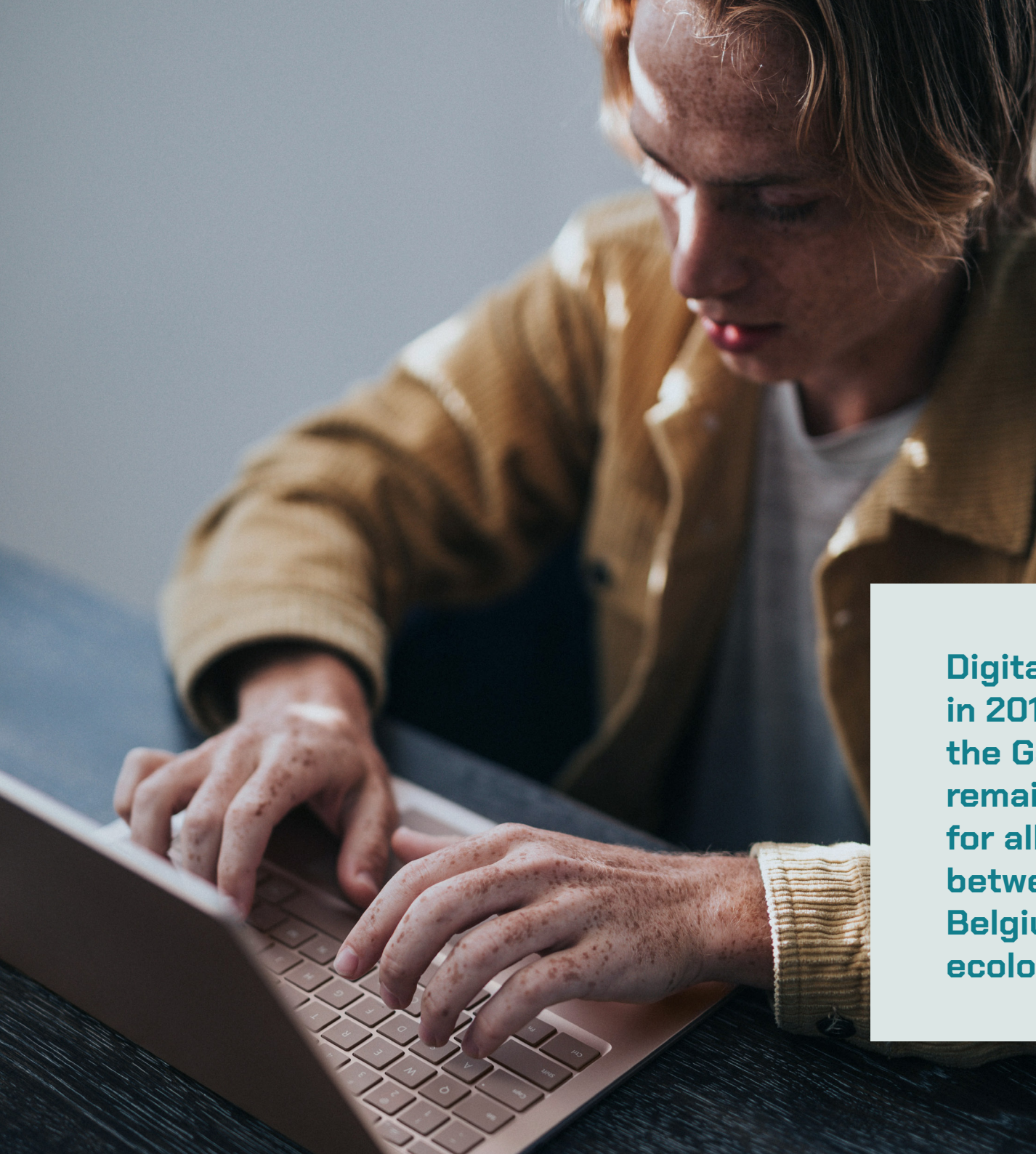




Impact report 2023

Digital 
for Youth



Digital for Youth was established in 2019 by DNS Belgium and Close the Gap. Our objective is and remains to close the digital divide for all children and young people between the ages of 6 and 25 in Belgium, with special attention for ecological sustainability.

Our co-founders can look back with pride today: over the past five years we've given away more than 23,300 laptops to hundreds of Belgian schools and 347 youth organisations. Every day these laptops help children and young people to boost their digital skills.

As an organisation, we are committed to sustainability in everything we do. Our mission to empower the stars of the future starts today through sustainable actions. We're proud that we not only provide digital opportunities to young people, but also achieve a positive ecological impact. We embrace the circular economy through the reuse of thousands of discarded IT devices.

Together with New Eyes on Impact we measure our impact annually. The last figures speak for themselves: on average we reach **6.8 young people** with one laptop donation, almost half (46%) of which are girls. Last year we empowered more than **13,000 young people**, mainly through participating in education and improving their digital skills.

But our work is not done. We dream of giving every young person access to a laptop and the technology they need. Both in our digital society and our labour market. We continue to focus on achieving our mission and empowering even more young people.

Our founders and team want to thank all donors, youth organisations and partners who helped to maximise our social and ecological impact. Together we really make a difference.

Meet our new team



2023 was the year of far-reaching professionalisation. We managed to achieve our agreed operational goals with three new employees on board. In this way we're providing the necessary basic IT tools for tomorrow's digital entrepreneurs today.

– Philip Du Bois, Chairman of the Board of Directors.



Our approach

Companies donate their IT hardware to us and we take it from there! We refurbish the equipment and give it a second life. Our partner, [Circular IT group Belgium \(CTG Circular\)](#), ensures that all data is securely deleted. Laptops are distributed – together with the [King Baudouin foundation](#) – to youth organisations.



Equal digital development opportunities for all children and young people.

We dream of all young people between the ages of 6 and 25 to have access to a laptop. We strive for all young people to take full advantage of the challenges and opportunities of a highly digitised world. And that they can find their way in it.



Care for our planet and structural collaborations.

We reuse discarded laptops and IT assets. We pursue a circular economy with renowned partners. This is how we maximise our ecological and social impact.



Data security and transparency relating to hardware donations and financial means.

We aim to give our donors peace of mind by ensuring optimal data security. Our partners are ISO 27001, ISO 9001, WEEELABEX and B Corp certified. Hardware and financial donations are essential for our operations. We ensure transparency and value open communication. We publish our annual accounts through the National Bank of Belgium every year.

2023 in figures



14.319 IT assets collected,
5.679 of which were laptops



2.045 laptops distributed



96 youth organisations
received support in
63 different municipalities



The digital skills of **13.292**
children and young people were empowered

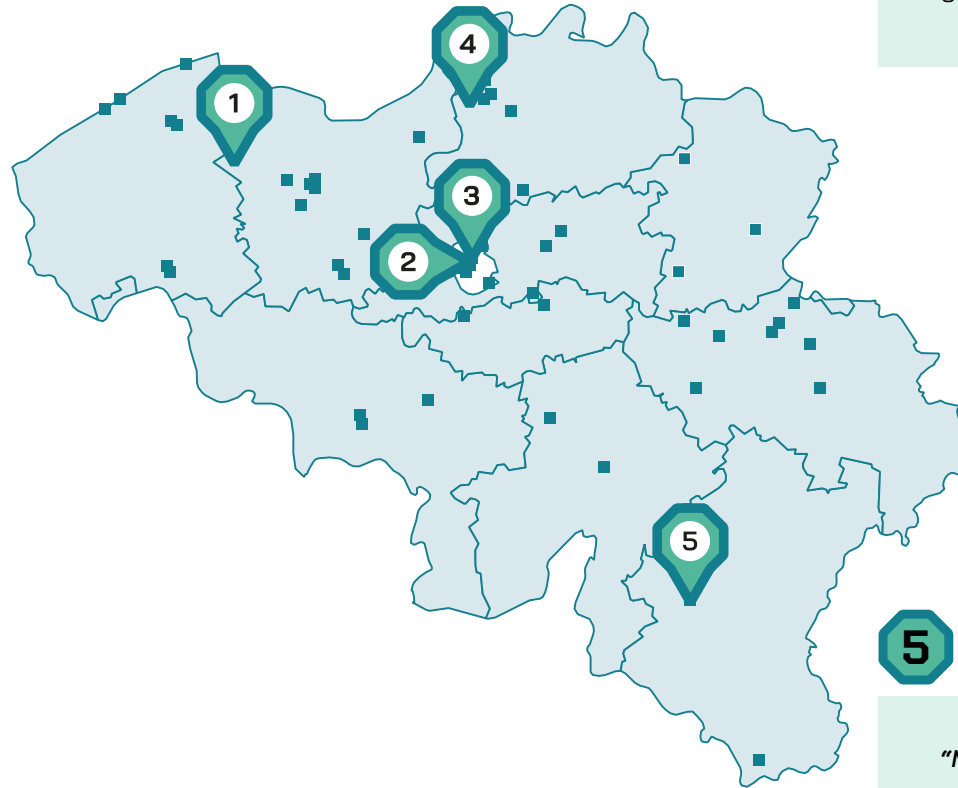
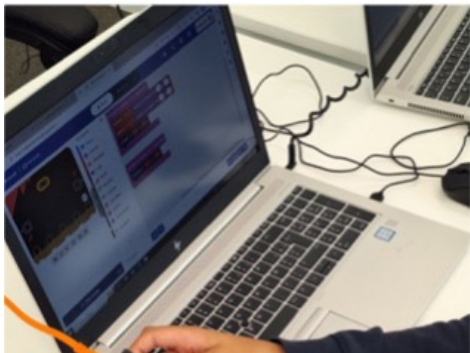
2,045 laptops distributed

We received **5,679** laptops last year and were able to refurbish **2,045** to like-new condition and distribute them to **96** different youth organisations, located in **63** different municipalities spread all over Belgium. All these youth organisations have their own unique mission but have one thing in common: to encourage digital inclusion.

1 Uilenspel vzw



2 ILPlatform



3 Gaming Corporation Belgium

“Our goal? Empower young people by giving them responsibility and training them for success.”
– Ismail Al Mokhlis Chaouni, Gaming Corporation Belgium

4 Slim-Huiswerkklass



5 Ukrainian school Luxembourg

“My daughter Elina uses her laptop to make her homework, but she also uses it to communicate with her friends all over the world.”
– Svitlana, Elina’s mother, Ukrainian school in Luxembourg

Projects in the spotlight

LEJO

LEJO is committed to helping underprivileged young people by empowering them and making structural social changes to support them. Laptop workshops teach young people digital skills to give them every opportunity to better themselves. The workshops immerse young people in the many different aspects of the digital world: programming, hardware knowledge, practical computer skills and more!



"We hope to give these young people a solid foundation and be successful in our digital society."

– Noa, employee at LEJO

CodeNPlay

CodeNPlay aims to give everyone an opportunity to participate in the digital revolution by providing encoding and technology training to both teachers and primary school children during and after school hours. In doing so, they help primary schools to include an introduction to encoding and technology in their curriculum.

"By 2030, 90% of jobs will require a basic level of digital skills."

– Olivier Lefèvre, coordinator at CodeNPlay



The Young Computer School

The Young Computer School is committed to giving young people safe access to computers and the internet. Understanding the dangers of the digital world is a major part of this. The organisation aims to ensure the future success of these young people by teaching them the necessary digital skills.



"The computers we received from Digital for Youth are excellent quality and work well."

– Guy Mbala, organisation manager at TYCS

The Ukrainian school in Antwerp

The Ukrainian school in Antwerp is a school for Ukrainian refugees where students receive full-time education. The laptops help young people to integrate in a new society and are used for the Ukrainian, Dutch and IT classes.

Digital for Youth is strongly committed to helping Ukrainian refugees in Belgium. 500 laptops have already been delivered to various locations. The influx of laptops has stabilised now as has the demand for laptops.

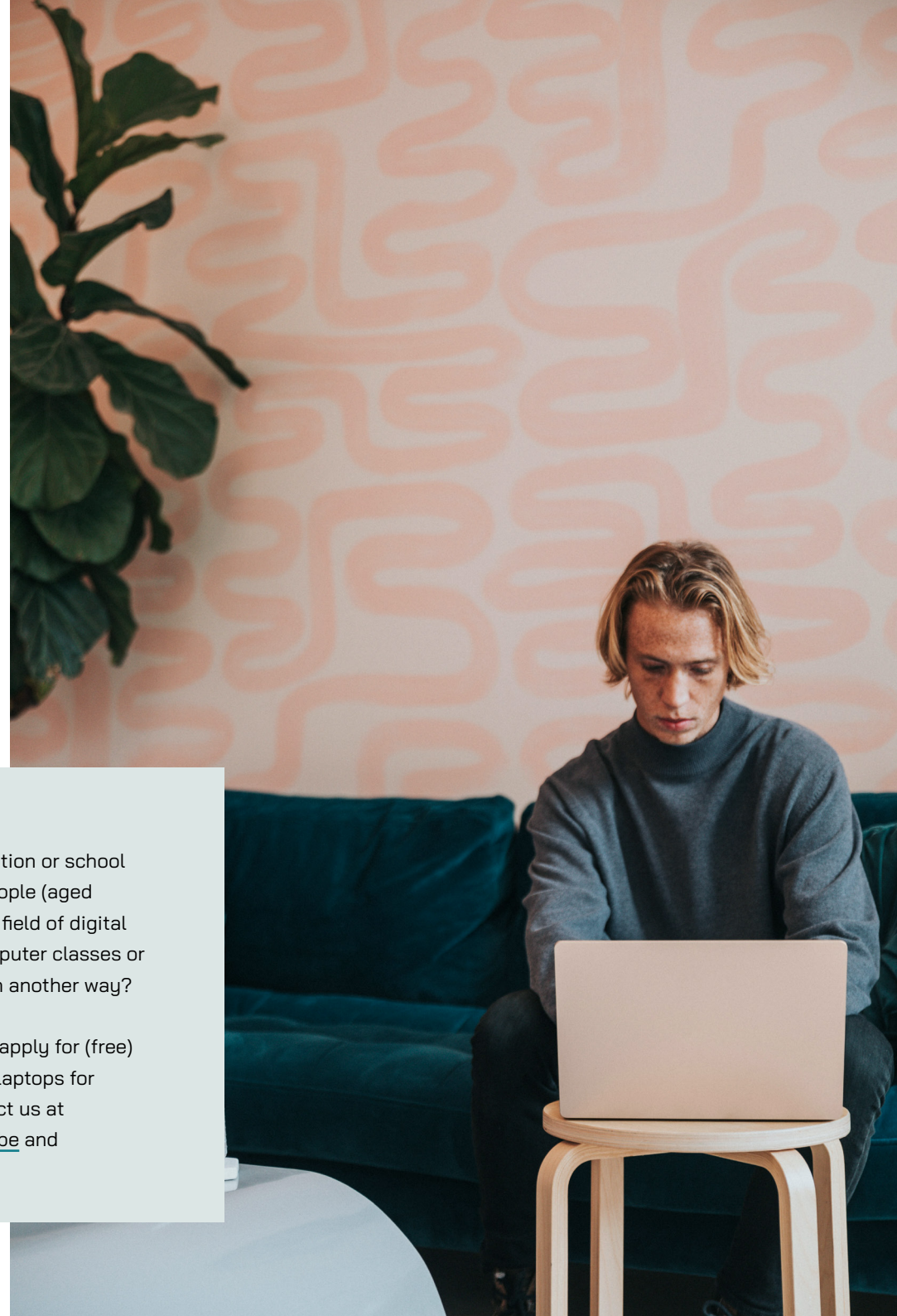


“Half of all classes are taught in Ukrainian, the other half in Dutch. This allows students to learn in their mother tongue and to discover Dutch.”
– Vladlena, organisation

Request laptops

Are you a social organisation or school that empowers young people (aged between 6 and 25) in the field of digital skills? Do you teach computer classes or encourage digital skills in another way?

If so, you may be able to apply for (free) high-quality refurbished laptops for your organisation. Contact us at laptops@digitalforyouth.be and we'll see what we can do.



Impact study

'To measure is to know' which is why in 2022 we accepted the challenge to measure our real impact. With Eva Wuyts (New Eyes on Impact) we developed a tool to measure our social and ecological impact. We created a custom-made impact survey and Digital for Youth's Theory of Change. Do you want to know more about the theoretical framework? Then click [this link](#).

We asked every youth organisation (via the King Baudouin Foundation) to complete the impact survey, which assesses our direct and indirect impact, after one year. 63 youth organisations completed it. The most important findings are discussed here.

"The yield is not about money, but about the social impact."

– Arnaud Recko, sustainability coordinator at DNS Belgium and board member at Digital for Youth



Areas of operation

Youth organisations are active in a wide range of areas, almost half (49%) in youth work/youth care. This includes youth welfare work, special youth care, care for the disabled, child and youth psychiatry and centres for outpatient rehabilitation. 41% are (also) active in education, 32% (also) in poverty.

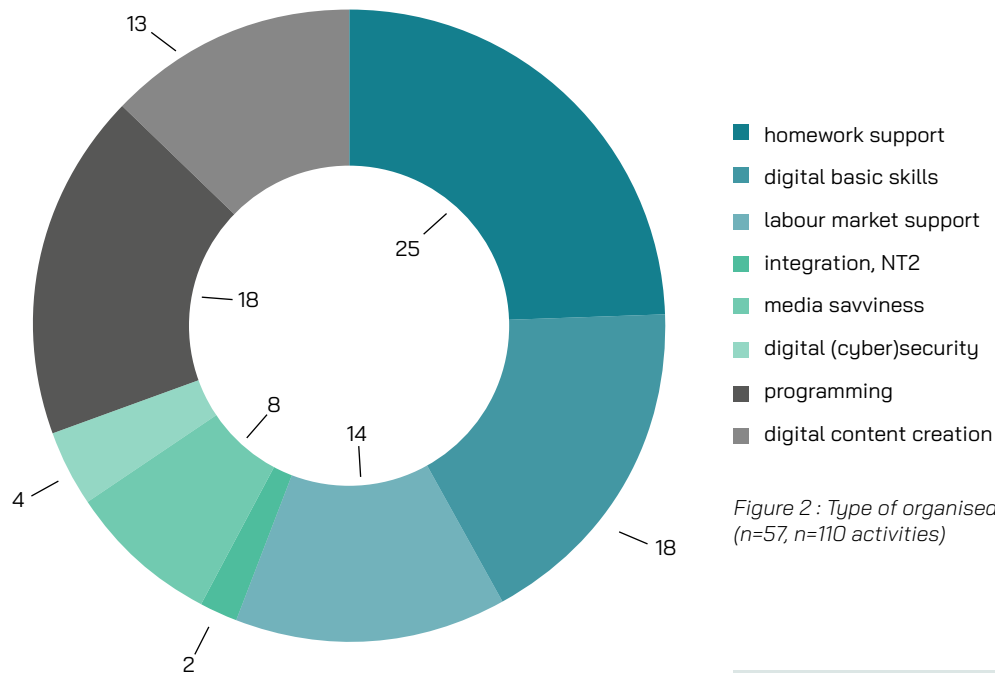


Figure 1: Operational domain of the organisations (n=63)

Activities

Youth organisations use the laptops in three ways:

- The majority (90%) organises digital activities with support. These activities are broken down as follows:



- Half (also) makes laptops freely available to young people on site.
- A third (also) gives laptops to young people for home use.

Every laptop reaches 6.8 children and young people on average.

Gender inequality remains a problem in tackling the digital divide. Girls (46%) are consistently reached less than boys.

Figure 2 : Type of organised digital activities (n=57, n=110 activities)

High-quality laptops

Half of all organisations **never experienced any technical problems**, and only 41% experienced problems a couple of times a year. Since the start of their project, **only 3%** of laptops are permanently defect.

The organised activities chiefly reach the underage target groups, 6-11 and 12-17. Here are some examples:

- **Digital (cyber)security:**
 “Individual and group moments on learning how to use apps and combat bullying, data protection, etc. Individual moments were based on young people’s specific questions/needs.” – Arktos vzw
- **Digital basic skills:**
 “The children and young people learned how to use the keyboard using online sites and how to create and send emails. PowerPoint presentations were created and shown to their peers.” – Don Bosco Télé Service asbl
- **Discovery of artificial intelligence:**
 “Through a series of games and experiments, the children learn to understand how algorithms, databases and facial recognition work.” – ULAC (Union de Locataires d’Anderlecht Cureghem)

Effects

In terms of young people

Youth organisations observed a major change in their target group in terms of digital inclusion in the last year. The stories were broken down into categories and compared to the intended changes according to our Theory of Change.

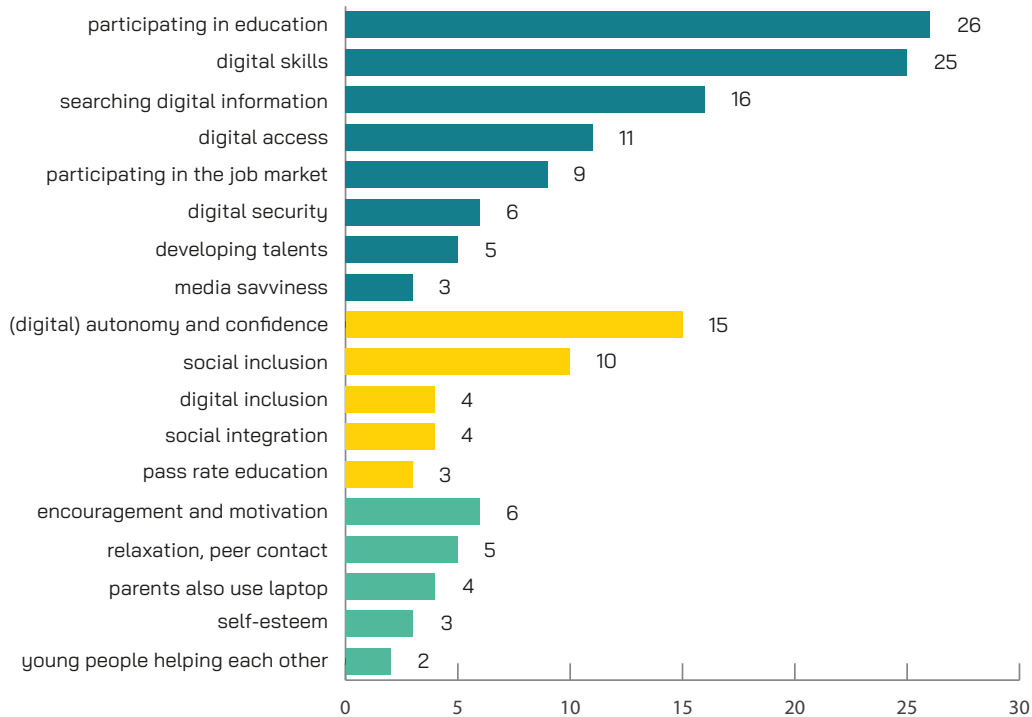


Figure 3 : Breaking down the changes into categories relating to (part of) the target group or a specific young person as indicated by the organisations (n=63)



All indirect impact effects in the Theory of Change are covered in the stories of the youth organisations. **'participation in education'** and **'digital skills'** are the front runners. This is followed by 'searching digital information', 'digital access' and 'participating in the job market'.

Most effects in the field of interest are covered, chiefly increased (digital) autonomy and confidence, and social inclusion.

Five extra categories surfaced that are not indicated in our Theory of Change:

- The laptops motivate young people.
- They provide relaxation and peer contact.
- The laptops help parents too.
- Young people spontaneously help each other to use the technology.
- It does wonders to their self-esteem.

“The digital skills we want to teach are the skills young people need in order to be independent adults, students, employees and volunteers in an organisation.”

– Kras Jeugdwerk



In addition, youth organisations were also asked for their opinions on how much Digital for Youth contributed to indirect impact effects. Digital for Youth's biggest contribution is in the field of **'participating in education'** and **'improving digital skills'**.

In addition, more than half of the youth organisations also indicated a considerable impact of Digital for Youth in terms of 'searching digital information' and 'the possibility to discover interests and develop talents'.

To what extent has Digital for Youth contributed to effects in terms of young people?

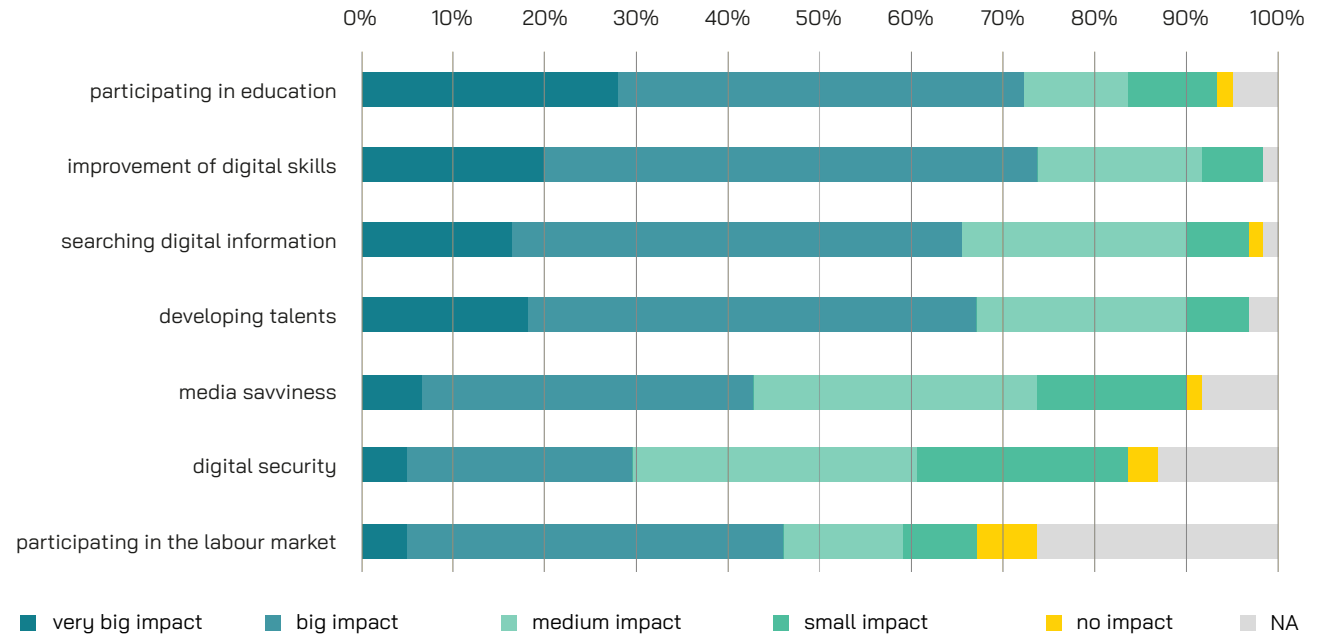


Figure 4 : Extent to which Digital for Youth contributed to the effects in terms of young people. 'NA' means a specific effect did not occur according to the organisation (n=61)



In terms of youth organisations

Digital for Youth's support not only impacts young people, but also youth organisations. We surveyed the extent to which we contributed to 17 potential effects.

Youth organisations see Digital for Youth's greatest impact in a **boost of their own ambitions** to work on digital inclusion, and the **provision of more and/or new activities**. In addition, more than half also experience a (very) big impact in terms of a more varied offer, a better understanding of the target group's digital needs and a greater awareness of the issues. Almost half indicated a (very) big impact on their image and credibility towards sponsors and partners, and in terms of professionalisation thanks to Digital for Youth.



Ecologische impact

Digital for Youth makes an ecological impact because no new laptops have to be bought (among other reasons). 41% of youth organisations would not have gotten new laptops without our support due to a lack of budget. 25% would have bought less than half of the laptops they received new if they had not received them from us.

We calculated the total number of avoided purchases. This shows that the donations of Digital for Youth resulted in the **purchase of at least 205 less laptops** corresponding with **savings of at least 32.5 tonnes of CO2**.

The need is still high

45% of respondents need (more) laptops:

- To expand their activities and support more young people.
- To replace old devices.

Hip hip hooray!

It's time to celebrate because Digital for Youth is celebrating its fifth anniversary this year!

It's incredible how far we've come since we started. We've moved mountains and achieved great milestones together. Let's look back on our memorable journey over the past five years:

We helped **347** youth organisations, which empowered them and gave them opportunities.

We handed out more than **23.300** laptops, giving tens of thousands of young people access to the digital world.

We received support of **292** donors, which made a difference in the lives of many young people and our planet.



Pictures 2023



FORCMS



Le salon wallon des acteurs de l'inclusion numérique



Digitaal Vlaanderen



Channel Awards



VCDO Community event Voka



Buurtwerk 't Lampeke



Donors in the spotlight

Companies donating discarded laptops through Digital for Youth have made a major social and ecological contribution. They made a huge difference in the lives of young people and for our planet. A simple donation helps improve their digital skills and turns them into the digital talents of the future.

In 2023, **92 companies** and organisations in Belgium donated laptops and other IT assets to reduce digital inequality.

Why should you work with Digital for Youth?

Vandelanotte: "We embrace sustainability and social responsibility. Our donation is a step toward a more circular and inclusive future."

– Bram Deprettere, IT Director

Bechtle: "We're happy to do our part to support e-inclusivity of young people. Thanks to Digital for Youth, we're sure it gets to the right place and the right people!"

Agentschap Overheidsperoneels: "By giving our old laptops a second life, we're helping both young people and the environment. A win-win situation!"



Above, 3 of the 92 organisations that made a donation in 2023 testify. Every donation counts: small or big, financial or hardware. Many many thanks to all the organisations who support us. Together we can make a difference to countless children and young people. Below is a list of our fantastic partners in 2023:

- 3PT Consult
- AAK
- ACA Group
- ACV
- AG Insurance
- Alektum
- AM Norman
- APB
- Aquafin
- Aviobook
- AVIQ
- Ayming
- Bekaert
- Berner
- Bewel
- Biogen
- BMW
- Bonka Circus
- Boyum IT
- Bozar
- British School of Brussels
- Cats & dogs
- Centrica Business Solutions
- Citribel
- Cowboy
- Chevron Phillips Chemical Europe
- Daikin
- Daoust
- Deloitte
- DNS Belgium
- Enhesa
- Ethias
- Fednot
- Flanders Investment & Trade
- Friedrich Ebert Stiftung
- Gaming 1
- Gemeente Stekene
- Guilliams Group
- HP
- IRISnet
- Kinnarps
- Lidl
- Lynx
- Maersk
- Mediahuis
- Medirect
- Michelin
- Mobix
- Mölnlycke
- Nationale Bank van België
- Nike
- NN Insurance Belgium
- NRB
- NVent
- Onespan
- Ontex
- Opera Ballet Vlaanderen
- Pfizer
- PMI
- Primagaz
- Projective group
- Politiezone Tielt
- Politiezone Knokke-Heist
- Quant ICT
- Randstad
- Ravago
- Redsky Legal
- Securex
- Smart Bit
- SPGL
- Stad Antwerpen
- Statik
- Swde
- Tcr Group
- Techno Automotive Equipment
- Total Energies
- tournamentcenter
- Unit-T
- Van Hoecke
- Vandelanotte
- Veka
- Vertronics
- Vlaamse Overheid Agentschap Overheidspersoneel
- Vlaamse Overheid Financien en Begroting
- Vlaamse Overheid
- Vlaanderen Departement Onderwijs
- Vlaanderen Onroerend Erfgoed
- Voka Kamer van Koophandel Vlaams-Brabant
- Voo
- Waterlink
- Wolfoil

Financial report

In April 2024, Digital for Youth was the subject of an extensive financial audit. This was led by registered auditor Grant Thornton. The auditor judged that the proposed annual accounts gave a true and fair view of the assets and financial condition of our organisation, and of its results for the financial year. All in accordance with the reference accounting system applicable in Belgium.

Digital for Youth ended the 2023 fiscal year with a fiscal year profit of 68,235 euros.

The balance sheet as of December 31, 2023 shows that Digital for Youth is in a healthy financial situation:

- Equity: 447,499 euros
- Cash and cash equivalents: 481,923 euros

We will continue to put these funds to good use in 2024 to give as many laptops as possible a second life in the hands of our youth. In this way we want to fulfill our future dream that every young person has access to a computer.

Annual accounts 2023

| | |
|---|---------------------|
| Revenue | 642,404 euro |
| Turnover | 68,756 euro |
| Membership, donations, bequests and subsidies | 562,616 euro |
| Other revenue | 11,032 euro |
| Operating charges | 573,873 euro |
| Trade goods, raw materials and consumables | 251,050 euro |
| Services and various goods | 139,896 euro |
| Remunerations, social security costs and pensions | 179,021 euro |
| Depreciation | 1,915 euro |
| Other operating charges | 336 euro |
| Operating profit | 70,186 euro |
| Financial income | 6 euro |
| Financial charges | 302 euro |
| Profit for the financial year | 69,800 euro |

Thank you for your massive support!

Make a donation (financial or hardware)



BE10 0000 0000 0404 with specification
"960360: Fonds DigitalForYouth"

or the structured reference
196/0360/00088

Donations from EUR 40 are tax deductible.



Laptops or other IT equipment can be simply donated. Start by sending a mail to laptops@digitalforyouth.be

Colophon

Publisher: Philip Du Bois, Philipssite 5/13, 3001 Leuven

Editor: Barbara De Weyer, Romi Schlatzke, Hans De Backer

Photographs: @DNS Belgium, @DigitalForYouth.be, @Unsplash

Design: design Studio Han

DigitalForYouth.be vzw
Philipssite 5/13
3001 Heverlee

info@digitalforyouth.be
www.digitalforyouth.be

Follow @digitalforyouth.be on
[in](#) LinkedIn and [f](#) Facebook

Hans De Backer

General Manager
0473 70 81 02

Romi Schlatzke

Project Coordinator
0476 56 67 66

Barbara De Weyer

Strategic Partnership Coordinator
0488 46 18 26

Our founding members

dnsbelgium

CLOSE THE GAP

Our partners who help us



Digital for Youth