

AIQIU Project Vocabulary List



A. Youth Work & Inclusion

Word	Definition
Youth Worker	A professional or volunteer who supports young people's personal, social, and educational development.
Fewer Opportunities	Young people who face obstacles such as economic, social, cultural, geographical, or health-related barriers.
Social Inclusion	The process of improving participation of disadvantaged individuals in society, ensuring equal opportunities.
Non-formal Education (NFE)	Learning that takes place outside formal school systems, often activity-based, flexible, and learner-centered.
YouthPass	A European recognition tool validating skills and learning outcomes gained through Erasmus+ projects.
Intercultural Learning	Exchange of ideas and experiences between people from different cultural backgrounds to promote understanding.
Peer Learning	A method where participants learn from each other by sharing experiences and knowledge.
Mentoring	Guidance and support given to a less experienced person by someone more experienced.
Empowerment	Enabling young people to gain control, make decisions, and shape their own futures.
Multiplier Event	A dissemination activity designed to share project results with a wider audience.

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B. Digital Skills, AI & VR

Word	Definition
Artificial Intelligence (AI)	Computer systems designed to perform tasks that normally require human intelligence (e.g., problem-solving, learning, language processing).
Machine Learning (ML)	A type of AI where systems improve automatically through experience and data analysis.
Virtual Reality (VR)	A simulated digital environment experienced through headsets or devices, creating immersion.
Gamification	Applying game-like elements (points, rewards, challenges) to non-game contexts, such as education.
Augmented Reality (AR)	Overlaying digital content on the real world through devices like smartphones or AR glasses.
Digital Toolkit	A set of online resources, apps, or guides supporting youth workers in applying digital methods.
Interactive Learning	Teaching method that uses technology and activities to actively involve learners.
Digital Storytelling	Using multimedia tools (video, audio, graphics) to tell stories and share experiences.
Blended Learning	A mix of online digital media with traditional face-to-face methods.
Data Protection (GDPR)	EU regulation on managing and safeguarding personal data in projects.

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C. Practical Tools (used in AIQIU project & follow-up activities)

Word	Definition
Canva	Online design tool for presentations, posters, and social media content.
Educaplay	Platform for creating interactive educational activities (quizzes, crosswords, tests).
WordArt	Tool for generating word clouds or creative vocabulary visuals.
Google Meet / Zoom	Virtual meeting platforms for online collaboration.
Padlet	Digital board for brainstorming and sharing ideas.
Kahoot!	Interactive quiz tool to gamify learning.
MentiMeter	Online tool for live polls, word clouds, and Q&A sessions.
VR Headset (e.g., Oculus Quest)	Hardware device to access virtual reality environments.
ChatGPT / AI Assistants	AI-powered tools for text generation, brainstorming, or content support.
TikTok / Instagram Reels	Platforms used for dissemination of short-form video content.