



# 2021 ANNUAL PROGRESS REPORT





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**“Learning has never been  
so FUN!”**

# A Message from CEO



## **To a more sustainable, inclusive, and equitable 2022!**

In 2021, we celebrated many milestones.

- We delivered our first millionth lesson by April 2021 and our second millionth lesson by November 2021.
- We added other success skills: Employability skills and other modules onto our platform, on top of our flagship English literacy program.
- We forged strong partnerships throughout the year and ended with a signed MOU with the West Java Government to disseminate our game app: “Dawn of Civilization,” to schools in the region.

While we made good progress in 2021, we are conscious that this pandemic has dragged on longer than we have all anticipated. And, the most affected are also the most vulnerable. Youth and women are also disproportionately affected. According to the Asian Development Bank, youth between 15 to 24 accounted for 45% of job losses, despite representing less than 15% of the workforce during the height of the pandemic in 2020 in ASEAN countries. Over 600M young people are unemployed pre-covid, which has exacerbated significantly over the last two years.

## **We need to enable youth and women to empower themselves through education.**

As automation increased, unskilled workers found themselves jobless, to make matters worse. The lockdowns and unfavorable economic climate also mean that informal, self-employed, temporary, and migrant workers are vulnerable to losing their livelihoods.

Among the people who become unemployed during the pandemic, the majority are still unemployed. As many as 91% of them in Vietnam and 86% in Thailand remained jobless. Any job gains in the second half of 2020 consist of mostly informal jobs or self-employment. According to UNICEF, 90% of the unemployed youth are in developing countries.

## **One billion youth will enter the labor market over the next decade.**

These matter because youth unemployment can lead to social issues, unrest, and potentially severe repercussions. We need to invest in education and skills development for young people. In 2022, Solve Education!’s goals are to impact more people by equipping them with English, Maths, and other success skills; and improving the livelihoods of our Solvies by linking them up with employment and other opportunities; through Solve Employment!.

We thank all our partners, donors, and supporters for being part of this ambitious and meaningful journey and invite you to join us to build a more sustainable, inclusive, and equitable future for us and our next generations.

**Janine Teo**

**CEO**

# A Message from Our Patron

## The Honorable Gita Wirjawan, Former Minister of Trade of the Republic of Indonesia



**The world has changed quite dramatically in the last 150 years, just by the sheer size of population or how the population has changed.**

This is a manifestation of not only how the planet has changed, or how the world has changed, but it also is accompanied by the fact that the world has learned to live with itself or the population of the world has learned to live side by side.

And this basically entails the importance of being able to communicate with each other, especially at the rate that the 200 nations or countries around the world have become so much more interconnected by way of this interconnectedness. It's important to highlight the point that we, as citizens of the world, must communicate with the rest of the world.

**To communicate with the rest of the world, inevitably, we've got to adopt or embrace a medium that's acceptable to the international community.**

One of those media is the English language, which I think is quite important for all of us or many of us to learn at the rate that, number one, the world has grown so much and so fast, and at the rate that the world has become so much more interconnected, and it is only going to get more interconnected in the future.

**Being proficient in the English language can help the youth to empower themselves and enter the job market.**

Solve Education! has been involved in basically helping our youth empower themselves through its innovation in English language teaching. And, I am proud to champion their cause which, I believe, will game change the way the nation moves.

**Gita Wirjawan**

**Patron**

# Youth Empowerment

At Solve Education!, we believe that education is a basic human right, and everyone should have access to quality and effective education. Unfortunately, many children and youth globally are deprived of the opportunity to learn and develop. In fact, according to UNESCO and UNICEF, due to the pandemic, those who are in school have lost up to 1.8 trillion hours of education.

We believe that good quality education helps people reach their full potential, yet, for 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. That is why Solve Education! remains committed to ensuring learning opportunities are available for the youth, especially for the most marginalized.

Our approach is designed to enable them to develop the necessary skills they need to build a foundation for future learning, which in turn will hopefully lead to brighter futures. 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.

## Gamification

We understand that when students are marginalized from the current education system, it is nearly impossible to be motivated to learn the skills necessary to thrive in the future. With this in mind, we use evidence from successful game developers to create two game-based learning platforms namely, Dawn of Civilization (DoC) and Ed the Learning Bot (Ed) so engaging that students grow to enjoy learning. Once that motivation has begun to grow, the path is set for students to develop a deeper kind of motivation to become a lifelong learner.



## Our Vision

A world where we enable people to empower themselves

## Our Mission

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

## English Literacy

Today, there are many free online educational resources that can be accessed to learn advanced practical skills like coding, graphic design, data analysis, or even life skills. However, those resources mostly use English as the language of instruction. By enabling youth to acquire the English language, we help young people to be confident in their ability to communicate, be creative and imaginative, and be informed and engaged global citizens.

# What We Do

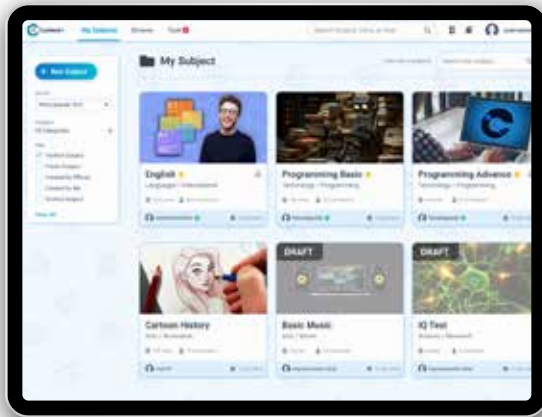
**Create**



**Educate**



**Evaluate**



Customizable content management platform



Gamified learning platforms

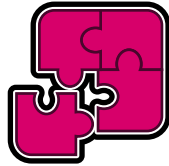


Real-time monitoring and evaluation system

# Year 2021 in Summary



**101,515**  
total users



**2.4 million**  
mini-lessons delivered

Mini-lessons split into:

**76%**  
English

**24%**  
Other courses

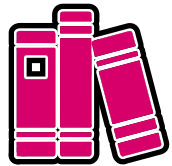


**46**  
partners on the ground



**91%**  
active learners made learning improvements

All data were collected until December 2021



**18**  
courses taught



**66**  
learning competitions held



**55**  
interns and volunteers

across



Indonesia



Singapore



Malaysia



India



Nigeria

and 45+ other countries

# Solve Education!'s English Learners



## Successful learners

English learners who have completed at least one learning level



## In-progress learners

English learners who have almost completed a learning level



## Starters

English learners who haven't had any learning progress



I believe that beyond earning a living, education gives one the perspective and the ability to improve other people's lives, as well as to better appreciate and live one's own life.



-Boon Tiong Choo

# Our Research

Successful learners played minigames more often and with longer total duration



Successful learners played the minigames **62x** more frequently than starters

In-progress learners played the minigames **6x** more frequently than starters



Successful learners' total play duration was **34x** longer than starters

In-progress learners' total play duration was **5x** longer than starters

Successful learners on Dawn of Civilization played the city-building game, joined an alliance, and interacted with events pop up more often



Alliance members were **4x** more likely to become our successful learners



Successful learners interacted with weekly competition pop up **3x** more frequently than starters

In-progress learners interacted with weekly competition pop up **1.3x** more frequently than starters



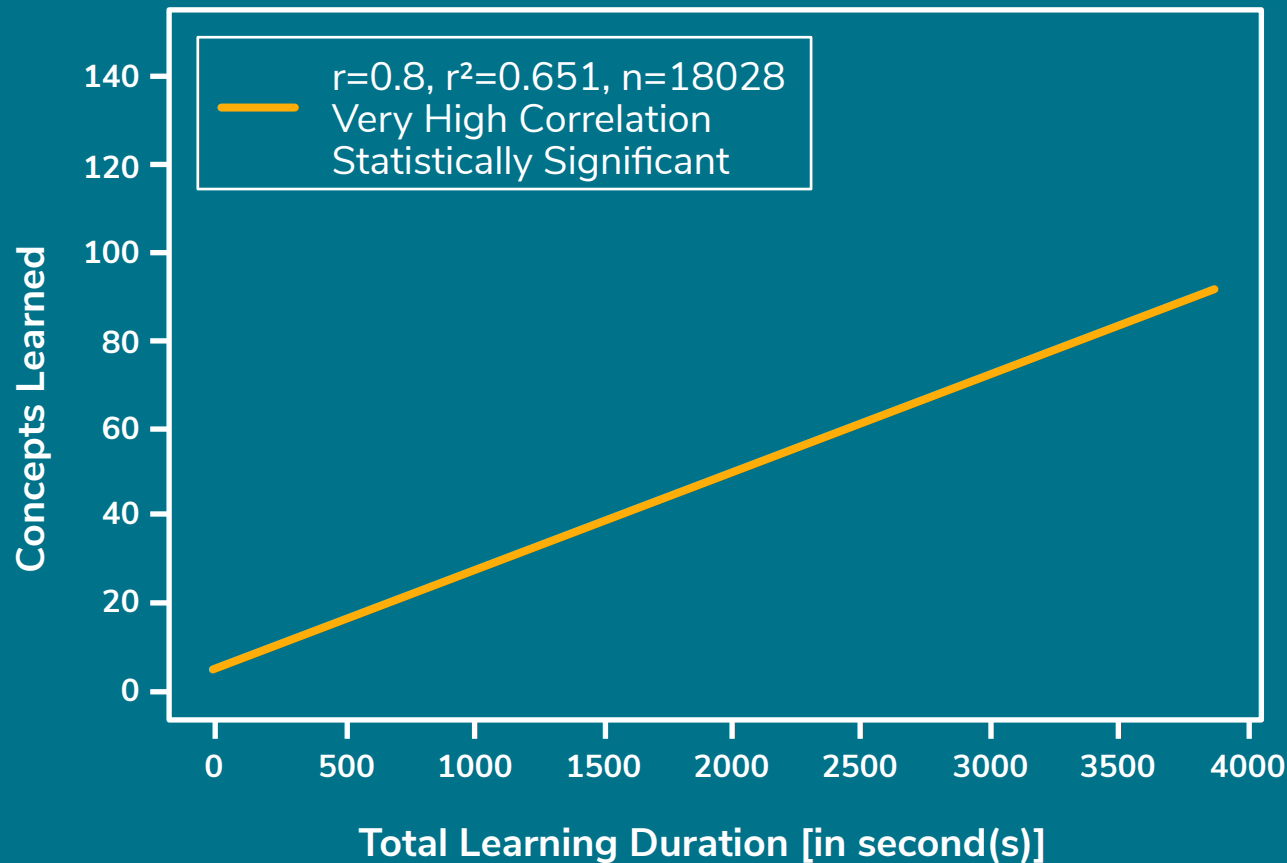
Successful learners were **29x** more active in city-building activities than starters

In-progress learners were **4x** more active in city-building activities than starters

# Learning Recommendation

Spend 10 minutes a day for 1 month playing the minigames on either Dawn of Civilization or Ed the Learning Bot to progress faster.

## Learning Duration vs Concepts Learned



True empowerment comes in the form of results. To see these players of DoC increase their confidence through playing the game moves mountains in their ability to gain employment, furthering their potential and accessing opportunities.

-Metta Murdaya

# What They Say - Learners



When I play the game, I feel challenged to be able to beat other friends and this game also improve my English skills. My favorite minigames are Judge Me, Typing time, and Fix the Mix.

**Revi**

📍 **Indonesia**



Solve Education is an excellent organization which gives us knowledge. Their service is very significant. The minigames develop my English skills, but also assist me in facing challenges successfully. For example, learning to pronounce English words properly, increasing the usage of vocabulary, learning to build proper sentences and build up my own city and get rewards. Students who score the highest number of stars and play more minigames within a week will be selected to win prizes. I was given a prize for my performance in playing most of the minigames.

**Tharanga**

📍 **Sri Lanka**



I'm improving in reading and speaking English and I learned a lot of vocabulary. I also built a city, which is fun and makes me very happy. Thank you for providing fun games that lets us learn and play to improve our English.

**Nuchjarin**

📍 **Thailand**



I can't believe that when I answered the English paper (read: exam), almost half of the questions came from the DoC English minigames, and I really enjoyed it. I even teach my brother who is in kindergarten on how to play DoC

**Hadi**

📍 **Malaysia**



The Squeed Game [on Ed the Learner] was a very interesting yet challenging. Collecting points and getting votes was consuming but I love challenges and adventures and that was what kept me going. Getting high numbers, I'm really glad to come in first every day and I'm more experienced with

**DrummerBoyPrincey**

📍 **Nigeria**



I do a lot of things. I love to learn. I love to learn about their culture and their many skills. I love to learn about their attitude and their game.

**Teach**

📍 **Wa**

# What They Say - Learning Facilitators

...appreciate your support. The Dawn of  
...ization game helped my students improve  
...English skill and cognitive development, including  
...skills such as listening, reading, speaking, and writing  
...Moreover, they are happy and having fun. My  
...nts can practice the language freely. They have a good  
...de towards English. Thank you for making an amazing

**her Som**

**atnoenkraorok School Thailand**



Normally, people have no time to focus on English lessons in their middle-age. This is the way we can study more in less time. It's not just for the students, we can also learn listening, speaking, and reading skills in one application. This game is outstanding!

**Thatakorn Pongsingha (ZICK)**

**King Mongkut's Institute of Technology Ladkrabang  
Thailand**



...ning Bot]  
...g game.  
...too. It was very time  
...d I enjoy trying out new  
...me going. In the game of  
...first position on the last  
...Solve Education! now.

The main problem that most students face in Sri Lanka is that they don't have enough facilities for learning. So, we try to facilitate and teach them with media that is available. Thanks to Solve Education!, we can teach the students with minigames, which the students love very much. The facilitators training prepared by Solve Education! was very great. It was very well explained, and the instruction was very clear. And from the Global Collaborative Training (GCT) 2.0, I learned new methods of teaching and different situations faced by the facilitators from different countries.

**Champika Jayasekara**

**Facilitator of NECY, Sri Lanka**



I appreciated getting the input and feedback from different people on the call and hearing various perspectives. It was also nice having different people run different sections of the workshop, the demonstration of the game, and effective screen sharing (which is sometimes a rarity).

**Aisha Hassan**

**Saujana Cares Foundation, Peremba Malaysia**



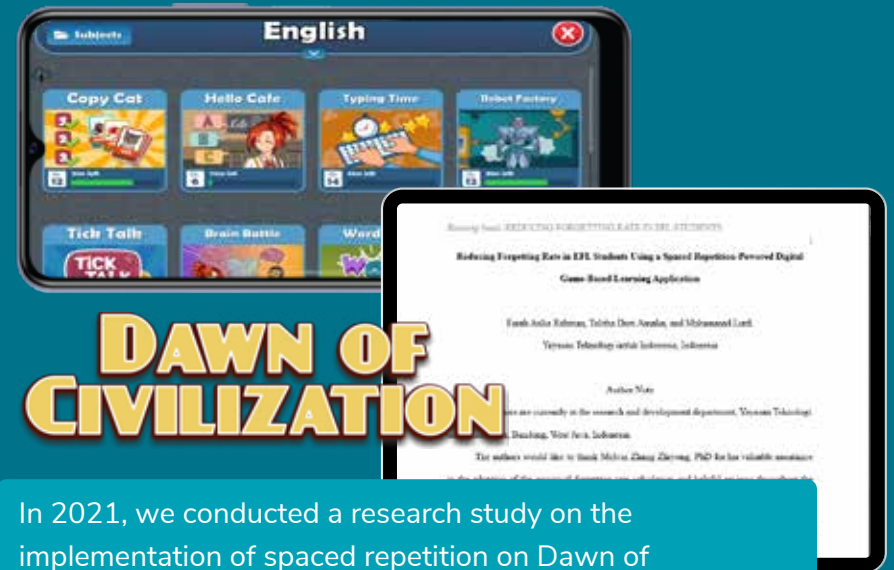
# Dawn of Civilization

Dawn of Civilization is our first and foremost game-based learning platform. Our aim is to make accessible, fun, and motivating learning process for children and youths of all backgrounds.

Dawn of Civilization began its beta in 2017, with three English minigames designed to teach vocabulary. Now, Dawn of Civilization consists of 17 minigames (including an English diagnostic game-based test) that teach vocabulary, speaking, listening, reading, writing, and grammar.

English is not the only subject taught through Dawn of Civilization. Thanks to the partner educators who have trusted our platform to gamify their learning content, the app is currently hosting 7 subjects other than English. Dawn of Civilization is also available on multiple operating systems. In addition to the commonly known operating systems, such as Android and iOS, Dawn of Civilization can also be accessed via Windows PC, KaiOS, and Android TV.

We collaborate with many of our local partners on the ground to attract more learners and educators worldwide. Through our partnership, Dawn of Civilization has been successfully used as a teaching tool both in formal settings such as schools and universities and informal ones such as orphanages and local community centers.



In 2021, we conducted a research study on the implementation of spaced repetition on Dawn of Civilization. The result showed that our learners who closely followed the recommended spaced repetition schedule of the game had significantly **better knowledge** retention.

Moreover, in our other research, we found that the English learners of Dawn of Civilization who followed the game's recommended spaced repetition schedule had **faster learning progress** than the learners who didn't.

# Collaborative Learning Programs with Partners on the Ground

## Yayasan Mendaki, Singapore

Our loyal partner since 2018, Yayasan Mendaki continued to run learning programs to cater to different learner groups. In 2021, the challenges were held for preschoolers, which was possible thanks to our Pre-A level content which is suitable even for younger children.

## Putera Sampoerna Foundation, Indonesia

Another loyal partner since 2019, Putera Sampoerna Foundation (PSF) aims to make quality international education available to more Indonesian students, including those outside Java island. We are one of the organizations that has been selected to collaborate with to reach this goal. In 2021, our English learning programs were launched in two separate junior high schools, SMPN 1 Tompobulu and SMPN 8 Singaraja.

## Saujana Cares Foundation, Malaysia

Dawn of Civilization has proven itself to be versatile through its wide age range of learners. Together with Saujana Cares Foundation (SCF), we have been running an English learning program targeting Malaysia's public schools. We started the project at SMK Lembah Subang and in 2022 we are going to reach more schools to disseminate the program.

## Fun Fact!

### Dawn of Civilization's Successful Learners



Check scorecard more often



Active in city-building



Participate in alliances



Aware of learning competitions



## One Billion Literates Foundation, India

One Billion Literates Foundation (OBLF) believes that a hybrid model that complements tightly integrated digitized learning with in-class teaching will accelerate progress in children. They have trusted us to gamify their localized English content into our learning platform. After an initial pilot in India, the program is extended into 2022 with more content and involve many more students.

## Learning Bee with HDI, Indonesia

We are pleased to partner with Harmoni Dinamik Indonesia (HDI), a multinational social network marketing company, who share our values. We collaborate by providing our learning programs to orphans as learning aids to complement their formal education. They learn and have fun through our educational game application, and to ignite their passion for learning.

## The PTT School Group, Thailand

The program we held with the PTT school group in Thailand in 2021, involved students from 8 different schools. Students were incentivized to learn not only with prizes, but also awards and certificates for learners who reach a higher English level within the game. Not only that, the teachers supporting the students who reach this level also win rewards! We will continue our collaboration with the PTT school group and introduce more learning competition for the students and teachers in 2022!

## Masoom Education, India

Many children and youth still have no other choice but to work at an early age to support their families. Masoom understands these circumstances and therefore created night school programs for out-of-school youth that allows them to access education while still working during the day. Masoom and Solve Education! work together to provide a gamified Mathematics and Science subjects, delivered in local Indian languages. To motivate the beneficiaries to keep learning, we prepared micro-scholarship programs to reward diligent students.

## Reliance Jio, India

We partnered with one of India's leading mobile network operators to develop the game on a brand new operating system: Android TV. This will enable beneficiaries at organizations with limited devices to learn together on one big screen. In 2022, we are going to release a mini-version of our application that can be accessed on affordable feature phones (Jio Phone).



## Gawad Kalinga, the Philippines

As part of their efforts to uplift the poorest of the poor communities in Philippines, Gawad Kalinga has collaborated with us to encourage young children to learn in a fun way through our game app. To further get parents' support for their kids to spend time learning, incentives such as groceries and hygiene products were given as competition rewards to help support the family.

## Aflatoun International

Together with Aflatoun International, a Netherlands-based NGO, we launched the "Employability Skills" subject on our game-based learning platforms, Dawn of Civilization and Ed the Learning Bot. Plans to develop a 'Financial Literacy' learning program, is also in the works. While we ensure smooth integration of their learning modules into our digital formats, they are committed to help us engage 10 million of their beneficiaries across more than 100 countries.

## West Java Digital Village (Education), Indonesia

Our collaboration with Jabar Digital Services (JDS), West Java province digital unit, aims to create a learning-by-playing English education to help JDS in implementing West Java Digital Village program.

In 2021, we piloted the program with the selected vocational school in Bandung, SMKN 1 Katapang, and we are ready to replicate our success to more schools in West Java.

## King Mongkut's Institute of Technology Ladkrabang, Thailand

Our collaboration with King Mongkut's Institute of Technology Ladkrabang (KMITL), one of Thailand's 12 U-Multirank universities, in 2021 indicated that the game is also suitable for older youths' education. We planned gaming challenges and lucky draws with exciting prizes and award ceremonies for the winners to motivate them to learn further.

## Thank you to our sponsors!



### Smile Together Partnership (STP)

STP supports Solve Education! in developing and disseminating our English learning program to communities in Indonesia. With their support, we were able to deliver our program to over 12,000 learners in the country.



### Lenovo Foundation

The Lenovo Foundation supports the implementation of Solve Education program in Indonesia, Malaysia, the Philippines, Thailand, Sri Lanka, Bangladesh, and Vietnam. On top of funding the program, they also sponsor the distribution of recycled phones/tablets/PCs to help expand technological access among our target beneficiaries.

Both STP and Lenovo Foundation will continue supporting us in 2022

# Ed the Learning Bot

Solve Education! developed a new learning platform in addition to Dawn of Civilization at the end of 2020. As the name suggests, Ed is a chatbot that helps beneficiaries learn in a text-based form of interaction. The gamification aspect is preserved with the possibility of playing and competing in group chat settings.

Ed the Learning Bot was first developed out of a need to make learning available for learners with low-end phones that cannot support visual games such as Dawn of Civilization. Hosted on a commonly used chat application (Telegram), Ed requires significantly smaller space and lower bandwidth. Chat apps are commonly used among mobile users, so teaching with a chatbot also addresses problems around limited digital literacy among a portion of our target beneficiaries.

Ed the Learning Bot enables our beneficiaries to learn a variety of 8 subjects. In the 2 years since Ed was launched, we have amassed a large number of users on this platform, mainly in Nigeria and Indonesia.



The most important motivator for supporting Solve Education! is the wonderful feedback from kids who experienced the game!

**-Bernd Waltermann**

# Fun Learning Competitions!

## Learning Competitions

Almost everyone in the world has had moments where learning motivation and consistency are difficult to maintain. We started experimenting with various types of learning competitions to find ways to grow and maintain students' learning motivation. We launched competitions which introduced aspects of chance (Lucky Draw competition), social support (voting of Most Valuable Players), and knock-out tournaments (Last One Standing) in an attempt to motivate students to continue and sustain their learning.

## Social Grant Program

High unemployment among Nigerian youth is partially caused by their lack of soft skills, such as self confidence and interpersonal skills. To help address this issue, Solve Education! launched a Social Grant to fund Nigerian undergraduates to acquire soft skills through a social voting competition on Ed the Learning Bot in 2021. By participating in the Social Grant program and rallying votes, youths get to explore new soft skills that could not be learned within the four walls of the classroom, such as grit, determination, and communication to mention a few. With 10 competitions offering a total prize of NGN 1,975,000, the social ambassador program proved to be highly engaging, drawing in more than 21,000 new users within 3 months and still counting.

## Campus Ambassador

Targeting university students, this program was held to support the most popular campus ambassadors with scholarships and premium mentorship and development training. We were able to rally in 567 ambassadors across 13 universities in Nigeria to participate in the event.

## Ed for Charity

Ed for Charity is a donation program carried out via Ed The Learning Bot. Ed for Charity takes advantage of the voting feature in the chatbot to convert each vote to Rp900. Ed for Charity is designed to help social campaigners fundraise for their events or programs while at the same time engaging potential learners.

## Fun Fact!

### Ed the Learning Bot's Successful Learners



Check scorecard more often



Participate in learning competitions



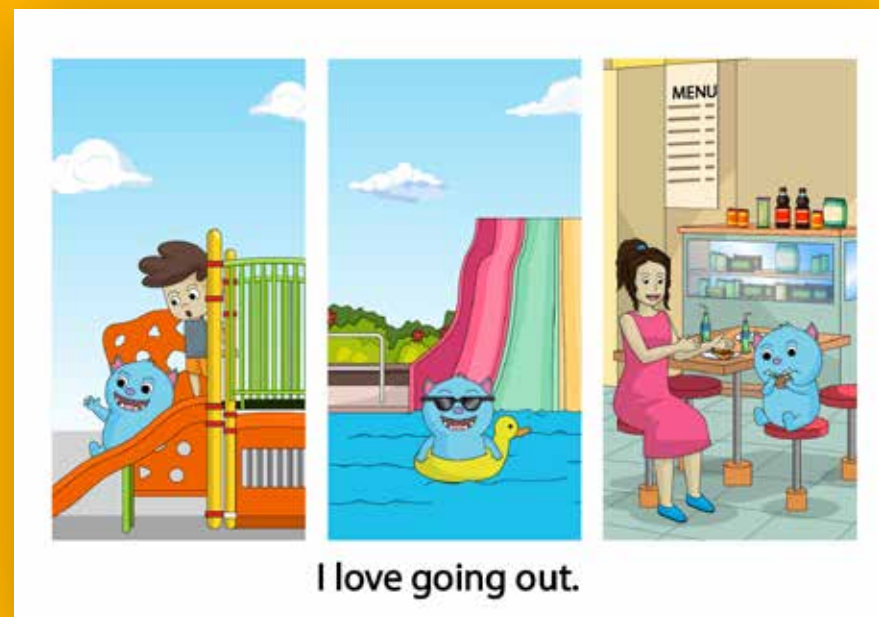
Check leaderboard more often

# Other Projects

At Solve Education!, we believe that technology is a useful tool for education, but definitely not the only solution. In addition to the digital learning platforms we have developed, we also worked with organizations in creating educational books and comics.

## KK Women's and Children's Hospital, Singapore

We have been working with KK Women's and Children's Hospital (KKH) since 2019 to help them create children's books for early childhood education. The stories revolve around the main character, Wagga, and his journey to help children with social difficulties to recognize and adopt prosocial behavior. We are responsible for the illustration of the books, while KKH develops the content. Three books have been published so far, with more to come!



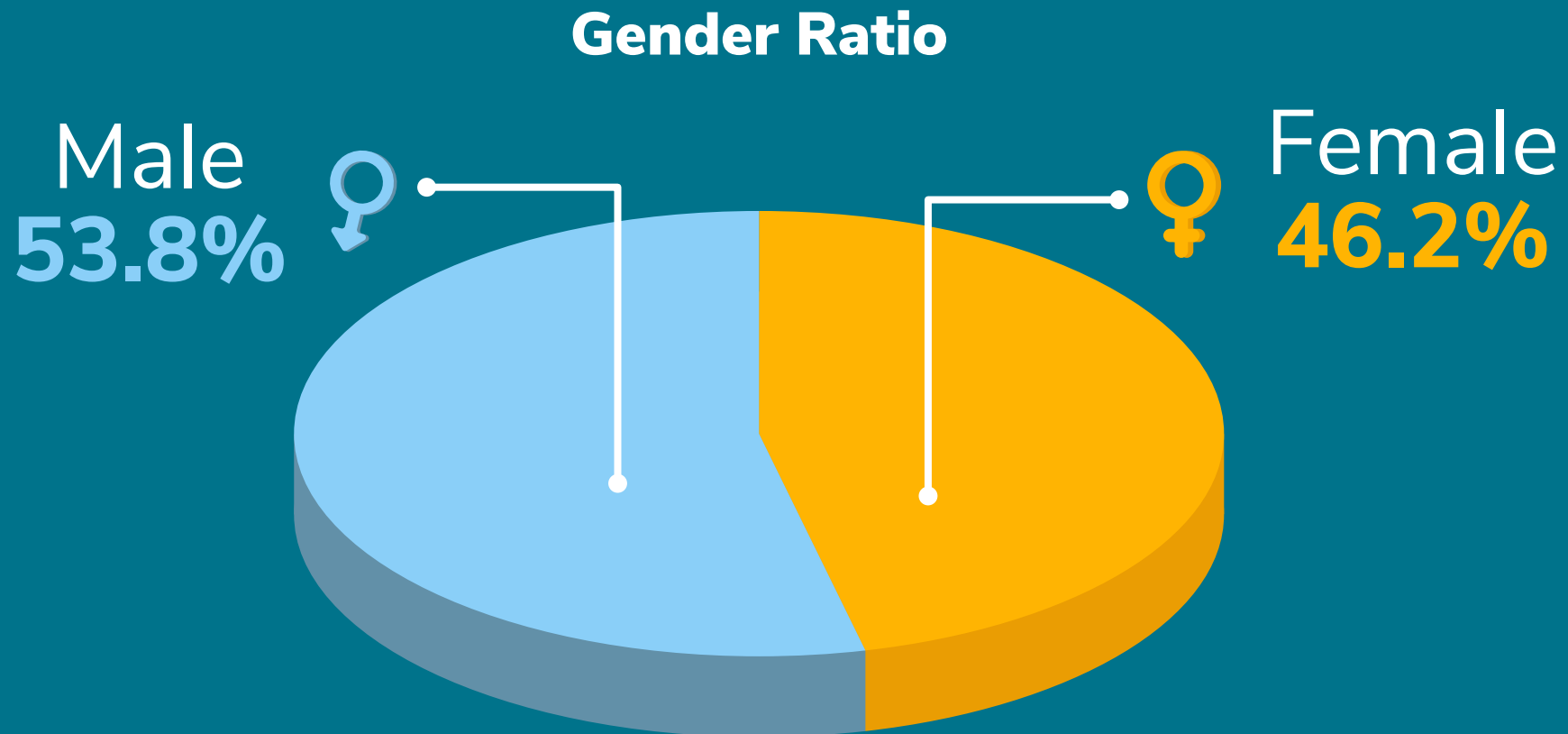
## National Population and Family Planning Board, Indonesia

To support Indonesia's anti-stunting campaign, we co-created a fun and light comic book series on top of a series of educational minigames published on Dawn of Civilization to help educate the youth in Indonesia's rural areas on teen health, sex education, and family planning. The comics are specifically intended to reach youth in rural areas where device and internet availability are highly limited.

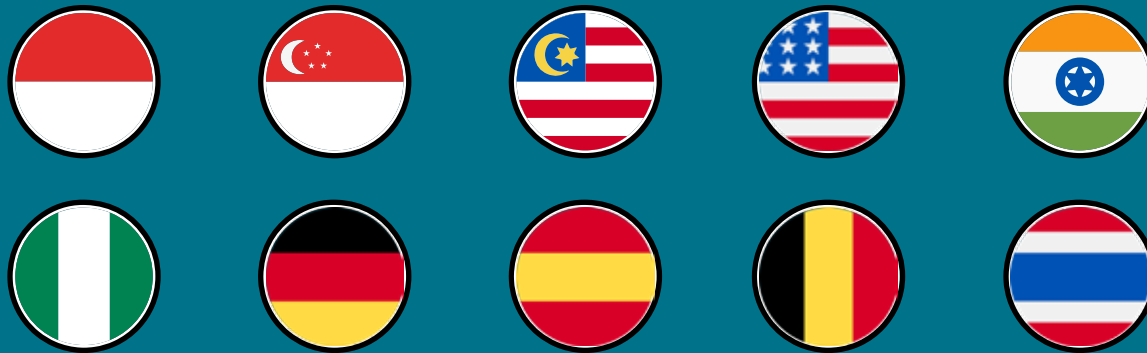


# Diversity Profile in the Team

Diversity is celebrated at Solve Education! and this allows the team to share different cultural experiences from all across the globe.



# 10 nationalities



# 22 Languages spoken in the team combined



Working at Solve Education! has been wonderful! I am grateful to be working with colleagues who share the same passion in ensuring that every student, no matter her/his socio-economic background is, can access quality education. Everyone is working hard to realize this vision and also to improve learning experience in our platform. I believe in the company's vision and I hope we can achieve great success with our learners all around the globe.

**-Muhammad Lutfi**  
Research and Development Manager

# Internship Highlights



Solve Education! has provided me with a great learning experience during my time as a Business Development intern. Although it was tedious for us to forge closer relationships due to the virtual setting of my internship, it was a meaningful experience nonetheless! Ranging from the recruitment process to the actual internship, the Solve Education! management maintained a cheery and encouraging tone which speaks to their 'flat' organisational structure. This has thus offered me the opportunity to take ownership of my internship experience, thereby allowing me to lay the foundation for Solve Education!'s potential outreach to migrant workers in Singapore. In short, my internship experience with Solve Education! was a memorable one, and I'm thankful to be given the chance to work with a group of passion-driven individuals.

**Dabria Yiong**



The virtual internship was a fulfilling one, since day one, every day was a challenge where I had opportunities to take on issues and resolve them. Other things that I have valued about my internship is that I feel that I am in a safe and supportive working environment where interns can seek help easily should they run into troubles. In addition, I have been given opportunities to attend tech workshops and sharing sessions which I really learnt a lot from. I was also assigned to a mentor, and together we made sure that I am growing, learning and adapting well every single week, which coincides with Solve Education!'s motto - growth mindset. Even though it was a short one month internship during winter, it was an absolutely worthwhile experience and I feel that it has prepared me well for my future professional career !

**Foo Chuan Geng**



I most appreciated the flexibility of the internship and being able to choose/learn under the guidance to learn something different from what I wanted to do. I really enjoyed working with (my supervisor) as he was a really approachable and welcoming manager. Lutfi really supported me in a different direction and try something new.

**Shovi Anjum**



My internship at Solve Education!, though short, was a meaningful one! I was a little nervous going in as I felt that the work-from-home environment tested my ability to connect with the organisation. Thankfully, this was not the case as I met with warm and welcoming people who helped me familiarise myself with the organisation. I'm grateful to have worked with Aishani and the other interns and gave us the autonomy to work our way. Above all, I am happy to have been through this necessary and commendable journey to provide accessible education for all.

**Nishanth Jeevaganth**



ne  
 have the  
 and have it tailored to  
 collaborating with Lutfi  
 roachable and  
 orted me to take a  
 new.



ough a short  
 le apprehensive  
 ome setting would hinder  
 ation and those I work  
 . From the get-go I was  
 e who took the time to help  
 ation. I am especially  
 as she valued the inputs of  
 to complete tasks our own  
 en part of this very  
 towards providing



I have learnt so much interning as a UI/UX Designer Intern despite the short period of time as it has been an enriching experience working with other colleagues with similar mindsets and goals. I am thankful to be able to pick up skills that would help me in my future career in the technology field. While I acquired the relevant skills and knowledge, I also got to know better about the culture of working in an organization outside of Singapore. In all, I am grateful for this opportunity given to me and I am glad to contribute to an organization filled with passionate individuals.

**Shazarifah Shawal**



It has been a meaningful experience interning as a product management intern with Solve Education this winter. I have learnt quite a bit about product management, such as creating product requirement documents, doing research on other gameplays and testing product features to ensure good quality and no bugs. I feel inspired as everyone is committed to improve Solve Education products every day so that students from lower socio-economic backgrounds, regardless of where they are in the world, can get access to good education through fun games!

**Tan Zi Rong**



During my internship at Solve Education!, I had a different experience than before. When I first started working, I saw that Solve Education! was able to understand the role of an intern, which is learning to keep growing. I was given freedom of opinion. The good management of the internship program at Solve Education! makes me try to be productive every day. Parties from Solve Education!, such as supervisors and the other teams, provide a lot of knowledge to interns. I am sure, you have nothing to lose if you make a decision to participate in the internship program at Solve Education!. Well, Good luck!

**Zulfa Hazimah**

# Board of Directors

We would like to thank our Board of Directors' continuous dedication and commitment to move forward towards our common goal.



**Peng T. Ong**



**Dr. Bernd Waltermann**



**Janine Teo**



**Choo Boon Tiong**



**Gerard Teoh**



**Metta Murdaya**



**Radityo Prabowo**



**Agung Budiono**

# Core Team

It is thanks to the hard work of our incredible team that



**Janine Teo**



**Melvin Zhang**



**Talitha**



**Farah Aulia**



**Faisal Putra**



**Saima S**



**Savira Purbo**



**I Made Bagus**



**Velia V**



**Uchechi Joy**



**Rafdi Pranata**



**Alicia L**

that we are able to deliver change to those who need it most.



**Amalia**



**Oladimeji Ojo**



**Saphira Suwanto**



**Muhammad Lutfi**



**Adeline Agoes**



**Batara Sakti**



**Puspa Bahari**



**Rudy P. Agnel**



**Suman**



**Tri Samsul**



**Citra Larasati**



**Duanestra Febri**



**Vania Fahranisa Isanti**



**Jeremiah Iksin**



**Fitri Fadhilah**



**Herdayan Yusa Umari**



**Yanissa**



**Shahiq Abas**



**Mayang Larasati**



**Fat Han Nuraddin**



**Aishani Ghosh**



**Fery Putra**



**Roohi Huma**



**Obinna Ikeh**



**Elizabeth**



**Jack Seymour**



**Reeya Paul**



**Arendra Jutta**



**Sean Wong**



**Jere Jefferson**



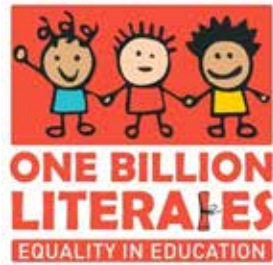
**Jagrat Jhamb**

# We Thank You

From the bottom of our hearts, we would like to thank all of our partners, supporters, sponsors, and donors who have been with us throughout this challenging yet meaningful journey. We truly could not have impacted the lives of so many children and youth without your endless support, and for that, we extend our most heartfelt gratitude.

## Notable Partners and Sponsors





The logo features the word "Solve" in a large, white, sans-serif font. Above the letter "S" are three short, white, radiating lines, resembling a sun or a lightbulb. Below "Solve" is the word "Education!" in a smaller, white, sans-serif font.

Solve  
Education!