

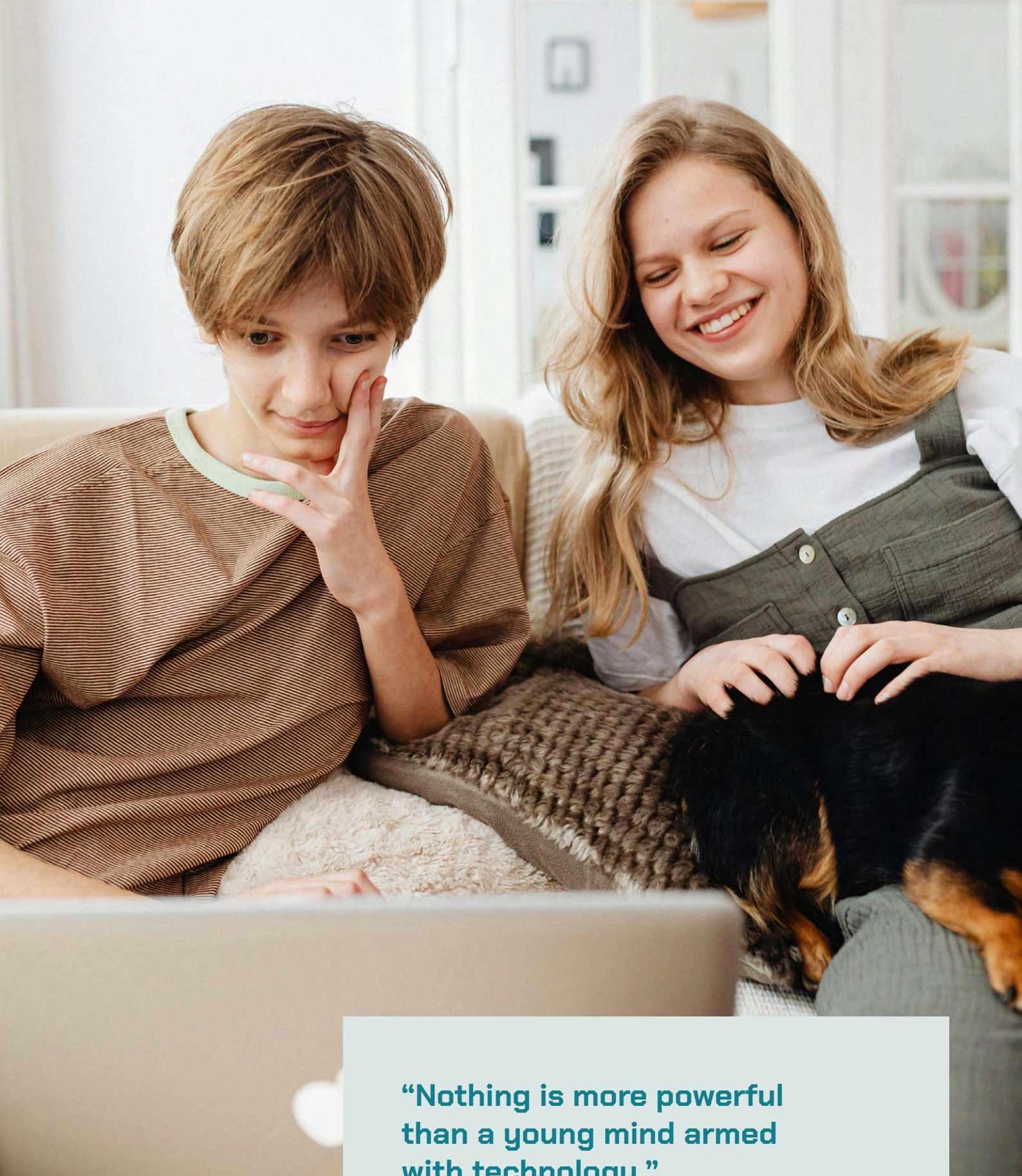


# Impact report

## 2024

Digital   
for Youth





**“Nothing is more powerful  
than a young mind armed  
with technology.”**

- Hans De Backer



## Building bridges together in a digital age

Digital skills are no longer a luxury, but an **absolute necessity**. Yet, research shows that 40% of Belgians have weak digital skills and one in three have never used generative AI. The digital divide is widening and poses a real challenge to equal opportunities in our society.

***Making technology accessible to everyone requires more than just technical solutions, it also calls for education and awareness.***

Digital for Youth made another significant contribution to digital inclusion in 2024 by collecting 37,528 depreciated IT devices and gave 81% of them a second life. Donating organisations were motivated by both the social and environmental impact. This meant we were able to provide access to a laptop and essential digital skills to no fewer than **16,455 young people in Belgium**.

All of this was made possible thanks to the hard work of our many partners, including Belfius, the BESIX Foundation, the Smartschool advisory council, iO, and the King Baudouin Foundation.

Their support helps us to continue investing in a future where all children and young people can participate fully in the digital world.

— Hans De Backer,  
general manager of Digital for Youth



## 2024 in figures



**37,528** IT assets collected,  
**17,092** of which were laptops



These IT donations allowed us to avoid **8,091** tonnes of CO2 equivalents, as well as reduce toxic materials, e-waste, impact minerals and land use.



**2,519** laptops were distributed,  
**1,979** of which through project calls.



We reached **123** organisations, of which **101** through project calls.



The digital skills of **16,455** children and young people were strengthened.

# 25,000 laptops in the space of five years!

Digital for Youth was founded with a **clear mission** five years ago: **to give access to digital tools and skills to young people in Belgium**. No one should be left behind in our digital society. Since 2019, **more than 25,000 laptops have been donated to schools and youth organisations**, giving tens of thousands of young people the opportunity to study with the help of digital means, grow, and shape their future.



## From idea to impact

What started as an idea has grown into a powerful movement. Thanks to the support of more than 360 companies and governments, we have been able to collect, refurbish, and distribute more laptops every year to young people who need them.

Our journey began with the first major IT donations from companies looking to combine sustainability and social impact. Over the years, we expanded our network and collaborated with hundreds of schools and youth organisations. **Each donated laptop** not only helps a young person move forward, but also reduces electronic waste and **contributes to a circular economy**.



## A future full of digital opportunities

In our first five years, we have proven that collaboration is essential to bridging the digital divide. However, the challenge is still significant. The rise of AI and digital tools has made digital literacy even more important. **That's why we continue to work towards making technology accessible to everyone**, regardless of their background.

Together with our partners and donors, we continue to build a world where all young people are handed equal digital opportunities. Here's to the next five years of impact!

*"As co-founder of the Digital for Youth non-profit organisation, I am incredibly proud of our five-year milestone. Digital inclusion is not just 'nice to have', it's an absolute necessity. Access to technology and digital skills is key to self-reliance, talent development, and personal growth. Let's continue to build a future where everyone can participate digitally, for the next five years and beyond!"*

– Olivier Vanden Eynde,  
co-founder Digital for Youth





# Our operation in figures

We operate through two streams:



1. 'Inbound' – All **received donations**, such as IT equipment and financial contributions.

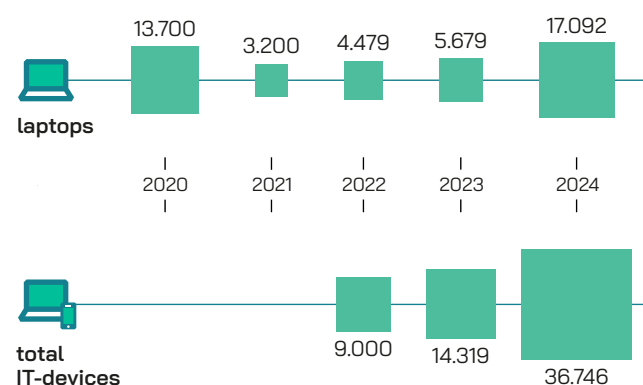


2. 'Outbound' – The distribution of laptops to:
  - a. **'KBF laureates'**: Non-profit organisations that receive free laptops through project calls.
  - b. **'Impact projects'**: all other supported projects, organisations and schools.

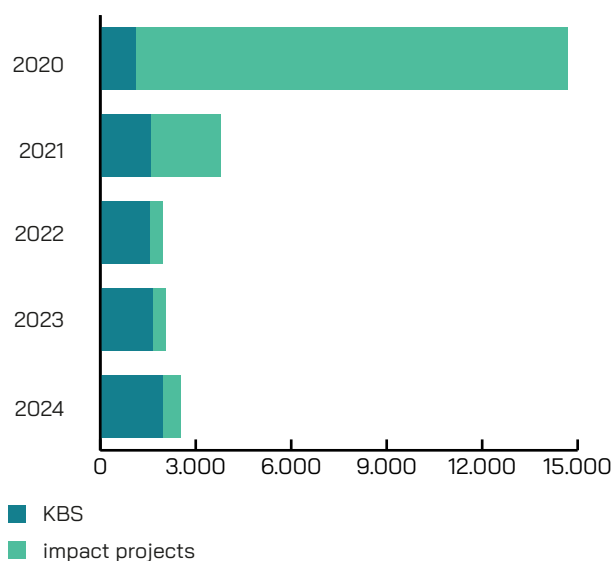
'Graph 1' shows how many IT devices and laptops we collect annually. 'Graph 2' shows the distribution of laptops to KBF laureates and impact projects.

In 2020, the COVID-19 pandemic presented unexpected challenges. We provided laptops to schools for the Flemish Government and La Fédération Wallonie-Bruxelles. **Thanks to the huge support of companies** who donated their discarded laptops and **government funding**, we were able to give **13,600 laptops** a second life

for students in a short period. We resumed our regular activities from the end of 2021 and since then, we've seen a stable, slightly rising trend. **Our calculations show that a refurbished laptop lasts an average of four years** but the need for digital access remains high. More and more organisations are discovering Digital for Youth, while existing partners continue to expand their initiatives.



Graph 1: inbound



Graph 2: outbound

# A look back

DNS Belgium and Close the Gap join forces to bridge the digital divide in Belgium under the name '**PC Solidarity**'.

2009



31 July  
2019

DNS Belgium and Close the Gap establish non-profit organisation **Digital for Youth** with its current operation.

During the **COVID-19 pandemic**, the demand for laptops explodes. We accelerate our efforts and supply thousands of laptops to schools and youth organisations.

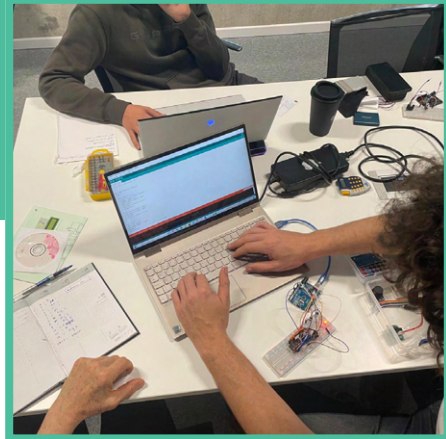
March  
2020





Digital for Youth resumes its **regular activities**.

2021



2022

Establishment of an **emergency village** for Ukrainian refugees.

**A newly composed team.**  
Hans, Barbara and Romi enthusiastically join Digital for Youth.

2023



A record-breaking year: the milestone of **25,000 laptops** since the **establishment** is reached.

2024

# Projects through the King Baudouin Foundation

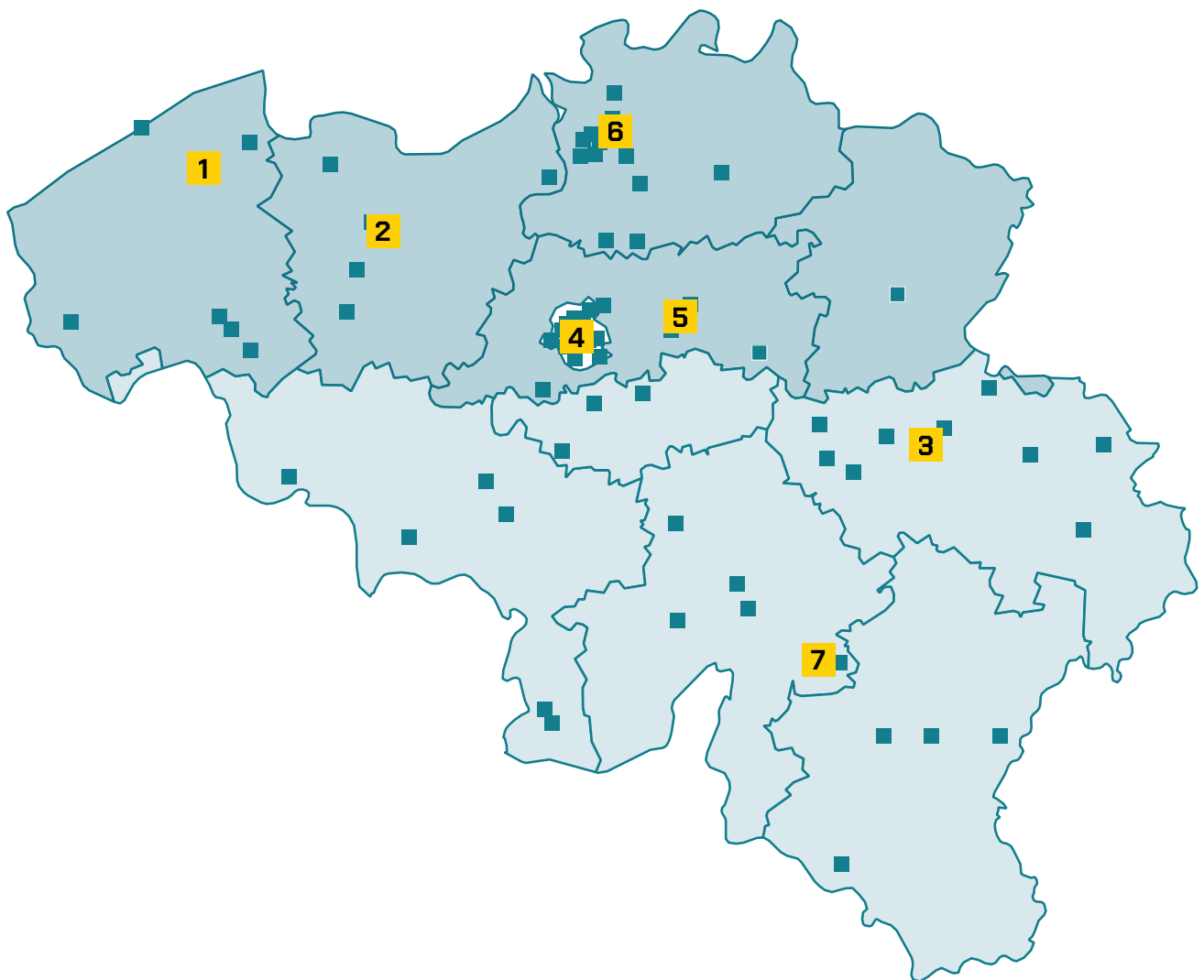
Thanks to our collaboration with the King Baudouin Foundation (KBF), youth organisations in Belgium can request laptops for their digital initiatives.

These projects range from organising homework classes to labour market guidance programmes and coding workshops.

Organisations whose application has been approved not only receive free laptops but also an

accompanying budget. This budget can be used to purchase IT accessories or software to support their project.

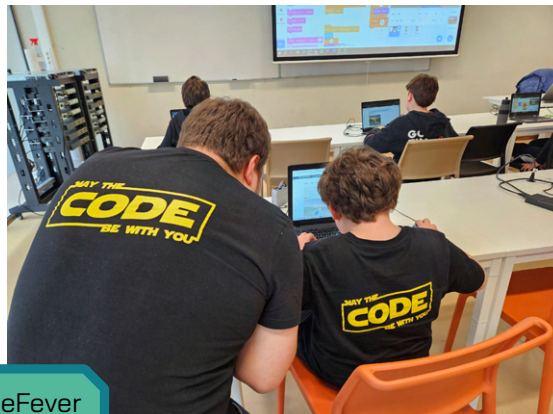
In this way, we donated **1,979 laptops to 101 organisations across 77 communes** in Belgium in 2024. In all, EUR 67,321 in extra funding was allocated to strengthen the impact of these projects.







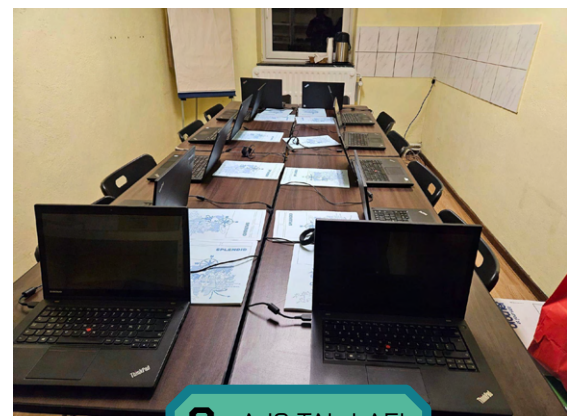
**1** CodeFever



**2** KOC Sint-Gregorius

*"Digital for Youth's laptops allow us to provide better support to young people and to prepare them for a successful future."*

– Kim Rooseleers, quality & communication / funds coordinator



**3** AJS TAL-LAFI

**4** Boost for Talents

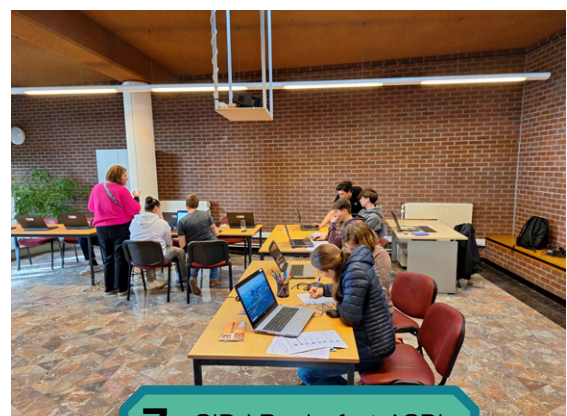


**5** Buurtwerk 't Lampeke

**6** STW

*"In part thanks to the free laptops, young people can take concrete and strong steps towards finding work."*

– Johannes Fillet, job coach at Spoorzoeker



**7** CIDJ Rochefort ASBL

# Projects in the spotlight

## Slim-Huiswerkklas

Since 2018, non-profit Slim-Huiswerkklas has provided a calm and supportive space to primary school children to make their homework. With a strong focus on individual coaching and a homely atmosphere, the organisation helps children grow and thrive.

Slim-Huiswerkklas targets children from diverse backgrounds, including those facing social challenges, learning disorders, or language difficulties. It also offers a quiet haven for children who simply need a space to concentrate.

**84 children currently receive coaching in small groups, with a maximum of two students per volunteer.** This ensures each child receives tailored support.

*As digital learning is becoming increasingly important, children often need laptops to do their homework. Digital for Youth has helped Slim-Huiswerkklas to do this by donating laptops twice.*



## Premier Contact

In Sint-Jans-Molenbeek, where digital inclusion remains a challenge, non-profit organisation Premier Contact is committed to helping young people aged 12 to 18 **navigate the digital landscape.**

The organisation offers a wide range of activities, from familiarising students with laptops to teaching software skills and safe internet use. **Through IT workshops, young people not only strengthen their digital skills but also build self-confidence.**

*Premier Contact proves that small non-profit organisations can make a big impact – not just on the young people they support, but on the broader community as well.*



*"We want to create an environment where children can work without pressure. Our mission is to ensure that every child is given equal opportunities."*  
– Hilde Van Gysel en Veerle Blaisel, founders



## Code IT Bryan !

Logischool Bergen allows children and young people aged 6 to 18 to explore the world of **computer sciences, coding, and programming**. The organisation aims to develop the digital skills of young talents and transform them into true computer experts.

Non-profit organisation Code IT Bryan ! gives children from **financially disadvantaged backgrounds** the opportunity to participate in this programme. Each week, students attend a 1.5-hour class in small groups of maximum seven students, thus ensuring personalised support.

Digital for Youth has supported this initiative by donating 36 laptops, thus enhancing students' digital interests and skills. The youngest students start with basic digital skills, while advanced students work with programming languages such as Godot, Python, and Unity.

*Code IT Bryan ! ensures that every child, regardless of their background, gets the chance to grow in the digital world.*



© CodeFever





# Extra support in addition to project calls

In addition to project calls, we expanded our 2024 offer to **support even more organisations**. Thanks to a large stock of laptops, we were able to **distribute these extra devices** in various other ways.

Some laptops were donated, while others were sold at a social rate, thus making (affordable) IT equipment more accessible to non-profit organisations. The devices went to organisations that did not qualify for the King Baudouin Foundation's project calls, such as schools or organisations with urgent needs. In some cases, laptops were given directly to young people who needed them.

*540 laptops and 47 other IT assets were distributed to 27 different beneficiaries, allowing us to support even more young people and organisations in terms of their digital development.*



## 2,513 laptops, a second life for digital opportunities

In 2024, 2,513 laptops received a second life and were given to young people. Digital for Youth provides **only A-brand and high-quality refurbished laptops**. Since the end of 2024, these are equipped with a Windows 11 license from Microsoft. Through project calls, most of these devices were donated to organisations whose application had been approved. We also provided extra laptops to schools and organisations whose application had not been approved. Each case was carefully assessed to determine whether a donation or a social rate was the best option.

*This approach allowed us to support even more young people and help bridge the digital divide.*





# Give a child a laptop!

A laptop is more than just a device. It's an essential tool for the future. **Digital for Youth aims to ensure that all young people in Belgium have access to a laptop** but to make this possible, we need your support.

## Why is your financial support essential?

Every year, we receive thousands of depreciated IT devices from companies and organisations. However, before a laptop is given away, it needs to be professionally refurbished. This process ensures that each laptop is safe, updated, and ready-to-use, but it costs money. **By making a financial donation, we can give even more laptops a second life.**

## What can we do with your donation?

**For EUR 150, we can refurbish one laptop.**

On average, each donated laptop helps 6.5 children. Whether you choose to make a one-time gift or support us regularly, every donation brings us closer to **our goal, i.e. a digital future for every child**, regardless of their background.

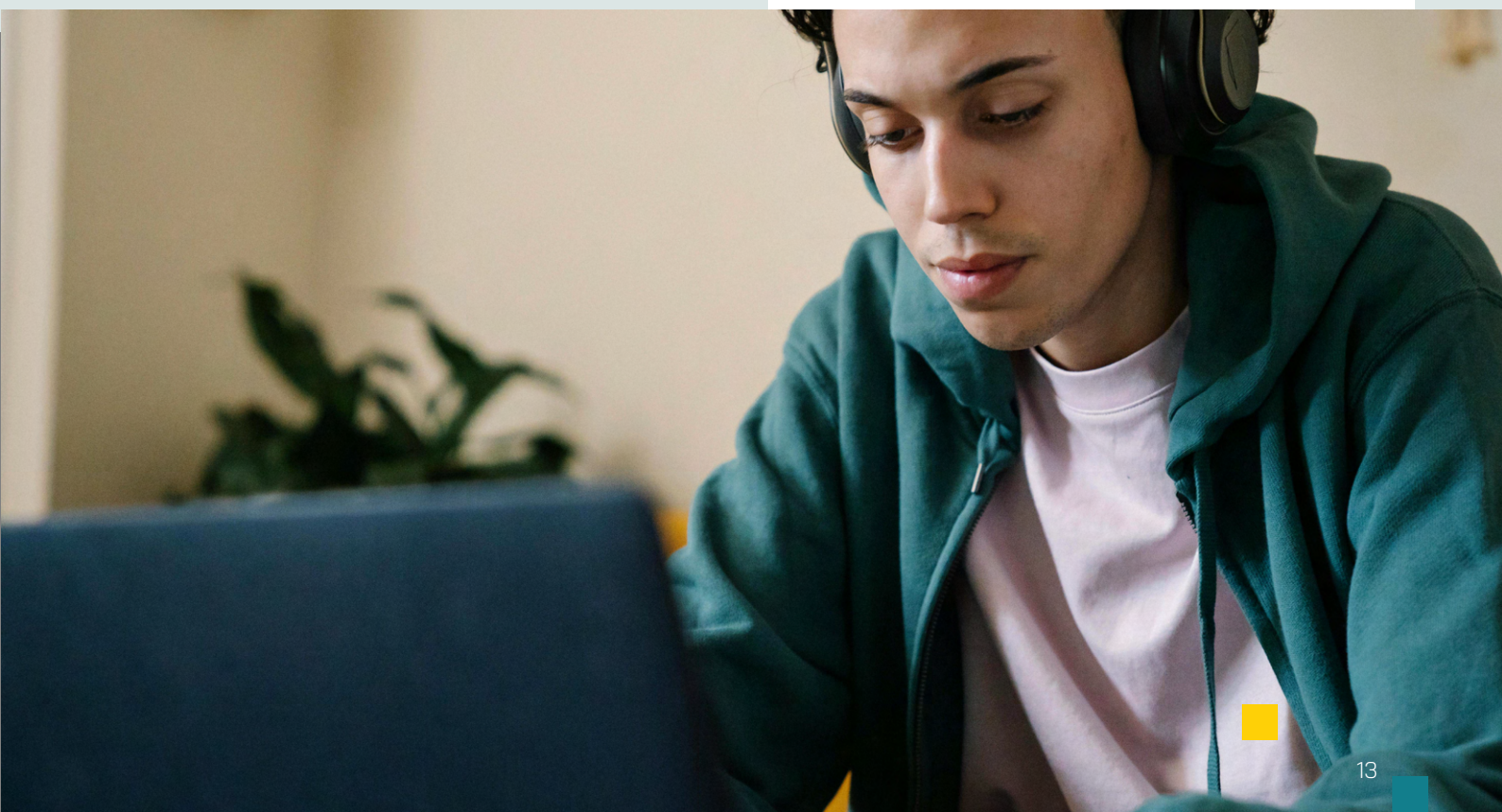
Do you **want to make a difference?** Support Digital for Youth and **give a child a laptop.**

Scan this QR code **to make a donation!**  
From EUR 40, the King Baudouin Foundation issues a tax certificate.



*Do you have any questions?  
Contact us via  
[laptops@digitalforyouth.be](mailto:laptops@digitalforyouth.be)  
and let's talk!*

koningboudewijnstichting.  
twikey.com/web/  
paymentForm.html



# Impact study

We have actively researched our impact since 2022. Together with New Eyes on Impact/ UCLL we developed Digital for Youth's 'Theory of Change'. This tailor-made theoretical framework provides valuable insights. The full theory is available [here](#).

How does it work? One year after a laptop donation, we send a questionnaire to all KBF laureates to measure the impact of our support.

## What do we measure?

We measure our impact using Digital for Youth's 'Theory of Change'. We developed this theory based on **four spheres of influence**:

1. Sphere of control
2. Sphere of direct influence
3. Sphere of indirect influence
4. Sphere of interest

One year after a donation, KBF laureates receive a questionnaire to assess this impact. This impact study discusses the organisations that received laptops in 2023 and were surveyed in 2024. A total of 89 laureates (2023) completed the questionnaire. They had received 1,808 laptops and an additional €79,576 in financial support.

We won't bore you with the entire theory, but if you're interested in our theoretical framework, you can explore the complete theory behind our impact study [here](#).



***"Part of the extra financial support was used to buy essential accessories (mice, storage boxes, etc.) and the other part to pay teachers. Their role is essential in terms of configuring the computers to ensure they're ready to use."***

– ILPlatform



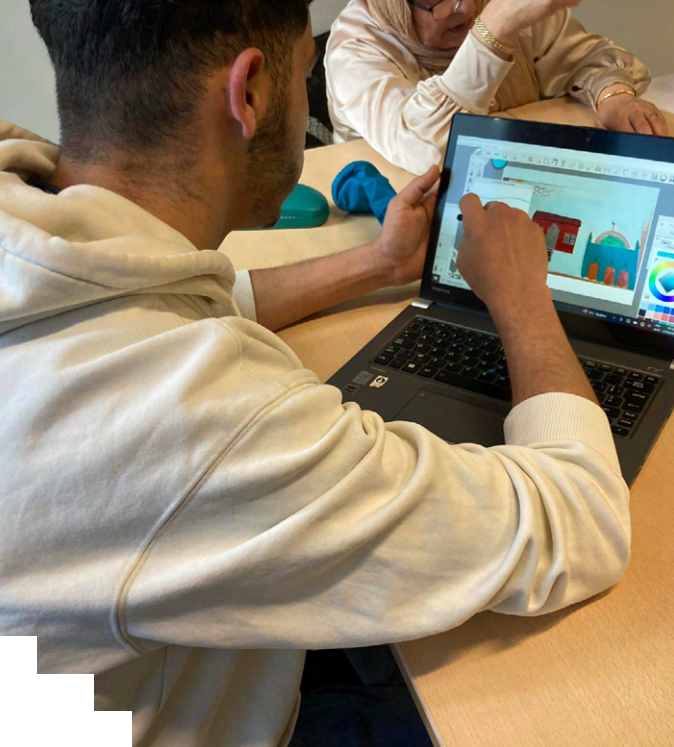


# Areas of operation

Graph 3 shows the distribution of the organisations per area of operation. Most KBF Laureates are active in youth work/youth care (31%), education (26%), and poverty reduction (22%). On the other hand, graph 3 also highlights how many laptops were used across these areas. The majority of laptops are, unsurprisingly, used in youth work/youth care (24%), education (25%), and poverty reduction (23%).

However, **what is surprising is that organisations that support newcomers receive relatively more laptops (14%) in proportion to the number of organisations (7%).**

*\*Some organisations are active in multiple areas of operations.*



Graph 3: the number of laptops per operational domain and the number of organisations per operational domain.



## Activities: three pathways of change

Through the sphere of direct influence, Digital for Youth makes an impact on youth organisations. These organisations use the donated laptops for young people in various ways. **Three pathways of change can be distinguished:**



1. **Organising digital activities:** homework support or workshops (like coding).



2. **Availability of free laptops to young people** for use on site.

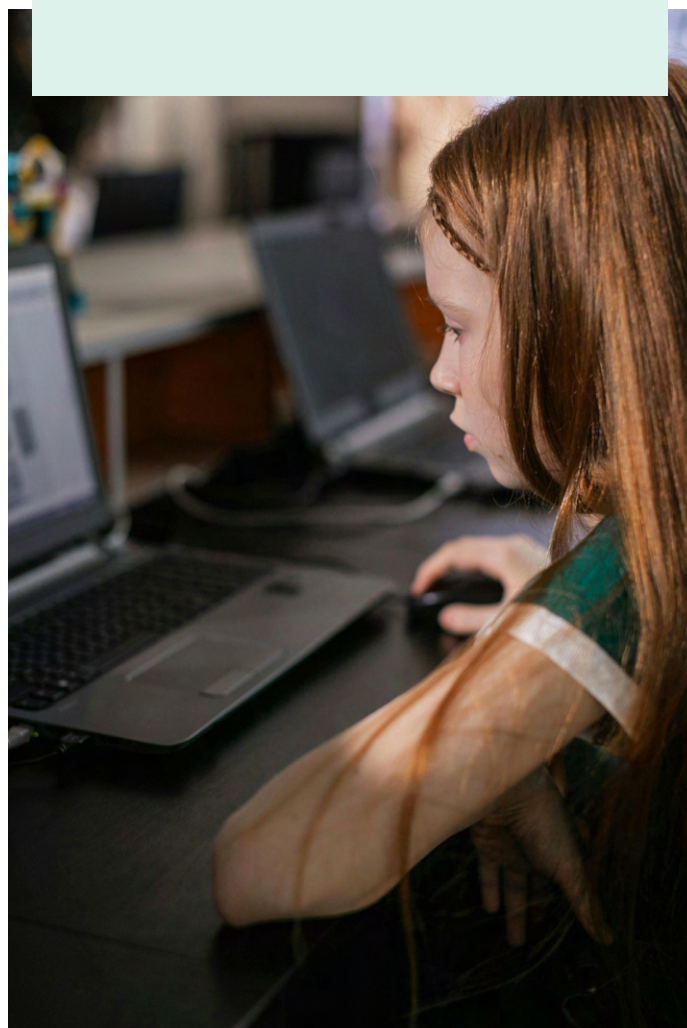


3. **Home use:** young people can use the laptops at home.

One organisation can organise multiple activities using the laptops. A total of **208 different activities have been organised**. Most of these activities are supervised activities (67%), but organisations also make the laptops available for free for use on site (18%) or give them to young people to use at home (15%).

*"We install laptops for underprivileged young people who don't have the financial means to buy one, even though a laptop is essential for their education. Without your support, older students and students outside the mainstream school system would be left by the wayside."*

– Auxilia



*"The laptops allowed the children at our camps to create their own audio stories. A great activity! It gives all children the chance to learn, in a playful way, that laptops can also be used to create something. In an easily accessible way."*

– Stormkop

## Reach per age category through three digital pathways of change

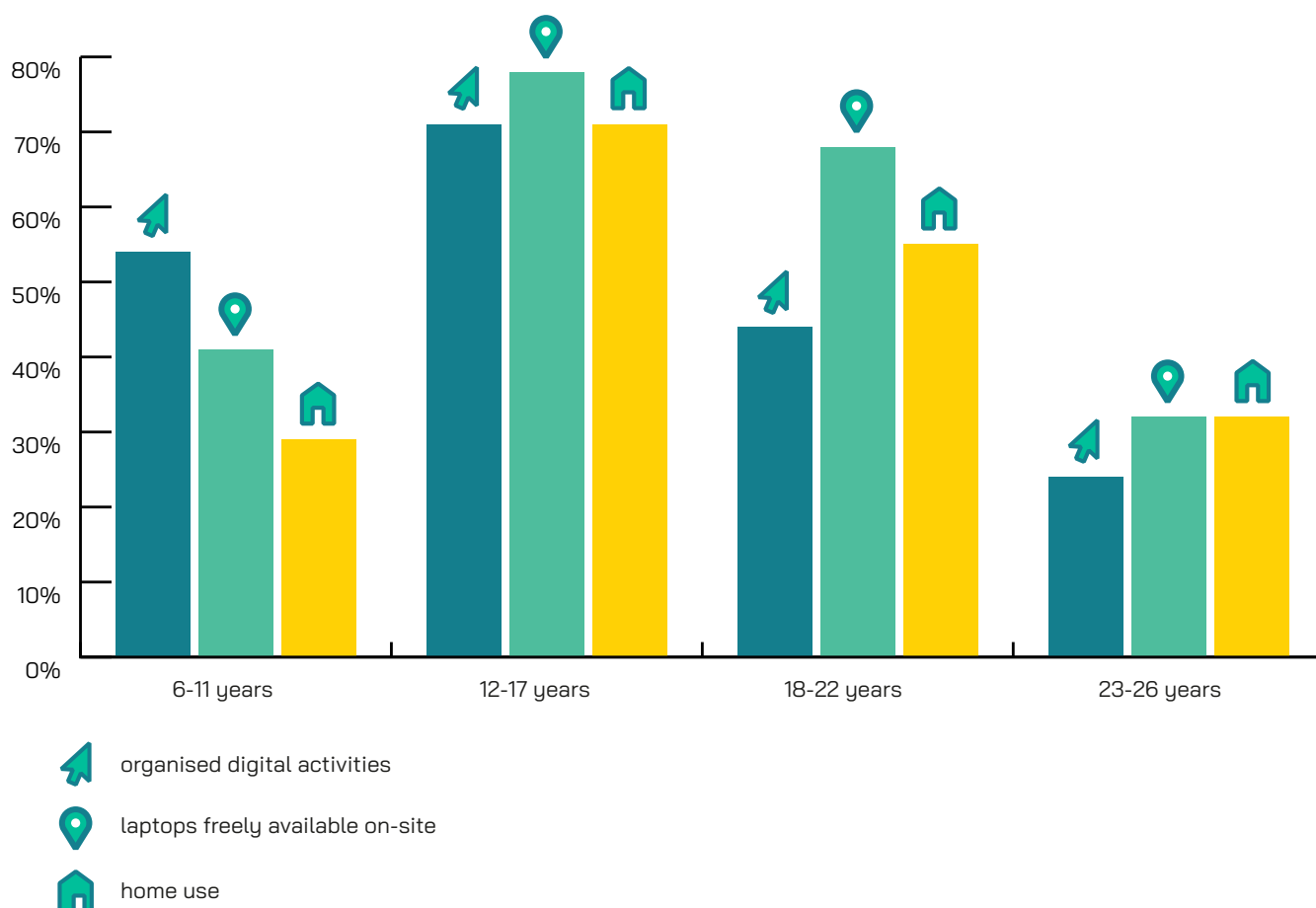
Graph 4 shows which age categories are reached for each pathway of change. One pathway of change can address multiple age groups and organisations can organise multiple activities that each reach different ages (n=407).

**The organised digital activities chiefly reach young people between 12 and 17.** 71% of this group is reached in this way. 6- to 11-year-olds follow at 54%, while 18- to 22-year-olds represent 44%. The 23- to 26-year-old group is reached the least: only 24% took part in organised digital activities.

In terms of **laptops that were available for free on site**, it is noticeable that the two middle age groups in particular benefit from this. **78% of 12- to 17-year-olds and 68% of 18- to 22-year olds have access** to these laptops. In the youngest group (6-11), this is 41% and in the oldest group (23-26) only 32%.

Home use of laptops is **most common among 12- to 17-year-olds (71%) and 18- to 22-year-olds (55%)**. Children between the ages of 6 and 11 are less likely to be reached in this way (29%), as are 23- to 26-year-olds (32%).

Across all three pathways – organised digital activities, laptops on location, and home use – it is apparent that the 12 to 17 age group is reached the most. However, not every type of support is equally prevalent across all age categories.



Graph 4: Age range across three pathways of change (n=407)



## Organised digital activities

Various types of organised digital activities exist. A total of 140 different supervised digital activities have been organised. In this first pathway of change, the laureates organised homework support (29%) and digital basic skills (22%) the most. The prominence of these two activities is no coincidence.

*Many students still lack a personal laptop, which puts them at a disadvantage.*

And **the assumption that all young people know their way around the digital landscape is wrong.** Learning to use a laptop effectively remains one of the most common activities.

This is followed by activities relating to labour market guidance (11%), programming (12%), media literacy (11%) and digital content creation (12%). Although online security is an important component of online participation, it is not a popular topic. Only three activities on digital (cyber)security were organised (2%).





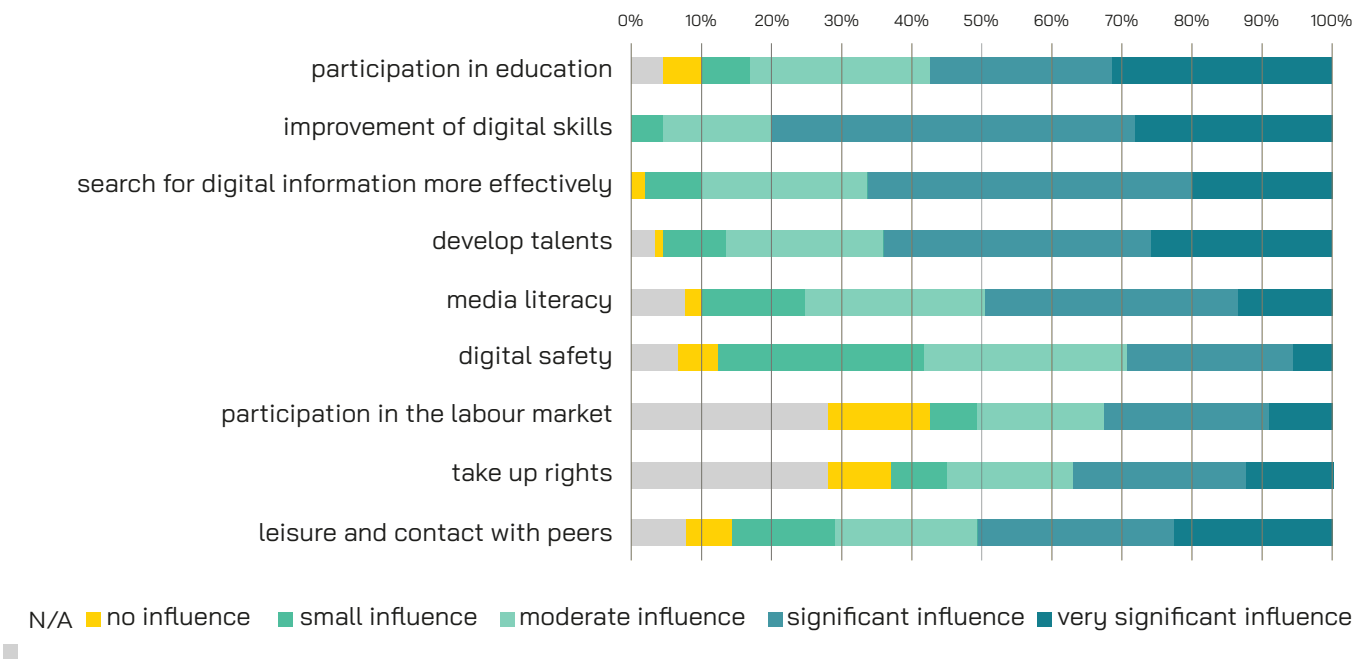


# Empowering young people and youth organisations

## Influence on young people

We asked the KBF laureates what impact they think Digital for Youth has on young people. For each category, they could indicate whether our operation is relevant (N/A = not applicable) and, if so, to what extent (from no influence to a very significant influence). Graph 5 shows, for each category, the percentage of organisations (n=89) indicating how much influence they think Digital for Youth has.

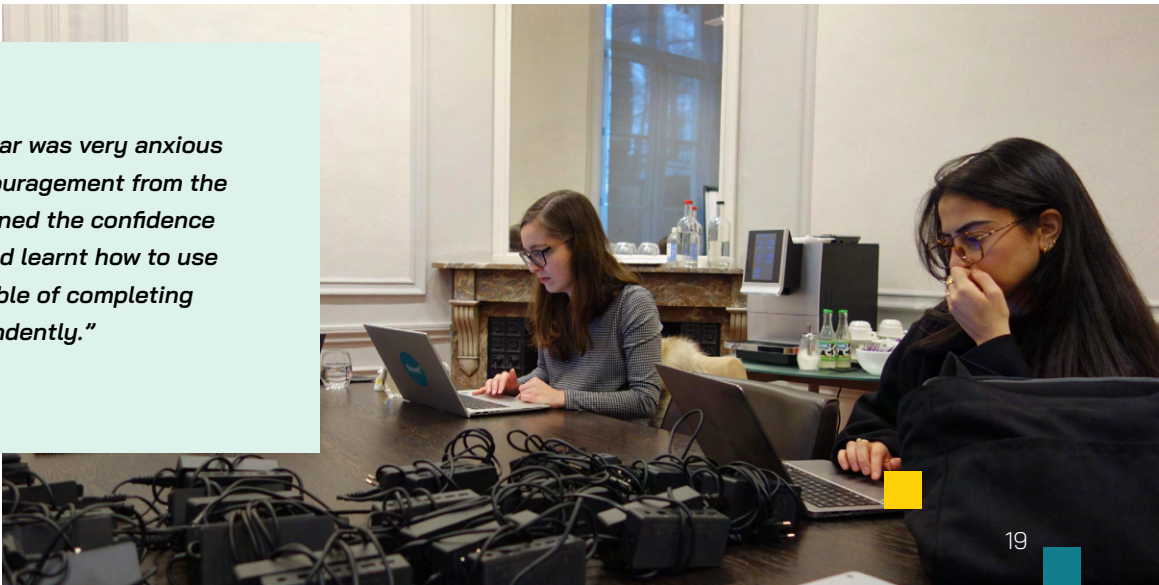
Although Digital for Youth does not interact directly with young people, our influence on them is profound. Through youth organisations we reach young people and contribute to positive effects. **Our biggest influence is on improving their digital skills, participating in education, and better digital information retrieval.** We have less of an influence on exercising rights, and leisure activities and contact with peers.



Graph 5: To what extent has Digital for Youth contributed to effects among young people? (n=89)

*“One child in particular was very anxious at first, but with encouragement from the group leaders, he gained the confidence to use a computer and learnt how to use it. He now feels capable of completing certain tasks independently.”*

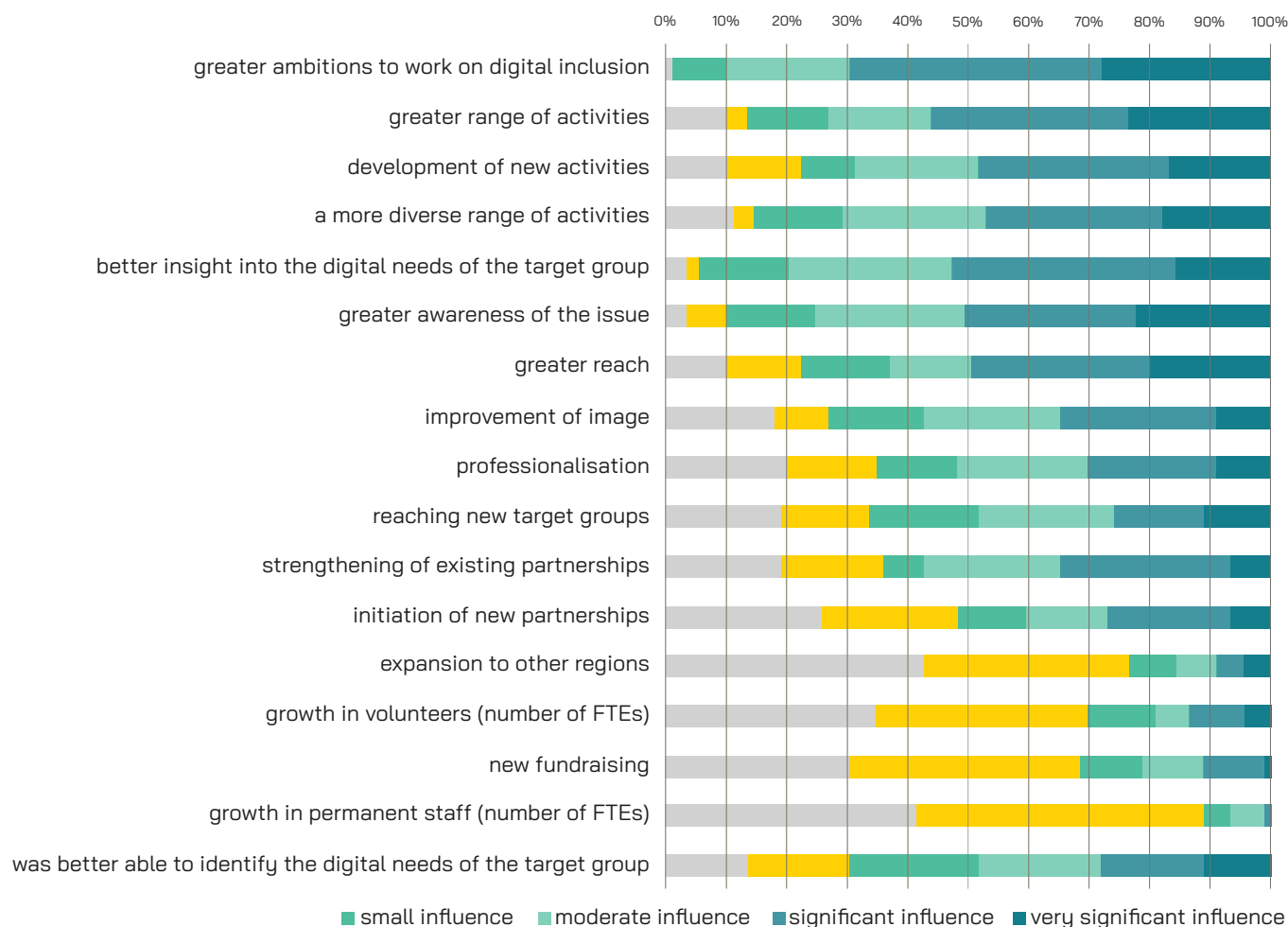
– Le Maître Mot



## Influence on youth organisations

We don't just help young people with laptops, but **also** the **organisations** themselves. This is shown in graph 6. KBF laureates indicated the impact of Digital for Youth by category. We empower KBF laureates to raise their ambitions to work on digital

inclusion, offer a wider range of activities, and develop new activities. We have the least influence on growth in volunteers, new fundraising efforts, and growth in permanent staff. Graph 6 provides more information on our influence.



Graph 6: To what extent has Digital for Youth contributed to effects within organisations? (n=89)

## New laptops purchases avoided

We asked organisations how many laptops they would have purchased new if they hadn't received laptops from Digital for Youth. **In all, 475 fewer laptops were purchased, resulting in 76 tonnes fewer CO<sub>2</sub> emissions.**

*"The laptops are high quality and perfectly suited to our target group. After all, they also deserve the best equipment. And that's exactly what we receive from Digital for Youth, a big thumbs up!"*

– STW



# Record number of IT donations in 2024

As many as **241 shipments** were **processed**, totalling **37,528 devices**, **17,471** of which were **laptops**. A significant ecological impact was achieved thanks to these donors. Circular IT group refurbished **81%** of the devices, **giving them a second life** and sustainably recycling the remaining devices for material reuse. And we successfully managed to convince **75 new donors** to support our mission.



# Ecological impact

Digital for Youth is not only about digital inclusion, but also about a **sustainable future**. By giving used laptops a second life, we save valuable resources and reduce the ecological footprint of electronic devices. The numbers speak for themselves:



**301.559 m<sup>2</sup>** = **60 football pitches**  
of land use avoided by surface area



**8.091 tonnes** the annual  
of CO<sub>2</sub> emissions = consumption of **1,734 cars**  
saved in Belgium



**74 tonnes** = **370.000 smartphones**  
of electronic components preserved at high value by weight



**6.326 kg toxic materials** = **1.265 car batteries**  
not released into the environment by weight

## Sustainability as a standard

Our calculations are based on an average lifespan extension of four years for electronics. Although transport and refurbishment are not yet included in these figures, we are working on mapping our impact even more accurately.

Thanks to our partners and donors, we're not just making **technology** more **accessible**, but also more **sustainable**. Together, we ensure that a laptop doesn't end up as waste, but is given to a young person who really needs it.



## What are conflict minerals?

Many electronic devices contain **materials** such as tin, tantalum, tungsten, and gold. When sourced **from conflict regions**, they are referred to as 'conflict minerals', as their extraction and trade often fuel regional instability. **By reusing** laptops, we help **reduce the demand for new raw materials** and contribute to mitigating this issue.



**1.034 kg**  
of conflict  
minerals recycled = the weight of an  
**adult walrus**

Did you know





# Partners in the spotlight

## Circular IT group obtains B Corp certification

Circular IT group Belgium plays a key role in **refurbishing the IT equipment** we collect. They pick up the devices, safely erase the data and refurbish usable devices. Their expertise allows us to donate **high-quality refurbished laptops** to youth organisations and schools.

You might know the Circular IT group Belgium under the name CTG Circular. In 2024, CTG Circular officially became part of Circular IT group, an international group of IT companies with one common goal: make IT circular. Their efforts were recognised with the prestigious B Corp certification, an honour awarded to companies that excel in social and environmental impact, transparency, and accountability.



*"Obtaining the B Corp certification confirms that we're on the right track. It instils a sense of pride, both in our company and among our customers and partners. This recognition motivates us to continue our efforts and further expand our impact."*

– Didier Appels,  
managing director Circular IT group België

## Donors in the spotlight



*"bpost believes that digital inclusion is crucial for a prosperous and fair future. By joining forces with Digital for Youth, we not only create opportunities for younger generations but also contribute to a circular economy."*

– Nathalie Deck, Manager Business Development Public & Private Sectors, bpost



*"Fluvius is strongly committed to corporate social responsibility and sustainability. By giving our IT equipment a second life, we ensure that all children can jump on the digital bandwagon. Win-win!"*

– Luc Van Durme, Diensthoofd ICT Werkplekken, Fluvius





*"Digital for Youth knows better than anyone where these devices are needed most. Their work makes the digital world more accessible for children and young people, regardless of their background."*

– Marc De Bondt, Service Manager,  
Baloise Insurance



# Donors of 2024

- 62MILES
- A&C systems
- Across Health
- ADD
- AG Insurance
- Agence wallone du Patrimoine
- Agentschap Digitaal Vlaanderen\*
- Agentschap Innoveren & Ondernemen\*
- Agentschap Integratie en Inburgering\*
- Agentschap voor Infrastructuur in het Onderwijs\*
- Agentschap Wonen in Vlaanderen\*
- ALTRAD Services Benelux
- APB
- Aquafin
- Arktos
- Atkore
- Auvicom
- Avertim
- Baloise
- Bank Van Breda
- Bechtle
- Beltaste
- Bewel
- BlueCie
- Bonache
- Boston Scientific
- bpost
- Brouwerij Haacht
- Bruxelles Environnement
- Cockaert
- Colruyt Group
- Corporate Benefits
- Cronos Leuven
- DAP
- DAS
- Davis Polk
- DEME Group
- Departement Mobiliteit en Openbare Werken\*
- Departement Onderwijs en Vorming\*
- DPG Media
- Easi
- Easyfairs
- Eiffage
- Ethias
- Eucore
- Fednot
- Flanders Investment & Trade\*
- Flanders Make\*
- Fluvius
- Fluxys
- Fondazione Giacomo Brodolini
- Friedrich-Ebert-Stiftung
- Gemeente Wemmel
- Gemeente Wetteren
- Globachem
- Greenyard
- Group Peeters
- Helan
- HEROCK®
- Het Facilitair Bedrijf\*
- Idé Coffee
- Imas Fiduciaire
- imec
- INEOS België
- Inter Vlaams expertisecentrum toegankelijkheid\*
- KLA
- La société wallonne des eaux



- Maersk
- Mediahuis
- Menarini Group
- Michelin Belux
- MLex
- Moore
- National Bank of Belgium
- Nike
- Nipro Europe Group Companies
- NN
- North Sea Port
- NRB
- Owens Corning Europe
- P&V
- Plum'Art
- Pluxee
- Politiezone Damme Knokke-Heist
- Pracsis
- PROGRESSIO
- Proximus
- Renta Solutions
- Resillion
- RVA
- RZ Tienen
- Securex
- Sécurité Sociale Entrepreneurs Indépendants
- Sensoa
- Sint-Pieterscollege Jette
- SLS Consult
- Stad Antwerpen
- Stad Oostende
- Standaard Boekhandel
- Statik
- Swagelok Belgium
- TCS
- Teamleader
- UNICEF België
- Unit-T
- Universiteit Antwerpen
- UNIZO
- Vandelanotte
- VELUX Belgium
- Verder Groep
- Vertronics
- Vlaams Energie-en Klimaatagentschap\*
- Vlaams Energiebedrijf\*
- Volvo Group
- Wallonie familles santé
- handicap AVIQ
- Water-Link
- Westtoer
- Winand Eerens
- Wolf Oil Corporation
- Wordline
- Zorggroep Guislain Broeders van Liefde

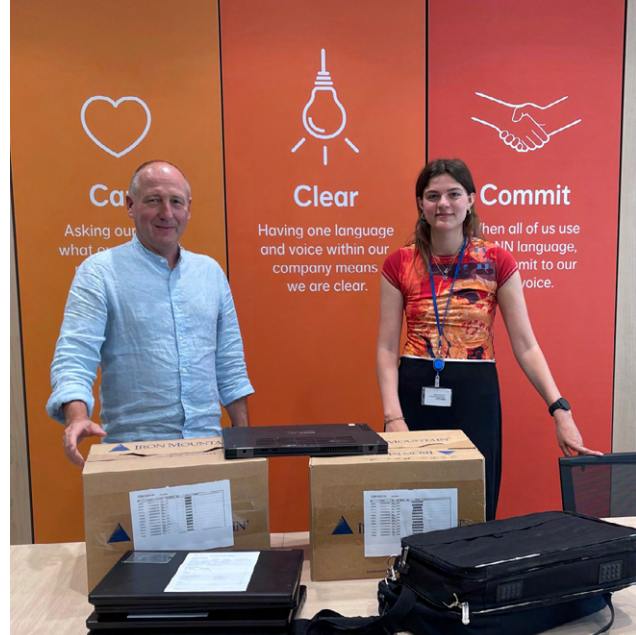
\* Flemish Government



▲ Trefdag Digitaal Vlaanderen'

# pictures

▼ Visit of the Minister-President of the Wallonia-Brussels Federation



▲ Collection of IT equipment from NN



▲ Visit to our sister organisations: Close the Gap Kenya

▼ Visit of the mayor of Leuven







▲ Computable Awards



▲ World record attempt solving calculations in one hour



▲ Visit AJS TAL-LAFI



▲ Advanced Engineering

▼ Board of Directors





# Financial report

In April 2025, Digital for Youth was subjected to an extensive financial audit 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. That everything was in accordance with the reference accounting system applicable in Belgium.

Digital for Youth closed the 2024 financial year with a profit of EUR 165,541.

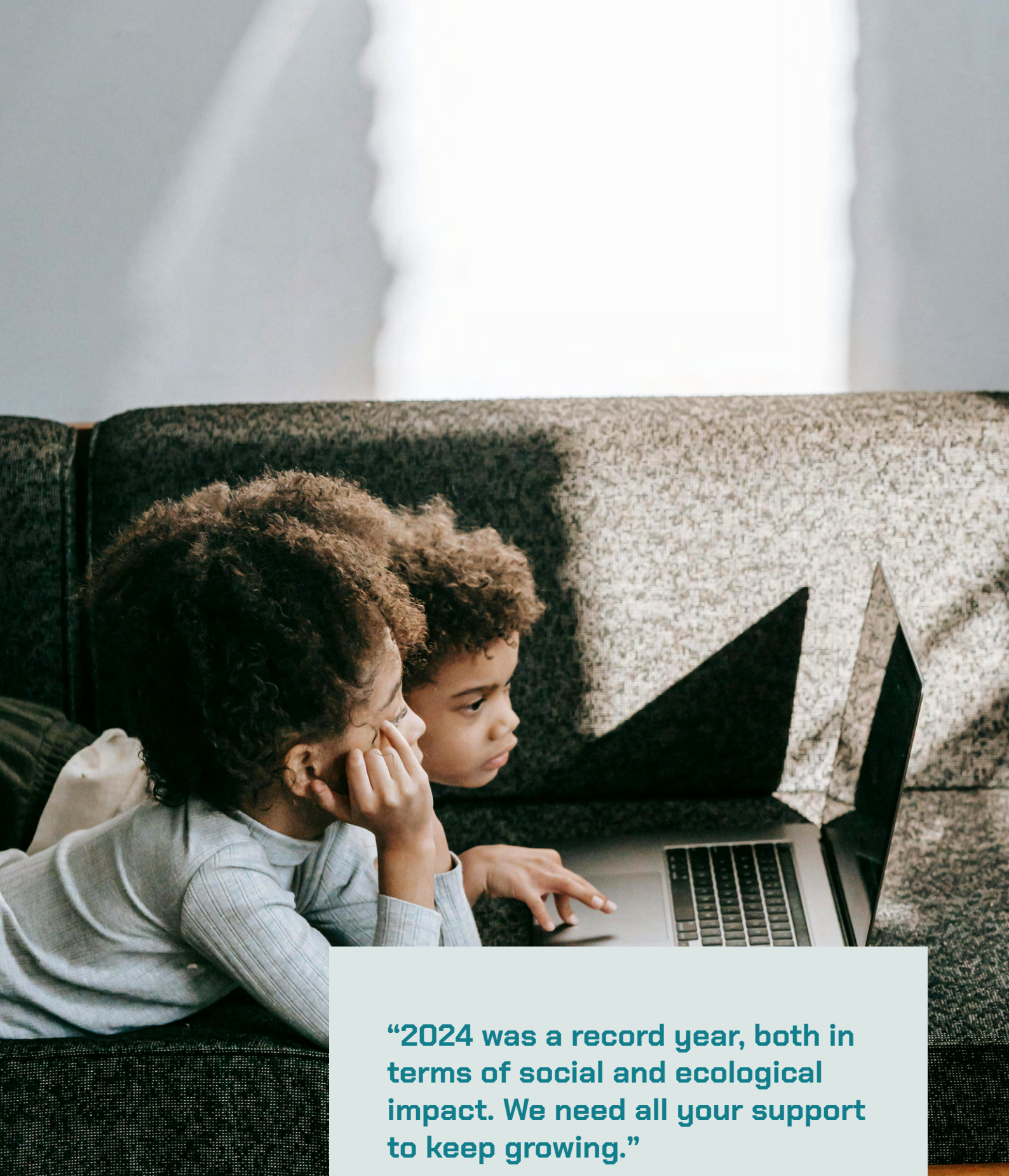
The balance sheet as of 31 December 2024 shows that Digital for Youth remains in a healthy financial position.

- Equity: EUR 612,696
- Cash at bank and in hand: EUR 522,198

*We will continue to make good use of these resources in 2024 to give as many laptops as possible a second life for young people. Our dream is that that every young person has access to a computer.*

## Profit-and-loss account 2024

Revenue	EUR 881,016
Turnover	EUR 247,841
Membership fees, donations, legacies and grants	EUR 615,012
Other revenue	EUR 18,163
Cost of sales and services	EUR 573,873
Cost of materials	EUR 304,582
Services and various goods	EUR 111,929
Remunerations, social security costs and pensions	EUR 295,255
Depreciation	EUR 3,488
Other operating charges	EUR 248
Operating profit	EUR 163,514
Financial income	EUR 2,336
Financial charges	EUR 309
Profit for the financial year (before taxes)	EUR 165,541



**“2024 was a record year, both in terms of social and ecological impact. We need all your support to keep growing.”**

- Hans De Backer





# Thank you for your massive support!

## Make a cash donation or donate a laptop



BE10 0000 0000 0404 with specification: **Fund DigitalForYouth™** or the structured payment reference **\*\*\*196/0360/00088\*\*\***

Donations from EUR 40 are tax deductible.



Laptops or other IT equipment can be simply donated. Send a mail to [laptops@digitalforyouth.be](mailto:laptops@digitalforyouth.be)

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### Our founding members



### Our partners who help us every day



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