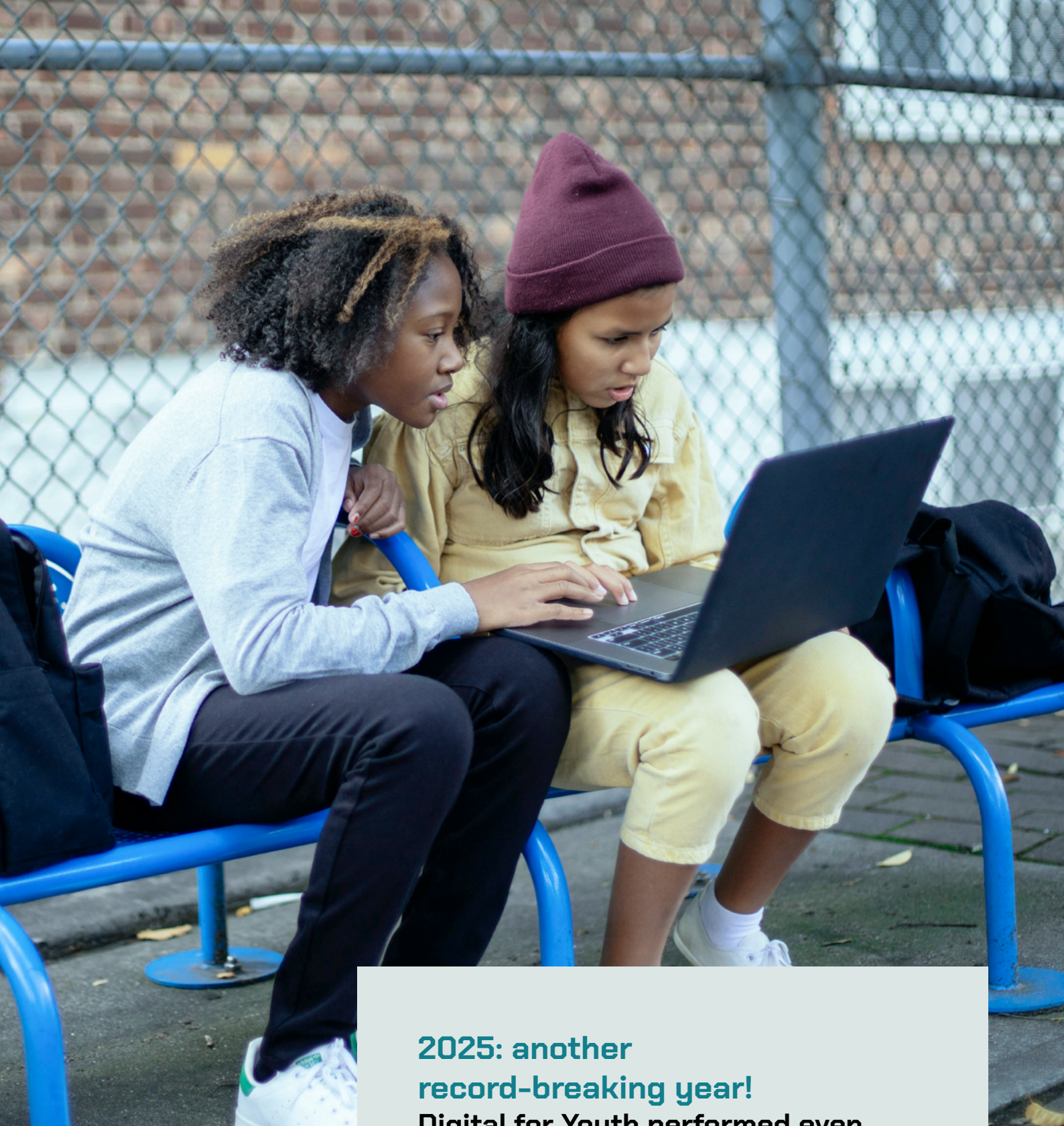




# Impact report

## 2025

Digital   
for Youth



**2025: another  
record-breaking year!**

**Digital for Youth performed even better than the year before. Both the number of donations and the number of laptops delivered increased, making 2025 a successful year!**

## Providing access to computers and digital skills together

Since our establishment in 2019, Digital for Youth's mission has been to give the greatest number of children and young people between the ages of 6 and 25 access to a computer. In 2025, providing access to digital skills became the second important pillar of this mission.

*2025 was a special year for our non-profit organisation, marked by strong growth, new initiatives and inspiring collaborations.*

We delivered no fewer than 3,696 laptops to youth organisations and schools. This is an **increase of 44%** compared to 2024 and is a great step forward in our dream of **digital inclusion for everyone**.

This result was made possible thanks to the support of 180 companies and public institutions. In 2025, they chose to donate 40,923 depreciated IT devices to Digital for Youth and their commitment has allowed thousands of young people to learn, discover and grow in a digital world. **Many thanks to our loyal donors!**

2025 was also a year of **innovation**. The launch of the AI for Youth project, focused on young people aged 10 to 15, was a major first step in our digital skills offering. It offers train-the-trainer sessions for teachers and workshops for young people about AI, both during school hours and in their free time.

And at the end of 2025 we launched the Belfius Digitruck. This converted shipping container is used as a mobile classroom for digital inclusion projects to literally bring technology to young people. Schools, cities and organisations can book it.

We look ahead to the coming years with great enthusiasm. Together with our partners, we want to boost our impact. We continue to work towards a future in which digital opportunities are accessible to every young person. A **future where circularity and technology go hand in hand**, for the benefit of both our society and our planet.

– Hans De Backer,  
general manager of Digital for Youth



**28.821**  
Total number of laptops  
delivered since our  
establishment in 2019 up  
to 31 December 2025.

# 2025 in figures



**180** companies and public institutions donated their depreciated IT equipment.



We collected **40.923** IT devices, including **19.461** laptops.



Thanks to all these IT donations, we saved **7.614** tonnes of CO<sub>2</sub> equivalents, as well as reducing toxic materials, e-waste, impact minerals and land use.



We delivered **3.696** laptops, **2.518** of which through King Baudouin Foundation project calls.



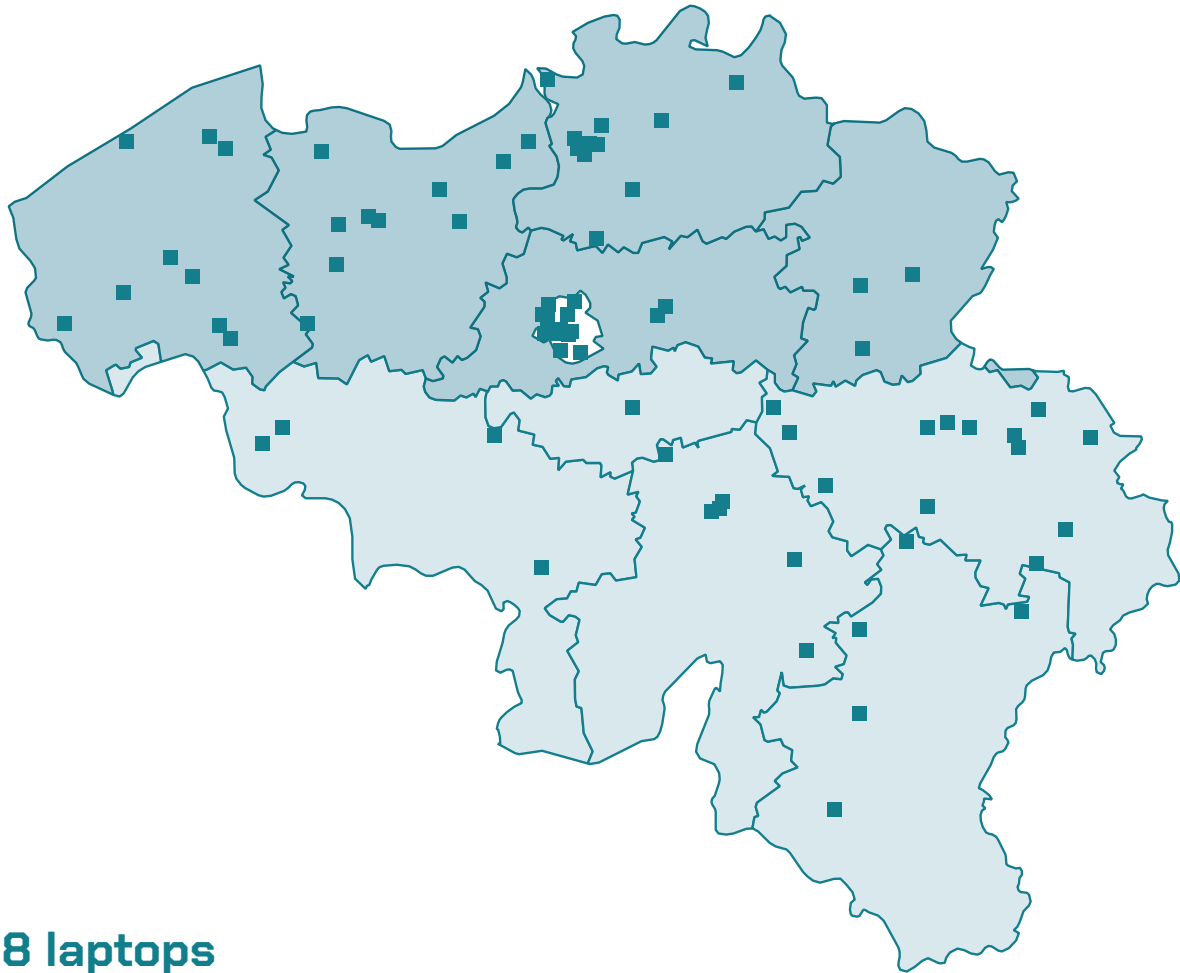
We reached **181** organisations that work with young people, **115** of which through King Baudouin Foundation project calls.



The digital skills of **16.367\*** children and young people were strengthened.

\* This is an average figure based on our impact study.

# King Baudouin Foundation projects



## 2,518 laptops across Belgium

In 2025, youth organisations could continue to rely on Digital for Youth for free refurbished laptops. Once again, the King Baudouin Foundation issued three project calls. Our independent jury assessed the submitted applications. We received many requests and fortunately, we had enough stock. **It's great that so many youth organisations are finding their way to us.**

A podcast-making workshop, help with job applications, homework support or coding camps are just a few examples! They can also apply for extra financial support to make their project a success. **Access to a laptop is already a good start. A laptop with the necessary IT accessories is even better!** Think, for example, of antivirus software, the purchase of software or headphones. These might not immediately spring to mind, but they are essential.

Never have we been able to support so many non-profit organisations as in 2025. We delivered **2.518** laptops to **115** unique organisations through King Baudouin Foundation project calls. In addition, they received a total of **€83.825** in extra financial support. These organisations are in **77** different towns and cities.

- 30 organisations in Brussels received **697** laptops
- 49 organisations in Flanders received **1.326** laptops
- 36 organisations in Wallonia received **495** laptops

# Digital projects in practice

## Muzaïek helps children grow through creativity and technology

Muzaïek, the creative youth organisation, is in Ghent. As the name suggests, it's all about music. Drama, visual arts, dance and media also play a role here. Children aged 4 to 14 can discover their inner Picasso, Shakespeare or Beyoncé.

### How do use they use laptops?

They often use the laptops in conjunction with Makey Makey, a simple tool that turns everyday objects into 'computer buttons'. For example, children can use a banana or a piece of clay as a computer button. By touching it, they send signals to the laptop.

In this way, they build their own instruments and can play games or make music using circuits they have created themselves.

### The result?

Music, crafts, and technology come together seamlessly. Children learn the basics of programming through play. **Their enthusiasm and confidence in technology grow!**





## Digital talents grow at CoderDojo Belgium

CoderDojo Belgium organises free coding clubs ('Dojos') for young people aged 7 to 18. Across Belgium, children can learn about technology through play. Their dream is a world where every child can develop digital skills.

*"For many young people, having their own laptop is the crucial starting point to discovering and developing digital skills. These donations allow CoderDojo to give every child the same opportunity to experiment, create and enter the digital world with confidence."*

– Virginie Dardenne,  
CoderDojo Belgium communication manager

### In 2025, Digital for Youth delivered its 28,000th laptop since its establishment.

And we could not let this milestone pass unnoticed. We personally handed over the 28,000th laptop to CoderDojo Belgium at a Dojo in Brussels.

We didn't do this alone! We were joined by **Assuralia**, the Belgian insurance federation. We've been working closely together for five years now and it's bearing fruit. Since 2020, Assuralia members have donated 6,319 laptops and 12,496 other IT devices, thus made a major ecological impact and given thousands of children access to a laptop.

*Want to know more about this festive moment? We captured it on video. Watch it [here!](#)*



<https://www.youtube.com/watch?v=078ESNmM8Hk>

*"The insurance sector is proud to actively contribute to the digital inclusion of young people. The continued digitisation of our society must not stand in the way of the development and integration of vulnerable young people."*

– Hein Lannoy, CEO Assuralia

## Give young people digital opportunities too!

Developing digital skills does not stop at access to a laptop. Youth organisations that receive laptops through project calls can receive up to **€50 in additional funding per laptop**. They receive this amount to purchase IT accessories (headphones, mice and keyboards, software, laptop bags, etc.) and software licenses. This extra support is essential to maximise the opportunities of young people.

This funding comes from our Digital for Youth Fund at the King Baudoin Foundation and is a protected fund used exclusively for this additional funding.

For every donated laptop, we reach multiple young people (see the impact study section). This is because most non-profit organisations allow several young people to work on one laptop (for example during a homework class or workshop). In other words, **for every €50 of additional funding, a non-profit organisation can purchase IT accessories for several young people**. A small amount can already help a lot of children.

***Did you know that donations from €40 are 30% tax-deductible? After donating, you'll receive a tax certificate.***

[Give young people digital opportunities](https://donate.kbs-frb.be/F-DigitalforYouth/~my-donation)



<https://donate.kbs-frb.be/F-DigitalforYouth/~my-donation>

**Curious to know why this extra funding is so badly needed?** Every year, we ask our laureates how they use this budget. We've collected their answers [here!](#)



<https://digitalforyouth.be/hoe-maak-jij-mee-het-verschil/>



# Additional support for schools, social organisations and public institutions

Most of our deliveries go to laureates of the King Baudouin Foundation. However, we also support schools, social organisations and public institutions that need laptops to help combat poverty. Even if they don't come into consideration for the project calls, the need is still there!

That's why we also want to help them, if our stock allows. We usually do this at a social rate, or sometimes even free of charge. In this way, we delivered **1,178 laptops**. In addition, we also delivered **14 other IT assets** (smartphones, tablets and a smartboard). We've reached **67 different beneficiaries** like this. This gave even more young people access to IT equipment and increased our impact. Because everyone has the right to digital opportunities.

## 200 laptops for civil society organisations in Ghent

ArcelorMittal, District09, Circular IT group and Digital for Youth joined forces. This collaboration enabled us to donate 200 laptops to District09, the digital partner of the City of Ghent who, in turn, distributed these laptops among civil society organisations in Ghent.

One of these is non-profit organisation Toontje in the Sas and Bassijn district of Gentbrugge. This poverty support organisation is committed to helping people who need social support, social contacts or material assistance.

*"In recent years, vulnerable households were able to purchase digital devices thanks to temporary subsidies. Now that those resources are disappearing, this structural collaboration offers a sustainable and ecological solution."*

– Hafsa El-Bazioui,  
Alderman for Digitisation, City of Ghent



# Assessing our actual impact

To measure is to know. Since 2022, we've been mapping our impact annually through a structured study. The Theory of Change of Digital for Youth forms the basis for this. This is a theoretical framework that was developed in collaboration with New Eyes on Impact and sets out 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 our laptop donation to them, all laureates of the King Baudouin Foundation (KBF) receive our questionnaire to assess, among other things, how the laptops are used and what their impact is on the organisation and its target group.

You can find the full explanation of the Digital for Youth Theory of Change [here](#).

The figures in this report relate to laureates who received laptops in 2024 and completed the questionnaire in 2025. In total, 86 organisations participated, resulting in a level of response of 86%.

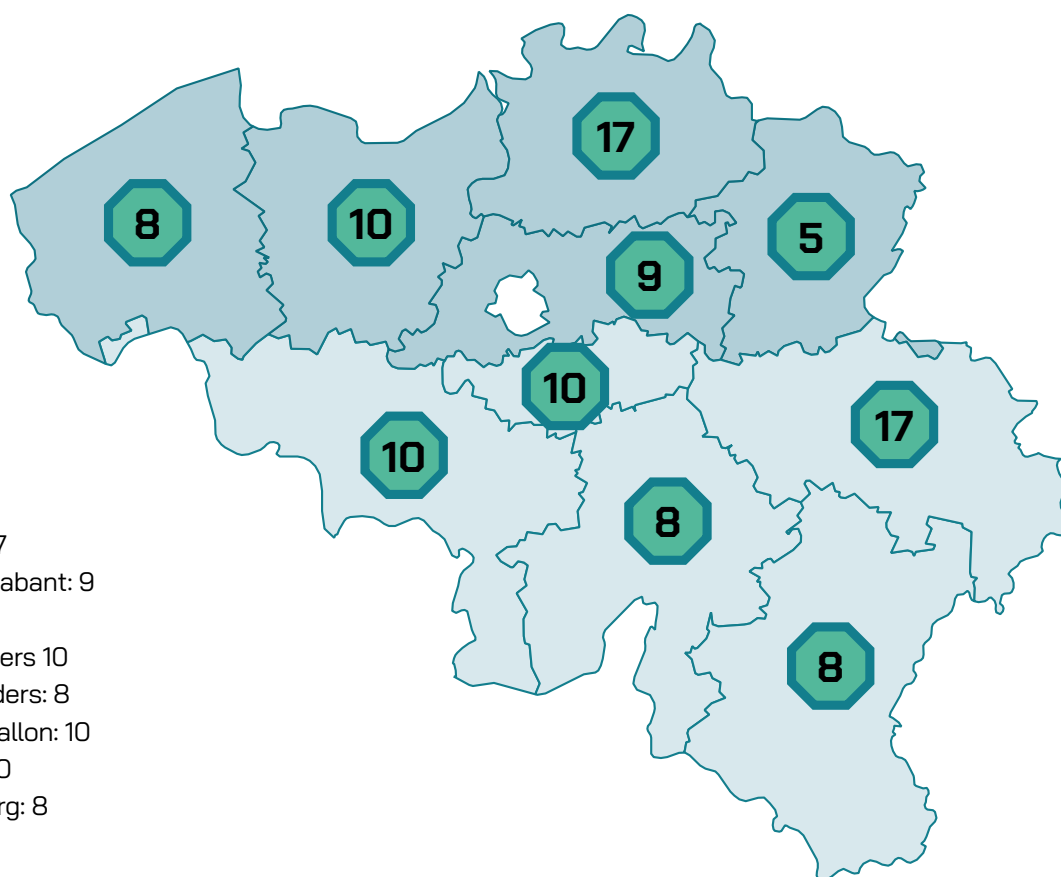
## 1. Sphere of control

The sphere of control comprises everything that Digital for Youth controls itself, i.e. the entire process from collecting IT equipment to delivering refurbished laptops to youth organisations.

The 86 laureates of 2024 received a total of **1,611** laptops and **€60,570** in additional financial support for IT accessories.

### Geographic breakdown

The supported organisations are spread across Belgium. 35 are in the Flemish Community, 38 in the French Community and 23 in Brussels:



Antwerp: 17  
Flemish Brabant: 10  
Limburg: 5  
East Flanders: 10  
West Flanders: 8  
Brabant Wallon: 10  
Hainault: 10  
Luxembourg: 8  
Liège: 17  
Namur: 8

## Type of organisations

The KBF laureates form a diverse group of youth organisations. What they have in common is their focus on the digitisation of young people, sometimes across several areas of operation. Graph 1 shows how many organisations we supported per area of operation and how many laptops they received.

Half of the organisations are involved in youth work/youth care, which is the main area of laptop use (44.6%). Education (27.9%) and poverty-related work (19.8%) are also popular areas of activity. Although only 8.1% of organisations focus on newcomers, they account for 230 laptops (14.3%).

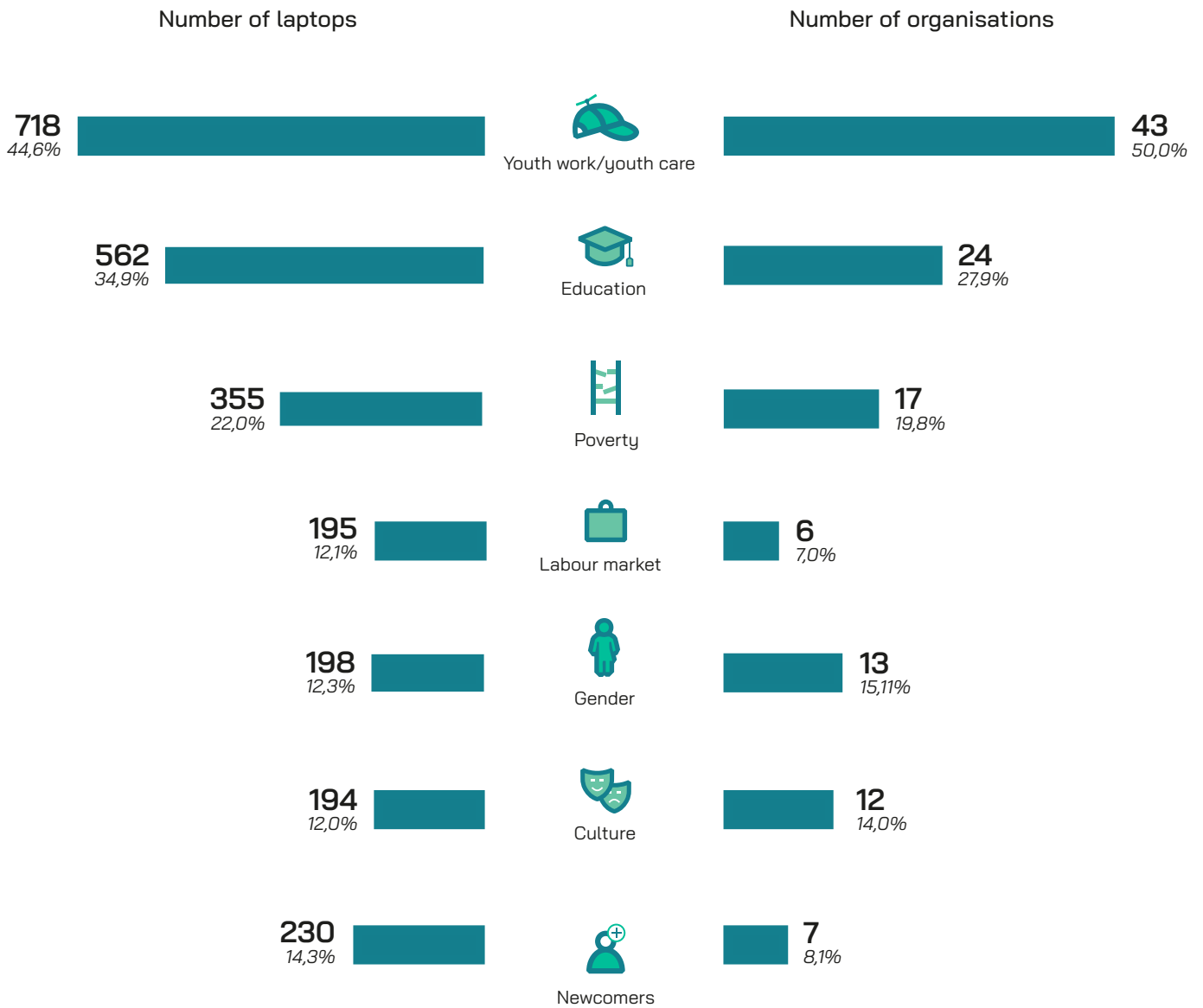


Chart 1: number of laptops per area of operation and number of organisations per area of operation

## Quality of the laptops

We attach great importance to the quality of the laptops. Not all collected equipment is suitable for reuse and **each laptop must meet certain minimum specifications**. Our aim is to provide organisations in need with reliable, high-quality equipment.

The results show that the quality of the laptops delivered is high. **Only 4% of devices proved to be permanently defective after one year.**

In the event of technical issues, we aim to provide remote support. Of the 48 organisations that experienced a technical issue, one third (16 organisations) were able to resolve it immediately or on the same day and half (24 organisations) within a week. We advise organisations to start using the laptops straight away. In case of technical issues that cannot be resolved, they have a six-week swap guarantee.

## How often did they have technical issues?



Chart 2: how often did they have technical issues?

## 2. Sphere of direct influence

Through its operation, Digital for Youth has a direct impact on the supported organisations.

Youth organisations use the laptops in three different ways, often in combination. These are the three pathways of change:



### Guided digital activities

(such as homework support, digital skills or coding workshops)

**91%** of all organisations



### Free access on location

(for example via a computer lab)

**53%** of all organisations



**Loan service** (laptops taken home)

**31%** of all organisations

## Who do we reach through these pathways of change?

The laptops reach young people of different ages, with a strong focus on those aged 12 to 22. The proportion of girls ranges between 40% and 45%, depending on how the laptops are used.

*"The laptops quickly found their place, both for free use during opening hours and within specific workshops such as 3D printing, robotics, creating 2D video games, etc."*

– ASBL Hecowala



Chart 3: Reach per age category through three digital pathways of change

**On average, we reached 15 young people per laptop.** This is because not all laptops are allocated on a one-to-one basis. Organisations that use laptops for guided digital activities or freely available on location thus reach more than one young person per laptop.

This figure is notably higher than in previous years, when the average was 6.5 children per laptop. This is due to a few organizations that reached a large number of children per laptop, thereby raising the average.





## Guided activities

In total, the laureates organised **145 guided digital activities**, ranging from homework support and basic digital skills to labour market-oriented support. Organisations may offer multiple types of digital activities. Graph 4 shows how many were organised for each type of digital activity.

*“Throughout the year, we organise two ‘techno-scientific’ workshops where young people can carry out their own robotics projects, combining coding, home automation and mechanics. In addition, we organise internships on similar digital themes.”*  
– La Scientothèque asbl

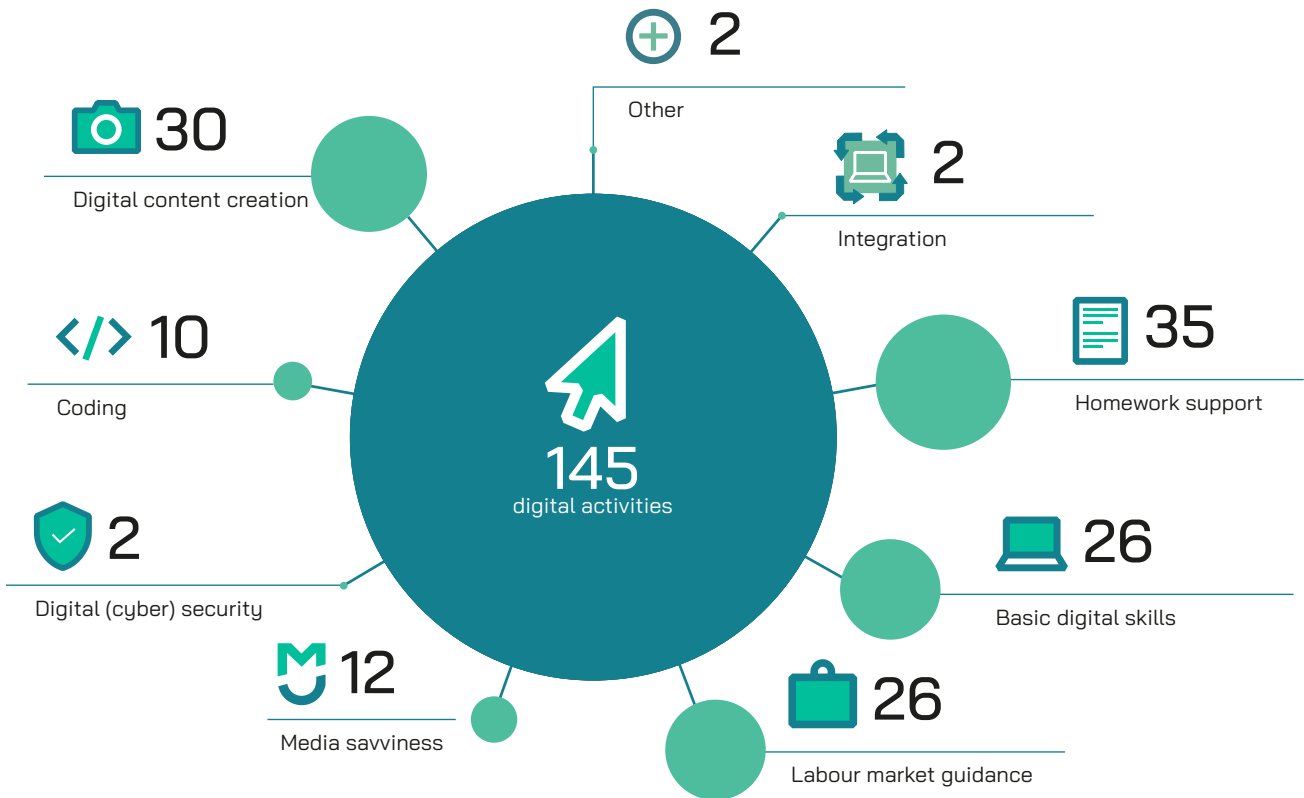


Chart 4: digital activities

During the guided activities, the laptops were used for a total of **137,117 hours**, or **7,213 days**. The average number of hours of use per laptop is 103 hours. This figure reflects only the hours of use during the project period (one year after delivery).

**Carbon footprint**  
Digital for Youth also contributes to a reduced carbon footprint. Without our support, many organisations would have purchased fewer or no laptops. We asked them how many new laptops they had purchased without our support. In total, the **purchase of 849 new devices was avoided**, resulting in **carbon savings of 139 tonnes**.

*“Laptops were used in the different age categories to enable children and young people to do their homework, stay in touch with family and friends, play games, etc. Before this project, there were only two laptops per nine young people in the different age categories, which meant they had to take turns.”*  
– Adem vzw

### 3. Sphere of indirect influence

Through the supported organisations, Digital for Youth has an indirect impact on young people. Laureates were asked to identify various effects and to indicate the extent of Digital for Youth's influence on each (ranging from no influence to a very strong influence). If, according to them, an effect did not occur, they could indicate "not applicable" (N/A).

The results show that our support contributes to a range of positive outcomes.

The strongest effects on the organisations themselves are:

- Organisations have greater ambitions regarding digital inclusion.
- They have a better understanding of the digital needs of the target group.
- They can expand and innovate their range of activities.

*"Digital for Youth's support has helped our organisation put digital inclusion firmly on the agenda. Working with the laptops made our team even more aware of the extent of the digital divide among young people with mental disabilities. This awareness has led to better internal alignment, more attention to digital skills in our day-to-day activities and a stronger shared ambition to continue working on this in the future."*

– Adem vzw

*"Giving young people the opportunity to start using digital tools and practise independently allows them to adopt these skills more readily. Not having to say they can't complete assignments because they don't have a computer at home is very important for them."*

– Jeugdorp vzw

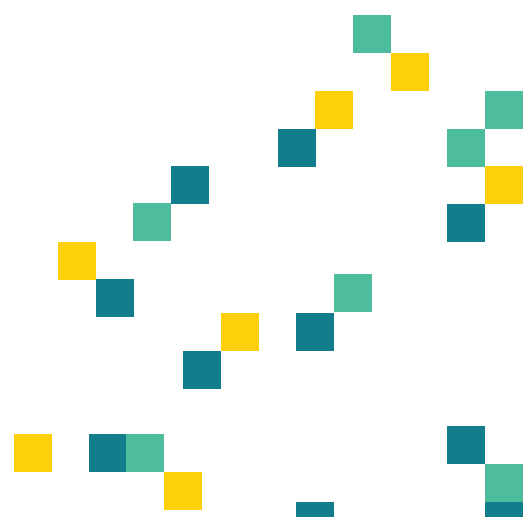
*"We had a 17-year-old boy here who started using a laptop more frequently on Wednesday afternoons. Before, he usually only worked on his smartphone. Initially, this was just to complete school assignments, but over time he also started asking for help to prepare his CV and write emails. Whereas he previously said he could "do everything on his mobile," he now spontaneously uses the laptop when visits. This may seem like a small thing, but it shows a clear increase in digital self-reliance."*

– JC Bouckenborgh vzw

Organisations indicate that, thanks to the laptops, they can organise more and more diverse activities and respond better to the needs of young people.

In addition, Digital for Youth has an indirect impact on young people themselves. We asked the organizations to what extent Digital for Youth contributes to positive outcomes for young people. The most significant outcomes are:

- Young people are better able to participate in education.
- They improve their digital skills.
- They are better able to participate in the labor market.



## 4. Sphere of interest

The effects within the sphere of indirect influence contribute to the broader societal objectives of Digital for Youth.

We aim to:

- Close the digital divide.
- Strengthen social inclusion.
- Improve education opportunities and employment prospects.

For young people, this translates into greater self-confidence, a stronger sense of belonging and the ability to participate fully in the digital society. They develop into critical and active citizens.

*"Young people are part of society. The stress of not having a laptop and constantly having to borrow one or go to the library disappears"*  
– vzw Duinhelm

*"Children have become more confident in using computers and software. They have familiarised themselves with digital tools other than mobile phones."*  
– Espace Populaire d'Education et d'Expression (EPEE asbl)



# The birth of AI for Youth



To fully participate in the digital society, three things are essential:



1. Access to IT devices



2. Access to the Internet



3. Access to digital skills

Until recently, Digital for Youth focused solely on access to IT devices for children and young people. We provide refurbished laptops to social organisations who, in turn, ensure that they reach the people who need them.

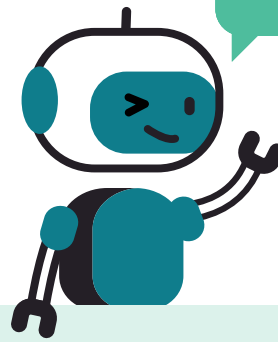
In 2025, Digital for Youth expanded its mission. In addition to access to IT devices, we also want to teach children and young people **digital skills**. The AI for Youth project aims to prepare young people for the digital future. We introduce them to artificial intelligence (AI) in an easily accessible and inclusive way. We give them the skills to use AI critically and consciously.

## Why digital skills as well?

According to the Digital Inclusion Barometer (2024, King Baudouin Foundation), **40% of Belgians are still digitally vulnerable, rising to 68% among people with lower levels of education.** Without action, AI risks widening that gap even further.

This is worrying, because AI will have a major impact on work: **65% of Belgian jobs will be affected by AI** (analysis based on IMF methodology). AI skills are crucial to keep up. AI for Youth teaches young people the basic principles of AI to better prepare them for a labour market that is transforming because of AI.

That's why we need to teach young people not only how to use technology, but also how AI works. In this way, we give them the tools to be stronger in a rapidly changing world.



*"The AI for Youth workshops will give Belgian young people a better understanding of how AI works and how they can use it themselves. Those who understand AI will have a better chance of finding work in the future."*

– Barbara De Weyer, project lead of AI for Youth

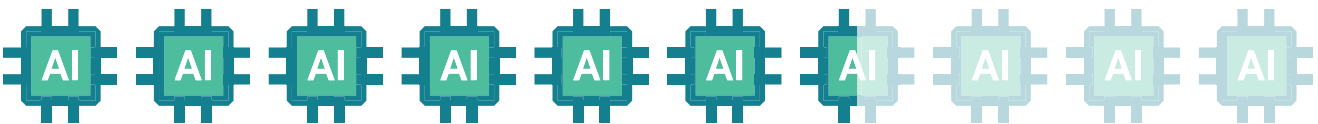
**40%** of Belgians are digitally vulnerable



**65%** among low-educated individuals



**68%** of Belgian jobs are impacted by AI



*"Someone in Antwerp used the laptops this year to submit school assignments online independently for the first time. Whereas in October he still had no access to digital learning tools, after a few sessions he was able to work confidently with Smartschool, Word and email. He said he 'finally feels like he belongs'."*

– LEJO vzw

This project consists of two parts:

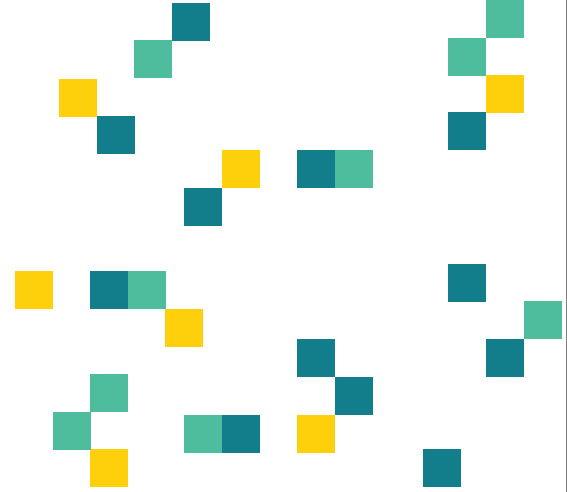
## 1. AI for Youth workshops

We offer **teaching modules** to teachers, intended for children aged 10 to 15. The modules can be used both during and after school hours, at any location.

You can download various teaching modules free of charge on [our brand-new website](#) (currently available only in Dutch). You can use them independently or you can choose additional support. We offer a couple of free **train-the-trainer** sessions after which you'll be able to use the teaching modules with complete confidence. Would you rather not teach the teaching modules yourself? We have several partners who can come and give the workshops in your classroom.

This project was made possible thanks to the collaboration of strong partners.

- Brightlab for the development of the teaching modules and train-the-trainer sessions.
- Link in de Kabel and UCLL Techniek-en WetenschapsAcademie (TWA) for leisure-time activities.
- Digitale Wolven and eduCentrum for the school offering.
- iO for marketing and communication.



[Request a workshop](#)

*(currently available only in Dutch)*

### Launch of the AI for Youth workshops

The pupils of GO! Freinetschool De kRing were the very first to take part. They attended the very first AI for Youth workshop. Brightlab organised a trial workshop in Antwerp at Digitale Wolven. They learned what AI is all about and gained insights into ethics, data and its impact.

Watch the launch



<https://youtu.be/kZcqYTvntRs?si=kplvN21QcjMsafcx>



## 2. Belfius Digitruck

Our Belfius Digitruck is a renovated shipping container that was converted into a **mobile classroom**. This classroom is fully self-sufficient and ultra-modern. The Belfius Digitruck includes seating, a smartboard, refurbished laptops, micro-bits, an internet connection and digital inclusion games.

Together with our sister organisation Close the Gap, we ensure that the truck travels across Belgium. Schools, cities and leisure organisations can request the Belfius Digitruck free of charge for **initiatives around digital inclusion, STEM and AI**.



### Belfius Digitruck launch

The Belfius Digitruck made its very first stop at the GO! Basisschool O.B.A.M.A. in Beringen. The truck stayed in the playground for two weeks and pupils followed workshops focused on AI and STEM skills.

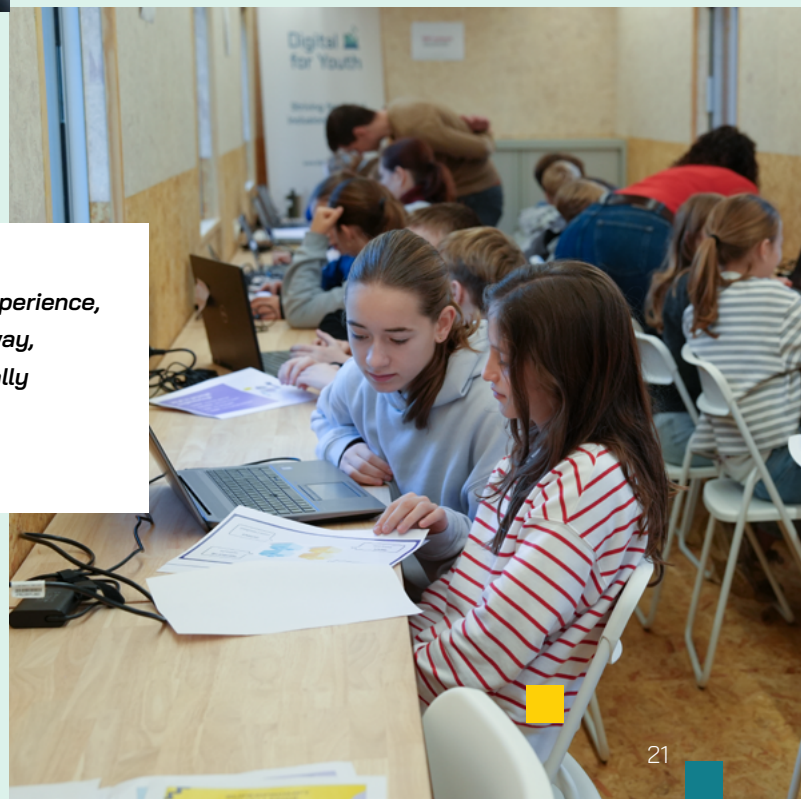


[Book the Belfius Digitruck](#)

*(currently available only in Dutch)*

*"We show young people, in a playful way and through experience, that AI is not a magical, all-knowing best friend. In this way, we give them the tools to use these technologies, critically and consciously."*

– Tim Louagie of Brightlab



# No impact without donors

Our donors ensure that we have both IT resources and financial means. We need to create both an ecological and a social impact. **Without financial resources, IT devices cannot be processed.** More and more companies are getting to know Digital for Youth and we're able to convince them to support us. For every donation, we provide five reports, i.e. a donation overview, a data wipe certificate, a recycling certificate and ecological and social impact reports. We continue to invest in professionalising IT donations and we're extremely grateful for every donation, big or small!

## Donors meet youth organisations in Kontich

The best depreciated IT devices donated by companies are given a second life at youth organisations. Digital for Youth forms the bridge between the two. But what if we bring them together? We invited our donors and the supported youth organisations to visit Circular IT group, our refurbishment partner, where they were given a tour of the brand-new site. **In this way, they got to know the entire process and each other.**



OH Leuven

## Greater Leuven IT collection campaign

Together with various partners in Leuven, we organised a large-scale IT collection campaign. We called on companies and institutions in and around Leuven to bring their depreciated IT devices to a collection point.

This campaign was made possible thanks to: Leuven2030, werecircle, Maakbaar Leuven, Sociale en circulaire economie Vlaams-Brabant, Voka - Kamer van Koophandel Vlaams-Brabant, OH Leuven, Leuven MindGate, C3000 and maakleerplek.

### Sports and circularity:

Digital for Youth was also at the "Game For The Futur" of OH Leuven. We brought a collection point to football supporters. They were able to hand in all their unused IT equipment before the match.



*“AXA Belgium is proud of its partnership with Digital for Youth and the fact that we use technology as a lever for inclusion and circularity. This approach fits perfectly with our sustainability strategy, which focuses on the environment and inclusion. By giving our IT equipment a second life, we’re delighted to create real social impact and help reduce the digital divide among young people.”*

– AXA Belgium

# 181 hardware donors in 2025

Since 2019, 463 companies and public institutions have donated to Digital for Youth. Sometimes this was a one-off donation, sometimes this concerned multiple donations. In 2025, there were 181.

- 3Wplus
- Abakus
- ABVV
- Acom
- ACV
- AG Insurance
- Agentschap Integratie en Inburgering\*
- Agentschap Onroerend Erfgoed\*
- Agentschap Overheidspersoneel\*
- Agentschap voor Hoger Onderwijs, Volwassenenonderwijs, Kwalificaties en Studietoelagen\*
- Albemarle
- Alektum
- Allianz Trade
- AlphaCredit
- Alpega
- Alternativ
- Altrad
- Antwerp Team Transport
- Arche Consulting
- Aurubis
- Avertim
- Aviobook
- Aviq
- AXA
- AZ Klina
- AZ Oostende
- Baloise
- Bank van Breda
- Bechtle
- Belysse
- Berner
- Bewel
- Bluecie
- BMW
- Bonka Circus
- Bpost
- British School of Brussels
- Brother
- Bru Textiles
- BS De Bron
- Carmeuse
- Catalent
- Cegeka
- Cegelec
- Certis Belchim
- Circet
- ClassContact
- Compostela
- Contrast Law
- Copro
- Corda Campus
- Crelan
- Daimler
- DAP
- DAS
- De Kleine Prins
- De Klimtoren
- Dela
- Deloitte
- Departement Financiën en Begroting\*
- Departement Mobiliteit\*
- Departement Onderwijs\*
- Departement Werk, Economie, Wetenschap, Innovatie en Sociale Economie\*
- Dienst Ondersteuningsplan\*
- Digitaal Vlaanderen\*
- Digitale Wolven
- DNS Belgium
- DPG Media
- DSM Keukens
- Eiffage
- Enhesa
- Essentiel
- Ethias
- EU-Lisa
- Europese Commissie
- Euroveiling
- Exxon Mobil
- Facilitair Bedrijf
- FACQ
- Flanders Investment & Trade\*
- Fluvis
- Fluxys
- Fransen Bouwonderneming

- Gemeente Boom
- Gemeente Kalmthout
- Gemeente Lille
- Gemeente Stekene
- Gemeente Wetteren
- Globachem
- Graco
- Grant Thornton
- Group S
- HEROCK®
- Hilti
- Hogeschool Gent
- Howden
- Human8
- ICO Terminals
- Idé Coffee
- Inditex
- Ingenium
- iO
- Katholiek Onderwijs Vlaanderen
- Kensington
- KPMG
- Kriskras
- La Quinta Essentia
- Lansweeper
- LPW Pools
- Luminus
- Mobiel 21
- Möbius
- Mölnlycke
- Moore
- Multiversum
- Nationale Bank van België
- Nike
- Nipro Europe
- NN Insurance Belgium
- NRB
- Ocasc
- Omdenkerij
- OMP
- Ontex
- P&V Group
- Paradigm
- Plum Art
- Pluxee
- Politiezone Dilbeek
- Polo Platform
- Prothya
- Psychiatrisch Centrum Sint-Amandus
- Randstad
- Ravago
- Reliance Law
- Renta Solutions
- Resillion
- RVA
- Ryhove
- Santa Fe Relocation
- Sick
- Siemens Digital Industries Software
- Sint-Michiel
- Sint-Rita Campus Technologie
- Sisu
- SO Gent
- Sodeco Valves
- Solidaris
- Stad Antwerpen
- Stad Oostende
- Stad Vilvoorde
- SWDE
- Synergie
- Teamleader
- Techno Automotive Equipment
- Tensio
- Titeca
- Twikey
- UCLL
- Unit-T
- Universiteit Antwerpen
- Universum
- UQ
- Vandelanotte
- Velux
- VGD
- Via Brussels
- Visual Rights Group
- Vivaqua
- Vlaamse Belastingdienst
- Vlaamse Overheid
- VLAIO
- VMA
- Vogelbescherming Vlaanderen
- Voka
- Vokan
- Volvo
- VOO
- Waterlink
- Wolf Oil Corporation
- Wordline

\* Flemish Government

# Sustainable future

Reusing and recycling depreciated IT equipment has many sustainable benefits. Ecological impact includes CO<sub>2</sub> emissions, land use, toxic materials and conflict minerals. But what does that really mean? What exactly do these figures represent? We calculate this impact based on an average lifespan extension of four years for electronics.



**285,552.9 m<sup>2</sup>** of land use avoided = **40 football pitches** by surface area



**106.4 ton tonnes** of electronic components kept at high value = **532,000 smartphones** by weight



**7,614.0 tonnes** of CO<sub>2</sub> emissions saved = the annual consumption of **1,655 cars** in Belgium



**4,930.7 kg of toxic materials** were prevented from entering the environment = **330 filled rubbish bags** by weight



**1,106.1 kg** of conflict minerals recycled = the weight of **an adult rhinoceros**



# Working toward greater digital inclusion with iO

iO is a digital agency with a strong vision for closing the digital divide. Their slogan, 'Experience is everything, for everyone', sums up that vision perfectly. In Digital for Youth, a partner with whom they can develop projects for digital inclusion together, they found a 'match made in heaven'.

## AI for Youth partner

The collaboration between iO and Digital for Youth has several dimensions. iO is the digital and marketing partner for AI for Youth. They created a brand new visual identity, produced summarising videos and built a new website which got our new project off to a flying start. In addition, iO has already made IT and financial donations that support our regular operations.



*"I'm proud that, through our collaboration with Digital for Youth, iO can help close the digital divide. It's great that our laptops are given a second life, but also that we can support Digital for Youth in other areas with our digital marketing expertise."*

– Roel Van Aelst,  
Strategic Partnership Director at iO



## Leaving no one behind in the digital world

Digital for Youth organised an event on digital inclusion together with iO. How do you prevent your services or products from excluding certain groups? **What can companies, governments and organisations do to ensure no one is left behind in the digital world?** You discovered it on 9 October.

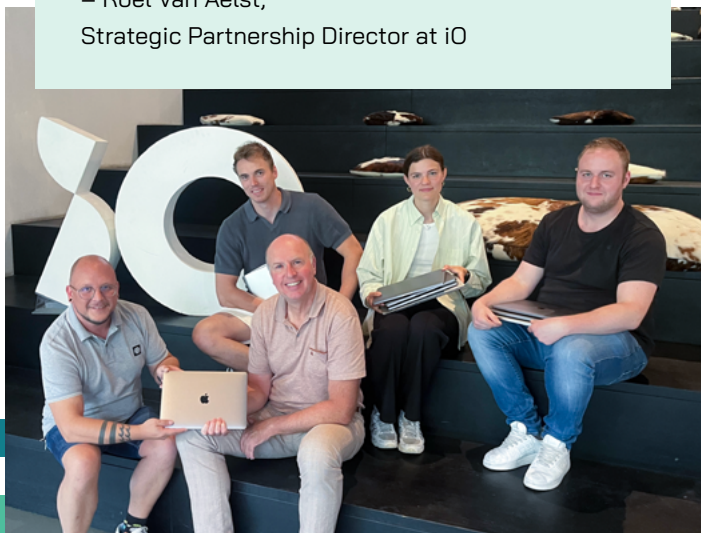
### What did the evening bring

Keynotes of Cathérine Bals (*Vice-President DigitAll & Sustainability Lead Proximus Group*), Olivier Vanden Eynde (*CEO Close the Gap and board member of Digital for Youth*) and Jan Smedts (*Head of Digital Flanders*). There were also an AI for Youth introduction and a panel discussion entitled "How can we reduce digital vulnerability through better digital accessibility?" with Ali Chari (*Community Lead DigitAll*) as moderator.

[Did you miss it?](#)  
[Watch the aftermovie here](#)



<https://www.youtube.com/watch?v=CODXql-5fPY>



# Queen Mathilde highlights the importance of digital inclusion

In June, her Majesty Queen Mathilde of Belgium paid us a visit. We had the honour of welcoming her to Circular IT group, our refurbishment partner. The visit was part of her commitment to the United Nations Sustainable Development Goals.

She heard **a presentation about what Digital for Youth does and why digital inclusion is an important pillar in tackling poverty in Belgium.**

We also invited two youth organisations: Oranjehuis (Sabine Bourgeois) and Digitale Wolven (Cindy Smits). They shared their experiences about the importance of their organisations, but also about the importance of access to laptops.

*“Having digital skills makes a crucial difference for vulnerable young people. Think of school assignments, practising for the theoretical driving test or registering for social housing.”*

– Sabine Bourgeois,  
general manager Oranjehuis

Afterwards, Queen Mathilde was given **a tour of the refurbishment factory** where she was able to see for herself how depreciated IT equipment is processed and prepared for a second life for young people who need it.

*“I am pleased by Her Majesty the Queen’s interest in a subject that is very close to my heart. Hopefully, after today, we can inspire even more people to ensure that all children have access to a digital world and can participate equally in education.”*

– Cindy Smits, general manager Digitale Wolven



# En route to DIGITAL – AI & Sustainable IT for non-profit organisations

How can non-profit organisations keep up in a rapidly digitising world? That was the key question during the event 'En route to DIGITAL'. We joined forces with SOCIALware, Antwerp Management School and asUgo Consulting for this event.

AI and sustainable IT are taking up an increasingly important role in our society. Non-profit organisations can also benefit from this. This event gave non-profit organisations the right building blocks to start working with it themselves. An inspiring keynote, interactive round-table discussions and a networking lunch are the ideal ingredients for their digital transformation.

[Did you miss it?](#)  
[Watch the aftermovie here](#)



<https://www.youtube.com/watch?v=cAATr7RdK8k>



*“Digitisation is moving at high speed. Businesses, governments as well as the social sector are faced with the challenge of making the right investments in digital technology and effectively realising the value of that digitisation. To achieve this, we must primarily approach digital transformation as a business transformation.”*

– Steven Dehaes,  
dean of the Antwerp Management School

# Financial Report

In May 2026, Digital for Youth underwent a **comprehensive financial audit** conducted by the auditing firm Grant Thornton.

The auditor concluded that the proposed financial statements presented a **true and fair view** of **our organization's assets, financial position, and results for the fiscal year**. All of this was in accordance with the accounting standards applicable in Belgium.

Digital for Youth closed the 2025 fiscal year with a **net income** of **404,807 euros**.

The balance sheet as of December 31, 2025, shows

that Digital for Youth is in a healthy financial position:

- Equity: 1,017,503 euros
- Cash and cash equivalents: 954,224 euros

**We will put these funds to good use in 2026 to:**

1. Give as many laptops as possible a second life in the hands of our young people and
2. Scale up our new AI for Youth program.

In this way, we aim to realize our vision for the future: that every young person has access to a computer and digital skills.

## Income Statement 2025

<b>Operating revenue</b>	<b>1,203,632 euros</b>
Revenue	548,417 euros
Membership fees and donations	639,594 euros
Other operating revenue	15,621 euros
<b>Operating expenses</b>	<b>804,844 euros</b>
Merchandise, raw materials, and supplies	401,723 euros
Services and miscellaneous goods	92,406 euros
Salaries, social security contributions, and pensions	306,141 euros
Depreciation	2,330 euros
Other operating expenses	2,244 euros
<b>Operating profit</b>	<b>398,788 euros</b>
<b>Financial income</b>	<b>6,617 euros</b>
<b>Financial expenses</b>	<b>598 euros</b>
<b>Profit for the fiscal year (before taxes)</b>	<b>404,807 euros</b>



**“A laptop is more than just technology. It’s a gateway to education, opportunities, and self-confidence.”**

- Hans De Backer, general manager Digital for Youth



# 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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