erasmus+ programme, started from an identified need and was developed through educational, participatory and cooperative processes, with the aim of generating real and sustainable impact in the contexts with which we interact.**



Digital Transformation



AI4Youth: Preparing Youth Workers for the Future of Education and Employment

Duration: 01/09/2023 – 31/08/2025

"With AI4Youth, BACKSLASH reinforced its work as a youth association in the critical use of artificial intelligence from a rights-based approach."



During 2025, we navigated the final phase of the AI4Youth project, implemented together with partner organisations from Serbia and Belgium. This project aimed to provide young people and youth workers with tools to understand, question and use artificial intelligence critically and responsibly, from a human rights-based approach. Throughout the year, we published two methodologies in e-learning format, which include activities, dynamics and theoretical and practical resources for working with AI in education and employment contexts. We organised national tests in which 45 youth professionals and educators were able to learn about the methodologies first-hand and explore how to apply them in their work with young people.

At the same time, we transformed the methodological work into policy advocacy proposals. To this end, we organised an online conference with youth professionals from different countries, whose contributions served as the basis for developing policy recommendations tailored to their contexts. These recommendations were subsequently presented at a second online meeting aimed at youth organisations and public policy makers and disseminated through a series of explanatory videos designed to facilitate their use in youth organisations and decision-making spaces.

In August, we concluded the project by disseminating its results to more than 80 professionals through final national events. BACKSLASH presented the results to the local educational community at a conference at IES Jordi de Sant Jordi, aimed at teachers and students of sociocultural animation in training as youth professionals, where a debate was opened on the impact of AI on education and its integration into the classroom and youth participation initiatives.

AI4Youth has enabled us to strengthen international alliances and position the work of youth workers as a key player in building a more just, inclusive and people-centred digital future.



Re(in)novating Digital Youth Work

Duration: 01/01/2024 – 31/12/2026

"Re(in)novating is enabling BACKSLASH to deepen its work with young people in digital environments from a pedagogical and human perspective."

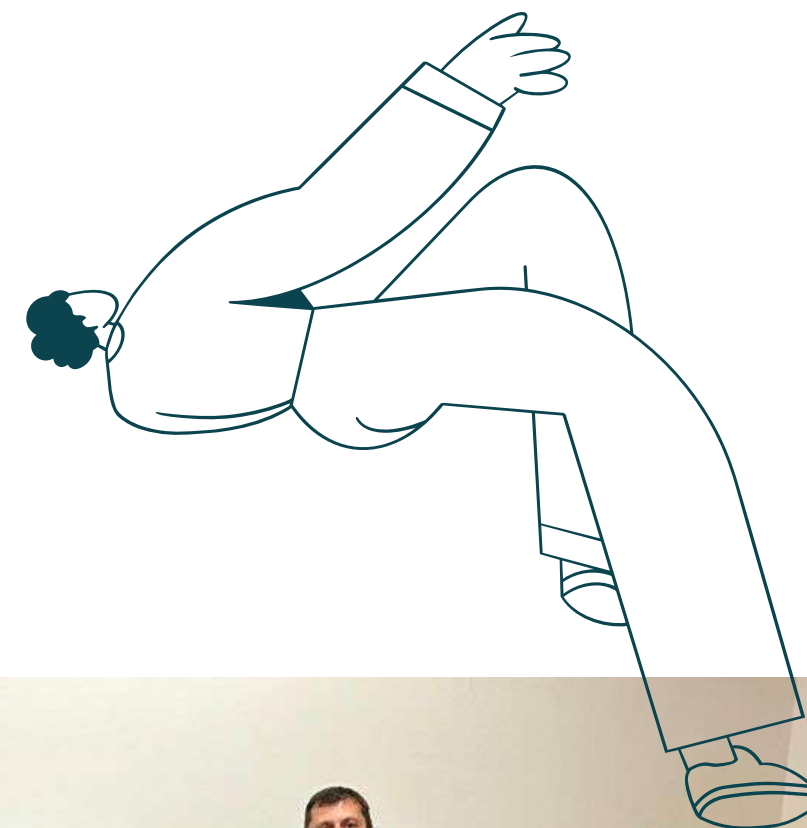
During 2025, we will continue to advance the Re(in)novating Digital Youth Work project, which focuses on strengthening youth work in online environments and supporting youth organisations in their transition to the digital environment. This initiative has been implemented since 2024 with partner organisations from Belgium, Slovenia, Serbia, Greece and France.

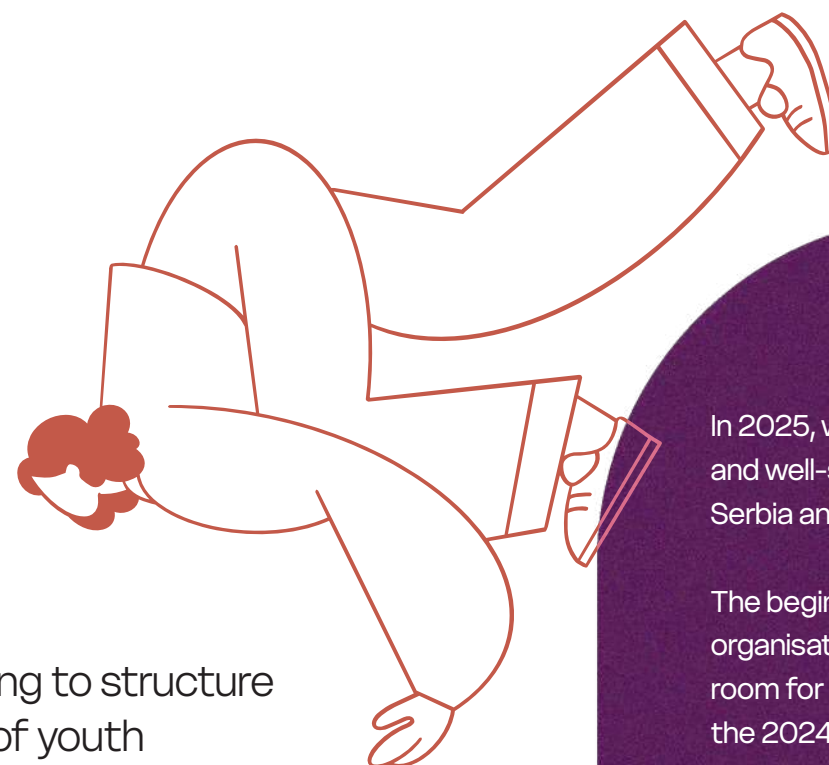
The aim of the project is to provide tools, frameworks and training processes that help young people and youth workers to harness the potential of digital tools without losing the human dimension of socio-educational work. We are talking about youth work adapted to the digital world, not simply the digitisation of certain processes or tools.

At the beginning of the year, we published the results of the project's initial research, which analyses the state of online youth work, the training needs identified and the challenges faced by organisations and youth workers when transferring their activities to the digital environment. These results formed the basis for the creation of the Re(in)novating curriculum on online youth work, a training programme that combines theoretical content, practical activities and specific examples for designing, implementing and evaluating youth work processes in digital environments.

At the same time, we developed training for trainers and youth professionals interested in learning more about working with young people online, which enabled us to accompany processes of change in organisations and test the project materials. In addition, we published the Re(in)novating e-learning modules, extending the scope of the project beyond face-to-face spaces. The year culminated with the "Amplify, don't quantify" symposium on working with young people online, held in Strasbourg, where we shared the results of the project and engaged in dialogue with professionals and people involved in decision-making processes at local, regional and national levels. This dialogue was the first step in the development of policy recommendations, which will bring together the reflections and needs identified and will be published next year.

Re(in)novating is helping to build a more robust, critical and inclusive ecosystem for working with young people online, in which technology is used to promote young people's rights and meaningful participation.





E-VOLUNTEERING: Building online volunteering ecosystem

Duration: 01/02/2023 – 31/01/2026

"With E-volunteering, BACKSLASH is helping to structure digital volunteering as a recognised form of youth participation."



In 2025, we continue to promote the E-volunteering project with the aim of consolidating an accessible and well-structured model of digital volunteering in Europe with partner organisations in Belgium, Slovenia, Serbia and France.

The beginning of the year focused on developing materials to bring digital volunteering closer to organisations and young people, through the creation of a web platform with interactive CVs and a 3D room for their management. At the same time, a training pool was created, made up of participants from the 2024 international training courses, with the aim of giving continuity and sustainability to the project. The work had an impact at both European and national level, with testing sessions organised in each partner country, one aimed at youth organisations and professionals and the other at young people, bringing together more than 200 participants who were introduced to the world of digital volunteering. In addition, each organisation implemented digital volunteering for at least three months to test the good practices and resources developed.

Thanks to this project, the debate on digital volunteering was promoted through initiatives such as a conference in Strasbourg on digital volunteering policies, which brought together institutional representatives and organisations from different European countries. At BACKSLASH, we are proud to have been represented by organisations such as the Plataforma del Voluntariat de la Comunitat Valenciana and the Consell Valencià de la Joventut, which contributed their institutional perspective and accumulated experience in defending volunteering and youth rights. As a result of this process, policy recommendations were drawn up for the recognition and regulation of digital volunteering at European level, taking into account the diversity of contexts.

The final stage of the project focused on strengthening its institutional impact, bringing the results to key actors at national and European level through a hybrid international conference in Brussels aimed at policy makers, European organisations and networks, with the participation of representatives from the European Parliament, the European Volunteer Centre, the European Students' Union and the Network of European Voluntary Service Organisations, among others. In addition, BACKSLASH held meetings with key actors in the field of volunteering and youth policy, such as Volonteurope and the Spanish Youth Council, and developed a social media campaign to bring the project to a younger audience, with the support of influencers.

With the project set to conclude in 2026, E-volunteering leaves a solid foundation for the future of digital volunteering in Europe, with tools, recommendations and partnerships created that demonstrate its potential as a space for inclusion and participation.



Sustainability And Climate Action



Empowering Youth for True Climate Action (EYTCA)

Duration: 01/03/2025 – 28/02/2026

"EYTCA marks an important step for BACKSLASH as it begins sustained work with Overseas Countries and Territories (OCTs) on climate action."

In 2025, we launched the Empowering Youth for True Climate Action (EYTCA) project, in collaboration with partner organisations in Greenland and Croatia, with the aim of training young people and youth professionals in the fight against greenwashing through digital tools and specialised training. The project marks a milestone for BACKSLASH as it is its first project with OCT and the first European youth project coordinated by an organisation in Greenland.

This year, we highlight the study visit to Greenland in July. This visit allowed us to meet with the European Commission Delegation in Greenland, CSR Greenland, the Marine Resources Research Centre and sustainability experts, to learn first-hand about the reality of sustainability and youth in the country, and to set objectives and plan future actions. With the aim of bringing the conversation on sustainability to youth professionals and young people, we have developed the Green Benchmark Tool, a digital calculator that allows youth organisations to measure their sustainability and detect greenwashing practices. At the same time, we created a Story Hub, a digital space that compiles 30 educational stories with good practices on sustainability and climate action in Spain, Croatia and Greenland.

In November, we held a training session in Nova Gradiška for youth professionals from Spain, Greenland and Croatia, who were trained in climate action methodologies and the use of digital tools to become multipliers in their communities. To close the year, we launched a transnational social media campaign with the aim of raising awareness among young people about the impact of greenwashing and encouraging critical and responsible participation in the discourse on sustainability.



European Future – Green and Sustainable (EFGS)

Duration: 01/05/2023 – 30/04/2025

"EFGS consolidated BACKSLASH's experience in sustainability and green entrepreneurship through non- formal education."



In 2025, we completed the European Future – Green and Sustainable (EFGS) project with partner organisations from France, Serbia, North Macedonia, Bulgaria, Poland, Lithuania, and Sweden. With this project, we sought to promote environmental sustainability through education and youth participation, integrating green entrepreneurship and supporting young people and youth professionals in developing sustainable initiatives in their communities.

Throughout the project, we contributed to the development of an online platform with educational resources, the production of 10 podcasts created by young people, the organisation of webinars on sustainability and green entrepreneurship, and the development of a handbook for youth professionals. In addition, we compiled good practices in green entrepreneurship and designed tools for non-formal education.

In 2025, we promoted the visibility of the project through dissemination events aimed at young people and youth professionals, combining online and face-to-face formats to broaden its reach in different European contexts. EFGS concluded in April 2025, consolidating an international collaboration network and reinforcing young people's commitment to sustainability from an inclusive perspective.



Emotional Well-Being



DIGI-MENTAL

Duration: 01/2025 – 12/2027

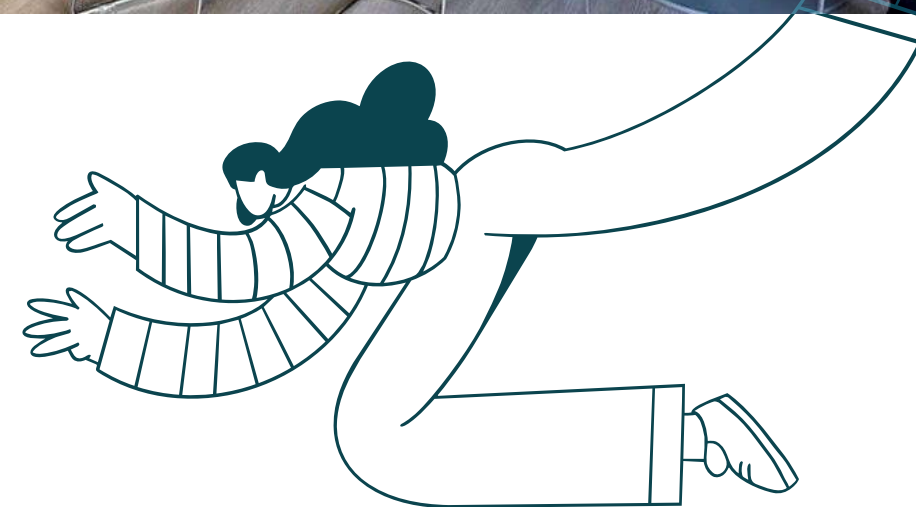
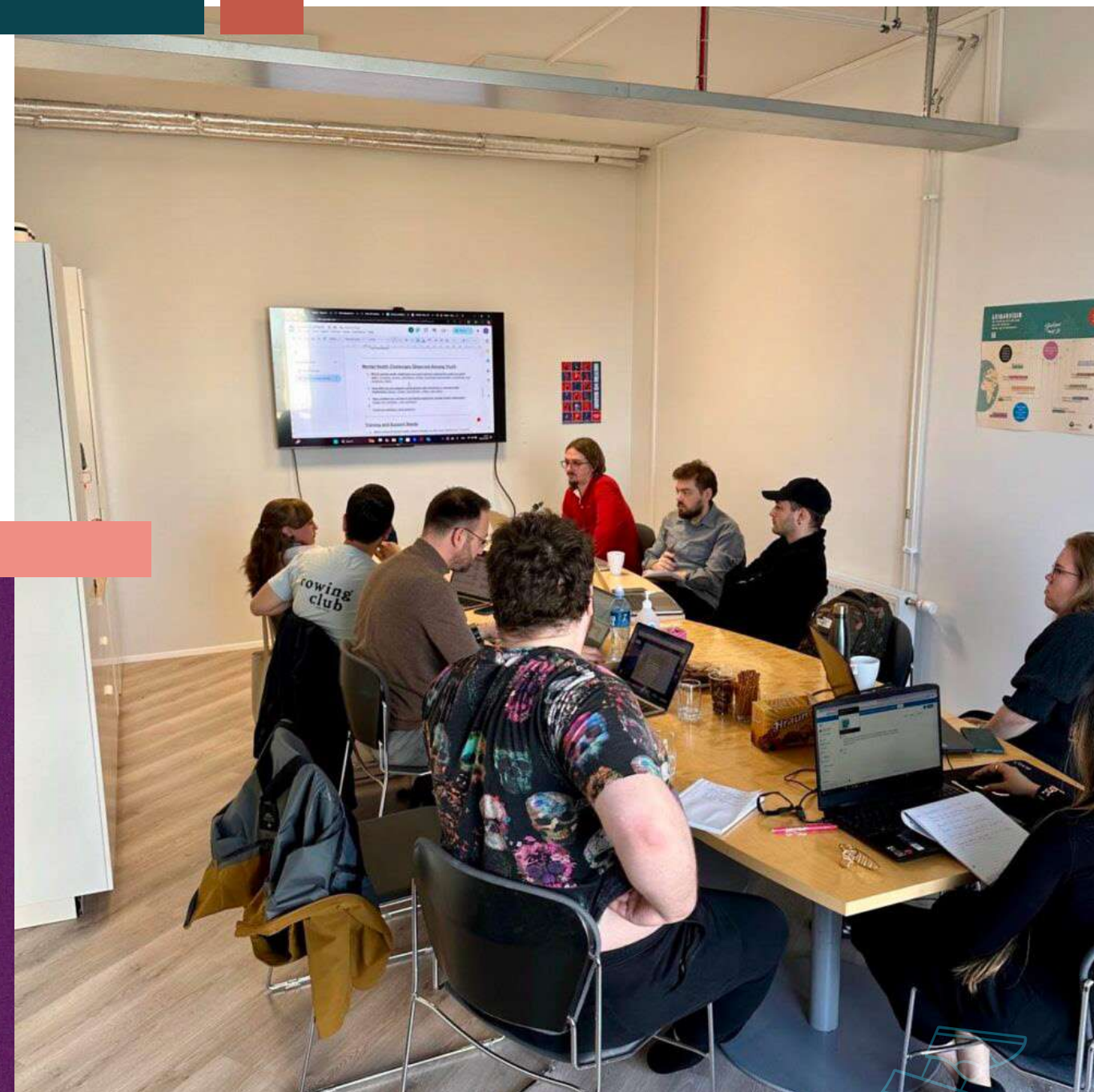
"With DIGI-MENTAL, BACKSLASH is developing an innovative line of work in the use of immersive technologies for youth wellbeing."

2025 marked the launch of DIGI-MENTAL, a project being implemented in partnership with organisations in Iceland, Italy and Belgium to create inclusive virtual reality (VR) tools that support the mental wellbeing of young people. The project will develop an innovative, free and accessible tool for youth professionals and people who work with young people.

With the aim of gathering information on the current mental health situation and analysing the perceptions, barriers and needs of both young people and those who work with them, we conducted consultations in all the countries involved in the project, with the participation of more than 200 people. These consultations, together with a European survey, enabled us to present the project, reflect on the situations that the VR experience should address and guide the development of the tool so that it is accessible, useful and aligned with the challenges of working with young people.

One of the most important milestones of the year were the four hackathons held in each country, with the participation of 80 young people and experts in youth, mental health and technology. At these events, we presented the progress made on the VR tool, agreed on its functionalities and gathered recommendations for improving its accessibility. This co-creation process has reinforced our conviction that technology can become a transformative educational resource if it is designed based on the voices of young people.

This first year of the project lays a solid foundation for moving forward in 2026 with the final version of the VR tool, the training programme for youth professionals, and the online modules that will facilitate its use in everyday work with young people. All of this reinforces BACKSLASH's commitment to continuing to explore innovative ways to support young people's mental wellbeing.





ConnectED: Bridging Minds, Building Communities

Duration: 01/09/2024 – 31/08/2026

"ConnectED is reinforcing BACKSLASH's focus on youth participation through emotional wellbeing and learning."

During 2025, we will continue to advance the ConnectED: Bridging Minds, Building Communities project, an initiative implemented with partner organisations in Slovenia, Serbia and Belgium focused on emotional wellbeing and life skills for young people. The project aims to provide educational tools for young people and the professionals who work with them, focusing on mental wellbeing, learning to learn and community development through non-formal education.

During the year, we published the documentary research, which compiles good practices, theoretical frameworks and experiences on these three pillars in youth-focused contexts. Based on these contributions, we developed the ConnectED methodology, a pedagogical proposal that combines experiential activities, guided reflection and group work. The methodology was published on the Cities of Learning platform, both for young people and youth professionals, adapting its format so that it can be implemented directly by young people or through youth professionals.

In addition, we participated in and organised two transnational seminars. The first, in Slovenia, focused on the competence of learning to learn. The second, held in Valencia, focused on mental health and tools for addressing emotional well-being and creating safe environments. After each seminar, we tested the methodology with 150 young people from the four countries, comparing it with diverse experiences and realities.

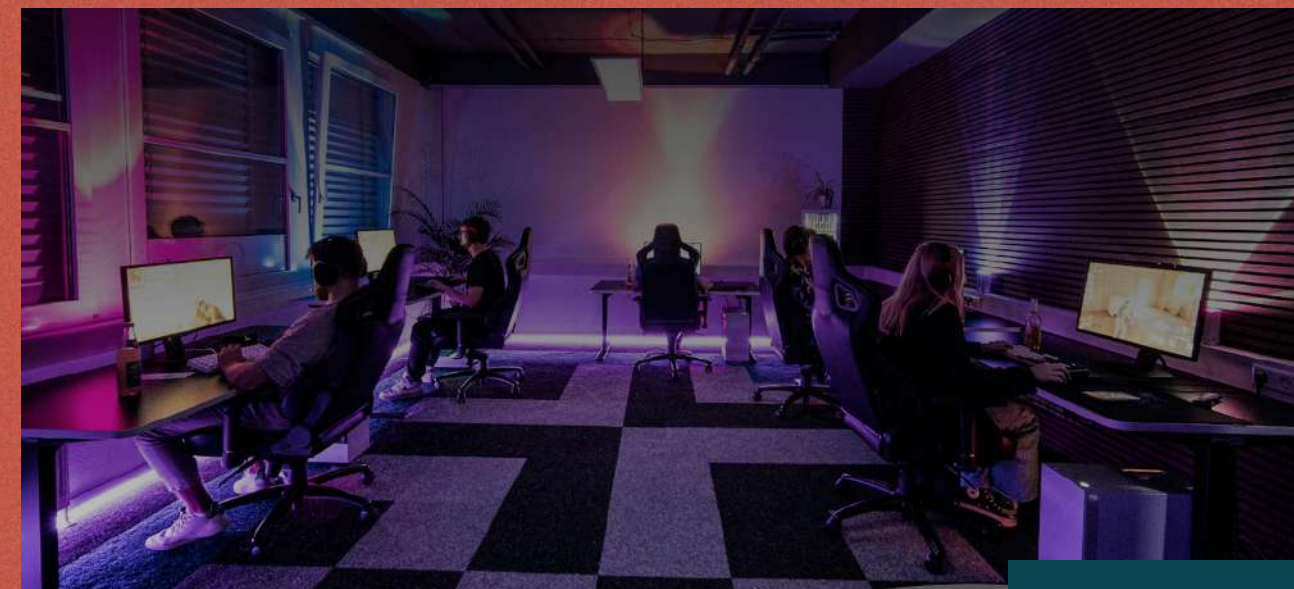
ConnectED is opening up necessary conversations about mental health and learning among young people, placing youth care and participation at the centre and strengthening international alliances to develop educational proposals that are connected to reality and have an impact on communities.



GamerCon: Gaming Social Events to Support the Well-being of Young People in Life Transitions

Duration: 01/01/2025 – 30/06/2026

"GamerCon is enabling BACKSLASH to explore the relationship between video games, mental health and youth participation."



In 2025, we launched the GamerCon project, an initiative that, together with partner organisations in Iceland and Ireland, explores the relationship between video games and mental health from the perspective of young people. The project seeks to understand how young people experience gaming, what needs and risks they identify, and how gaming spaces can become environments of care, social cohesion and well-being.

Throughout the year, we focused on listening to and analysing young people directly, involving them in surveys and participatory processes on video games and mental health. Based on these responses, we compiled and published the results of a research study, which collected data, testimonials and trends on how video games influence mood, social relationships and stress management. This work allowed us to challenge some stereotypes and raise more nuanced questions about the role of gaming in everyday life. We organised Gamer-Con Social Events, online gatherings designed as safe spaces where young people could play, get to know each other and share experiences around video games and emotional wellbeing. These events combined play areas, reflection activities and informal spaces, creating an environment in which talking about mental health felt natural and free of stigma.

GamerCon is helping to redefine video games as a potential tool for wellbeing, provided they are accompanied by information, safe spaces and genuine youth participation. The project encourages BACKSLASH to continue building bridges between digital culture, mental health and youth work, focusing on approaches that recognise both the risks and opportunities of gaming.



Inclusion And Social Rights



Beyond Borders

Duration: 01/09/2025 – 30/11/2027

"Beyond Borders extends BACKSLASH's work on inclusion and interculturality to the field of secondary education."

In 2025, we launched Beyond Borders, a project that seeks to strengthen interculturality, inclusion and diversity in higher education institutions in Poland and Greece. This project is BACKSLASH's first in the Erasmus + HEI (Higher Education Institutions) call for proposals and aims to support universities in the design of inclusive policies, the development of intercultural skills and the creation of more open and representative academic spaces.

The project kicked off with the development of the Beyond Borders Academy, a free online learning platform on inclusion tools and resources, aimed at both universities and social organisations. For BACKSLASH, it is an opportunity to unify inclusion tools and transfer non-formal education techniques and methodologies to higher education institutions.

During October and November, we launched surveys to participating universities and organisations to analyse their starting point in terms of inclusion. The results allow us to understand how interculturality is experienced in each organisation and what needs must be addressed with capacity building actions. In addition to this, we compiled more than 15 good practices in inclusion, both in internal policies and in training or community actions. This mapping is allowing us to build a solid repository that will feed into the next steps of the project, including the definition of customised strategies for each university.

We are entering 2026 with a clear roadmap and a commitment to move towards more inclusive, intercultural universities that are connected to their diversity, while building much-needed bridges between universities and social organisations.



Before They Hate (B4H8)

Duration: 01/09/2022 – 31/01/2025

"With B4H8, BACKSLASH contributed to strengthening critical thinking and human rights education in the face of online hate speech."



In 2025, we concluded the Before They Hate project, with partner organisations from Iceland, Greece and Belgium. This project, which began in 2022, aimed to provide youth professionals with educational tools to detect, prevent and counter hate speech online among young people.

It has been two years of intense work in which we developed the Before They Hate teaching manuals—a collection of activities and methodologies for addressing hate through non-formal education—the interactive digital platform for online work with youth groups, and the implementation of the international workshop in Iceland. During the workshop, a group of 10 young people created the short film *Geltrúi*, which was later broadcast on Icelandic public television and recognised at the Toronto International Short Film Festival.

In 2025, the project entered its closing and dissemination phase, focusing on sharing lessons learned with collaborating entities and on political advocacy actions. During this period, we developed communication actions with youth leaders and activists, as well as the dissemination of materials in the press, social networks, and a final video that summarised the achievements and impact of the project.

At BACKSLASH, we closed the project with the conviction that human rights education and critical thinking are essential tools for building more inclusive and empathetic communities, as well as for strengthening democracies. B4H8 allowed us to strengthen international alliances and contribute, through youth work, a transformative perspective on hate speech in all its forms.



Employability and Community Development



ARCHILAB e-Learning Architects: Designing the Future of the Labor Market

Duration: 01/01/2025 – 28/02/2026

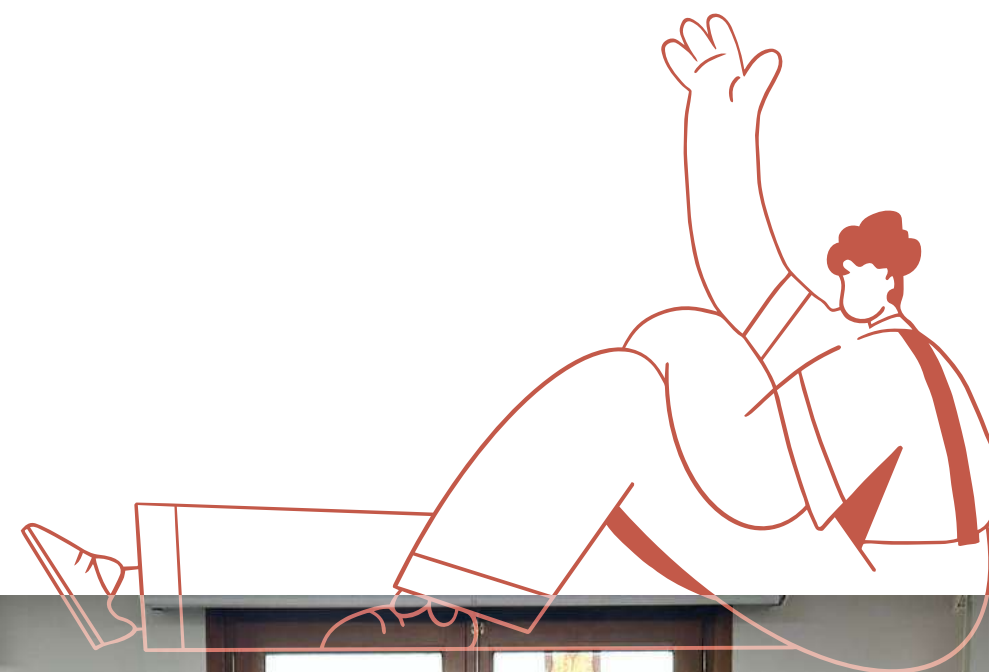
"With ARCHILAB, BACKSLASH is expanding its scope of action to include vocational training and digital employability."

In 2025, we launched eLearning Architects (ARCHILAB), a project implemented with partner organisations in Croatia and Serbia. The project aims to improve the quality of vocational training in the field of digital learning, equipping young people and teachers with the skills to create effective and accessible e-learning programmes. This project is an important step for BACKSLASH, as it is our first project in the field of VET, allowing us to strengthen our contribution to the development of skills that promote the employability and inclusion of young people and adults.

During this year, we developed the eLearning Architects curriculum, with more than 80 hours of training combining guided, practical and independent learning. Based on this material, available in four languages (English, Spanish, Croatian and Serbian), we created a digital self-training platform, which includes interactive educational resources for e-learning design. In order to put the materials created into practice, we conducted transnational training in Belgrade, in which vocational training professionals participated and had the opportunity to test the curriculum and tools developed first-hand.

In October, BACKSLASH participated in the European Forum on Digital Learning in VET, a milestone for the project that allowed us to exchange experiences with professionals and organisations in the field of digital education.

In 2026, each organisation will carry out a week of mentoring with nine unemployed people to train them in e-learning creation and improve their employability. In addition, the dissemination of results will be promoted through local workshops and online conferences. These efforts seek to consolidate the use of the curriculum and platform in vocational training centres and among professionals in the sector, contributing to more up-to-date, inclusive vocational training that is prepared for the future of digital learning in Europe.





MOBIUS – Youth Social Innovation Brokers

Duration: 15/04/2024 – 15/04/2026

"MOBIUS places BACKSLASH in youth social innovation processes linked to skills, training and local action."



In 2025, we are continuing with MOBIUS, a project implemented in collaboration with organisations in Poland, Bulgaria, France and Greece. The project aims to boost youth participation in social innovation, promoting the role of young people as agents of change capable of developing sustainable and inclusive solutions in their communities. In this way, we seek to strengthen youth employability opportunities, paying special attention to young people belonging to minority groups.

At the beginning of the year, we completed the report "MOBIUS Innovative Educational Solutions", which analyses the situation of social innovation at European level and lays the foundations for the training resources developed subsequently. In the following months, we developed several key resources for the project, including the MOBIUS Skills Map, aimed at identifying the skills needed for youth social innovation, and the MOBIUS Tool Catalogue, which brings together practical resources for its application. In addition, we created the MOBIUS learning platform, a digital environment with 10 interactive modules available in seven languages, designed to train young people as agents of social innovation.

The first test of the platform took place in Poland in October. Based on the feedback received, the final version was developed, which will be used to train young people in the other project countries in early 2026. The platform will also enable the creation of a European Social Innovation Network, connecting more than 100 participants and providing a space for exchange and collaboration between agents of change.



Future Me

Duration: 01/03/2025 – 28/02/2027

"Future Me reinforces BACKSLASH's work with youth professionals in the face of social and digital changes."

In 2025, we launched the Future Me project, developed in collaboration with organisations in Germany, Romania and Italy, with the aim of strengthening the key skills of youth professionals to support young people in a context marked by digitalisation and social challenges. The project envisages the creation of a training curriculum and a learning platform aimed at promoting personal, social and professional skills in constantly changing environments and with such important challenges as digitalisation and new social challenges related to disinformation, the threat to democracy and increasing inequalities.

The project kicked off in March and, during the first few months, we developed the first version of the training curriculum. In addition, each organisation held a national focus group with five professionals from different fields related to youth, whose contributions guided the content and helped to reflect the realities they face in their work with young people.

In September, a six-day transnational training course was held for youth professionals, during which the curriculum methodologies were tested and suggestions for improvement were collected. Based on this feedback, the final version of the curriculum was developed in four languages. At the same time, youth professionals implemented local workshops, applying the methodologies in their own contexts and extending the impact of the project at the national level.

Looking ahead to 2026, Future Me will make the leap to a digital and interactive version of the training, making the resources much more accessible. At BACKSLASH, we will continue to focus on training that is aligned with the current and emerging challenges of working with young people.



OUR CONTRIBUTION, IN FIGURES

The data we share below helps to understand, at a glance, the scope and impact of BACKSLASH's work during 2025. Behind each figure are learning processes, meeting spaces and collaborations with young people, youth associations and organisations with whom we work throughout the year.

The numbers do not tell the whole story, but they do help to gauge and celebrate the progress made. In 2025:



604 hours of training and participatory spaces.



We collaborated with **31 organisations**, including youth associations, networks and local and regional authorities, with whom we maintain strong, long-term relationships.



We worked in **20 countries** through our transnational collaborations.



We contributed to the development and dissemination of **102 educational materials and digital tools**.



Our **awareness-raising actions reached 903,063 people** in different areas of work.



We led **113 exchanges with stakeholders and decision-makers**.



We worked with **2,846 participants in training courses and events**.

BEYOND BORDERS

BACKSLASH's work is carried out in dialogue with diverse contexts and different realities.

Over the years, and especially during 2025, our actions, projects and collaborations have crossed borders, connecting young people and youth associations from different countries and territories. This geographical dimension reflects not only where we work, but also how we understand cooperation, shared learning and the impact of working with youth .

- Southern Europe**
 - Spain
 - Greece
 - Italy
- Western Europe**
 - Belgium
 - France
 - Ireland
 - United Kingdom
 - Germany
- Northern Europe**
 - Denmark
 - Sweden
 - Iceland
- Central Europe**
 - Poland
 - Lithuania

- The Balkans**
 - Croatia
 - Slovenia
 - Serbia
 - North Macedonia
 - Romania
 - Bulgaria

- Overseas Countries and Territories (OCT)**
 - Greenland



We close this year with the certainty that the impact of our work is not measured solely in terms of activities carried out, but also in terms of shared learning, relationships built and the ability to generate sustainable processes together with young people and the organisations we collaborate with. The challenges ahead invite us to continue working with rigour, critical thinking and cooperation, reinforcing our commitment to quality non-formal education, real youth participation and an approach that combines the local, European and global with meaning and responsibility.



