Youth Mobile

Teaching young people to create mobile apps for sustainable development
Why YouthMobile?

Mobile technology has become a tool for youth empowerment, activism and socio-economic progress. In developing countries especially, the number of mobile Internet connections is increasing exponentially, and smartphones are often the only computer available.

Within this context, YouthMobile enables a critical mass of youth to leverage technology and to address personal and local challenges. The Initiative's comprehensive training also involves boosting self-confidence and creativity, breaking stereotypes and gender norms and enjoying the act of learning.

"We have seen [...] the power of technology [...] to enhance the quality of learning and to reach all marginalised populations."

- Audrey Azoulay, Director-General of UNESCO
  February, 2018

Increase of smartphones in Africa from the end of 2015 to 2020

2015
226 million
X 2.4
2020
720 million

Source: GSMA 2016
Providing young people with basic technical skills and the confidence to develop, promote, and sell locally relevant mobile apps, the Initiative aims at creating employment opportunities and at enabling its beneficiaries to address personal challenges and local issues.

**Main Goal**

Teach youth how to create mobile apps

**Actions**

1. Find training providers
2. Train teachers
3. Empower youth

**Direct Beneficiaries**

- Youth and youth organizations
- Secondary school students
- Teachers and principals
- Local communities

**Indirect Beneficiaries**

Through training programs, the Initiative aims to empower youth and provide them with the necessary skills to create mobile apps. The main goal is to create job opportunities and to enable its beneficiaries to address personal challenges and local issues.

**Competences**

- Problem solving skills
- Technological knowledge
- Entrepreneurship
- Pitching skills

**Objectives**

- Create job opportunities
- Women’s empowerment
- Youth empowerment
- Resolve local community problems

**How does it work?**

Through training programs, the Initiative aims to empower youth and provide them with the necessary skills to create mobile apps. The main goal is to create job opportunities and to enable its beneficiaries to address personal challenges and local issues.
On the occasion of the 2016 International Day for Girls in ICT, girls were attending the Jiggen CITC competition where they learned and developed their own mobile apps. (Senegal)

YouthMobile organizes workshops that teach young people problem-solving, coding and basic professional skills. Those in turn will help them develop their confidence, empathy and resiliency.

STIMULATING

IDEATION
To identify a problem in their community

TECHNOLOGY
To develop a mobile app solution

ENTREPRENESHIP
To elaborate a business plan

PITCH
Confidence and skills to market the application
The global Internet user gender gap has grown from 11% in 2013 to 12% in 2016”

Source: Broadband Commission for Sustainable Development, 2017

Smartphone ownership and locally relevant applications can be a key to women’s empowerment, shattering their isolation and unleashing their powers. Even further, the ability to develop mobile and web applications has the potential to enrich their skillset, to create job opportunities and to give them a platform in emerging digital economies.

“Measures designed to enable women and girls to thrive [...] potentially increase GDP in certain countries by up to 34%.”

Source: Vodafone Sustainable Business Report, 2015-16
Gender priority

A platform for female leaders

YouthMobile’s ambition is to break deeply rooted gender norms and to find and empower female leaders around the world. With this vision in mind, it supported the #eSkills4Girls meetup in Kigali, Rwanda, in May 2017, as part of the effort to create a network of young female leaders in the ICT field. 30 African countries were represented.

In developing countries, women are nearly 25% less likely to be online than men. The gender digital gap undermines women’s ability to be resilient actors of the economy. YouthMobile partners with local and international actors to empower them.

- Ghana: in collaboration with IFAP, 480 girls participate in a 6 months intensive training.
- Burkina Faso: in collaboration with African Youth Network, 104 girls were trained.
Global outreach, including initiatives as Technovation Challenge, FOSSASIA and Africa Code Week

AFRICA CODE WEEK

YouthMobile partners with SAP to organize the yearly Africa Code Week event. The 2017 edition reached 1.3 million youth, aged between 8-24, to confer them basic coding skills. The target of Africa Code Week is to allow access to training and resources to +5 million by 2025.

43% of the participants were women.

Source: http://africacodeweek.org/

*25 countries include: Kenya, Rwanda, South Sudan, Nigeria, Kyrgyzstan, Namibia, France, Thailand, Cambodia, Lebanon, Bangladesh, Afghanistan, Kazakhstan, Zimbabwe, Ghana, Burkina Faso, Canada, Brazil, Qatar, Gabon, Spain, Singapore, China and USA.
Humanitarian crisis and conflict resolution

THE PEACE APP
SOUTH SUDAN 2016

Developed by 15 students from Juba University in 2016, the app focuses on explaining different terms relating to conflict, violence and its impact. Users can also take a quiz and share peace commitment.

The App outlines the peacebuilding process with a focus on the role of an ordinary citizen (Mwathinin) in the national peace building agenda, and the benefits of sharing peace and reconciliation messages. The practical steps offered in the App help the user to pursue an end to violence by making a personal commitment to the peacebuilding process in South Sudan.


THE PEACE APP
YEMEN 2017

The YouthMobile Initiative developed a project in Yemen when the country was in the midst of one of the world’s humanitarian crisis. The project spurred students’ creativity to promote solutions to the conflict through mobile applications.

The project involved 40 student participants, who were able to develop 10 applications over the course of two weeks’ training.
<table>
<thead>
<tr>
<th>Country</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finland</td>
<td>Raising awareness about the condition of the oceans through a game, drawing attention to marine pollution</td>
</tr>
<tr>
<td>Lebanon</td>
<td>An application helping students to remember their subjects and succeed at school</td>
</tr>
<tr>
<td>Cambodia</td>
<td>Informing students and young people about different scholarship programmes</td>
</tr>
<tr>
<td>Nigeria</td>
<td>Providing a platform for needed steps to ensure the survival of any injured person involved in an accident</td>
</tr>
<tr>
<td>Senegal</td>
<td>Providing pregnant women with information, safeguarding their health records and connecting them with doctors in case of emergency</td>
</tr>
<tr>
<td>Rwanda</td>
<td>Connecting farmers with industries and helping them to extend their products in the national/international marketplace</td>
</tr>
<tr>
<td>South Sudan</td>
<td>Providing farmers with necessary information on how to grow crops and improve their harvests</td>
</tr>
<tr>
<td>Cambodia</td>
<td>Tracking real-time road conditions</td>
</tr>
</tbody>
</table>
“Technology was not always the field of study I thought I would go into. But the more I discovered that creativity and innovation are at the heart of mobile app development, the more I became interested.”
- Aida Mansour, participant of the 2016 Jiggen CI TIC competition in Senegal.

“During the training, our thinking was triggered. I was surprised because in the end the idea for the app I came up with was about solving a problem that I had faced myself.”
- Chhit Chanmony, creator of the “Scholarship App”, Cambodia.
YouthMobile is an Initiative by the UNESCO Knowledge Societies Division, which is responsible for the realization of the concept of knowledge societies that are built on the key principles of inclusion, openness, diversity and pluralism.

The Division promotes access to information and knowledge using ICTs to enhance the quality of and access to education, build scientific knowledge and innovation, promote open access to scientific research, and empower local and marginalized communities.

Significant efforts are mobilized to build capacities of key stakeholders, particularly teachers, to use ICTs effectively and acquire the indispensable for the 21st century competencies in Information, Media, Digital and ICT literacy competencies.

More information:
http://en.unesco.org/themes/building-knowledge-societies