Name of activity	CO-MIX
Description of good practice	The project supports and contributes to inclusion and diversity in all fields of education, training, youth, and sport, specifically because of the proven notion that comics are a unifying art language and a meaningful connection and empathy-builder between different realities. The project also aims to promote quality, innovation, and recognition of youth work through the adapting and implementation of the comic-creation methodology. The main focus is to equip young people with a tool through which they can express themselves safely and freely.
Target group involved	This Tool is for youth workers and educators working with youth in order to gain knowledge and skills in how to use comics as a tool in youth work.
The context in which it was tested	According to many studies on the topic, the creation of comics in youth work has proven to be a highly effective approach to the main target group - young people. Making comics requires a combination of soft and hard skills. For example, creating a comic with a story requires the 'author' to organise their thoughts, choose which components to use, consult other experts in the field, and provide guidance themselves. The graphic aspects of the platform can also be motivating for young people, and thus push them to further improve their own digital art skills. The vivid themes, as well as the opportunity to freely design their own images, will help young people with learning difficulties to overcome differences and remove barriers to communication.
How it was carried out (and methodological approaches used)	The CO-MIX Methodology will provide youth workers a guiding text and materials that are easy and quick to absorb. The document is structured into 6 chapters each crucial for a theoretical and practical understanding and incorporation of comics into youth work. After an important fundamental introduction into comics from a theoretical point of view on what are comics and how they can be a useful tool for youth work you will continue to chapter 2: Guidelines on inclusivity and interesting links with examples of inclusive comics addressing social issues. The third chapter will include concrete guidelines for using comics in youth work as well as not to miss "The Rules": Do's and don'ts in comic creation. We also would like to direct your attention to our website https://comixproject.eu/#/en where you can up into practice the chapter 4 CO-MIX platform and CO-MIX Creation Tool where you can use the creation tool to create your own comics. Moreover, if as a youth worker you wish to use comics as a tool to address a specific topic some helpful guidelines on how to interpret the comic might be of use, so please for those refer to chapter 5. For the final chapter of this manual you can read about some suggestions on how to initiate discussions in the session after young people have created their comics.

Links to videos or toolkits related to good practice	https://www.salto-youth.net/downloads/toolbox_tool_download-file-3229/Methodology%20for%20inclusive%20youth%20work%20through%20comics.pdf https://comixproject.eu/#/en
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