

## DINAMIA 2003: CONCLUSIONS

After the great interest shown by the public in the alternative leisure time programs during the 2001 congress, for this new DINAMIA 2003 event we decided as our main goals to analyze and think about which are going to be tendencies for the future concerning leisure time and its related risks prevision, which means the alternative leisure time programs analysis from the point of view of the all involved agents.

In DINAMIA 2003, the guidelines and thoughts of the different administrations and public bodies, as INJUVE, FEMP, PNsD, CJE, FAD, EDEX, ABD, IREFREA, RACC, CEPS, as well as a long etc, have met, providing a huge range of experiences and researches which have allowed us to arrive to a first agreement in DINAMIA 2003 about which the concepts of LEISURE TIME and YOUNG PEOPLE are, as well as their definition.

From these two differentiated basic points of view, LEISURE TIME and YOUNG PEOPLE (YOUTH), it is now clear that **young people should be treated as a heterogeneous qualitative and quantitative group; as differences can appear in age, sex, origins, capabilities, etc. According to this, we should accept the existence of many distinct manners of enjoying leisure time.**

No more talks about YOUTH then but about YOUNG PEOPLE. This point becomes difficult to solve when launching a project because when the idea comes up it still is difficult to evaluate and compare why the different agents involved in its launch, never mind whether they are young or adult, they have different perceptions about "youth". This is happening because they are thinking in different groups of young people: depending on age, sex, those who go out on weekends, those who do not, those who take drugs or drink, those who do not those who have problems to deal with people, etc.

In addition, we should remember that, differences in criteria related to "the objective and methodological reason" to follow in order to create and evaluate programs heading to young people still exist. Nevertheless, it has to be mentioned that, more and more, positions and goals are getting closer (diversity in positions is wide: teachers, events organizers, sport managers-trainers, prevention managers, associated young people, mediators, social workers, youth managers in diverse areas...). This fact is not only due to economic reasons (choosing of projects to be subsidized), but also because of methodological reasons that should help to better develop and improve programs mostly, from European organisms in the way that has been mentioned.

Versus an scheduled leisure time, dehumanized and mercantile, DINAMIA supports the position of a qualitative and positive leisure time, diversified and integral, which should be accessible to each young person.

In the general overview, spaces and times preferred by young people remain still clearly defined: nights and own spaces are the response, with a general trend to make their own home, their computer and mobile phone a new extension of the leisure time spaces shared with their friends, whether in working days or weekend. Individually, they fully spend their leisure time in a new way of life and dynamic where

the new technologies facilitate the entrance, through computers or video-consoles, of different new ways to enjoy their leisure time without justifying it and without any effort, just from a hedonistic point of view.

Going out at night becomes an inter-relational space, where routines, work, studies or behaviour codes of adult people can be avoided. So, in this case the behavioural pattern is not whether it should be at night a leisure time, but it is about the age when it is possible to enjoy free access to this specific leisure time.

**Leisure time experience as a social phenomenon and defined with its own entity which is free-used.**

Leisure is a multi-varied expression, a personal experience. Such a variation in expressions and dimensions nowadays fights and coexists with points of view and models of the preceding generations: negative leisure time associated to laziness, leisure adjusted in a similar ratio to working time (shopping centre, cinema, the practice of sports...almost as obligations).

A kind of leisure where the conditions how it is practiced stands out over time gave to it (economic differentiation: access to computers, video-consoles; sex discrimination: times to arrive home at night when going out, easier access to a car for boys than for girls...)

Once they live in both adult's and young's worlds, where rules of conduct and values are not the same, as images and identities, dissociation in which young people live their leisure time has been also revealed. On the adult's side, instrumental activities are strengthened following special aims, being valued the security and to walk together and in the same direction as adults; while when living young people's world they do not assess risks, living the present easily and thinking that the future is unforeseeable because they feel themselves excluded of the group, of the social organization.

In order to work from the alternative leisure time perspective and to tackle the different aspects related with the way young people live leisure time, we have analyzed different experiences and researches concerning:

- ✓ New technologies: we should consider them as something positive as a way of communication and interchange. They play a very important role while socializing and providing consolidation in relationships of group, and sometimes they become therapeutic and even pedagogic. They provide and stimulate cooperation, information and participation, generating new styles and values between young people. In addition, they make easier the digital alphabetization, which should be emphasized and exploited by educational centres and in general by the society.

- ✓ Trends: fashions appear following trends, so we must pay attention to distinguish which is the non-stop changing reality of young people. In general, we categorize trends in the materialistic dynamic to which leisure associated business and big multinational companies subject to one of their most important market sectors: young people. We must pay attention to this point and, from the administrations, bodies and groups, we must walk in parallel and establish tendencies, in collaboration or even in advance to the market needs or beside them; this can be one of the challenges for the future.
  
- ✓ Audiovisual reality: new generations have grown with a switched TV on, as well as they have built themselves up together with the internet (created in 1983), video- consoles, technologies associated to mobile telephones...Images prevail to texts and the industry and the marketing know it. Several data have been provided by further observatories and bodies that research these issues, as well as the industry itself. All these data must be shared with them, so that they can take profit of it developing their own capabilities of selection and decision, and above all in order to develop young people's critical awareness, even more while they are building up their personality and they look for models, people they admire and people who they try to imitate (cinema, music, sports...).
  
- ✓ Sports have been one of the most emblematic activities of leisure, representing not only leisure but also the promotion of health values, which makes it essential when having to include it in programs of alternative leisure time, mostly of those programs that pursuit well defined preventive objectives.
  
- ✓ Travelling is also important. Not only as a leisure activity but as a cultural interchange as well, as a way to discover different values also and a way to learn from others, including the experience of house-leaving for some time. The study of different languages becomes very important in this point.
  
- ✓ Social actions voluntary and solidarity: several changes have happened in this sphere. While for some people it has been a free-choice time with the aim of helping other people or collaborating in this field, for some other people it has been an instrumental conduct not involving too much charge of solidarity, which has even become a trendy action. In spite of involving all this issues, social actions voluntary makes a very good opportunity up in order to form young people and as an interesting sphere in which young people can spend alternative leisure time.

Experts and technicians that have taken part in the congress have approached us different aspects or scopes through which alternative leisure time programs should continue to develop:

- A different perspective of leisure time, opposite to this market and commercial offer of leisure just as a business matter, which can not be reached by all the sectors of the society. For this action it would be crucial to state new parameters with the industry of leisure and try to dialogue and make an interchange of ideas in order to arrive to new future agreements.
- Those alternatives must be conceived involving young people, who must receive the tools and necessary resources to it. It would also be important to learn hand to hand with them to run smoothly the process of participation, providing equal opportunities and making it even easier to those who should have different capabilities or that would present more difficulties to enjoy leisure equally due to possible social disadvantages.
- To face risks involving leisure affecting young people is also crucial. It is essential then to reduce and prevent them. To study in depth some of these risks gave us some patterns about where to focus on our goal: be able to achieve and offer a healthy way of life and also to transmit the experience of leisure and risks involving it (intakes, sexuality, violence...) in order to enjoy leisure time and do not experience it with any "fear".

An issue that has been widely mentioned through all the contents of the congress and forums has been the role of the media in order to emphasize the importance of youth leisure phenomena in these last years. Speakers and conference participants have talked about it in the working meetings. The main demand has been more involvement with the positive and enriching side of the different ways of youth leisure.

Another remarkable aspect of the congress, in the same way, has been how we must face these distinct ways to enjoy leisure time by young people from different disciplines and perspectives, as much as young persons and leisure possibilities exist. That is the reason why it is very important to give and respect the role that each institution and environment represents in the different processes of young people's life and in their leisure time: school, family, equal groups, personal building up, community...

Regarding also the respects involving each concerning part's work, in each one of the three scheduled forums at the end of daily talks, it become evident that the daily work developed by local administrations for young people needs a balance between young people, technicians and representatives. DINAMIA will represent this sphere, in collaboration with FEMP, where different political parties, Youth Councils, technicians and involved bodies will emphasize and look for methods that will fit and make flexible at the same time an improvement path in the future that is being created, which is DINAMIA itself: a meeting point and a forum of dialogues, thoughts, reflections; a platform where claims can be listened; a laboratory of experiences, of ways of living leisure time that will have continuation in DINAMIA 2005.

Finally, summarising this experience, we must conclude that in DINAMIA several ideas and critics have been given, as well as solutions and opinions. Different points of view have come together, positions have approached, some provided details-data have been surprising.. We have realized about which is the reality and we have listened which are some of the problems to solve. We have then been excited with the project and we have been understood.... Nevertheless, the most interesting point is that we have interchanged experiences and opinions about the issues that worry us and about how to challenge them, which is already a step ahead.

We recommend you to carefully read the conferences and speeches. Thanks for your attendance and your suggests.