

ANNUAL PROGRESS REPORT 2018





OVERVIEW

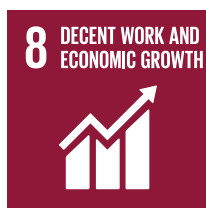


Solve Education! is committed to helping children and youth around the world receive quality and effective education. We use innovative education technology such as **gamification** and **artificial intelligence** to achieve quality education for all.

Our team consists of innovators, technologists, and educators who have more than 45 years of combined experience in our respective fields.

UN SUSTAINABLE DEVELOPMENT GOAL

We address the below SDGs:





OUR VISION

Enable people to empower themselves.

OUR MISSION

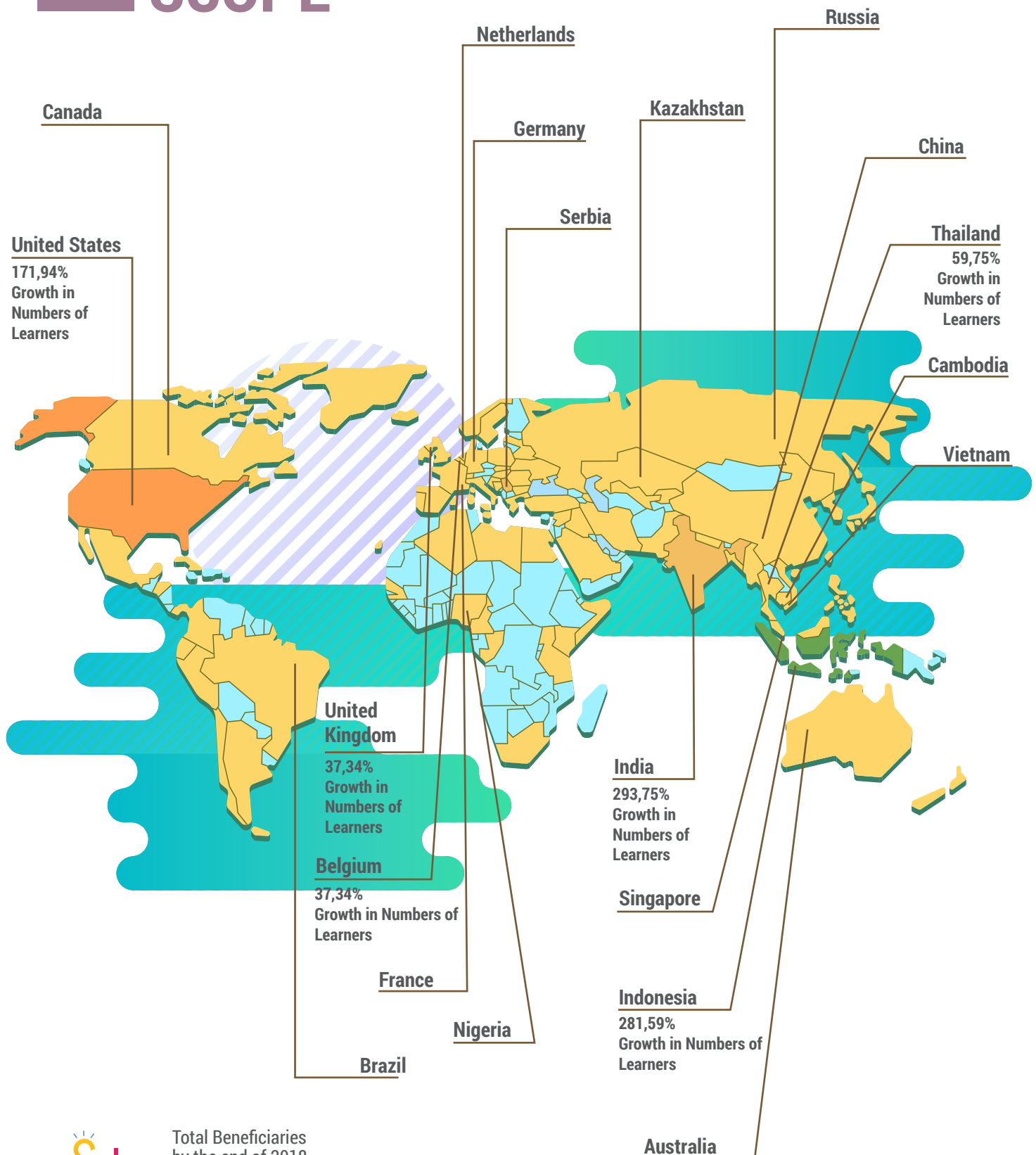
Build an open platform that provides everyone with access to effective education.

OUR INVITATION

We hope you can bring your hope, optimism, and expertise to help us achieve our mission.



SCOPE





FOREWORD FROM CHAIRMAN

After a couple of fruitful years of observation and experimentation, it is incredible to see Solve Education!'s radical and disruptive approach to the educational intervention being trialled across South East Asia and other countries. It has been a year of scaling up efforts as we work with people from education, gaming, big data, and the social media industry to experiment with educational technology. It has also been a year packed with new undertakings as our work was propelled into new areas of activity.

In this Annual Report, we describe the activities that we have brought about to support the youth and the nonprofit sector, and more importantly the outcomes that were achieved. While there is still so much to do, we are delighted with our continued progress.

When we launched our strategic plan in 2017, we had committed ourselves to work innovatively and enhance our collaborative approaches so that we could achieve better outcomes. 2018 has been a terrific year on that front. On top of experimenting with different ways of improving our technological architecture, we created the Core Curriculum for our students; a step to providing a structured understanding of the foundational skills, knowledge, and abilities needed for them to thrive in life. Our focused collaborations with the support of local organisations on the ground helped to build the momentum of progressive educational initiatives and the exchange of knowledge worldwide.



Looking back, there was never a dull moment as we worked through these milestones in parallel to the planning of our growth and sustainability efforts. We have been overwhelmed by, yet much appreciate the ongoing offers of support from the nonprofit community, as well as those from the private sector who have offered financial support and assistance. We are forever grateful for your incredible efforts and camaraderie that allowed us to find the forward path to continue our vital work of supporting the youth worldwide.

We started this journey without any preconceptions about what the solution would have been—we never assumed it would be a tech solution—, but we approached the problem as engineers would have done: by applying a consistent, structured approach to the solving of problems. Now that we are working on the solution, we understand that there is so much that we still need to do and that we need to be continually searching for new approaches to achieve our goals. We are excited about our partners' and collaborators' enthusiasm for the new ways in which we could work together in the future so that students and communities around the world are better supported.

We invite you to read on and find out more about what Solve Education! has been up to in the past year. Our arms are open wide to your feedback and support, to help us continue to improve our work.

Peng T. Ong
Chairman



THANK YOU LETTER FROM CEO

2018 was a positive and eventful year to Solve Education! with several significant goals achieved. We took important actions to move forward sustainably closer to our ultimate mission: to build an open platform that provides everyone with access to effective education. These efforts are crucial to strengthen our accountable way of working, ensure continuous progress, and promote agility in responding to the needs of our target beneficiaries.

The strategic direction that we established during the year was based on data and our decisions were made while keeping our learners even more closer in mind. We were sensitive when listening to the feedback coming from the learners, parents, partners, and collaborators on the ground which resulted in the scaling up of the different technological platforms that we built. Being able to listen and understand the different feedback was the foundation for Solve Education! to drive performance and become responsive to the everchanging stakeholders' needs.

At that moment, I would like to thank our team members who work tirelessly to help us achieve our mission. Together, our contributions help create lasting change and a brighter future for the learners, families, partners, and collaborators in our communities. Your hard work makes invaluable investments to support future generation access education and be successful in life.



On behalf of Solve Education! and the people in our learning communities, thank you for doing your part to make lasting changes through each of your own expertise. Because together, we can inspire hope and create opportunities for a better tomorrow.

Looking ahead, we have more to do, and I am confident that we are progressing in the right direction. We are on track to fulfil our ambitious targets by making continuous improvements throughout our organisation to achieve stability, sustainability, and growth.

Finally, I would like to thank our donors, board of directors, our students, partners and collaborators for your continued engagement and trust. Without all of you, the impact we've made this year and will make in the future would not be possible.

Janine Teo
CEO

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SUMMARY



Solve Education!'s focus on providing the disadvantaged youth and communities with access to effective education remains integral to its work to foster a collaborative effort amongst entrepreneurs, educators, technologists, and grassroots organisations to educate and empower disadvantaged youth and communities around the world. 2018 served as a year of progress in terms of our technological and pedagogical development processes. Most of the targets that we stated in the 2017 Annual Progress Report were successfully achieved. Furthermore, 2018 is also marked as a year of reflection as we continued to listen to the needs of our target beneficiaries and partners on the ground. As a vital component of enhancing their learning processes, feedback on developments motivates continued effort, given the likelihood of further improvements.

In this Annual Progress Report, you will read of our ongoing experiments on developing technologies to benefit the millions of disadvantaged youth by providing them with access to effective and engaging education. Young people, especially the out-of-school groups, are most vulnerable to being left behind and trapped in a cycle of poverty. Our work is driven by the problems and challenges faced by these youths all around the world who are marginalised from both education and employment.

Additionally, this report also highlights the impact we have created in the lives of our target beneficiaries. We firmly believe that what we do is essentially defending their right to education and help empower those who often are forgotten.

This report begins with the introduction to some of Solve Education!'s key achievements in 2018; on how we successfully achieved most of our goals which were set in the previous year. The achievements include the publication of our [Core Curriculum document](#), a significant increase in users' engagement rate as well as the development of various different applications to support learning. The report then elaborates on Solve Education!'s 3Es approach (EDUCATE, EVALUATE, EMPOWER) to tackle educational inequality all over the world—what we have learned through the process of research, implementation, and monitoring phases, and how can we improve from there. Moreover, the report highlights the voices of our target beneficiaries, collaborators, and partner organisations who have become our anchors in this journey. The report then concludes with a set of the strategic work plan for aligning and improving all technological and pedagogical products used to address educational inequality and youth empowerment.

2018 Year In Review

5600+

new learners joined
Dawn of Civilization
community

24K+

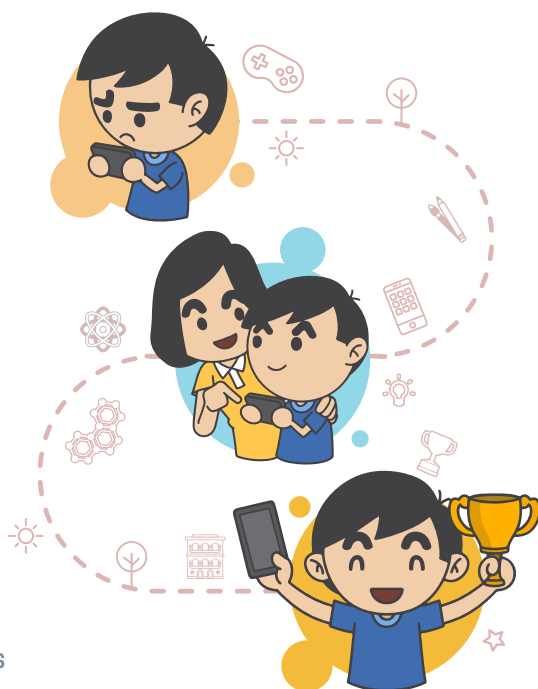
sessions spent on
Dawn of Civilization

354+

hours of learning
monitored through
Learnalytics

30+

learning competitions
conducted



Translated User Testimonies

"I use DOC as a tool to learn english. It makes me endure learning. The english lessons are easy to comprehend."

Suci Permata Dean Putri

"DOC is so fun with a lot of mini games. My kids have become more interested in learning English. I learned a lot from this too. What an educational entertainment. Thank you DOC team, you are the best!"

Rikka Nurwulansari

"The games makes learning English more fun. Plus, there are weekly rewards for its users."

Ahmad Andria Marzuki

111.11%

of team member growth

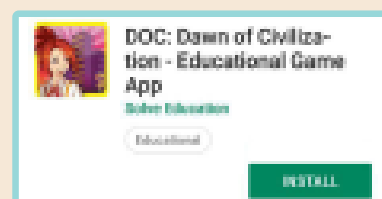
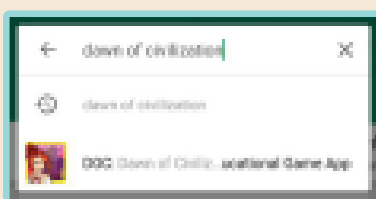
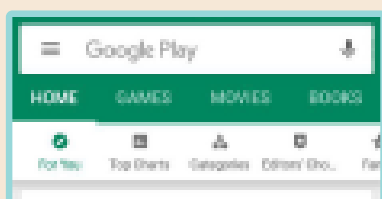
20+

partnerships with community
development organisations in
Asia, Europe, Africa, and Latin
America

55+

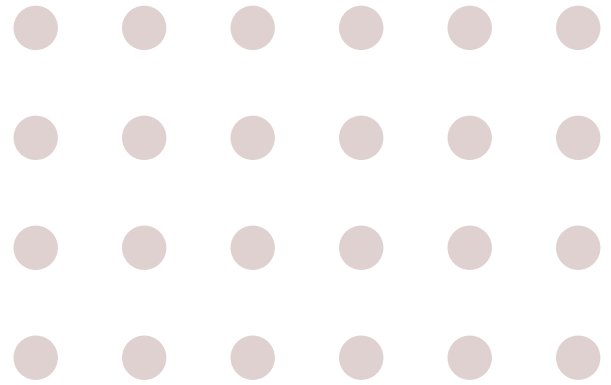
public speaking engagements
and media coverage

Download Dawn of Civilization





INTRODUCTION



Meet Mona (not her real name), a 25-year-old single mother from Tasikmalaya, West Java, Indonesia. Mona dropped out of junior secondary school and is now working as a domestic worker, but she still dreams of getting a high school diploma and a better job. She is one of our dedicated learners who diligently learns through our app, Dawn of Civilization.

Mona is only one of over 260 million children and youth who are out of school globally and 600 million others who are in school but do not learn effectively according to the UNESCO Institute for Statistics report in 2018. Solve Education! remains committed to ensuring learning opportunities for the youth, especially the most marginalised. Our approach is designed not only to improve their income prospects once they've received an education but also to enable them to develop the necessary skills that they need to build a foundation for future learning.

Our vision is to empower future generations with education & training to prosper in an ever-changing world. To do this, young people need technical, critical thinking and problem-solving skills as well as confidence in their abilities. We target the youths and young adults who are marginalised from schooling and employment, regardless of their gender, religion, and sexual orientation. Typically, our learners come from a low-income background with an average household income equal to or lower than USD11 per week. We believe that good quality education helps people reach their full potential, yet, for these millions of children and youth, it is beyond reach and many are not learning basic skills like reading and math even if they do attend school. If we can help them become motivated to learn to empower themselves through education, we can help create a world where more people can contribute to society and prosper in the economy.



Exhibit 1: Mona playing Dawn of Civilization



Exhibit 2: Students from Low Performing Schools in Cipanas, West Java, Indonesia filling out a survey on smartphone use

Our target learners do not have access to effective education, however many of them have access to medium-end smartphones and broadband technology (60% of the world population by 2022 according to the CISCO Report in 2018). Today, there are more people with smartphones than people with electricity in their homes. Other studies also indicate that smartphones and the internet have had a significant impact on the lives of the many youths that education has failed to reach.

We are not the first to notice the phenomenon and this is evident from the rise of the education technology industry. Many see this massive opportunity and create software with a particular market in mind. However, these software applications are not fully accessible for free and families who can pay for this technology are not the ones who need it most.

Throughout the year of implementing the curriculum into the app, we managed to grow the number of our learners by 330% in 2018 with over 24 thousand sessions spent on the app.

Moreover, most existing educational technology assumes that its paying users are motivated to learn. We understand that when learners are marginalised from society, they face severe barriers to generating the motivation to learn, and to recognising the benefits that education can bring. Therefore, alongside scalability, we also need to address both the affordability and motivational aspects of our target learners.



Exhibit 3: Street kids playing Dawn of Civilization



IMPROVING THE LIVELIHOOD OF DISADVANTAGED YOUTH



Exhibit 4: Solve Education!'s 3Es Approach

With our 3Es (EDUCATE, EVALUATE, EMPOWER) approach kept in mind, we developed a learning platform called Dawn of Civilization which uses gamification techniques in the presentation of content to engage learners and encourage a thirst for knowledge, the confidence to learn, and the development of analytical skills. Learners' progress and behaviour on Dawn of Civilization are monitored and evaluated through our learning analytics platform,

Learnalytics, which can be accessed by parents and our partnered organisations who work closely with the learners. This way, we can help improve the efficacy and effectiveness of our education intervention based on data. To empower the learners, we also build in real-life incentives by directly linking success in the game to opportunities on our online employment platform.

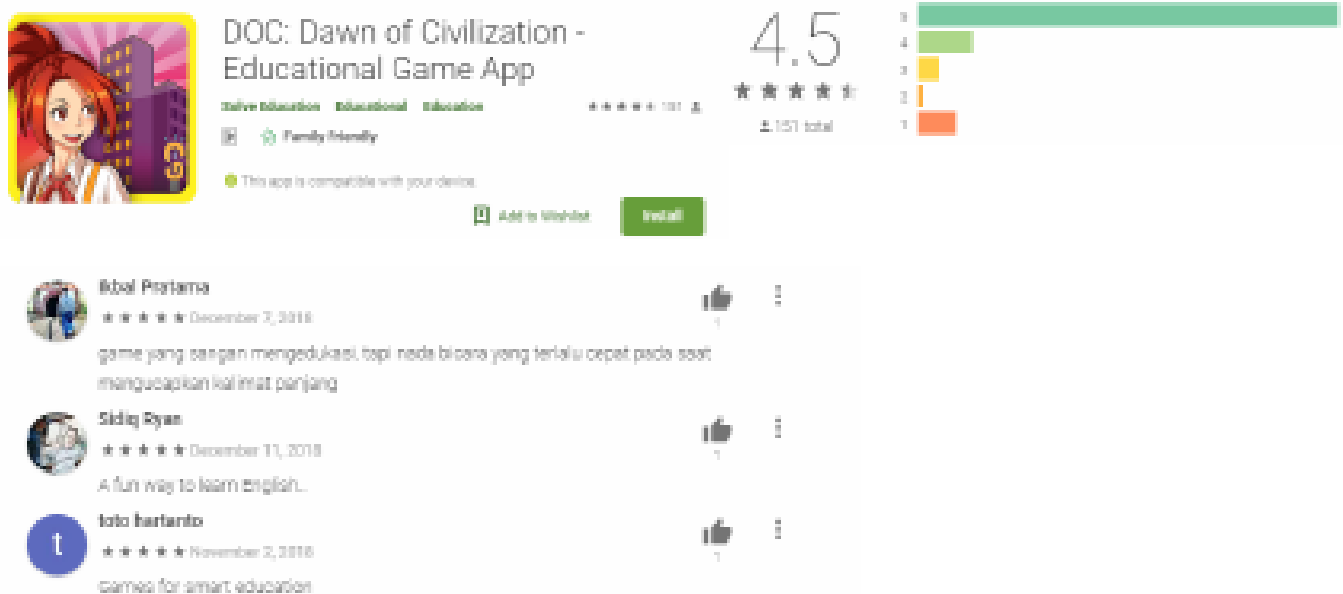


Exhibit 5: Dawn of Civilization on Google Play Store



Exhibit 6: Solve Education! with our partner organisation, Yayasan Usaha Mulia

We are pleased to begin this year's Annual Progress Report by highlighting the key milestones we reached based on the strategic working plan we set in the previous year. First, we published the Core Curriculum that we use as a solid framework for the construction of educational games for our learners. Throughout the year of implementing the curriculum into the app, we managed to grow the number of our students by 330% in 2018 with over 24 thousand sessions spent on the app. Dawn of Civilization version 1.2.5 is nearly 5 times higher than other's strategic games listed in the 2018 Adjust report. Adjust benchmarked the retention rate from game developers including Innogames, Kongregate, Mytona, Wooga, and Zynga.

On top of that, we have monitored and evaluated over 354 thousand learning hours and by the end of the year, over 20% of our learners have made progress in their learning. This could not be done without the help of our team and partner organisations who worked closely with us to reach out to our target beneficiaries.

In 2018, our team doubled in size and our partnerships with local organisations on the ground increased by about 60%.

As an attempt to increase our learner engagement rate, we have conducted over 30 internal learning competitions for our learners over the year which proved to be effective with over 80% of our learning competition winners are female learners. Throughout the year, we've also conducted various activities aimed to reach out to our target beneficiaries directly or to those who share the same dream; all of which were covered in various social, entrepreneurial, and educational events and also featured in various mass media channels.

Over 80% of our learning competition winners are female learners.

In the following chapters, we will guide you through our 3Es (EDUCATE, EVALUATE, EMPOWER) approach that we implemented to help empower the most marginalised youth and communities.



"I first heard about DOC game through a radio, I thought this was a great idea to get my little one practicing English while playing and I immediately installed and gave it a try myself. It was one great learning game app, as it provided plenty simple mini games not only easy to follow but also could help to improve the skills needed in learning English; grammar, writing, pronunciation and vocabularies. My daughter then does not feel burdened when it comes to practicing these skills, she even super loves it, she would practice every now and then by herself and tries her very best effort to get full mark aiming for more rewards. I think the designer of DOC deserves not only 1 but 2 thumbs up. Thank you for your talent."

- Valeria, Jakarta

- Daphne, 8 (Valeria's daughter)





EDUCATE

**Changing the Way Young People Learn
through a Mobile Game App**



Exhibit 7. Solve Education!'s team activity with our beneficiaries, a group of young adults

Providing free quality education to the mass has never been an easy task. And yet, we are strongly optimistic that together, we can achieve that. As a not-for-profit organisation, our vision is a world where all learners, regardless of their socioeconomic conditions, can access education and gain confidence in their ability to learn. This is why we decided to leverage the proliferation of smartphones and broadband in the emerging markets to bring free, scalable, and engaging educational software in the hope of developing young people's motivation to learn and improve their income prospects. We want to level the playing field and help them access the knowledge-based economy.

After a year of experimenting and learning, we came to realise that disadvantaged learners are most likely not motivated to learn, so we worked hard to improve on how we can help them become more motivated to start learning and continue learning throughout their lives. We combined a solid pedagogical framework with our knowledge in game design, artificial intelligence, and social media elements to ensure that the engagement and retention of our learners improve. Pedagogical practices (embodied in our learning mechanics) are linked to concrete game mechanics which are directly related to learners' actions, creating a stimulating learning environment with novelty and virality. We hope that by doing this, we can deliver a high-quality learning experience for our target beneficiaries who would find it hard to understand the benefits that education can bring and why it is important for their life.

Core Curriculum

It has been discussed above that a good education intervention requires a solid framework, therefore we are pleased to publish the first ever **Core Curriculum** as the foundation of our teaching approach.

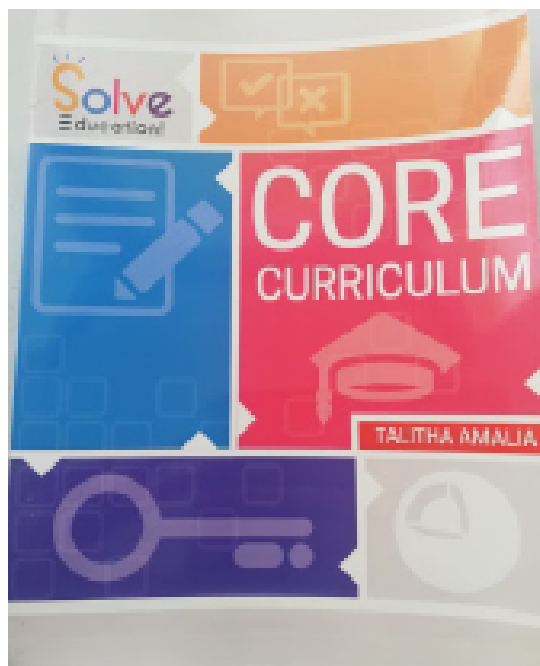


Exhibit 8 . Solve Education!'s Core Curriculum, published in 2018

Since the organisation's founding, Solve Education! is committed to delivering evidence-based education to support young people regardless of their geographical and socio-economic backgrounds for them to have access to the 21st-century knowledge economy. To do this, young people need critical skills, analytical skills, and confidence in their own ability to learn, adapt to changes, and solve problems.

We believe that when one can modify traditional pedagogical approaches to ride on prevalent technologies and broadband networks, one will be able to create a scalable and sustainable approach to education for large numbers of the young, especially the world's marginalised. To do that, a robust curriculum framework was designed to ensure that learners achieve satisfactory learning outcomes.

The Core Curriculum serves as a basis for its pedagogical approach which is delivered to the educational game app. It is designed to help students become successful independent learners, confident in their ability to learn and solve problems. It also describes for Solve Education!'s content developers what is to be taught and the quality of learning expected of learners as they progress in their learning journey. Solve Education! draws on the best instructional practices and modify them to adapt to learners' academic and social needs.



I looked over the Core Curriculum document. It's impressive how detailed and thorough they are.

I think it's a great start, and I think you did a great job so I don't have much to add to that. I think the valuable next step will be choosing which topics to focus on since it will take a while to build games for all the topics. In order to choose the topics, it would probably be helpful to talk to local teachers and the students themselves to see what they struggle with the most. "

Sam Woodard

Founder and Chief Learning Engineer of Epiphi

The learning areas taught in the Core Curriculum covers both literacy and numeracy. Literacy and numeracy are the two most vital aspects in preparing young people to thrive in the 21st-century knowledge economy, helping them within education and entering employment (see Burroughs and Smagorinsky, 2009; Christenbury and Smagorinsky, 2011; Frankenstein, 2001; Ginsburg et. al, 2006; Stacey, 2015; Stromquist, 2005). They lay the foundation of active participation in society and lifelong learning. They are the key to helping young people become self-flourished adults in the data-driven and interconnected world. The implementation of this Core Curriculum into the games is designed to be granular, which allows learners to see their progress more transparently.

Dawn of Civilization

After more than a year of initial development, we are pleased to announce that [Dawn of Civilization's](#) learners has increased by 218.57%. In 2018, we had over 5.600 new learners obtained mainly through partnerships with grassroots organisations around the world. There were more than 24.000 sessions spent learning through playing DOC. We have monitored and evaluated over 354 thousand learning hours and by the end of the year, over 20% of our learners on average have made progress in their learning. We worked hard to ensure that effective learning occurs for all of our learners, and for that, we are eternally grateful to our partners all around the world who have been instrumental in helping us achieve our mission to educate our target beneficiaries.



"Your core principles, curriculum objectives etc., are well-founded and researched (re: bibliography) and combined, are very convincing. Your English curriculum appears to be thorough and well-organised. You have aligned to the CEFR and you have included the all-important, positive 'Can do statements'."

Diane Jackson

Founder and CEO of Global English
Consultancy

In 2018, we had over 5.600 new learners obtained mainly through partnerships with grassroots organisations around the world. There were more than 24.000 sessions spent learning through playing DOC. We have monitored and evaluated over 354 thousand learning hours.



Exhibit 9: A learner playing Dawn of Civilization's diagnostic test

Our complex yet accessible Android-based game application called Dawn of Civilization (DOC) is designed to help young people develop a hunger for learning and improve their income prospect. We combine learning mechanics and game mechanics framework with social media elements, artificial intelligence, and data to develop engaging educational opportunities for learners who otherwise would not have access to good quality schooling. All learning activities are gamified to provide a fun learning experience. We linked pedagogical practices (embodied in our learning mechanics) to concrete game mechanics which are directly related to player actions. By doing so, we hope to engage and retain young people in a stimulating learning environment by creating an app that offers a sense of novelty and virality.

DOC's architecture is divided into two significant parts: a meta-game and an unlimited number of mini-games/ bite-sized lessons. The meta-game, the fun part, is designed to retain learners so that they will stay and continue learning. It is designed as a city simulation game where students can create and manage a city as a mayor. They can construct buildings, place landmarks in their town, or earn taxes from their citizens. To develop the city, they need resources and reward cards, which can be obtained by playing the mini-games. It is through these mini-games that we deliver the content. The mini-games are based on the curriculum, designed to help students increase their knowledge and skills in an engaging way.

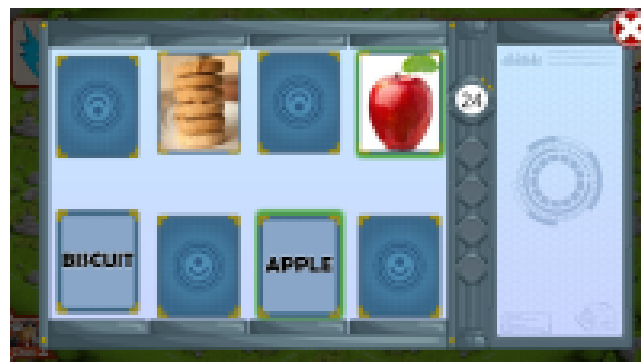


Exhibit 10: Screenshot of Robot Factory, one of the minigames in Dawn of Civilization which uses digital flashcards to memorize words

We constantly improved the optimisation, responsiveness, and reliability of Dawn of Civilization. To increase our engagement rate and ensure the most fun learning experience for our learners, we developed several important features in the app. First, we developed varying mini-games with different gameplay and playing experience for our learners to play and learn from. In total, we have built 13 mini-games, with one being a diagnostic test aimed to test their level of prior knowledge and competency before playing the games.



Exhibit 11: Mini games in Dawn of Civilization. Each minigame teaches a different set of skills and is presented in different gameplays to appeal to the learner

In order to enhance the learners' ability to absorb knowledge, we have been working on optimising and adjusting our very own Question Recycling System based on the complexity of the content. The application of the system follows the academically recognised model of learning called Spaced Repetition Model. This model is a learning technique which implements increasing intervals of time between subsequent reviews of a previously learnt concept in order to exploit the psychological spacing effect. The Spaced Repetition Model is crucial in enhancing the brain's capacity to move each learnt concept from Short Term Memory to Mid Term Memory, and then to Long Term Memory – mastery. We optimised the performance of our Question Recycling System to accommodate the various learning concepts being taught in Dawn of Civilization by supporting the more granular learning levelling system and content sharing between minigames.

In order to enhance the learners' ability to absorb knowledge, we have been working on optimising and adjusting our very own Question Recycling System based on the complexity of the content. The application of the system follows the academically recognised model of learning called Spaced Repetition Model.

As smart merging of Question Recycling System had been implemented to better support users' learning offline, it was implemented on the clients' side (on the phones of our learners) with the server supporting the accuracy of the system.

On top of that, other important features were added as shown in the figures below:

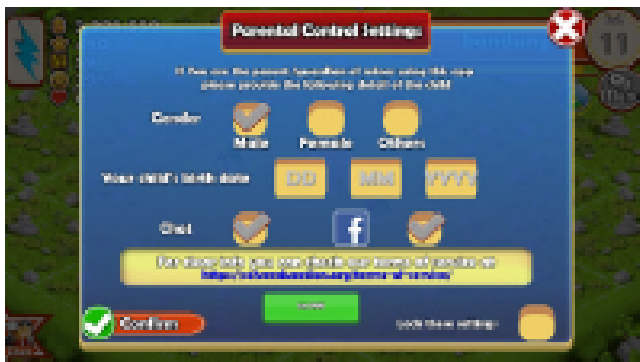


Exhibit 12. A parental control mode to help parents monitor their under-aged children when playing Dawn of Civilization

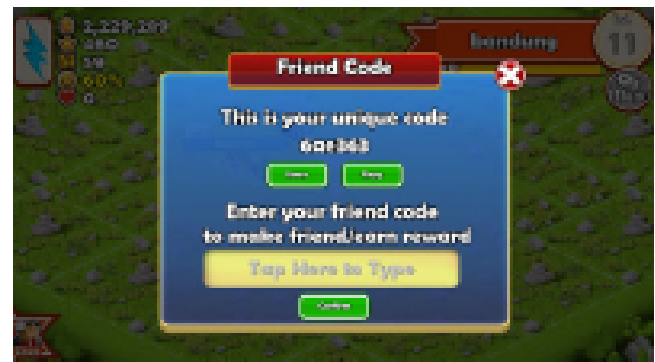


Exhibit 13. A friend code used to incentivize existing learners to invite their friends to play Dawn of Civilization.



Exhibit 14. The personal progress rank page for learners' to monitor their in-game performance

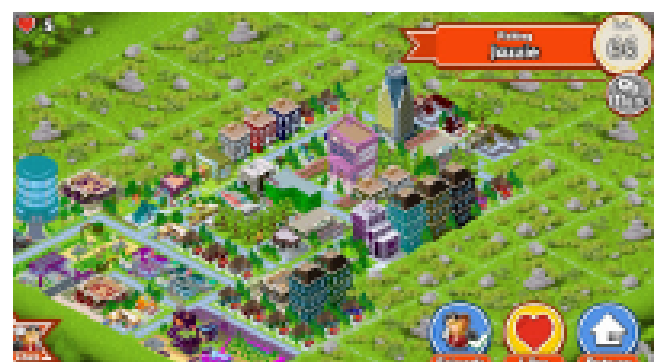


Exhibit 15. Learners can now like each other's cities on top of our existing chat feature

Localizy

Double click on "Translation Values" to modify the text.

Indonesian Games Weekly Challenge

Show 30 entries Search

| Select | Key | Values (source) | Translation Values (ID) |
|--------------------------|--------------------|---|---|
| <input type="checkbox"/> | about | About | Tentang |
| <input type="checkbox"/> | accept | Accept | Setuju |
| <input type="checkbox"/> | account | Accounts | Akun |
| <input type="checkbox"/> | account1 | Have Account? | Punya Akun? |
| <input type="checkbox"/> | account2 | Account | Mau bisa membuat akun baru |
| <input type="checkbox"/> | account_banned | This account has been banned for 60 TIME_UNITS hours | Akun ini telah diblokir selama 60 TIME_UNITS jam |
| <input type="checkbox"/> | account_login_fail | Account doesn't exist. Proceed to create account? | Akun tidak ada. Lanjutkan untuk membuat akun? |
| <input type="checkbox"/> | account_login_fb | Account with provided email address already exists. Check another email | Akun dengan alamat email yang diberikan sudah ada. Pilih email lain |
| <input type="checkbox"/> | account_login_fb | Account with provided email address already exists. Please provide fb | Akun dengan email yang diberikan sudah ada. Silakan masukkan kata sandi yang sama jika anda ingin menggabungkannya dengan akun facebook anda. |

Figure 16: Screen display of Localizy. This tool is used to translate texts to and from 20 languages (to date) for all Solve Education!'s applications and websites

In 2018, we scaled up our Smart Localisation feature to support learners with different linguistic backgrounds. When users do not have adequate knowledge in English, it can be intimidating for them to use an app that is in full anglophone. Therefore, we collaborated with our community engagement partners in different countries to provide effective and relevant translations from our app. We help our learners navigate the app in their native language, as detected automatically by the app, which is synchronised to their smartphone settings and then eases them into English in an immersive manner when they have obtained a sufficient intermediate level in English. By doing so, we aim to remove the intimidating barrier to the commencement of learning for English beginner level learners.

To do that smoothly, we created a smart localisation tool, called Localizy. Localizy can be used to translate not only Dawn of Civilization but also other applications developed by Solve Education! with 20 languages available to date.

Texts can be added from projects to Localizy using a unique key, after which will be translated automatically using Google Translate on Localizy. Text translations can also be altered manually if the auto-translation results do not meet expectations. Localizy is able to upload new text/key with the XML extension, so there is no need to add the text/key one by one. More importantly, Localizy is able to export all texts with specific category/project and language to the XML file extension. It also provides the endpoint to access the translations, in case it is needed in projects such as the Weekly Challenge Hall of Fame.

Localizy essentially allows our volunteers and partners to collaborate seamlessly to proof-read the translated texts in their native languages.

CONTENT+

Solve Education!'s mission is to build an open platform that provides everyone with access to effective education. We want to start opening the app to all educators around the world who are eager to contribute to the teaching process by allowing them to create their own content and/or mini-games inside the app.

Learner Testimonial:



"Baik untuk mempelajari lebih banyak poin bahasa Inggris, dari kosa kata, intonasi, obrolan ringan, dan Anda bahkan dapat membuat cerita :)"
- Nancy, BSD

"Good to learn more English points, from vocabulary, intonation, small talk, and you can even make a story :)"

That is why since 2018 we have been developing a Question Bank Portal called CONTENT+. CONTENT+ is the platform where questions (learning content) are generated for Dawn of Civilization mini-games. Content developers can add different learning modules with various questions suited to a game design template that they choose. Currently, the design of the game can only be developed by the Solve Education! team, but in the future, we plan to allow external parties (educators and content developers all over the world) to create both their own game design and the content being taught through the game.

Like Localizy, Content+ is designed to help volunteers collaborate, create, and proofread teaching content together.

Add Question

| |
|---|
| First Question: |
| Option A* |
| I can't get enough of E. M. Forster's <i>A Room with A View</i> |
| Option B* |
| <i>A Room with a View</i> is a 1908 novel. |
| Option C* |
| The first part of the novel is set in Florence. |
| Option D* |
| Lucy Honeychurch is touring Italy. |
| Correct Option* |
| A |
| MCQ* |
| What is it about? |

Exhibit 17. An example of question taught in Dawn of Civilizations created on Content+.



EVALUATE

Improving Teaching and Learning through the use of Measurement, Data, and Analysis

Today, digital and online learning has gradually become a necessity in the education field, as many institutions, educators, learners, and even governments have realised the inevitability of technological advances. Investments in data collection and storage and the development of context-sensitive algorithms are all considered important to improving teaching efficacy. At Solve Education!, our focus is on finding ways to make learning compulsively engaging on a platform that allows it to reach those who need it most. As a human-centred technology, we ensure that we cater to the needs of our individual students and provide them with evidence-based education.

By collecting data on student learning behaviours and activities, we are able to target their needs and cater to them by modifying the game app according to what promotes the best learning. We believe that educational data such as learners' attendance, engagement, learning behaviour and progress can improve the quality and value of the learning experience on the app. However, realising that there may be qualitative factors related to the learning environment that we may have missed from our digital data collection, we strengthen our data analysis methodology with an observational study conducted on the ground. The two methods of evaluating our teaching effectiveness will be described below.

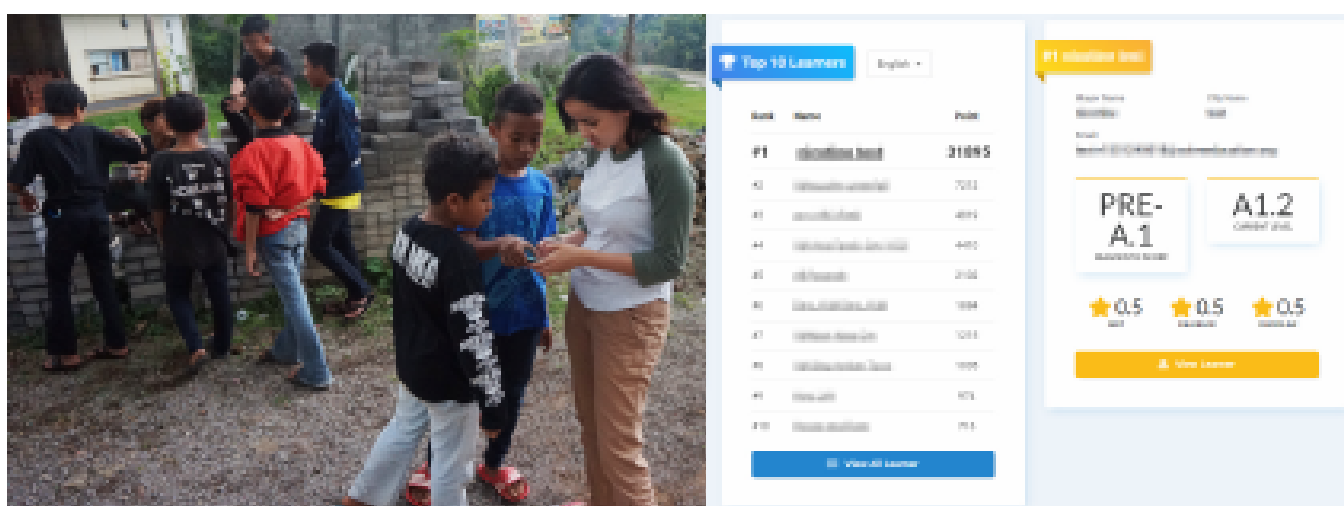


Exhibit 18. Qualitative (left) and quantitative evaluation methods (right) to strengthen Solve Education!'s data analysis

Learnalytics

Our very own learning analytics, Learnalytics, was first developed in 2017 to display and contextualise information out of the educational data and prepare it for the different stakeholders. The early version of Learnalytics was dedicated as a digital space to view learners' learning progress through Dawn of Civilization. In Q4 of 2018, we have scaled up the impact of Learnalytics by expanding the available features that we believe would be beneficial for our stakeholders while still maintaining its original purpose—to evaluate and improve teaching.

The Learnalytics portal provides a personalised report for every single learner learning through Dawn of Civilization.

The Learnalytics portal provides a personalised report for every single learner learning through Dawn of Civilization. For each learner, the report consists of three main components as described below. For each learner, the report consists of three main components as described below.

Student scorecard: We present each individual's learning progress in the form of a scorecard that shows their initial starting point as well as their current level and how far they have progressed. This report also displays the learner's level of grit, diligence, and discipline analysed from their learning behaviour within the game.

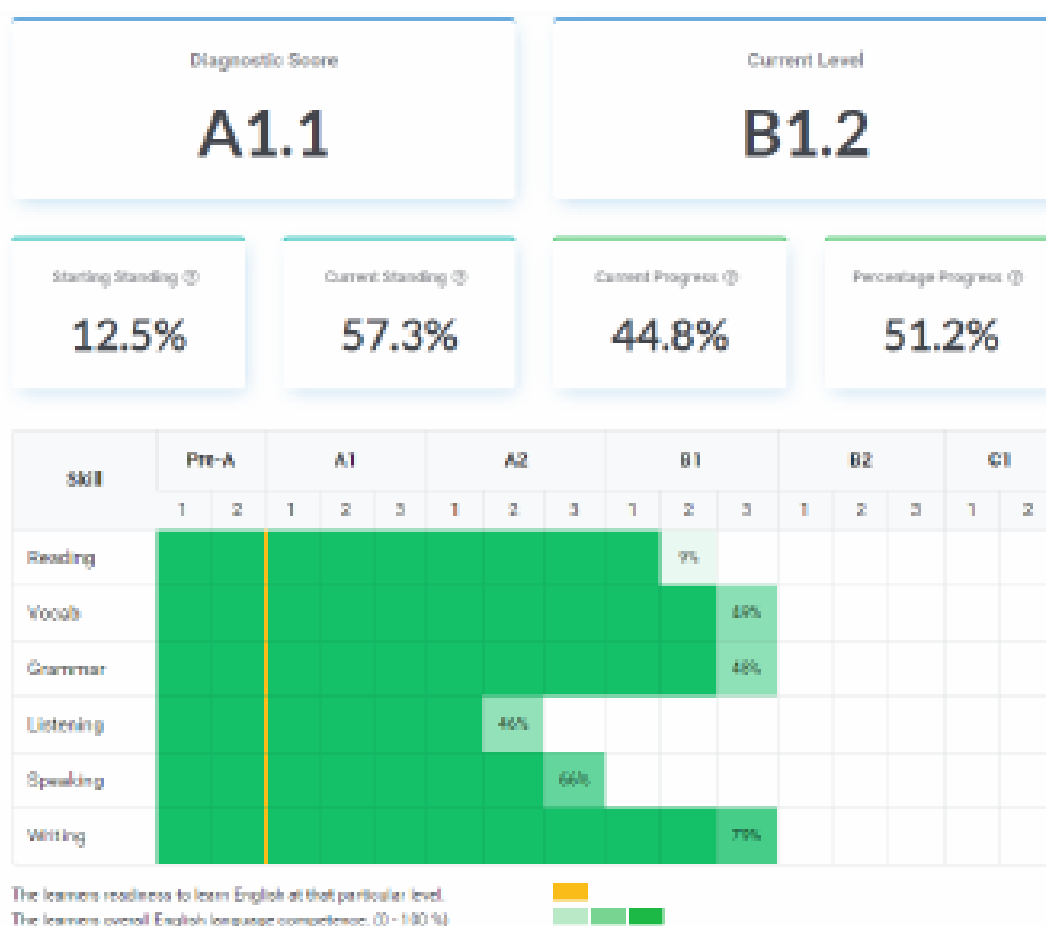


Exhibit 19. Learners' scorecard displays the learning progress for each hard skill

Learning behaviour: We also provide access to a more detailed display of the students' learning behaviour. Learnalytics users can view how frequent the learner progresses on Dawn of Civilization and see which mini-games they prefer the most.

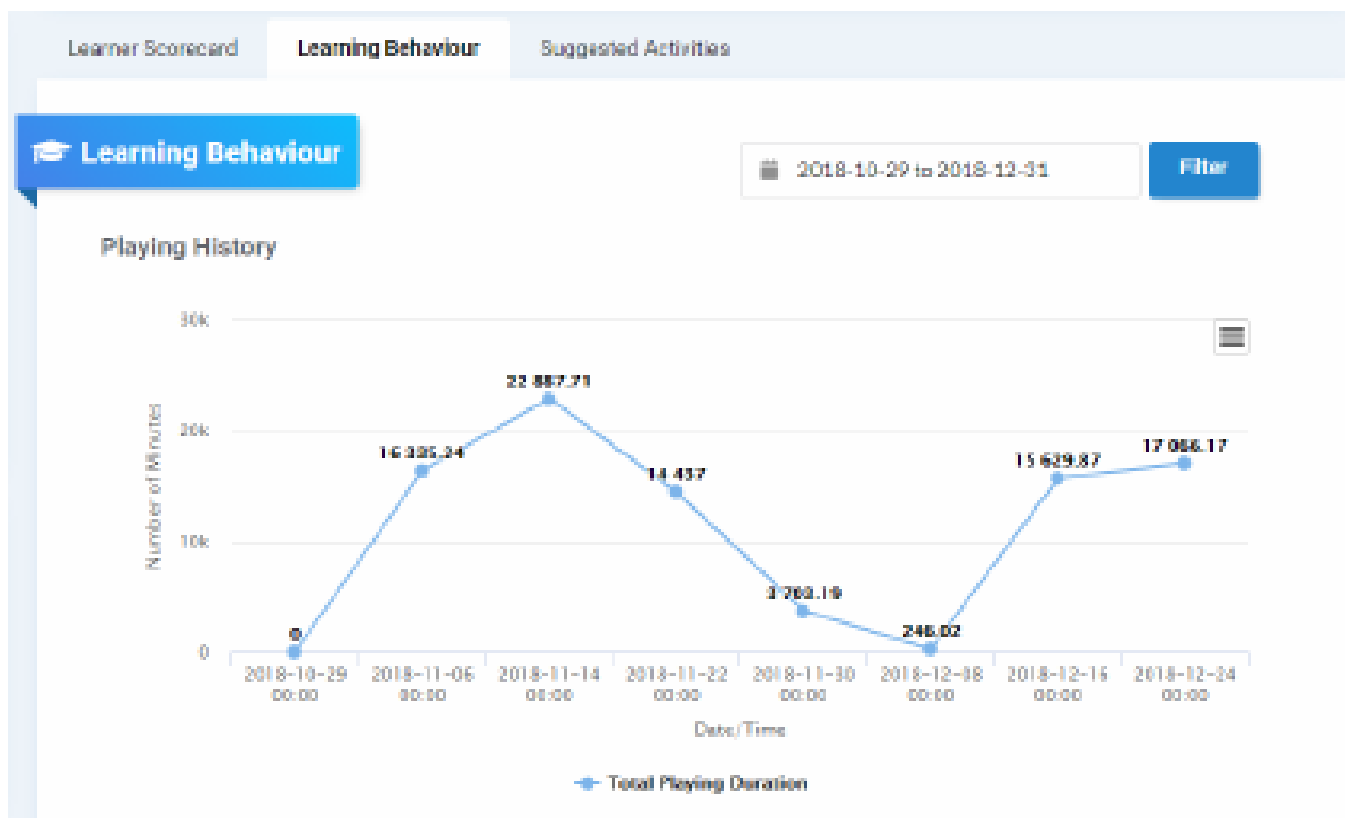


Exhibit 20. Learning Behaviour chart for individual learner.

Suggested Activities: Being aware that recent parents are now more concerned of their child's education and are willing to be more involved, we provide a list of one-on-one activities that parents or teachers can do with their student(s) to support the learning process in a fun way. These activities are customised according to the learner's current level of ability and the areas in which they still have room to improve. For parents who are less confident in directly assisting their children to learn, we also provide links to free-access online worksheets that the learner can work on independently.

Learnalytics was designed while keeping not only our learners and parents in mind, but also our other stakeholders who may need to monitor not only one or two students at a time, but a whole class or even a large group. Users such as these would also benefit from a statistical overview of their group's current standing in their learning process. We, therefore, created the following extra features specifically for these types of Learnalytics users.

Group statistics: Our Learnalytics portal displays an overview of how far the class has progressed with learning. Learnalytics users can view rankings of their learners based on their learning progress through DOC, which mini-game(s) are preferred by learners, and also see the distribution of competence within the group. Group managers will also be able to see individual reports for each learner within their monitored group, however, they will also be provided with suggested activities that can be done with a medium to large group to also encourage learning from peers.

Learner Testimonial:



"Main DOC seneng banyak mini game nya. Anak saya jdi seneng sama bahasa inggris. Jdi banyak belajar, hiburan yang mendidik. Terima kasih tim DOC. The best pokok nya."

- Rikka Nurwulansari, Bandung

"DOC has various mini-games inside which are very engaging. My kid really enjoys the learning process while playing the game. Thank you DOC team for creating this educational entertainment platform. You're the best!"

English



Exhibit 21. Learning Performance Distribution shows the total number of learners at each competence level for each hard skill

Our focus on utilizing learners' learning process and behaviour to leverage their learning outcomes is Learnalytics' main distinguisher from other learning analytic platforms. Learnalytics will be launched commercially in early 2019 and will be able to support the sustainability of our programmes.

Observational Study

Directly observing how learners learn through Dawn of Civilization makes the learning more visible. It also encourages collaboration between the Solve Education! team, partner organisations, and learners to improve our teaching practice.



Exhibit 22: The Solve Education! team on their way to conduct an observational study

Solve Education! has consistently been using observational studies as a method of collecting evaluative information. In this method, our team watches the learners play through Dawn of Civilization in their usual environment without any alterations or manipulations whatsoever. Although sometimes we use other data collection procedures such as surveys and questionnaires, we firmly believe that to evaluate an ongoing learners' behaviour process and their situation, an observational study is the best way to go.



Exhibit 23: Learners in Bandung, Indonesia testing Dawn of Civilization for the first time

Typically, we do two kinds of observational study. The first is the initial observation where we meet a group of potential learners on the ground and conduct a focus group discussion where we talk about their daily lives and their point of view about learning. We then conduct a usability test to see how they navigate through our app for the first time without any assistance. From there, we usually get invaluable feedback on how to improve our application so that learners can use it more efficiently and effectively. The second is the pulse-check observation where we, or our representatives, check on our learners regularly to ask for their feedback about their learning journey. This way, we can compare the data that we get from our online learning analytics to the data that we collect in the field.



“An open platform offering access to quality education for all – what can be a more exciting starting point for a better future? This has been a fantastic journey of purpose and discovery.”

DR BERND WALTERMANN

Senior Partner & Director of The Boston Consulting Group. Co-founded the Global Advantage Practice.



EMPOWER

Encouraging learners to take charge of their lives



Exhibit 24: Learners in Al Qomariah foster home playing Dawn of Civilization for the first time

Since the beginning of our journey, we have always involved our target beneficiaries in every decision making process that would impact their lives. Dawn of Civilization was initially designed along with approximately 100 youths in Bandung and Jakarta and continues to be evaluated by these youths. For us, enabling the youth to empower themselves has always been our vision. At the end of the end day, the education and evaluation processes that we undergo are intended to empower the youth and future generation in general.

Learner Testimonial:



"DoC membantu mempelajari pengucapan dan tulisan bahasa Inggris. Bagi orang yang ingin belajar bahasa Inggris secara keseluruhan, game ini sangat membantu."

- Komara Saputra, Cipanas

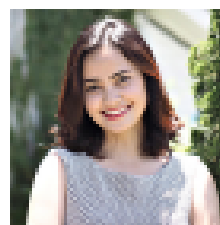
"DoC helps to learn English pronunciation and writing. For people that want to learn English in a whole, this game is very helpful."



Exhibit 25. Dawn of Civilization's Weekly Challenge Landing Page

Learning Competitions

After our success in conducting an Ultimate Learning Challenge in 2017, we continue to create a **Weekly Learning Challenge** for Dawn of Civilization with 80% of our winners are female learners. The competition incentivizes learners to become the highest achieving learner who actively gives feedback for Dawn of Civilization with an internet data package as the prize. In addition, each weekly challenge winner's profile will be featured on our dedicated website Hall of Fame and social media channels. By allowing them to give feedback to us, we give them a sense of ownership and agency to decide the best pedagogical practice that suits their needs. To date, we have been receiving countless feedback from our learners and use that to improve our approach. For us, it is crucial to listen to our learners since it is our goal to empower them.



TALITHA AMALIA
DIRECTOR, EDUCATION, AND
DEVELOPMENT

I am proud of my team this year for publishing a Core Curriculum and producing over 30,000 question sets for our mini-games on Dawn of Civilization while continuously strengthen partnerships with local organisations on the ground for research and programme implementation.

Our ongoing goal is to increase our service in the field and continually expand community who comes together to donate time, resources, and talent in support of our ultimate mission.

Solve Employment!

We believe in an economy that generates opportunities for investment, entrepreneurship, skill development, job creation, and sustainable livelihoods. That is why we are committed to leveling the playing field for the disadvantaged youth so that they can empower themselves and hopefully others around them. Taking this into account, we attempt to create decent work opportunities for learners who learn through our game app, Dawn of Civilization. In support of this, we have created a job portal that offers responsible freelancing opportunities for our learners so that they can improve their income prospects, as well as refine their skills.

Solve Employment!, our online job portal, is an extended platform of Dawn Of Civilization. We link learners' success in Dawn of Civilization with internship and employment opportunities through the portal. After learners reach a certain level in the game app, our team will send them an invitation to access the job portal. We show the learner's learning indexes on their profile page to inform potential employers about the individual's level of skills and soft skills and whether it is suitable for the job posted.

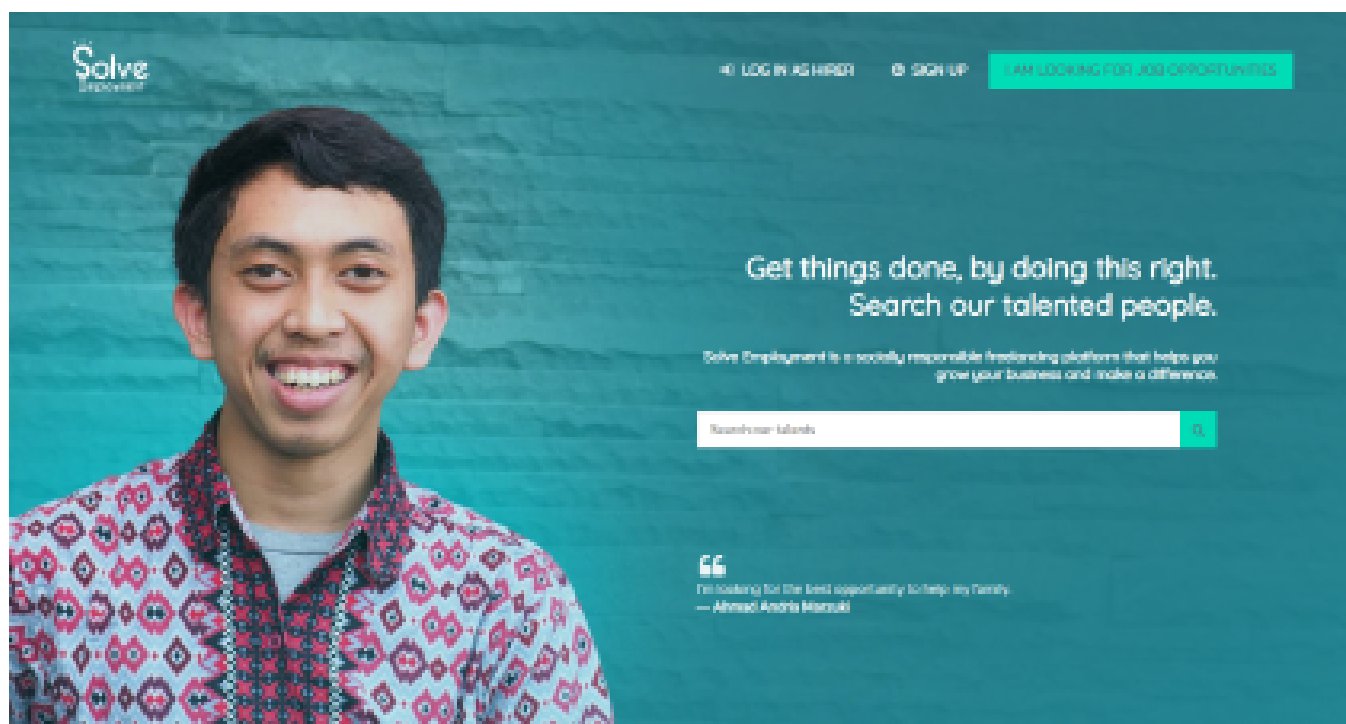


Exhibit 26. Solve Employment! landing page, providing information about the platform

We partner with tech companies to provide learners with the opportunity to work on micro-tasks such as indexing, labelling, localisation, transcription, customer service representatives, virtual assistants, and many more. Essentially, Solve Employment! was developed because we want to nurture a safe community for learners to improve and refine their skills before they go into a more competitive marketplace. We ensure that each individual hired by our partnered companies is given a fair income and opportunities for their personal and professional development.

The journey on Solve Employment! begins when learners who make significant progress and reach a certain competence level in the game are invited to check the job portal. Both employers (hirers) and job-seekers (talents) can expect the following functionalities from our online job portal:

- *Learners can register as talents, create their profiles, and look for microtasks relevant to their interests and skills*
- *Talents can fill out a form and have a resume built for them.*
- *Talents can apply directly to posted microtasks.*
- *Hirers can register, post microtasks, and search talents' profiles.*
- *Multiple representatives from a company are able to register and post job advertisements. Company representatives can view a list of talents and can contact them, initiate an interview via a chat platform within the website, or perform other actions related to their post.*

We launched the beta version of Solve Employment! in February 2018 and plan to officially launch it in 2019 once we get at least 100 learners reaching B2 level in their English learning journey. Although there are no job transactions yet in the portal, potential employers have started to explore the website and place their job advertisements. In this occasion, we invite you to join our early adopter programme and help us empower our learners. For more information about Solve Employment! please contact us via info@solveeducation.org

Learner Testimonial:



"Saya menggunakan DOC sebagai permainan dan aplikasi belajar bahasa inggris. Saya menggunakannya dan betah belajar. Permainan belajar bahasa inggrisnya mudah dipahami."
- Suci Permata Dean Putri, Bandung

"I play DOC not only for fun but also for English learning. This helps me to learn better because the materials are easy to understand."

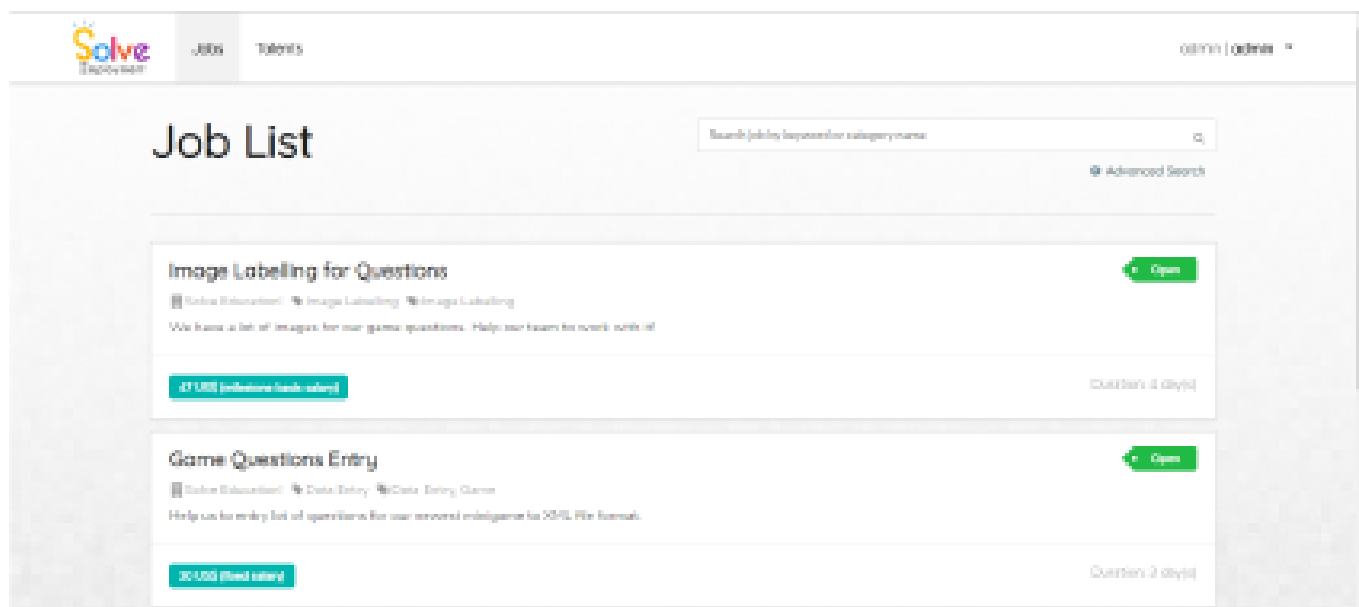


Exhibit 27: The list of the job vacancies that talents can apply for



SOME OF OUR BENEFICIARIES AND PARTNERS

Our solution is deployed through partnerships with local organisations and communities on the ground. To date, we have partnered with up to 20 local nonprofits and companies in Indonesia, Singapore, Malaysia, Myanmar, Cambodia, Vietnam, the Philippines, Nigeria, and Argentina. The most noticeable impact that we have created through our collaborative programme is the change in learners' learning motivation. With or without teachers, learners diligently learn through our app and slowly yet steadily show progress in their ability to learn. To date, we have formed working collaborations with the following organizations:

Yayasan Usaha Mulia (YUM) in Indonesia. It is a nonprofit organisation that works to improve the quality of life of the poor in Indonesia. YUM has worked for more than four decades in this vast archipelago to support communities, give them hope, and provide a way out of the cycle of poverty. A key part of YUM's work is a community centre located in Cipanas, a rural area in West Java Province of Indonesia. Several projects run on a daily basis, such as the community library, early childhood learning centre and an organic farm. Dawn of Civilization is used to help their students learn English effectively and support local teachers. We are currently monitoring students' learning progress and behaviour through the use of our learning analytics platform.



Exhibit 28: The Solve Education! team and the YUM team together with YUM's students



Exhibit 29: The Solve Education! team introducing Dawn of Civilization to Yayasan Mendaki Beneficiaries

Yayasan MENDAKI (Council for the Development of Singapore Malay/Muslim Community) is a pioneer Self-Help Group formed in 1982 dedicated to empowering the community through excellence in education in the context of a multi-racial and multi-religious Singapore. MENDAKI's programmes mostly target the bottom 30 percent of the Malay/Muslim population and are therefore highly subsidised. They are primarily preventive and developmental programmes to provide early assistance to the beneficiaries so that they will be school-ready, able to perform in school and ultimately be future-ready. The programmes are designed to supplement or complement national initiatives.

Solve Education! and Yayasan Mendaki is working together to enhance the learning motivation of young people, particularly in English. We are conducting a learning competition where students compete against each other to learn as fast as they can through Dawn of Civilization, our learning app. Since this is a parent-child effort, the winning five families who achieve the highest score in the game after a determined time limit will be rewarded with Universal Studio Singapore tickets provided by Yayasan Mendaki. To allow students to keep track of the score, we have created a dedicated leaderboard and landing page specially designed for this competition.

Learner Testimonial:



"Dengan DoC saya bisa mendapatkan lebih banyak pengetahuan dan juga belajar bahasa Inggris sambil bermain. Saya berharap lebih banyak orang akan memainkan game ini :)"

- Meli, Sumedang

"With DoC I can get more knowledge and also learn english while playing. I hope a lot more people will play this game :)"

Educate an African Child Initiative (EACI) in Nigeria. It is a community-based initiative with a mission to build a generation that is capable of solving societal issues through education and creative problem-solving techniques among young Africans. They use DoC to help increase English literacy rates amongst their target beneficiaries, who are children from low-income backgrounds in the country.

Learner Testimonial:



"Bagi saya, DoC adalah permainan yang sangat mendidik. Ini tidak hanya membantu meningkatkan keterampilan dan pengetahuan saya dalam bahasa Inggris tetapi juga membantu saya meningkatkan keterampilan saya yang lain."

- Meli, Sumedang

"For me, DoC is a very educative game.. It does not only help improve my skills and knowledge in english but also help me improve my other skills"



Exhibit 30: EACI Beneficiaries playing Dawn of Civilization



Exhibit 31: CCM employees playing Dawn of Civilization together

CCM Holding, or also known as PT Central Cipta Murdaya (CCM), is known for its experience and reputation in a wide array of industries in Indonesia, such as Property (MICE, Hospitality, Mall, Office Building), Manufacturing, Retail, IT, Construction, and Natural Resources (Palm Oil, Plantation). Dawn of Civilization was broadcasted and introduced to CCM employees and their families. CCM also acted as a donor, providing the winner of our weekly challenge program—the learner with the highest score each week—with their well-deserved prize.

BTPN Syariah, a 70% owned subsidiary of BTPN is the 12th Syariah bank in Indonesia. The bank operates based on the principle of financial inclusion by providing financial products and services to remote unbanked communities as well as the lower income segment of society. Aside from providing access to financial services for these communities, through its Daya program, it also provides financial education to promote a more sustainable livelihood and healthier community. BTPN Syariah is partnering with Solve Education! in one of Daya's programs which utilises DOC to teach English to their clients and customer service officers and supervise their progress.

Solve Education! believes that a goal as ambitious as ours is not the responsibility of a single organization but of many, and can be achieved through a collective movement towards the same goal, regardless of the different paths we may take to get there. With this belief in mind, we also massively reached out to the other organizations to exchange ideas and learn from each other. We can't thank you enough for your ongoing support and generosity. Some of them are listed below.



Exhibit 31: The Solve Education! team with DAYA BTPNS introducing Dawn of Civilization to BTPNS employees at one of the CS officer quarters in Bandung



Exhibit 32: One of Solve Education!'s seminars, introducing a new way of learning through Dawn of Civilization to Junior and High School Students

Indonesian Diaspora Foundation, Indonesia

A foundation that is organized and operated exclusively for any and all charitable, scientific, literary, or educational purposes in Indonesia.

Magic Bus, India and Myanmar

An organization that helps children move from a life destined for abject poverty and become fully participative members of their communities with jobs.

Yayasan Al-Qomariyah, Indonesia

This Islamic orphanage based in Bandung, Indonesia, empowers kids who are at a disadvantage or has a conflicted family background.

Center for Language Development

UIN Syarif Hidayatullah Jakarta, Indonesia State Islamic University in Jakarta, Indonesia. A public funded university which integrates science, Islamic value, and Indonesian-ness

Woomentum

A Business Advice company with a mission to see more women fully participate in the engine of growth and innovation that we are experiencing today.

Komisi Anti Pemiskinan (KAP)

KAP (Konfederasi Anti Pemiskinan) is an institute built through the cooperation of 22 NGOs spread out between Aceh and Papua, Indonesia.

Learner Testimonial:



"Gamenya membuat belajar bahasa Inggris lebih menarik ditambah dengan adanya rewards bagi pemain terbaik disetiap minggunya."
- Ahmad Andria Marzuki, Bandung

"This game makes English learning more exciting. Furthermore, it offers rewards for the weekly best players to motivate the users."

Youth Manual

Youth Manual is a self-discovery platform that helps their users to discover their interests, skills, as well as hobbies and match it with college faculties and/or the dream job that would fit with their personalities.

Yayasan Cinta Anak Bangsa, Indonesia

A group of like-minded people who are serious and passionate about making the world a better place by utilising each of our individual talents and capacity.

Campus Impact

CampusImpact was founded in 2006 to address the needs of youths, who are undergoing a transitional phase in life and are beginning to define who they are.

CampusImpact started with overseas community projects to nurture social and civic responsibilities in youths through experiment-learning and service-learning community projects. Local programmes such as the Education Programme were subsequently added to impact more youths across a wider age range.

Fondation Rolf Schnyder

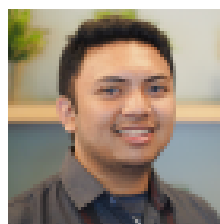
Fondation Rolf Schnyder (FRS) was set up to honour the wish of the founder's late husband, Rolf W

Schnyder, to help the hapless, giving priority to children as the future of our world.

Established as a tax-exempt charitable organisation under Swiss law in 2012 under the organisation name Fondation Rolf Schnyder – Ulysse Nardin, they changed their name to Fondation Rolf Schnyder in 2014.

Yayasan Sayangi Tunas Cilik (STC) - Bandung

STC is part of Save the Children International, a global network that enables them to work together in more than 120 countries around the world, develop partnerships with local organizations and provide training and resources to build healthier and happier communities, where there are children who need it.



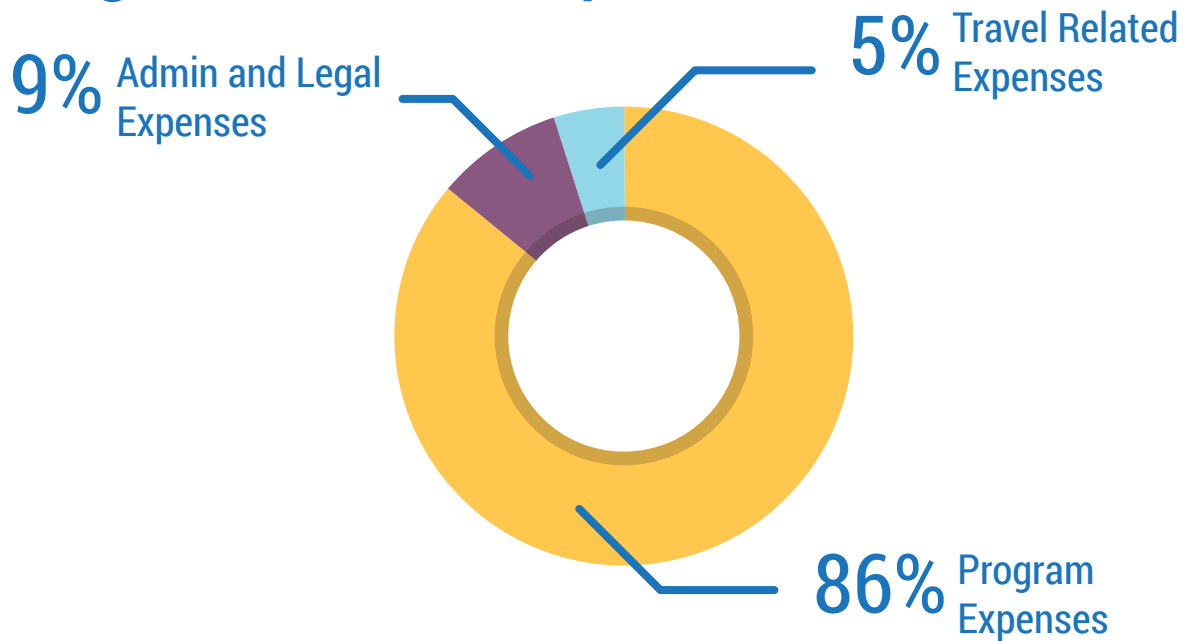
FAISAL PUTRA
*LEAD SOFTWARE
DEVELOPER*

My team diligently maintained 10+ websites and web services including the game backend to analytics backend, the organisation and game profile to our own internal CRM, analytics, learning analytics, and our localisation system. On top of that, we also conducted other projects such as the Youtube classifier and Solve Employment!. I am proud of what a tiny team of 4 could do. Our next goal is to make our software more robust, scalable, secure, and reliable considering the growth of our learners.

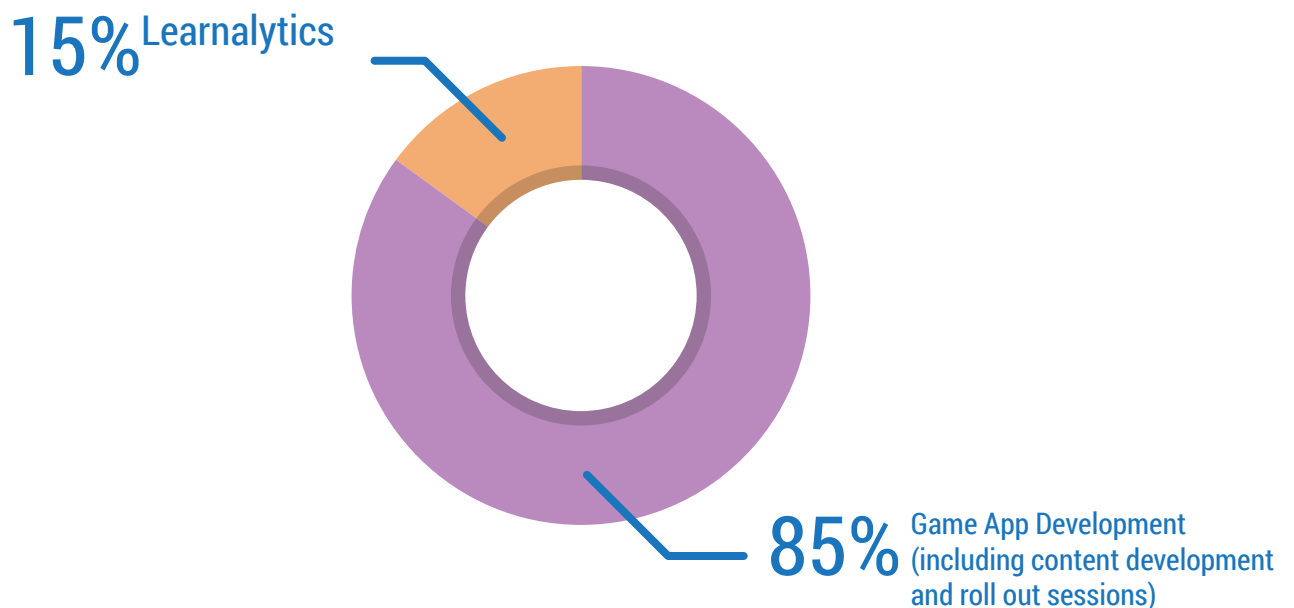


FINANCE

Organisational Expenses



Detailed Program Expenses





IMPACT METRICS

Performance Metrics

App Software

- Crashes
- Exceptions
- App size
- App star rating in respective stores

Learners Metrics

Reach and Engagement

- Number of learners
- Number of learning sessions
- Average session duration
- Active user: 1 Day, 7 Days, 14 Days and 30 Days

Learning Metrics

Literacy

- Number of learners reaching proficiency
- Percentage of learners reaching proficiency
- Average time taken to reach proficiency
- Number of learners progressing through the granular CEFR-based literacy curriculum
- Percentage of learners progressing through the granular CEFR-based literacy curriculum
- Average time taken to progress to the next granular learning level

Numerical Reasoning

- Number of learners reaching proficiency
- Percentage of learners reaching proficiency
- Average time taken to reach proficiency
- Number of learners progressing through the granular PIACC-based numeracy curriculum
- Percentage of learners progressing through the granular PIACC-based numeracy curriculum
- Average time taken to progress to the next granular learning level

Economic well-being

- Learners' average household income increase
- Percentage of learners seeking employment
- Percentage of learners gained employment
- Percentage of learners going entrepreneurial
- Learners' average monthly income
- Average time taken to progress to the next granular learning level

Mental/emotional well-being

- Income satisfaction
- Health satisfaction
- Work satisfaction
- Grit, discipline and diligent indexes

Performance Metrics

Donation/Grants

- Total grants
- Total donations
- Cost of grant/donor acquisition

SE! Corporate training

- Number of corporate customers
- Total revenue
- Customer lifetime value
- Cost of customer acquisition
- Customer satisfaction
- End user satisfaction

Solve Employment

- Number of hires
- Total revenue
- Number of job seekers/internship seekers
- Number of job/internship matched
- Number of job/internship successfully completed
- Total revenue
- Customer lifetime value
- Cost of customer acquisition
- Hirers Satisfaction
- Job/internship seekers satisfaction



HIGHLIGHTS OF THE FUTURE PLANS

Solve Education! remains committed to ensuring learning opportunities for the youth, especially the most marginalised. Our work is designed not only to improve their income prospects but also to enable them to develop the necessary skills that are needed to build a foundation for future learning. So far, we are pleased to see the impact that we have created on the lives of these youth and we plan to scale up our impact both vertically and horizontally. We will persist to be consistent in our ability to accept increased volume without impacting the contribution margin. In order to accomplish this, we have broken down our strategic plan as outlined below.

Vertical Scalability

Our commitment to better engage the youth in learning will be scaled up and down by continuously increasing the capacities and capabilities of the existing technology platforms we have developed and maintaining our performance, usefulness, or usability of expansion in Indonesia where we develop our technology.

First, by consistently using data that we collect to investigate e-learning efficacy and efficiency through mobile devices, we can ensure better and faster learning. Our efforts in research and development will be implemented into the scale down process for learning as well as monitoring and evaluation platforms. For example, we will be using a more sophisticated Javascript system for Learnalytics for cleaner code and better maintainability. In terms of Dawn of Civilization, we will continue to reduce the application size to increase download and retention rates.

As our long-term goal is to present Dawn of Civilization as a platform where external parties can contribute their own content for existing mini-game designs or even create their own mini-games, the usability and the

back-end service of our content development platform, Content Plus, will be scaled up and the data pipeline system will be stabilized and matured. More importantly, the UI and UX of all of our technology platforms will be scaled up to provide the most optimal and enjoyable learning experience for our target beneficiaries and it will be one of our foci throughout the whole year.

Second, we are more committed than ever to maintain and strengthen our partnerships with the right stakeholders such as local organisations, communities, schools, private companies, and philanthropists to reach out to our target beneficiaries specifically in Indonesia. We are strongly committed to building more beneficial relationships with the local people here.

We understand that the desired outcomes can only be achieved when we build strong teamwork and sustainable organisational structures. To this end, we will also continue to support our existing team members to reach their full potential and grow together with the team. We will remain consistent with our commitment to nurturing all the potential we have within our team by continuously conducting training and mentoring for each of our team members.

Horizontal Scalability

Scaling in and out efforts are utmost important to sustain improved outcomes in education and employability for our target beneficiaries. To do that, we are adding more exciting features to our existing technology platforms, experimenting and building new platforms, and enhancing our performance, usefulness, or usability despite our expansion from concentration in a local area to a more distributed geographic pattern outside Indonesia.

First, we are going to implement the numerical reasoning curriculum into Dawn of Civilization to enable students to have the conceptual understanding and procedural knowledge to use numbers and think mathematically on a daily basis and ensure that students eliminate the “I can’t do Math” mindset. This way we can complete our core curriculum implementation and be ready to fully equip our target beneficiaries with the foundational skills that are important for their future.

Second, more features such as in-game videos will be implemented into Dawn of Civilization. The video integration will include research and implementation of our ongoing project, the Youtube Classifier. To do that, we are using artificial intelligence to smartly curate and classify existing videos on Youtube and integrate them into the game app. We believe that this is a very important part of the scaling in efforts as videos can serve as a productive part of a learning experience. To achieve that, our team of educators and cognitive scientists will consider these three elements including cognitive load, non-cognitive elements that impact engagement, and features that promote active learning.

Other new exciting features will be implemented to Dawn of Civilization such as peer-to-peer asynchronous challenge system that has been proven to be highly effective to increase retention in games and in-game team systems which are a common feature in the game industry among games with long retention. On top of that, we are going to develop the desktop and iOS versions for Dawn of Civilization due to the increase of requests from our potential partners.

Second, we are very excited to massively build relationships with both for-profit and nonprofit organisations outside Indonesia to continue our efforts in educating and empowering the youth globally. To do that we are going to continue utilising both technology and traditional approaches to expand our community engagement. From the technology side, we are building a referral code program in Dawn of Civilization to boost awareness about the app by helping it grow in a viral, yet organic fashion. This way learners will easily enlarge our learning community by inviting their friends to play Dawn of Civilization. In addition, we will be targeting the digital community expansion in social media and online study groups along with a deep analysis of social media channels content that brings impact to the members and followers.

The community engagement team will support this effort by strengthening our relationships and partnership with stakeholders through consistent and continued direct engagement. Once we reach the stage of building a massive Solve Education! Community next year, we will launch our online job seeking platform and be more focused on its operation to increase our impact.



SPEAKING ENGAGEMENT AND MEDIA COVERAGE

Public Speaking & Engagement

EdTech Asia Summit 2018.
Hong Kong.

CSR Asia Summit 2018.
Kowloon Shangri-La, Hong Kong.

Horasis Asia Meeting.
Binh Duong New City, Vietnam.

Singtel Future Makers Expo 2018.
Suntec City, Singapore.

Tech Saturday (Upsized!) 2018.
Singapore.

Asian Student Leadership Conference (ASLC) 2018.
Singapore.

Eightacy, UPI.
Bandung, Indonesia.

SocialiConWe4, SMU.
Singapore.

Press Talk, Harlow.
Jakarta, Indonesia.

Mizan Academy.
Bandung, Indonesia.

SIF Connects! Jakarta.
Jakarta, Indonesia.

Institut Teknologi Nasional.
Bandung, Indonesia.

Gojek Kopdar Akbar 2018.
Bandung, Indonesia.

YUM Learning Center.
Cipanas, Indonesia.

Workshop Social Enterprises and Local Development.
Leuven, Belgium.

Singtel, 10th Regional CSR and Sustainability Forum.
Yogyakarta, Indonesia.

Global Education Supplies and Solutions; (GESS) Indonesia 2018.
Jakarta, Indonesia.

TEDFers Online Discussion Forum.
Indonesia.





Figure 33: Janine Teo sharing what we do at Solve Education! in ASLC 2018, Singapore



Figure 34: Talitha Amalia with the Founder of EdTech Asia, Founding member of Quipper and Founder of Zenius Education at the EdTech Asia Summit 2018 in Hong Kong



Figure 35: Janine Teo as Tech Talk speaker in Tech Saturday (Upsized!) in Singapore. "How Gaming, Artificial Intelligence, and Big Data is Changing Education"



Figure 36: Janine Teo and Talitha Amalia with Mr Lim Boon Heng, the Chairman of Temasek Holding at Singtel Future Makers Expo 2018 in Suntec City, Singapore



Figure 37: Janine Teo speaking about "Enhancing Critical Education" at Horasis Asia Meeting 2018 in Ho Chi Minh, Vietnam

News

AVPN Asia

Titled: "How Mobile Gaming is Driving Innovation in Education"

The Straits Times Singapore

Titled: "Using brains and heart to educate children in need"

Nanyang Technology University

Titled: "Using brains and heart to educate children in need"

The Star Online

Titled: "Using brains and heart to educate children in need"

Newsbezzar.com

Titled "Quipper, Zenius and Solve Education call for the importance of Edtech's industry"

Mensa Foundation

Titled: "Janine Teo, 2018 International Intellectual Benefits To Society Award winner"

The Borgen Project

Titled: "Solve Education: Transforming Education in Developing Countries"

Suaraheadline.com

Titled: "Quipper, Zenius dan Solve Education! Serukan Pentingnya Memajukan Industri Edtech Bagi Pendidikan di Indonesia"

SWA Online (swa.co.id)

Titled: "Quipper, Zenius dan Solve Education Dukung Industri Edtech".

Jakartainsight

Titled: "Pentingnya Industri Edtech Bagi Dunia Pendidikan Indonesia"

SMAN 67 Jakarta

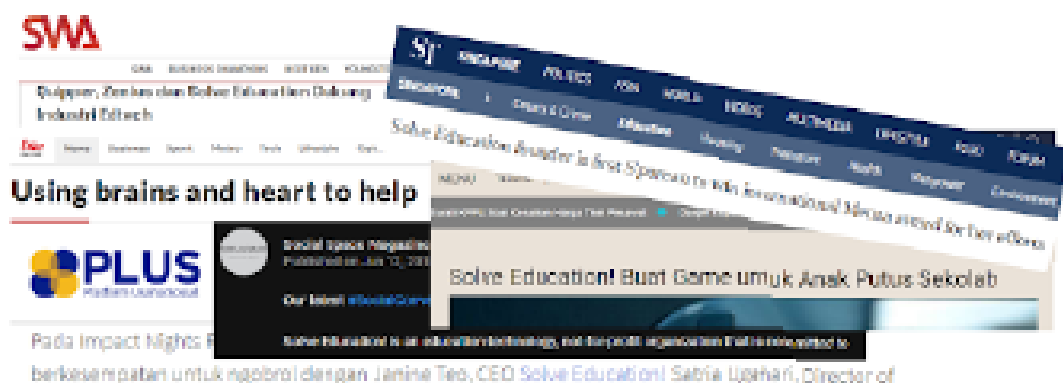
Titled: "Simak, 3 Terobosan Seru dari 3 Edukasi Berbasis Teknologi Tanah Air"

Kompas.com

Titled: "Kompak, 3 Edutech Indonesia Serukan Hal Ini di Edtech Asia Summit 2018"

Titled: "Simak, 3 Terobosan Seru dari 3 Edukasi Berbasis Teknologi Tanah Air"

Titled: "Menggagas Ide "Voucher Gotong Royong" Pendidikan Berbasis Teknologi"



Quipper Indonesia

Titled: “[Siaran Pers] Quipper, Zenius dan Solve Education! Serukan Pentingnya Memajukan Industri Edtech Bagi Pendidikan di Indonesia”

Akurat.co

Titled: “Quipper, Zenius dan Solve Education! Kompak Serukan Industri Edtech Indonesia

Independensi.com

Titled: “Quipper, Zenius dan Solve Education, Serukan Pentingnya Memajukan Industri Edtech Bagi Pendidikan di Indonesia”

PLUS (Platform Usaha Sosial)

Titled: “Gamifikasi sebagai salah satu solusi isu pendidikan di Indonesia”

Social Space

Titled: “Social Conversations, Janine Teo of Solve Education”

Industry.co.id

Titled: “Peran Penting Edtech sebagai Formula-si Baru Dunia Pendidikan Indonesia”

Komite.id

Titled: “Quipper, Zenius & Solve Education! Majukan Industri Edtech”

Bacadulu.news

Titled: “Bersama Zenius dan Solve Education, Quipper Kampanyekan Pentingnya Majukan Industri EdTech”



Kabarindo.com

Titled: “Pentingnya Memajukan Industri Edtech; bagi Pendidikan di Indonesia”

Giving Compass

Titled: “How Mobile Gaming Is Driving Innovation In Education”

Warta Ekonomi

Titled: “3 Startup Ini Serukan Pentingnya Memajukan Edtech untuk Pendidikan di Indonesia”

The President Post Indonesia

Titled: “Quipper Wakili Indonesia dalam EdTech Asia Summit 2018”

Pantau.com

Titled: “Solve Education! Buat Game untuk Anak Putus Sekolah”

Nikkei Asian Review

Titled: “Technology ‘can transform’ the developing world’s education”



SOCIAL MEDIA ENGAGEMENT

It is inevitable that social media has become one of the most important and relied-on sources of information and entertainment. Solve Education! is very much aware of this, which is why at the end of 2018, we began to give more attention to our social media channels to maximise our outreach programmes and engage our current and future learners.

In the last quarter of 2018, we have established channels on the following social media platforms:

- Facebook ([Solve Education Page](#) / [DOC Page](#) / [DOC Group](#))
- Instagram ([@solveeducation](#) / [@dawnofcivilizationid](#))
- WhatsApp ([DOC English Learning/DOC Study Group](#))
- LinkedIn ([Solve Education!](#))

1. Facebook

Facebook is one of the most popular social media platforms that many use to gather information, search for acquaintances, and initiate conversations. Through Solve Education's Facebook page, we try to convey our aspiration to our learners and followers by providing information about our organization's activities. We also facilitate discussions for our followers who wish to learn English through a separate Dawn of Civilization Facebook page and Facebook group.



Exhibit 38. Solve Education! Facebook page



RUDY P AGNEL
DESIGNER

This year, we created more new minigames to help our learners improve their English skills faster, and also we redesigned the game for smoother playing experience. Our ongoing goal is to perfect our UX on all of our technological platforms.



Exhibit 39. Dawn of Civilization Community Facebook page (above) and Dawn of Civilization Community Facebook group (below)

SE! Page: All of Solve Education’s available information is provided here for our followers to see the vision and mission we strive to achieve and how we work to achieve them. This page also serves as a platform where people can give suggestions for the betterment of our organization and how we can cooperate and work with each other. It reached north of 1000 followers by the end of the year 2018 and has reached a total of 2865 followers today and counting.

DOC Community Pages and Groups: These pages are intended specifically to serve as a place for our followers who wish to learn English, especially through Dawn of Civilization. English learning materials presented in a fun way are posted daily on these pages and people are free to participate and interact as they see fit. We also encourage our followers to play the Dawn of Civilization game in hope that they will learn through our game system. The pages and groups are separated into an Indonesian (ID) group and Vietnamese group (VN).

2. Instagram

Instagram has also become one of the most preferred social media platforms that people regularly use, making it the perfect podium for Solve Education! to reach out to our current and future followers. We have decided to use Instagram to update our followers on everything we have done and everyone we have reached, both through our Instagram feed and Instagram stories.

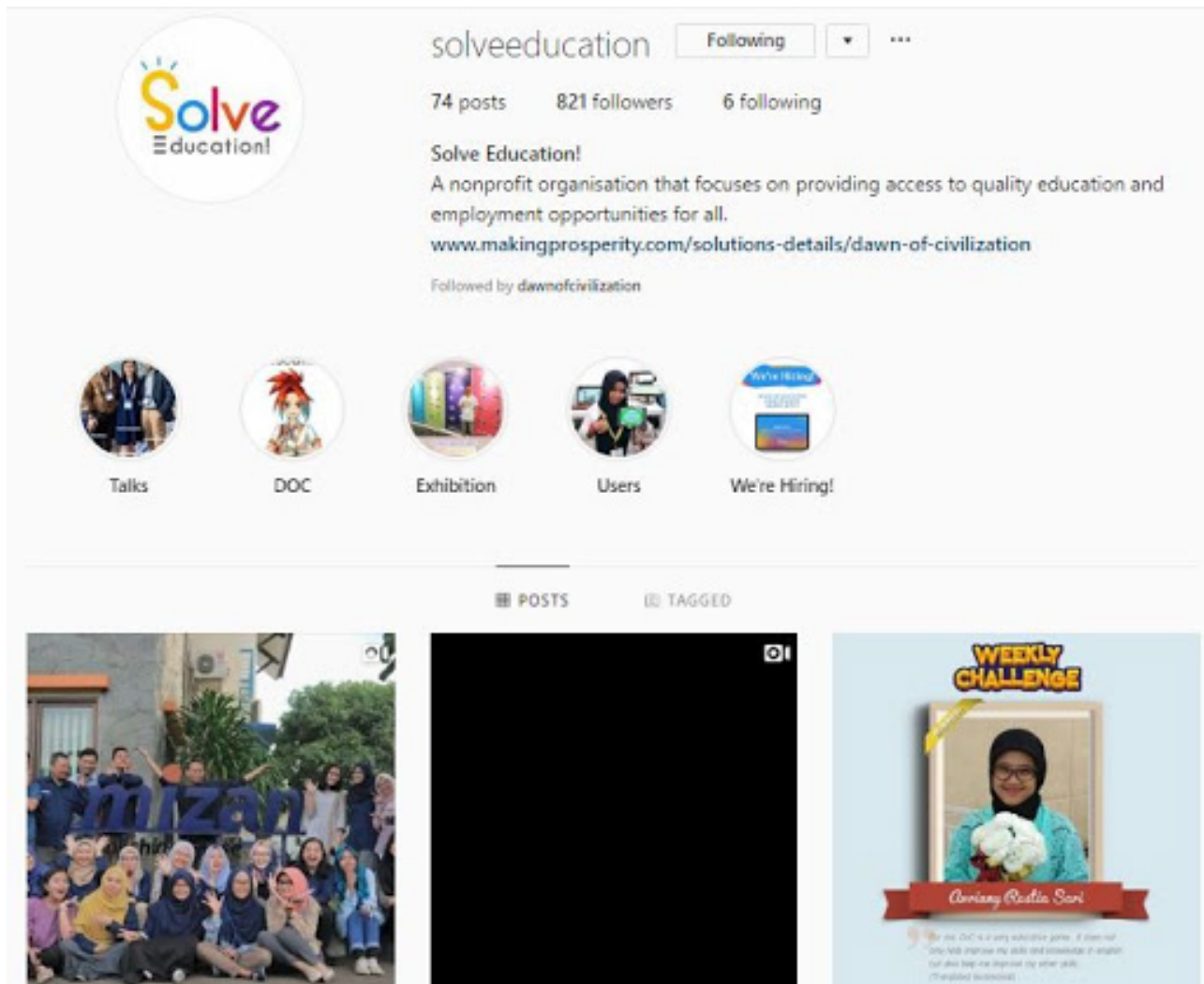


Exhibit 40: Solve Education! Instagram preview

Learner Testimonial:



"Gamenya menarik, mendidik, dan bisa untuk mengisi waktu luang. Gamenya juga cocok dimainkan semua kalangan."

- Lavvo, Bandung

"The game is interesting, educational and good to play during my free time. And the game can be played by people from across generations."

SE! Instagram (@solveeducation): In this Instagram account we display our development and progress and hope to inspire our followers to follow in our footsteps or support our cause. We also announce the winners of our Ultimate Challenge and Weekly Challenge through this channel. To date, we have reached more than 800 followers on our Instagram page.

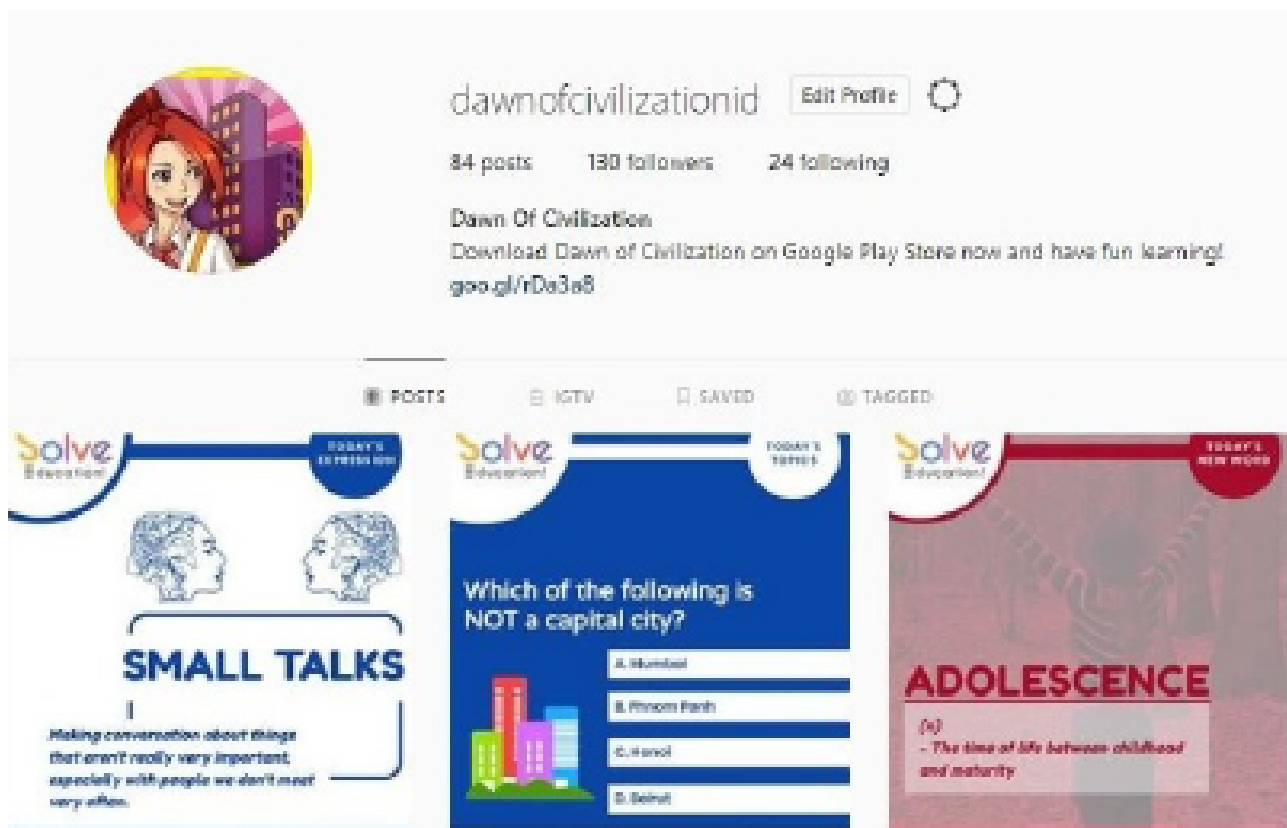


Exhibit 41: Dawn of Civilization Instagram preview

DOC Instagram (@dawnofcivilizationid): We aim to use Instagram not only to showcase the numerous activities and events that we've held but also to educate, which is the aim of this Instagram account. Through the DOC Instagram account, we hope to engage more people through our simple yet informative English materials and ultimately enhance our follower scope.

3. WhatsApp

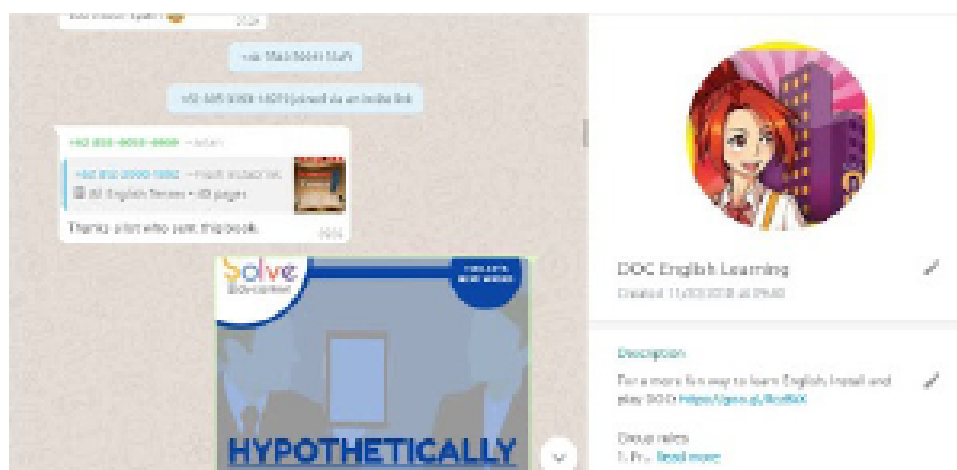
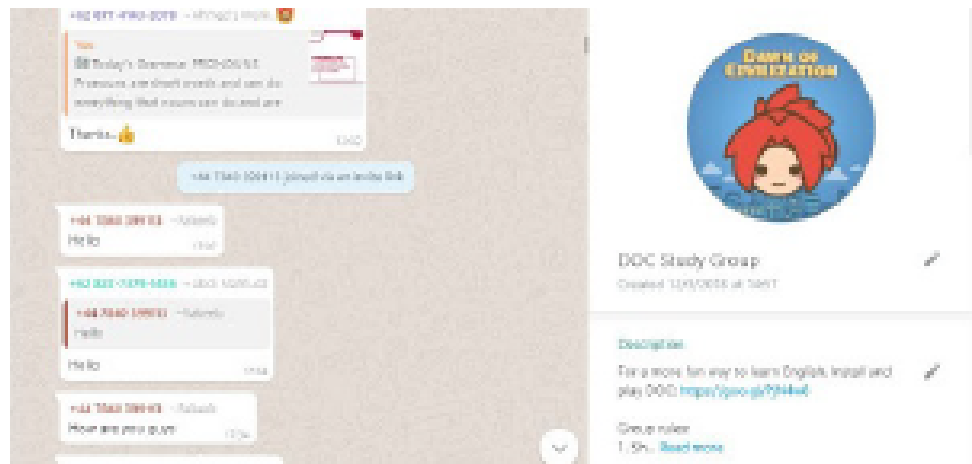


Exhibit 42: DOC English Learning group on WhatsApp

This particular social media is used as a means of communication. This communication includes groups which consist of people who are trying to learn English. We believe by working and learning together, our members may obtain an interest in learning more so that we can easily guide them into using our app, Dawn of Civilization.



DOC Study Group group on WhatsApp

3. LinkedIn

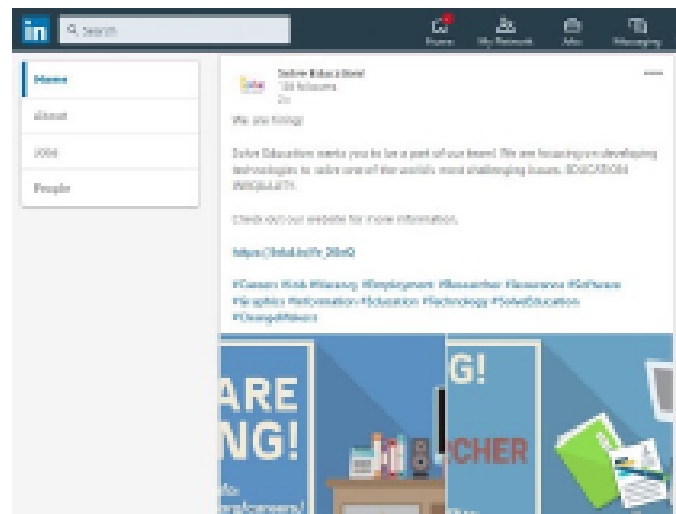
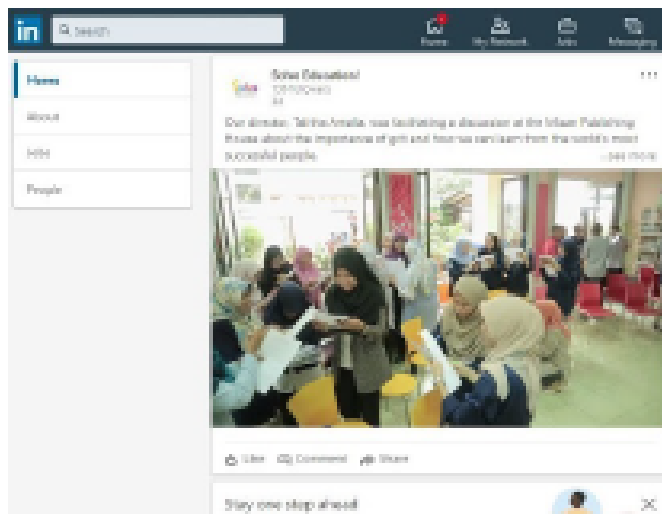


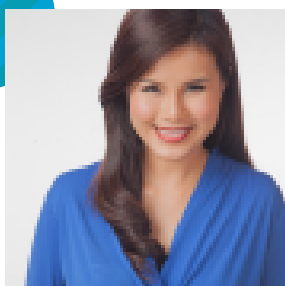
Exhibit 43: Solve Education's LinkedIn Page

Through Solve Education's LinkedIn page, we intend to expand our cooperation with other organizations, and also our learners, so that we may proceed one step closer to our goals. We do this by wide-spreading our existence to other organizations pursuing similar goals to ours. We also use this platform to search for potential talents to work with us at Solve Education!; anyone is welcome to be a part of the team.

We have received endless support and assistance from our partners and learners, but we would much appreciate and gladly accept further support to our social media platforms by following us and sharing the posts to a wider audience.

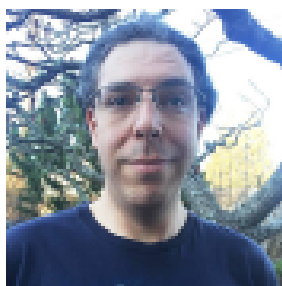


SOLVE EDUCATION! TEAM



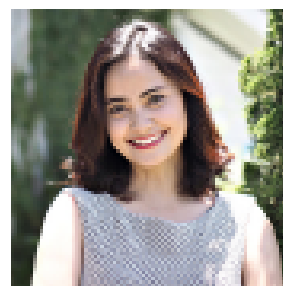
JANINE TEO
CEO

*Experienced entrepreneur
in FMCG, and hospitality.
Mensa International
Intellectual Benefits to
Society Awardee 2018*



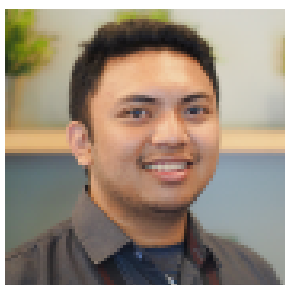
JACK SEYMOUR
GAME PRODUCER

*Previously with Volt@Microsoft,
Big Fish Games,
Collabera@Microsoft*



TALITHA AMALIA
**DIRECTOR, EDUCATION,
AND DEVELOPMENT**

*ICT4Education Researcher,
Fulbright and LPDP scholar,
Puzzle Game Enthusiast*



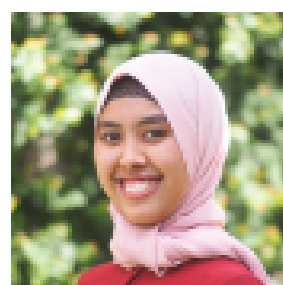
FAISAL PUTRA
**LEAD SOFTWARE
DEVELOPER**

*Masters in Computer
Science, University of
Indonesia. Indonesia
Endowment Fund Scholar*



RUDY P AGNEL
DESIGNER

*Visual Graphic, Videography &
Photography Enthusiast*



FARAH AULIA
**SPECIALIST, EDUCATION
AND DEVELOPMENT**

*Cognitive scientist, Puzzle
Game Enthusiast*



BATARA SAKTI
GAME DEVELOPER
*Previously with Gameloft,
Gamer*



RAFDI PRANATA
LIAISON OFFICER
*Entrepreneur, Martial Arts
Champion*



BANYU RACHMAN
SOFTWARE DEVELOPER
*Multimedia Enthusiast,
Visual Graphic*



CHRISTOPHER DANAR
ARTIST
Imaginative art creator, Gamer



FERY PUTRA
SOFTWARE DEVELOPER
*Bachelor of Computer
Science, Adventurer,
Challenger*



TRI SAMSUL
SOFTWARE DEVELOPER
Explorer, Developer



EZZWAN
*JUNIOR RESEARCH
ASSISTANT*
*Inquisitive, Imaginative,
Science Lover*



NANDA BASKORO
*JUNIOR PROGRAMME
OFFICER*
*Previously with Gameloft,
Pest control enthusiast*



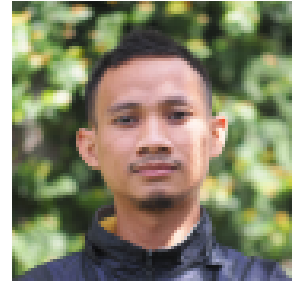
LUKAS YOGA
QUALITY ASSURANCE
Previously with Gameloft



SAPHIRA
QUALITY ASSURANCE
RPG game enthusiast



ALDRYAN DESCHARA
QUALITY ASSURANCE
*Technology Enthusiast,
Data Scientist*



FEBRI DUANESTRA
QUALITY ASSURANCE
*Previously with Gameloft.,
Game Tester, Cool & Calm*



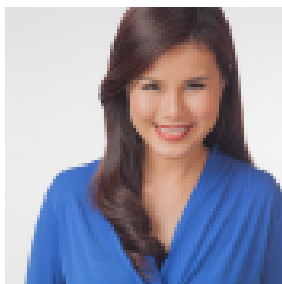
ALBERT RUSLI
GAME DEVELOPER
Young entrepreneur, Gamer

OUR BOARD MEMBERS



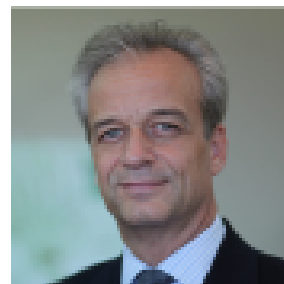
PENG T. ONG

*Chairman of Solve Education,
Founding Partner of Monk's Hill
Venture,
Founder of Match.com, Interwo-
ven and Encentuate*



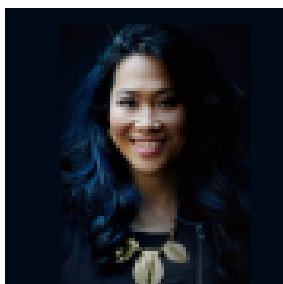
JANINE TEO

*Experienced entrepreneur
in FMCG, and hospitality,
Mensa International
Intellectual Benefits to
Society Awardee 2018*



DR BERND WALTERMANN

*Senior Partner & Director
of The Boston Consulting
Group, Co-founded the
Global Advantage
Practice*



METTA MURDAYA

*Founder of JUARA Skincare,
Director of PT CCM Indonesia,
Endeavour & ANGIN mentor*



CHOO BOON TIONG

*Non-executive director of
Goldbell Corporation,
Independent director of
Pacific Radiance*



EXPRESSIONS OF THANKS

Dear Donors/Supporters,

We are honoured, as always, to enclose the 2018 Annual Progress Report.

Our most heartfelt thank you to our private donors such as [AGILITYIO](#) and its founder Chok Leang Ooi, [SINGTEL GROUP](#), and [CIRCLES](#) for their continuous support as well as our other supporters who help bring our vision and mission come to life. There's no doubt that we could never be where we are now, not without you. And for that, we are forever grateful.

A better world starts with a glimmer of hope in the eye of the beholder. For thousands of children and youth with limited access to education who learn using our platform, a chance and hope are given to them to have a quality and effective education for free, and it is all because of you.

The progress and accomplishments highlighted within this Annual Report are as much yours as they are Solve Education!'s - for we are in this together. This year, together we have touched the lives of more than twelve thousand marginalised children and youth all around the world, but it won't stop there. It would be far more than we think since we believe that even the tiniest acts of love, kindness and compassion can have a massive ripple effect.

There is indeed no way to express what your support and investment mean to bridge the gap between marginalised children and education, between the youth and employment, and for people to empower themselves and to thrive in life. Without the right words, once again we are left with the words that come closest: Thank you.

In gratitude,
Solve Education! Team



Figure 44: Solve Education! team



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