

& DIVERSITY

Youth voices: A participatory approach to promoting mental health literacy through digital means

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Evaluation forms What did you like best about the

workshop?

participate and you did not just talk. Austrian student

That we could express our opinion

without being afraid. I liked everything.

Talking about our emotions.

That we all got to speak.

What I liked most was that we were

able to participate in it.

Polish student

That our opinion was heard and taken into account. Austrian student

could express their opinions.

That we were able to talk to each other.

We were allowed to express and discuss

Austrian student

That we had the right to express our

feelings and thoughts. Polish student

That we were allowed to be honest.

To be able to express our opinions.

That we were allowed to get our mobile

phone and were honest the whole time.

That everything was anonymous.

Austrian student

our opinions out loud.

Polish student

PW2 What I liked most was that students

Polish student

Slovenian student

PW1 That we were allowed to actively

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How can evidence-based and target group-specific content be developed to promote mental health literacy in young people using digital means?



Systematic Literature Reviews

Systematic Review and Meta-Analysis (Wright et al., 2023)



Focus | Digital prevention programs for the promotion of MH, MHL, well-being, resilience, mindfulness, help-seeking behavior for youth

Systematic Umbrella Review (Reitegger et al., 2024)



Focus | Digital prevention programs for anxiety and depression for youth (11-18)

Participatory Workshops (PWs)

Participatory Workshops 1: Design (June 2023)

- Sample | Students [ISCED Level 2] Austria, Poland and Slovenia \circ N_{1a}= 81; N_{1b}= 83
- Focus | Relevant topics (Stressors and Resources for relief), **Design Studio** & Gallery Walk, Feedback Forms on preferences and needs



Participatory Workshops 2: Content

(December 2023)

- Sample | Students [ISCED Level 2] Austria, Poland and Slovenia \circ N_{2a}= 96; N_{2h}= 95
- Focus | Creation Labs (Writing, Audio recording, Activities), Diversity; Feedback Forms on comprehensibility, relatability and appeal

Key elements and moderators

- Setting moderates efficacy [school, leisure, mixed]
- Some level of [professinal] support and level of guidance positively influence efficacy
- Programs struggle with consistent adherence and attrition
- Multimodal delivery of content is recommended
- · User engagement should be enhanced by including:
 - Youth voices
 - Automated/immediate feedback
 - Gamification features

Design preferences

- · Preferred formats:
 - (1) text + pictures,
 - (2) audios
- (3) videos • Integration of game-like elements
- (Avatar) and interactive features Progress tracking
- [percentage on top of the page] Badges for achievements



Content preferences

- Short & concise information, no long text "No one would read it" [Austrian student]
- No preferences in presenter of information (experts, adults, peers, or others)
- Diversity dimensions that should be represented by content (in order of
 - body/appearance, personality, age, ethnicity, and gender identification

- No lengthy instructions

Challenges and benefits of using an evidence-based and participatory approach in the case of the me_HeLi-D project

- Topic sensitivity | Obtaining consent of the parents; risk of triggering
- Contradictory results | Divers students' suggestions; compared to literature findings
- Meeting students' expectations | Low budget vs. high expectations of students
- Flexibility | Willingness to adjust project timeline (extensive analysis/adaption process)
- Commitment & motivation | Students, school/principal and teacher

- **CHALLENGES**
- **Empowerment** | Mobilize and encourage students to express and share their opinions, preferences and needs
- Increased feasibility of implementation | Valuable insights from prior reseachers as well as teachers and schools
- Increased relevance, comprehensibility and relatability | Design and content
- Inclusive approach | "With the students for the students"
- Validation of student voices

BENEFITS











