

YouthMobile



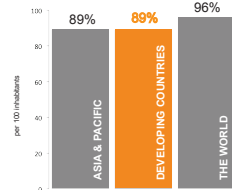
Source: CC by 2.0 AFS-USA Intercultural Programs

THE GOAL

Training and empowering young girls and boys to understand technology and create mobile apps to solve socio-economic problems affecting their communities

UNESCO and its partners strive to build the confidence of young people to develop, promote and sell locally relevant mobile apps that address sustainable development issues and provide employment.

MOBILE-CELLULAR PENETRATION



Source: ITU World Telecommunication /ICT Indicators database

HOW?

1

SUPPORTING LOCAL AND INTERNATIONAL INITIATIVES

- training young people, building on the experience and best practices of many worldwide programmes introducing computer science programming and problem solving

2

TRAINING TEACHERS AND YOUTH ORGANISATIONS

- developing the capacities of teachers and telecommunication advocates and raising awareness about the potential of mobile phones in everyday life for all

3

LINKING MOBILE APP COMPETITIONS

- organizing competitions on sustainable development issues and encouraging trained students to submit their apps for prizes, recognition, and employment opportunities

www.youthmobile.org

Mobile technology is an unprecedented powerful tool for young people to realize their opportunities in today's knowledge economies and participate in society as global citizens

YouthMobile



**Teaching young girls and boys to
create mobile apps for sustainable
development**

YouthMobile initiatives worldwide



United Nations
Educational, Scientific and
Cultural Organization

2014 - 2017

www.youthmobile.org

en.unesco.org/youthmobile