

United Nations • Educational, Scientific and • Cultural Organization •

YouthMobile

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.

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

2015
2020
226 million

Source: GSMA 2016

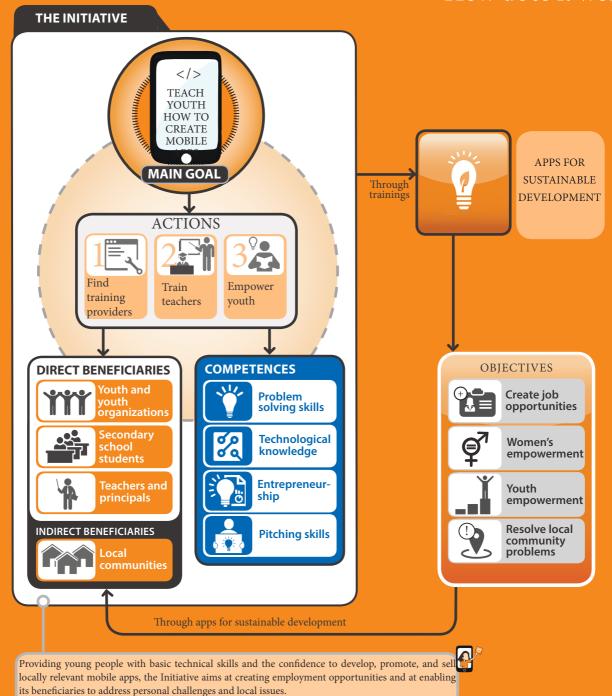


"We have seen [...] the power of technology [...] to enhance the quality of learning and to reach all marginalised populations."

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

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How does it work?



A way to empower young generations



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



To identify a problem in their community



TECHNOLOGY

To develop a mobile app solution



ENTREPRENESHIP

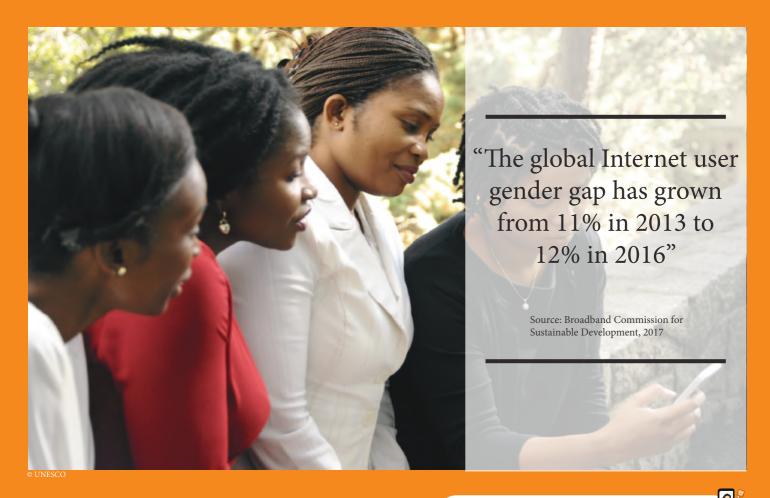
To elaborate a business plan



PITCH

Confidence and skills to market the application

A path toward gender equality



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.

A global action review



+ 6000 beneficiaries

+ 26 countries



Global outreach, including initiatives as Technovation Challenge, FOSSASIA and Africa Code Week



Thailand, Cambodia, Lebanon, Bangladesh, Afghanistan, Kazakhstan, Zimbabwe, Ghana, Burkina Faso, Canada, Brazil, Qatar, Gabon, Spain, Singapore, China and USA.

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/







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 comittment.

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.

Download here: https://play.google.com/store/apps/details?id=com.ss_peace_app.app

THE PEACE APP YEMEN 2017

The YouthMobile Initiative developed a project in Yemen when the country was in the midst of one the 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 where able to develop 10 applications over the course of two weeks' training.



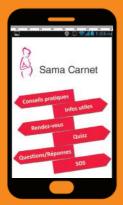
Applications developed by students



AARO'S ADVENTURE

FINLAND

Raising awareness about the condition of the oceans through a game, drawing attention to marine pollution



SAMA CARNET

SENEGAL

Providing pregnant women with information, safeguarding their health records and connecting them with doctors in case of emergency



MEMORY AID APP

LEBANON

An application helping students to remeber their subjects and succed at school



MARKET APP

RWANDA

Connecting farmers with industries and helping them to extend their products in the national/international marketplace



SCHOLARSHIP APP

CAMBODIA

Informing students and young people about different scholarship programmes



CROP
PRODUCTION APP
SOUTH SUDAN

Providing farmers with necessary information on how to grow crops and improve their harvests



FIRST AID

NIGERIA

Providing a platform for needed steps to ensure the survival of any injured person invovled in an accident



TRAFFIC APP

CAMBODIA

Tracking realtime road conditions



Our Alumni say...

"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."

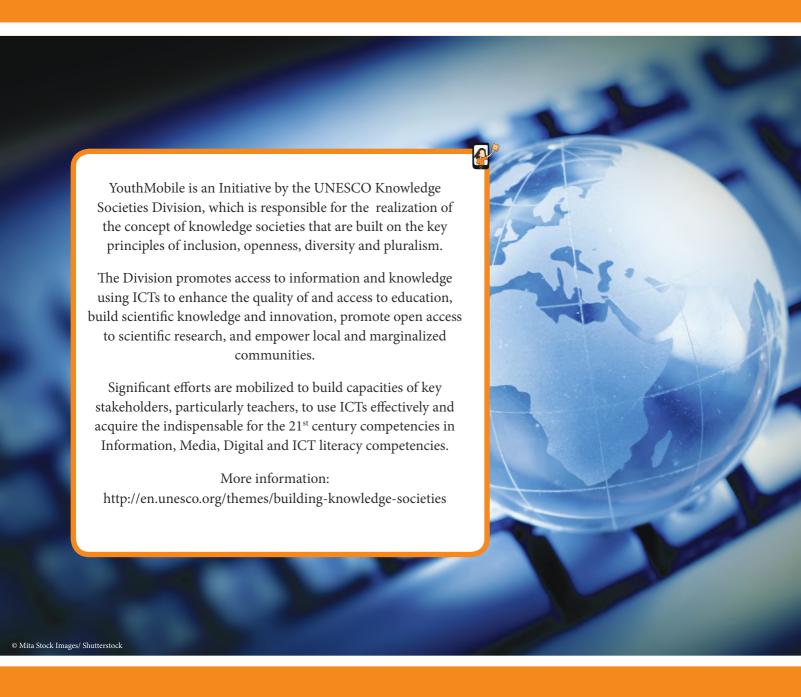
- Aida Mansour, participant of the 2016 Jiggen CI TIC competition in Senegal.



"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.

About Knowledge Societies Division of UNESCO







Communication and Information Sector



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