

# REPORT

## YouthMobile

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### EMPOWERING YOUNG PEOPLE

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2016-2017 action summary

2018-2019 blueprint



United Nations  
Educational, Scientific and  
Cultural Organization



UNESCO – COMMUNICATION AND INFORMATION SECTOR  
Knowledge Societies Division



## What is YouthMobile?

YouthMobile is an UNESCO Initiative empowering a critical mass of young people with ICT skills. The Initiative endows its beneficiaries with the hard and soft skills they need to leverage technology and develop, promote, and eventually sell mobile applications (Apps). Students are encouraged to find solutions to pressing local issues as the key to ensure sustainable development.

The YouthMobile curriculum is designed to tackle unemployment challenges and to ignite positive socio-economic cycles. It includes entrepreneurship classes, self-confidence and breaking gender norms. In fact, the Initiative seizes on the learning potential of coding to emphasize creativity, fun and complex reasoning skills, as well as collaborative and open solutions.

Since its launch in 2014 by the Communication and Information Sector of UNESCO, the Initiative counts more than 6 000 direct beneficiaries who developed and distributed mobile Apps for sustainable development. Projects targeted over 26 countries around the world.

YouthMobile partners with numerous local, regional and global organizations to amplify its outreach and ensure the long term impact of its projects. Its work is inspired to achieve the Sustainable Development Goals, in particular the 4<sup>th</sup>, 5<sup>th</sup> and 8<sup>th</sup> on quality education, gender equality and decent work.

## Why?

The YouthMobile Initiative fosters ICT education and usage for different reasons.

Firstly, the Initiative recognizes the significant potential of mobile applications to achieve the SDGs. Indeed, smartphones are the only (but powerful) computer for millions of people around the world, and permeates every aspect of their lives: from communicating to learning, from taking pictures to playing games. Estimates show that the next 1 billion new Internet connections will be from mobile devices in the hands of young people in developing countries.

The positive impact of connectivity on a country's economy is well documented<sup>1</sup>. Access to the Internet allows marginalized demographics to benefit from an array of financial services, and it acts as a lever of social, political and economic inclusion. It fuels local demand and regional economic activities. Therefore, mobile application development is a key skill tapping significant opportunities for local community leaders and the private sector, and it enables solutions that were unthinkable just a decade ago.

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<sup>1</sup> Various reports from ITU, Broadband Commission, DFID:

<http://www.broadbandcommission.org/Documents/publications/davos-discussion-paper-jan2016.pdf>;

<https://www.gov.uk/dfid-research-outputs/the-impact-of-internet-connectivity-on-economic-development-in-sub-saharan-africa>

Secondly, countries around the world increasingly release wide ranging datasets<sup>2</sup>, allowing the opportunity for civil society to leverage those and build solutions. YouthMobile perceives the trend towards open data as an opportunity to spread collaborative and open innovation. Indeed, coding and programming education are excellent ways to introduce students to data manipulation.

Finally, YouthMobile understands that the youth is “digital native”, born with the Internet at its fingerprints. Beside consuming technology, however, the Initiative also encourages the youth to be active producer of ICT innovations. The purpose is to let present generations agency in technological developments and direct it to fix local needs, rather than being passive consumers. Accordingly, the Initiative strongly advocates for incorporating ICT trainings in schools and national curricula. It also accelerates access to vocational training as well as informal education. It pushes for the creation of a practical skillset that matches the skills required by a rapidly changing labor market.

Therefore, it encourages recent developments of national education systems around the world, which introduce coding in their classes. For example, the UK introduced coding in primary schools in 2013. The USA also has been pushing initiatives such as Code.org and the “Hour of Code”, and many other countries have followed suit.

Through its training, YouthMobile aims at equipping the next generation of students around the world with the skills and the confidence required to succeed in emerging knowledge societies and fulfill an active citizenship role within their communities.

## For Whom?

At a time when the world is looking for new ways to build peace and sustainable development, encouraging innovation and creativity of the youth is pivotal to effectively address these challenges. As embedded in its very name, the primary target of the YouthMobile Initiative is the youth. The UNESCO Initiative aims to empower young generations with the right skillset to be competitive and offer solutions within local, national or international markets.

In line with UNESCO’s commitment to equality between women and men, the YouthMobile initiative pays particular attention to young women. According to the 2017’s report of the Broadband Commission Working Group on Digital Gender Divide<sup>3</sup>, women often lack the digital skills or confidence needed to use the Internet, leading them to failing to gain access or restricting their use to a limited number of services and applications.

The 2018 Report of the Broadband Commission<sup>4</sup> stresses this point, indicating that women are on average 10% less likely to own a mobile phone (for a total of 184 million fewer women) and 26% less likely to use mobile internet (translating in 327 million fewer women) in low and middle income

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<sup>2</sup> Global Open Data Index: <https://index.okfn.org/>

<sup>3</sup> Broadband Commission Working Group on Digital Gender Divide  
<http://www.broadbandcommission.org/Documents/publications/WorkingGroupDigitalGenderDivide-report2017.pdf>

<sup>4</sup> GSMA Connected Women – The Mobile Gender Gap Report 2018  
<https://www.gsma.com/mobilefordevelopment/wp-content/uploads/2018/03/GSMA-The-Mobile-Gender-Gap-Report-2018-Final-210218.pdf>

countries. Furthermore, ITU estimates that the digital gender gap in fact increased from 11% in 2013 to 12% in 2016 – a small, but significant, trend, as gender inequality is increasing, not diminishing.

By introducing young women to the necessary 21<sup>st</sup> century skillsets, the YouthMobile Initiative intends to help them become powerful agents of change to achieve gender equality. Gender-relevant YouthMobile projects, including the cooperation with Germany’s G20 #eSkills4Girls<sup>5</sup> project and platform, where highlighted in major events, including the AfricaCom 2016, the 61<sup>st</sup> Commission on the Status of Women in New York, and the Transform Africa Summit (Rwanda, 2017).

These actions also aim at addressing the longstanding concern of the low rate of female participation in science, technology, engineering and mathematics (STEM) education and consequently STEM careers. This is a major concern, as highlighted during the 2017 UNESCO International Symposium and Policy Forum “Cracking the Code” (Bangkok, August 2017): STEM careers are often called ‘jobs of the future,’ driving social and personal well-being, inclusive growth and sustainable development, through innovation and creativity<sup>6</sup>.

YouthMobile also specifically targets disadvantaged youth, people with disabilities, rural areas, Least Developed Countries (LDCs), Small Island Developing States (SIDS), and Indigenous and minority communities.

## How?

The first YouthMobile Experts Meeting was held at UNESCO’s Headquarters in March 2014 and it brought together world-leading trainer for mobile apps development. They shared best practices and suggested a strategy to reach a critical mass of young people. The Initiative treasured those proposals and carried the first YouthMobile training workshops a few months later.



The first YouthMobile experts meeting, Paris, France  
©UNESCO, 2014, Aleksandra Humo

The YouthMobile Initiative works with ICT-enabled youth organizations globally to provide the youth with informal learning opportunities and assists Member States in the development of long term strategies to include Mobile App development into the formal education system and scaling-up access to the necessary 21<sup>st</sup> century skills.

These partnerships also seek to create self-sustaining, long-lasting projects, encouraging different stakeholders (trainers, staff, mentors) to adopt open-licensed and multilingual training material for mobile apps development for young people.

<sup>5</sup> #eSkills4Girls: Women’s Pathways to the Digital Sector: Stories of Opportunities and Challenges: [https://www.bmz.de/en/publications/type\\_of\\_publication/weitere\\_materialien/study\\_eSkills4girls.pdf](https://www.bmz.de/en/publications/type_of_publication/weitere_materialien/study_eSkills4girls.pdf)

<sup>6</sup> Cracking the Code report (UNESCO, 2017) : <http://unesdoc.unesco.org/images/0025/002534/253479E.pdf>

The YouthMobile Initiative seeks to support activities crosscutting education, entrepreneurship and marketing, so that beneficiaries, particularly unemployed youth, have opportunities to leverage their skillset and initiate viable real-life business activities.

Since its inception, YouthMobile has advocated to mainstream coding education, and to include it in schools' curricula. Its strategy is three fold. First, it aims at a comprehensive review of the purpose and understanding of coding education in each country. Second, it explores specific policies regarding the curriculum, teachers' training for in-service and pre-service teachers and educational materials/tools. Third, it proposes an assessment of the educational outcomes resulting from coding education, and its future expansion. Indeed, over the last few years different countries have increasingly recognized the importance of coding for the relevance of their curriculum in primary and secondary school. For example, the United Kingdom, France and Italy have all introduced elements of coding education in recent years. YouthMobile actively aims at encouraging and sustaining similar efforts.



2017 QITCOM workshop ©UNESCO

## 2016-2017 action summary

### Partnerships

#### SAP - AFRICA CODE WEEK (ACW)

Since 2016, UNESCO has partnered with SAP to support the Africa Code Week. The ACW is the single biggest digital literacy event of the continent. Its aim is to raise awareness of ICT for a critical mass of participants. Its goal is to widen access to coding workshops and resources to more than 5 million children and youth by 2025. Its 2017 edition has been a resounding success, which involved **1.3 million youth** in workshops and training. The female participation rate has been 43%, reflecting the efforts of ACW to empower girls with digital skills and to foster gender equality.

#### RESOURCES

- [ACW official website](#)
- [News on UNESCO page](#)

#### FOSSASIA Summit - Singapore

**Mar. 18<sup>th</sup>-20<sup>th</sup> (partnership with FOSSASIA), 2016**

FOSSASIA is a reference event for Free and Open Source in Asia for developers, designers, startups, and contributors. Over 2,000 participants including pre-university students and professionals gathered at The 2016 FOSSASIA Summit in Singapore. During the summit, YM organized 6 workshops each consisting of 100 youth. The 15 workshop mentors coming from 7 different countries covered all stages of mobile apps development, including the creation, design, coding and implementation. Participants were also encouraged to develop apps based on open data and open online resources.

#### RESOURCES

- [UNESCO news](#)
- [YouTube Video: a speech about YM during 2016 FOSSASIA Summit](#)



Group photo of FOSSASIA (CC-BY-SA) Michael Cannon

#### ALECSO (Arab League Educational, Cultural and Scientific Organization)

**2016**

After the new cooperation agreement signed by UNESCO and ALECSO on April 14th 2016 in Paris, YouthMobile and ALECSO will focus on the following strategic objectives:

- Development and implementation of informal Apps development and electronics training projects targeting youth (15 yrs +)
- Identification of Arab world best practices on the inclusion of Apps development and technology hands-on approach in learning in school's educational planning and teachers' training
- Ensuring the participation of Arab representatives in the organization of international experts' consultations for the elaboration of relevant policy tools and guidelines for educational planning

## Activities in AFRICA

### Senegal

2016

Since February 2016, through a joint-force between UNESCO's YouthMobile and the Ministry of Posts and Telecommunications (MPT) in Senegal, programmes and policies supporting young women in ICTs has been notably improved. Over 400 young girls gained mobile app development skills through trainings organized by YM in partnership with Sonatel and during the celebration of International Girls in ICT Day in April, 2016. Besides, a "Women in Tech" community was established at a national level in Senegal by UNESCO, the MPT, and Sonatel.

#### RESOURCES

- AP: In Senegal, young women challenge boundaries through coding
- France 24 (minute 6:58-7:15)
- CCTV Africa: Tech center opens in Senegal to teach girls & women coding



### Namibia: Training of trainers

April 11st-22rd, 2016 and July-Sept 2017

After a national assessment conducted in 2015, 28 youth gathered at the National Business Innovation Institute (NBII) located in the Namibia University of Science and Technology (NUST) to receive training on Java and Android app development, amongst others. The training was jointly organized by UNESCO, the Ministry of Sport, Youth and National Service (MSYNS) and NUST. Trainers came from all Namibian regions.

Along with the 10-day training, an e-Learning course was developed by the Centre for Teaching and Learning at NUST, aimed at equipping the trainers with pedagogical skills.

Participating trainers gained both technical and pedagogical knowledge, and some were able to conduct training young people across their regions of Namibia to produce mobile applications with a view to help solving identified local issues of sustainable development.



Windhoek kick-off meeting

#### RESOURCES

- News: YouthMobile training-of-trainers initiative launched in Namibia
- <https://en.unesco.org/news/youthmobile-training-trainers-initiative-launched-namibia>

## Burkina Faso: Women’s digital entrepreneurship

Jul. –Aug., 2016

To fight against poverty by promoting ICTs, UNESCO Dakar Office in partnership with African Youth Network has organized two phases of ICT training for girls. The first phase trained 104 girls about basic usage of ICTs and social networks, including how to invite friends to an event and how to market products online; 20 leaders out of the first phase participants were selected to receive an advanced training on app development. For the whole duration of the project, 8 radio programs were broadcasted to ensure coverage and promote “coding”. To continue advocacy among young people, participants were given CDROMs & USBs with recorded radio broadcasts for further dissemination.

RESOURCES

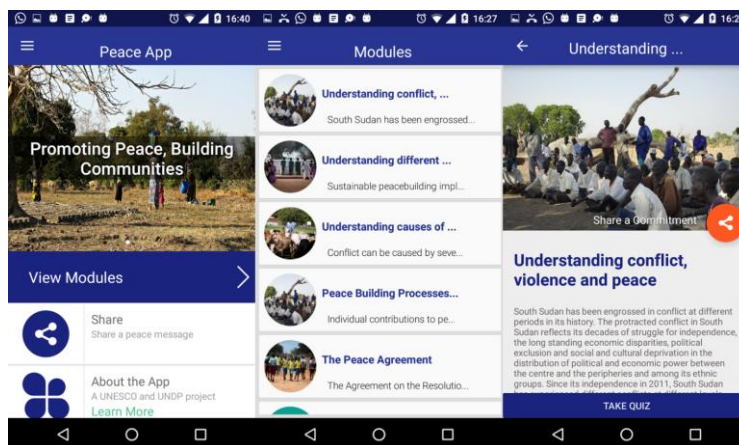
- [News: Women’s Entrepreneurship, Digital Dialogue and Exchange Among Young Girls: Keys to Sustainable Development in Burkina Faso](#)
- [News: UNESCO Trains Young Women Leaders in Burkina Faso in Mobile App Development](#)
- [News: Young Girls and ICT: The Perfect Combination to Fight Poverty in Burkina Faso](#)

## South Sudan: Peacebuilding and Literacy through Tech Innovation Bootcamp

Oct. 24<sup>th</sup>-28<sup>th</sup>, 2016

During the bootcamp in partnership with UNDP and WEB4ALL, 16 students gained essential usability knowledge and mobile development skills at Regency Hotel in Juba. The output from the youth was the launch of “the Peaceapp” which can be downloaded now on [www.thepeaceapp.org](http://www.thepeaceapp.org). This quiz app on the topic of building peace is a unique case how ICTs can help maintain peace and encourage sustainable development in South Sudan.

This Bootcamp was the follow up to a series of previous UNESCO YouthMobile workshops which have involved some 43 young South Sudanese students since 2014 on mobile Apps development.



South Sudan Peaceapp interfaces ©UNESCO

RESOURCES

- [News: UNESCO empowers South Sudanese youth to launch an App encouraging a peaceful co-existence](#)
- [News: Peacebuilding and Literacy through Tech Innovation Bootcamp for South Sudan Youth](#)

## Ghana: Empowering People with disabilities

2016, 2017

The UNESCO Office in Ghana organized trainings for special needs students to learn the basics of web application programming and basic ICT literacy.

RESOURCES

- <https://youtu.be/U0Cz4tltwU>



©UNESCO



## Empowering Young Women Entrepreneurs in Africa through ICTs

**March 2017 (New York)**

On March 13<sup>th</sup> 2017, the opening day of the Commission on the Status of Women (CSW) at UN Headquarters in New York, UNESCO organized, in partnership with the Government of Senegal, a side event highlighting the UNESCO YouthMobile Initiative best practices to preparing young women in Africa to enter the job market. With the participation of the Ministry of Posts and Telecommunications of Senegal, Sonatel, IAMTHECODE, KANO, DEVSCHOOL Kenya, and CEOs of Senegalese mobile applications and platforms Yaay.SN, Sigestes, and Sama Carnet, the event brought together key partners to discuss the importance of multi-stakeholder public-private partnerships for the economic empowerment of women in a changing world of work.

## Senegal: UNESCO Highlights Women in ICTs at the New African Woman Forum

**April 2017**

UNESCO participated in the New African Woman Forum in Dakar in order to highlight the importance of promoting women's and youth leadership in the technology sector in Africa. Bringing together leaders from business, academia and civil society and key decision makers from the public and private sectors, the aim of the forum, in which UNESCO is a partner, was to find innovative solutions and strategies to enable sustainable transformative growth in Africa, putting gender equality at the center.

## Rwanda: YouthMobile supports #eSkills4Girls meetup gathering women tech leaders from across Africa

**May 2017**

As a pre-event to the 2017 Transform Africa Summit, female tech leaders from 30 African countries participated in the #eSkills4Girls meetup in Kigali, Rwanda, on May 9<sup>th</sup> at the KLab. A community building event, the objective of the meet up was to encourage the sharing of experiences and knowledge between girls-led digital initiatives across the Continent. The meetup, jointly organized by the German Federal Ministry for Economic Cooperation and Development (BMZ), SAP, and UNESCO, also offered participants the opportunity to improve their skills through specific workshops on project presentation, networking, media communication, moderation techniques and design thinking.

### RESOURCES

- [UNESCO news](#)



#eSkills4Girls workshop, 2017 ©UNESCO

## Nigeria: YouthMobile training to empower 400 youth with ICT skills

September 2017- March 2018

In partnership with the Federal Capital Territory Administration (FCTA), Microsoft of Nigeria and Samsung Nigeria, UNESCO Abuja office has launched a YouthMobile project in 2017. The 7 months project has trained 400 unemployed youth, especially women, with skills on ICTs competence development (Learning-to-Code). The key objective of the project was to empower the beneficiaries to effectively use their skills to insert the labor market.

Given the success of the project, the Nigerian authorities decided to replicate it on scaling up the initiative in the period 2018 to 2020.



Nigeria UNESCO- FCTA training, 2017 ©UNESCO

### RESOURCES

- [www.nta.ng/international/20180309-use-your-skills-for-nation-building-fct-minister-urges-ict-graduands/](http://www.nta.ng/international/20180309-use-your-skills-for-nation-building-fct-minister-urges-ict-graduands/)
- <https://en.unesco.org/news/unesco-fcta-empower-400-youths-mobile-applications>
- Website containing downloadable students' app: <http://mcandersonassociates.com/youthmobile/index.html>

## YouthMobile supports AFRICA CODE WEEK 2017

June 2017

The third edition of the Africa Code Week, a SAP initiative supported by the UNESCO YouthMobile Initiative, was officially launched on 18 June 2017 at the Hilton Mauritius Resort & Spa with SAP, UNESCO, the Republic of Mauritius and partners, including ambassadors from all over Africa. The edition initially aimed at involving 35 African countries and reaching at least 500 000 children and young girls and boys. However the results well exceeded the goals: **1.3 million** people were involved, trained and participated in workshops all across the continent. The High Patron of the 2017 edition was Ameenah Gurib-Fakim, President of the Republic of Mauritius. At the launching ceremony, she particularly highlighted the importance of empowering girls in STEM, as “girls are those who are most at risk of losing out on tomorrow best job opportunities”.

Mauritius is an example of the training that happened continent wide during ACW. UNESCO facilitated trainings in several countries, such as Niger, Tanzania, and Namibia. Additionally, on the International Day for the Universal Access to Information, fifty-six teachers and students gathered on 30 September 2017 at the CERIDIAN Training Centre (Mauritius) to attend an introductory course on MIT App Inventor organized by the UNESCO YouthMobile Initiative. Adopting an unusual format, the training targeted mixed groups of teachers and students, enabling teachers particularly to observe both the enthusiasm and rapidity of their pupils. A certified MIT App Inventor Master Trainer from Nigeria, Ms Evbi O’Sullivan, conducted the training, guiding the participants through the building of 3 different Apps. This training “gave a good outlook of what our students will face in their future. In our schools we deliver coding classes which are more traditional: here we’ve seen the future”, said one of the participating teachers, “Students are today naturally App-oriented.”

### RESOURCES

- UNESCO News



**CODING IS A NEW LANGUAGE.  
EVERY CHILD DESERVES TO BE FLUENT.**

## Activities in other REGIONS

### Cambodia: Mobile Application Development Training Program

**October 2015- January 2016**

On 6th January 2016, UNESCO and InSTEDD iLab SEA in Cambodia closed the three months intensive training on mobile app development. The training introduced all participants to Cordova, an engine of Phonegap technology for creating mobile applications on iOS and Android. Participants found the mobile application training program contributed to their technical understanding and improved project management skills. After the three months-long intensive training 4 applications were created. The training generated broad news coverage.

#### RESOURCES

- On UNESCO website : [http://www.unesco.org/new/en/phnompenh/about-this-office/single-view/news/launching\\_cambodian\\_youth\\_mobile\\_training/](http://www.unesco.org/new/en/phnompenh/about-this-office/single-view/news/launching_cambodian_youth_mobile_training/)
- On Cambodia Daily Newspaper: <https://www.cambodiadaily.com/news/program%E2%80%88builds-mobile-app-skills-for-cambodian-coders-98080/>

### Kyrgyzstan: YouthMobile Summer school

**July 2016**

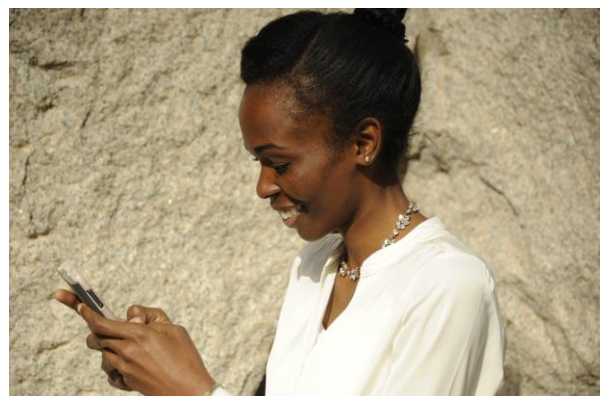
Two rounds of workshops on mobile apps development were organized in cooperation with Kloop Media Public Foundation and Shakhmardan Yessenov Science and Education Foundation. For the first round, 10 young students, who were selected from over 270 applicants, received training on usability study, basics programming skills and how to use self-taught development courses online. The course was based on openly accessible youth-oriented materials developed by the Kloop Media Foundation.

### Kazakhstan: The Third YouthMobile Central Asia Summer School

**July 2016**

The UNESCO Almaty Cluster Office, in cooperation with Kloop Media Public Foundation and the Shakhmardan Yessenov Science and Education Foundation, organized in Almaty the 3rd YouthMobile Summer School on mobile applications development for young women and men from Kazakhstan.

The Training Course was designed to support and promote ICT and mobile programming education by building professional capacities based on openly accessible youth-oriented materials developed by Kloop Media Foundation (Kyrgyzstan).



©UNESCO

## Canada : Atelier de créativité YouthMobile

**October 31<sup>st</sup>, 2016**

Under the framework of UNESCO-Québec "Internet and the radicalization of youth: preventing, acting and living together", YouthMobile organized a workshop in cooperation with SenseSchool (France), encouraging the use of ICT as a tool to dissuade the youth from radicalizing. Three challenges were presented to the participants: "What elements to integrate in an online video game to prevent violent extremism? ", "How to reach 10,000 new users for the SOMEONE platform by the end of the year?" and "What digital package should DMAP Lab create for schools to counteract violent extremism?" Around 30 participants were divided into three groups guided by the social entrepreneurs who proposed these challenges and presented several ICT solutions such as game prototypes that might be realized after the workshop.



Presentation at workshop ©UNESCO

## Brazil: YM workshop during Global Media and Information Literacy Week 2016 (Global MIL Week 2016)

**November 4<sup>th</sup> 2016**

In partnership with Telefonica Foundation, YM organized a workshop under Youth Agenda in the framework of Global MIL Week 2016. During the workshop, the participants were introduced to the basics of electronics, such as Arduino, to build little devices. YouthMobile then was featured in the round table "Algorithms, programming and game design in enhancing MIL". 40 participants attended the event.

## Tajikistan: School for mobile Apps development

**January 2017**

YouthMobile School for the development of mobile applications invited girls from Tajikistan (16-29 years old) to take part in joint work aimed at achieving the goals of sustainable development. The 10-day course was held from 25 January to 3 February 2017 in Dushanbe. UNESCO Almaty Office in cooperation with the National Federation of UNESCO Clubs in Tajikistan and public foundation Kloop Media has organized the school.

<b>RESOURCES</b>
<ul style="list-style-type: none"> <li>• <a href="http://en.unesco.kz/the-first-youthmobile-school-for-girls-in-tajikistan-has-been-stated-on-25-january">http://en.unesco.kz/the-first-youthmobile-school-for-girls-in-tajikistan-has-been-stated-on-25-january</a></li> </ul>

## UNESCO Mobile Learning Week: YouthMobile Refugee Coding Camp Strategy Lab

**March 2017**

Organized during the Mobile Learning Week 2017, the Refugee Coding Camp Strategy Lab aimed at engaging current actors focusing on solving the refugee crisis by giving coding classes in order to share experiences and move forward. Several initiatives now specialize in giving coding classes to refugees worldwide, with the aim to enhance integration

<b>RESOURCES</b>
<ul style="list-style-type: none"> <li>• <a href="https://www.room7.org/">https://www.room7.org/</a></li> </ul>

opportunities of displaced people. The Lab gathered 15 organizations in a community of trainers, education specialists, project managers, researchers, tech industry partners and possibly learners (refugees), to share ground experiences and discuss strategies to improve social integration of refugees through coding. During the event, a dozen of those actors and coding schools for refugees decided to organize themselves in a consortium. A website was created, and in the following months those different organizations agreed to a chart of values. UNESCO YouthMobile facilitated the exchanges and fostered even closer ties. For more information, please consult the 2018 activities section.

## Qatar: Girls learn mobile apps coding during YouthMobile workshop at QITCOM

**March 2017**

UNESCO Doha in collaboration with Arab Women in Computing (ArabWIC) Qatar, Qatar Computing and Research Institute (QCRI) and Qatar National Commission to UNESCO organized a mobile apps development workshop for female middle school students as part of TumuhaTEC Digital Youth Festival, the first event organized by Qatar's Ministry of Transportation and Communications aimed at introducing students aged 8 and above to innovative digital technologies and providing an interactive space for exploration during QITCOM, the country's biggest ICT event on 7 March 2017 in Doha, Qatar.

### RESOURCES

[http://www.unesco.org/new/en/doha/about-thisoffice/singleview/news/youthmobile\\_yemenuyouth\\_build\\_mobile\\_apps\\_to\\_support\\_peace](http://www.unesco.org/new/en/doha/about-thisoffice/singleview/news/youthmobile_yemenuyouth_build_mobile_apps_to_support_peace)

## World Conference on Computers in Education

**July 2017**

The 2017 World Conference on Computers in Education (WCCE), organised by the International Federation for Information Processing (IFIP) and hosted by the Irish Computer Society, took place in Dublin from 3 to 6 July 2017. The World Conference takes place every four years bringing together professionals and experienced teachers and learners, aiming to discuss the future of learning environments. The event focuses on the latest uses of technologies, on computing and technology learning resources, educational practices, and cutting edge educational research. During the event, the YouthMobile Initiative was highlighted.

### RESOURCES

- <https://en.unesco.org/news/unesco-s-oer-and-youthmobile-programmes-highlighted-2017-world-conference-computers-education>

## Yemen: YouthMobile workshop

**Aug 2017**

During August in 2017, as part of its efforts to empower youth to build peace and respond to humanitarian crisis with ICTs, UNESCO partnered with Internet Society Yemen Chapter to launch the YouthMobile project in Yemen.

40 youth in Yemen participated in the two-week workshop which took place in Sana'a and Aden. After the workshop, participants developed 10 mobile apps on issues such as health, human rights, IDPs integration and first aid tips using MIT Appinventor. A Facebook page "YouthMobile-Yemen" was then created to enable youth to continue developing their apps and promote them online, exchange ideas, and receive peer support. The initiative will continue to be rolled-out in Yemen including through mentoring and peer support.

## YouthMobile Competitions

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### LEBANON – Youth Coding Programme Contest

**2015-2016**

Since October 2015, 15 teachers as well as 70 secondary school students from the UNESCO Associated Schools Project Network (ASP-NET) participated in a series of workshops aiming to introduce mobile application skills. The results of the contest were announced in March 2016. The applications that were developed include: “Memory Aid App”, “Pocket Aid App”, “Studynator” mobile app.

### SENEGAL– Jiggen Ci TIC contest

**2016-2017**

The Jiggen Ci TIC Caravans gather engineers, female platform developers, lawyers, sociologists coming from state structures, and businesses, with the objective to raise awareness and educate young girls about ICT use and to encourage them to pursue their studies and careers in these fields.

In this context, the Senegalese Ministry of Posts and Telecommunications carried out, with UNESCO and throughout the month of April 2017, awareness raising activities at national level to spark greater interest of girls in the field of ICTs.

#### RESOURCES

- Jiggen Ci TIC Caravans
- <https://www.equaltimes.org/les-senegalaises-qui-font-tomber?lang=en>

### FOSSASIA - Code Heat Coding Contest

**Sep.20<sup>th</sup>, 2016 – Feb. 3<sup>rd</sup>, 2017**

“In the Heat of the Code” is a coding contest supported by the UNESCO to involve new contributors in Open Source projects. The contest ran until 3rd February 2017. Grand-prize winners were invited to present their work at the FOSSASIA Summit at the Science Centre Singapore from March 17<sup>th</sup> -19<sup>th</sup> 2017.

#### RESOURCES

- [Code heat Coding Contest Competition official website](#)

## YouthMobile in events, conferences and other activities

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### UNESCO HQ in Paris: Sensenight

**Mar. 30<sup>th</sup>, 2016**

UNESCO YouthMobile Initiative and Alcatel-Lucent Foundation (then, Nokia), in collaboration with the MakeSense/SenseSchool, ran a project with the aim to identify projects of social entrepreneurs with a strong impact on education. The project developed as follows:

- **CALL FOR PROJECTS:** Identification of projects with a strong impact (education/Apps, mobile technologies)
- **ACCELERATION:** Engage students, young adults, and local communities to imagine innovative solutions to accelerate/scale up the projects (ideation workshops, capacity building, accelerators, on-site and online group work): mobilizing Alcatel employees (including Bell Labs experts), UNESCO networks and local actors.
- **INCUBATION:** Prototyping of 2-3 projects with best impact potential with teams of students and ALU employees/UNESCO local teams/networks (technical & business mentoring) and help them “to scale up developing innovative and impactful projects” – Among the final “prize” for these young entrepreneurs, an internship with Bell Labs were considered.

## Senegal - International Day of Girls in ICT

**April 28<sup>th</sup> 2016**

To celebrate the International Day of Girls in ICT on 28 April 2016, UNESCO organized a roundtable with the participation of the Ministry of Post and Telecommunication of Senegal, Sonatel and Google, on the development of mobile applications by young people and women to achieve the Sustainable Development Goals. The discussion particularly focused on women's leadership in the ICT sector.

### RESOURCES

- [News: Promoting Young Girls in Technology: Jiggen CI TIC Caravans in Senegal](#)

## WiSci Girls STEAM camp

**July 23–August 7 2016**

The 2016 camp took place in Peru brought together 100 high school girls from Chile, Mexico, Peru and the United States to learn science, technology, engineering, arts and design, and mathematics (STEAM skills). The 2016 camp is part of an Asia-Pacific Economic Cooperation (APEC) initiative to enhance women's participation and advancement in the STEM fields and the Let Girls Learn initiative to expand education opportunities for adolescent girls.

The 2016 WiSci Girls STEAM Camp is organized by the U.S. Department of State, United Nations Foundation's Girl Up campaign, Google, and the Intel Corporation, with support from CONCYTEC Peru; Merck KGaA, Darmstadt, Germany; and Freeport-McMoRan. Additional programmatic support is being offered by Laboratoria, the American Society for Microbiology, OpenStreetMap, Fab Lab Perú, Laboratorios Bio Links, the International Potato Center, Technovation, and UNESCO.

### RESOURCES

- [WiSci 2016 official](#)



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## 2018: A peak into ongoing projects and ideas

### FOSSASIA and YouthMobile Hackathon

March 24<sup>th</sup>, 25<sup>th</sup> 2018


UNESCO has organized a hackathon to spread the idea and practices of Open Source and Open Data for civic engagement, education, science, cultural and development of knowledge societies. The theme of this year’s UNESCO hackathon is “Climate Change and Sustainable Development”. The hackathon encouraged its 92 participants to leverage those open datasets to provide smart solutions to pressing environmental and social issues affecting the world, at the global, regional, national and local levels in line with the Sustainable Development Goals. Participants grouped in 14 different teams and proposed innovative solutions, including an AI-powered, smart recycling app, a personal carbon footprint tracker and a flood prediction app.

RESOURCES
<ul style="list-style-type: none"> <li>• <a href="https://en.unesco.org/news/unesco-open-data-and-science-hackathon-fossasia-2018-summit-singapore">https://en.unesco.org/news/unesco-open-data-and-science-hackathon-fossasia-2018-summit-singapore</a></li> <li>• <a href="https://unesco.sciencehack.asia/">https://unesco.sciencehack.asia/</a></li> <li>• <a href="http://bangkok.unesco.org/content/code-green-join-unesco-science-and-open-data-hackathon-fossasia-summit">http://bangkok.unesco.org/content/code-green-join-unesco-science-and-open-data-hackathon-fossasia-summit</a></li> </ul>

### Ghana: “Girls Can Code” Project

Within its Information for All Program (IFAP), UNESCO is implementing a 6-month project targeting 300 girls, 11 to 14 years old. Girls are drawn from 10 different schools of the country. For this project, UNESCO cooperates with DreamOval, Filhet-Allard, Ghana-India Kofi Annan Centre of Excellence in ICT (AITI-KACE), amongst others. The “Girls Can Code” project officially started on January, 17<sup>th</sup>, and was inaugurated by the First Lady of Ghana Ms. Akufo-Addo.

At the end of the training, participants are expected to be able to solve issues in their own district assemblies, be hired by firms and/or start their own startup companies.

RESOURCES
<ul style="list-style-type: none"> <li>• <a href="https://en.unesco.org/news/girls-can-code-unesco-s-information-all-programme-launches-new-project-ghana">https://en.unesco.org/news/girls-can-code-unesco-s-information-all-programme-launches-new-project-ghana</a></li> </ul> <div style="text-align: center;">  <p>United Nations Educational, Scientific and Cultural Organization Information for All Programme</p> </div>



Accra, IFAP project launch ©UNESCO

### Mozambique

Negotiations with local partners. Target: training of 800 students and teachers. Focus on capacity building and long-term impact. Funding provided by UNESCO Korean Funds In Trust.



## Bangladesh

Talks in process between field office and local authorities and partners.

## Nigeria: Scaling up of FCTA YouthMobile training programme

The project is being negotiated and builds on and expands the 2017 project funded by FCTA (the Federal Capital Territory Administration). A first activity is targeting another 400 youth, while a major scale up is being proposed, reaching up to 4,000 participants.

## Prevention of Violent Extremism (PVE): Morocco, Tunisia, Libya, Jordan

This project, launched on 24 April 2018, addresses the need to prevent and counter violent extremism among youth in selected countries in North Africa and the Middle-East. The overall objective is to create an environment where young women and men are empowered, heard and engaged as change-makers in their immediate communities and wider societies, to achieve meaningful civic engagement, better livelihoods and prevention of violent extremism. Targeted interventions include Media and Information Literacy and coding classes for a positive use of technology by youth.

## “Room 7” consortium: Coding for Refugees

Room 7 (<http://room7.org>) is a consortium of coding schools for refugees. The consortium was created following the 2017 Mobile Learning Week at UNESCO when for the first time ever, organizations running coding camps for refugees gathered together to share their stories, successes, problems and resources. With the external support of UNESCO YouthMobile, the participating organizations agreed to a common goal through a chart. Representatives of Room 7 also attended the 2018 Mobile Learning Week event elaborating on their strategy and vision. YouthMobile is in the process of collecting testimonies of participating organizations and beneficiaries, with the aim to gathering best practices of coding for refugees and further strengthen the collaboration of the different coding schools.

## Qatar

Strong of previous YouthMobile projects in Qatar, the Initiative is currently unfolding a 4 months long training. The project involves 40 beneficiaries. There are two phases for the training: the first three months are dedicated to coding education and to the creation of an application. The second phase comprises the fourth month of the project, and consists in a competition that allows students to showcase their applications.

## Yemen

In Yemen, the YouthMobile Initiative is training 50 youth. The project takes place in the cities of Aden and Sana'a, and focuses on capacity building and humanitarian responses. Participants undergo a two weeks training. Based upon the success of the current project, the relevant Field Office is looking forward to extending the current training over the summer.

## YouthMobile SDGs Award

The Initiative will provide youth from 5 different countries in the MENA region with in-depth trainings in mobile application development. The Initiative will pivot the trainings along a competition to create the mobile app in Arabic that best addresses a challenge within the Sustainable Development Goals.

# YouthMobile

## The UNESCO YouthMobile Team

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UNESCO Field Offices: in particular South Sudan, Senegal, Kenya, Nigeria, Namibia, Ghana, Gabon, Lebanon, Gulf States, Kazakhstan, Thailand, Cambodia, Bangladesh, China, Costa Rica, Zimbabwe, Brazil.

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