



Annual Progress Report

2020



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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

Meet Ifa

For at-risk students, the pandemic is yet one more challenge to face!

Ifa, a public school student in Yogyakarta, Indonesia, loved being at school with her friends. However, since COVID-19 hit and schools were forced to implement distance learning, not only is she no longer able to meet her friends, but her learning experience has also been hugely affected.

“During this pandemic, we’ve been assigned so many tasks but they’re not marked. So I can’t tell whether I did well or not, I don’t know where or how to improve. It also makes me feel like all my effort has been a waste.”

Ifa found that learning with Dawn of Civilization (DoC) helped her with this, since the game provides her with a progress review after every game session. DoC also helped boost her learning motivation. Ifa enjoys subjects that involve numbers, but she finds it a little more difficult to be motivated to learn subjects with lots of text and words to memorize and DoC was able to change this.

“DoC has been very helpful for me! Ever since I started playing DoC, I’ve found it easier to understand what is taught at school (online). I feel more confident in my ability and motivated to contribute to classroom discussions. Oh, and with DoC’s multiplayer feature, I can also play together with my friends and challenge each other to compete and win the games!”

*Ifa’s quotes were originally in the Indonesian language and have been translated to English by the author.



Meet Astri



During the 10 years of Ms. Astri's experience as an English teacher, her years of teaching at her current school (SMPN 1 Cimalaka, Indonesia) were among the most heart-wrenching moments.

The school is located in a transition area between the urban city and rural areas. As a result, Ms. Astri's students and their families come from very diverse social and economic backgrounds. Therefore, not everyone's capability of understanding is at the same level, and this is not always something that Ms. Astri's nor her students can control.

"I often get drowned in emotion when I see children whose social backgrounds affect their learning at school, but there isn't much that I can do to help. Sometimes the kids aren't enthusiastic about learning, but how could they if they couldn't have breakfast that day? Or if they're going through family troubles that took their focus away?"

To accommodate for her each and every one of her students regardless, Ms. Astri has always put in extra effort to continually adjust her teaching methods and be creative in implementing various teaching approaches. For her, Dawn of Civilization (DoC) has helped her greatly in doing this. DoC's capability to adjust the content difficulty for each learner through a gamified placement test has helped her to personalize the learning experience and cater to each student's competence level.

"DoC is especially helpful because my students love to play games. With this game, the kids don't feel like they're studying even though they actually are. Learnalytics has also been really useful to help me keep track of their learning progress, especially with distance learning during this COVID-19 period."

*Astri's quotes were originally in the Indonesian language and have been translated to English by the author.



Letter from CEO

First of all, I send my deepest sympathies to those whose lives and families have been affected by COVID-19. The year 2020 has undoubtedly been a global challenge for all of us, forcing change upon so many aspects of how we go about our daily lives. With schools and learning institutions forced to convert to distance learning, many children and youths have no choice but to adapt to digital learning. However, this has fueled motivation in the minds of many to develop solutions in efforts to support effective digital learning. Having worked in educational technology for the past 5 years, we too were frontliners in addressing challenges faced in the education industry.

We stepped in to play our role in ensuring that education does not come to a halt in these difficult times. Not only does our digital learning platform continue to be free for everyone everywhere, we also extended a helping hand to those negatively impacted by COVID-19 through our Game for Charity program, where learners can donate food packages or PPE for every improved lesson through our learning platform. In collaboration with the East Java Government of Indonesia and practicing doctors of Nusantara Innovation Forum, we also integrated verified COVID-19 content to educate our learners of the issue. In addition, we are glad to announce that we have increased the accessibility & inclusiveness of our learning program by developing Ed The Bot: a new text-based learning medium in the form of a chatbot.

Our dedication to continuously democratize education for children and youths far and wide has never been stronger. In 2021, we will focus on launching a facilitator training program to further expand our outreach to potential learners. They will remain the guiding compass for our efforts, as we will continue to listen to their needs and provide the best learning experience for them.

Education inclusion was a challenge pre-COVID, and is ever more present today with a record number of children and youth not attending school due to the school closures. UNESCO warned that many of them might not go back to school. This is primarily due to the economic impact experienced by marginalized communities as a result of the pandemic. This makes our work even more important and urgent, with all of us having roles to play in solving education.

As we approach these challenges, we truly appreciate all our funders and supporters who play an integral part of our journey to educate the world. Our work is hard, but it is truly worth doing. If you are passionate about education and would like to see a more equitable world, I personally invite you to join us on our mission. You can drop me a note at janine@solveeducation.org.

Janine Teo
CEO

Our Contribution

34,619

youths & learning enablers impacted, across:



Indonesia



Singapore



India



Nigeria



Malaysia

and 45+ other countries



1 Million +

Mini lessons delivered



83%

of active learners made
learning improvements



332,820

meals provided
to poor communities



The Journey

Educational Game App: Dawn of Civilization

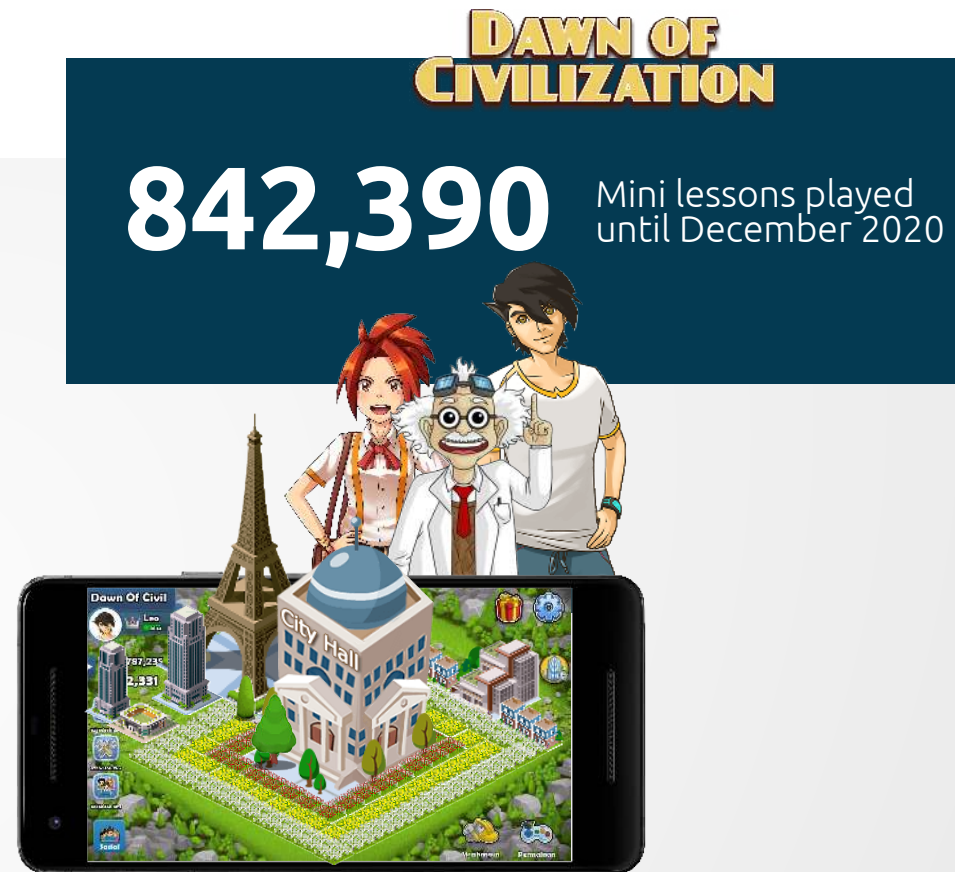
In addition to teaching English, Dawn of Civilization has now evolved to accommodate gamification of any subject. Through Content+, our content management platform, anyone can now upload their own content and deliver it through our gamified learning platform. Our first additional subject to the platform was basic knowledge of COVID-19, the content of which were created by practicing doctors of Nusantara Innovation Forum with the support of the East Java Government, Indonesia. Another added subject in DoC is the teen reproductive health curriculum of Indonesia's National Population and Family Planning Board, which is in motion for rollout to educate youth and adolescents in Indonesia's rural areas. Our Weekly Learning Challenge program is also still continuing in order to boost learning motivation amongst our learners.



Novita

“The game is very fun and can increase my English knowledge.”

*All quotes were originally in the Indonesian language and have been translated to English by the author.



Bagas

“The game is fun and helpful, I can learn how to improve my English pronunciation and expand my vocabulary while playing the various minigames, so it's not boring.”

Game for Charity

Seeing the negative impact that COVID-19 had on many members of our community, we designed a charity program that would get our learners involved to also help others in need. With the help of our sponsors, we committed to donating one food package to a family in need or one PPE set to a medical worker for every 500 stars that each user collected by playing and learning on DoC. We saw an amazing increase in learning activity during the Game for Charity program, showing that learners were highly motivated by a social incentive. We thank Lions Club Medan Lestari, Ten-O Mask, The Singapore-Indonesia connection, Inner Wheel Club of Singapore West, The Government of West Java Indonesia through Jabar Quick Response, and numerous generous individuals for their support in sponsoring this program.



Alfan

"This game is very educational. I've learned many things, what I like about this game is that it's a combination between game, donating, and prizes.

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Nana

"This game is fun and helps to increase my knowledge of the COVID-19 pandemic and my English skills.

DAWN OF
CIVILIZATION
GAME FOR CHARITY

332,820 meals provided to poor communities





Chatbot

With our original core curriculum for teaching English, we explored a new delivery method in the form of a chatbot. This solution addresses learners who have low-end phones with limited memory space. As chat apps are commonly used among mobile users, teaching with a chatbot also addresses audience with limited digital literacy.

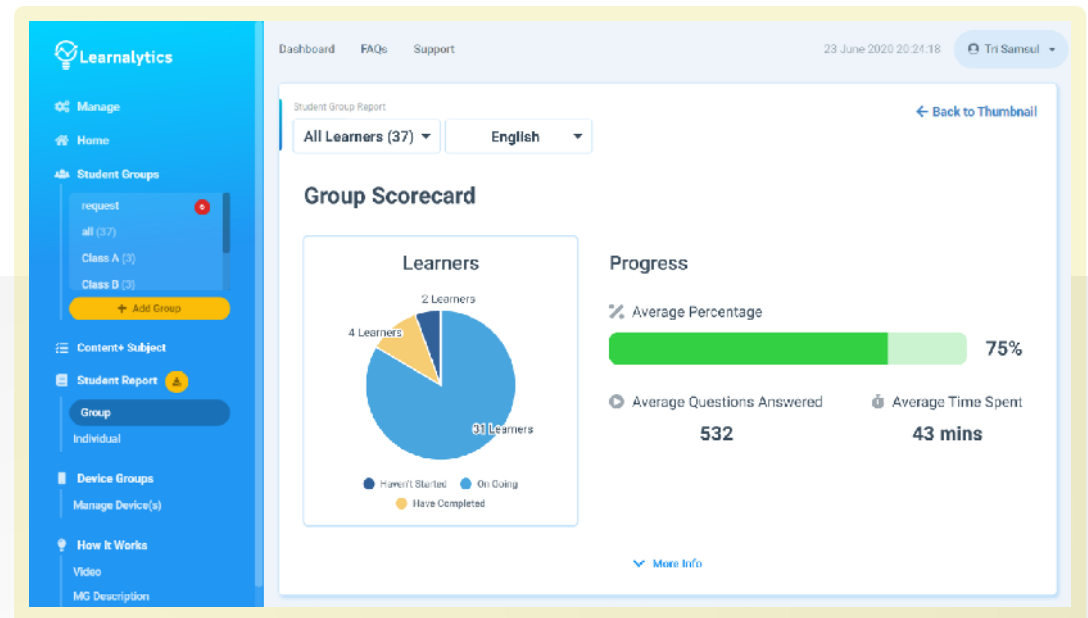
Ed the Bot is an English-teaching bot that learners can interact with on the Telegram messaging application. Our gamification approach remains preserved in this delivery format, as the bot's role is to host learning games where the learners can play alone or learn with others in a chat group. Since its launch on the 21st of October 2020, a total of 200,000+ mini lessons have been delivered. We also successfully held the Ed Learning Challenge that was piloted in Ibule-Soro, Nigeria.

200,000+ Mini lessons delivered in 2020



Learnalytics

Our learning management system, Learnalytics, has been especially helpful for teachers and lecturers who have had to switch to distance learning during the pandemic. From teaching learners as early as junior high school (age 11-14) at SMPN 1 Cimalaka to undergrad students (age 18-24) at the State Polytechnic of Malang and State Polytechnic of Creative Media, lecturers and teachers have been able to make use of the platform to not only monitor learners' progress but also use the information as basis for grading.



Our Community

Seeing our learners enjoy their learning process is the fuel that keeps us going. It is to their constant feedback and input that we owe our achievements in our journey to making education more accessible.



Yunda

“You can learn COVID-19 and English in this game, but as a student in Sumba I find it useful to practice my English skills. For COVID-19, I like the Chit Chat game. In Southwest Sumba, online classes are rare because students don’t understand the use of laptops or gadgets yet. But we’re given homework to do at home and hand in when we’re at school.”



Raja

“DoC is a very good and interesting educational game, because inside it there are many English minigames that can train our reading, writing, listening, speaking, and grammar skills. The city-building features are also really fun and comprehensive, I really like playing this game!”



Jaehan

“I’ve expanded my English vocabulary ever since I started playing this game. There’s a variety of minigames and we can build all types of buildings, so it’s not boring to play. In this game, there’s also a report card to show your English skill development.”

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Board of Directors

We are thankful for our Board of Directors' continuous dedication and commitment to advancing the mission of our organization.



PENG T. ONG



METTA MURDAYA



RADITYO PRABOWO



DR. BERND WALTERMANN



CHOO BOON TIONG



GERARD TEOH



AGUNG BUDIONO



JANINE TEO

The Team

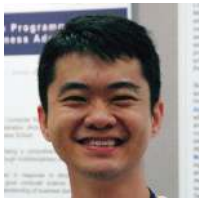
We owe our progress to the hard work of our diverse team of individuals who are dedicated to playing their part in creating change.



JANINE TEO



FAISAL PUTRA



MELVIN ZHANG



TALITHA AMALIA



JACK SEYMOUR



RUDY P. AGNEL



SAPHIRA SUWANTO



SEAN WONG



Faisal Putra

Throughout the three years that I've worked at Solve Education!, in addition to seeing rapid development of our software system and existing websites (kudos to my team), I have also felt a development in my managerial and management skills as an individual.



BATARA SAKTI



FARAH AULIA



ROOHI HUMA



RAFDI PRANATA



FERY PUTRA



FITRI FADHILAH



PUSPA BAHARI



DUANESTRA FEBRI



Saphira Suwanto

There has never been a dull day at SE!. Really grateful for the atmosphere and supportive colleagues I have, though we had to work apart from each other for most of the time due to the pandemic. Nevertheless, this year we experienced some major growth and it has been scary—in a good way. Excited to see what we can accomplish together next year!



OLADIMEJI OJO



ALICIA LIZBETH



TRI SAMSUL



I MADE BAGUS



SAIMA SUMAN



SAVIRA PURBO



JEREMIAH IKOSIN



BANYU RACHMAN



ALDRYAN DESCHARA



Sean Wong

Working at SE! has helped me further understand the plight of students across the world, and it has inspired me to do more to ensure they receive equal access to quality education. Working here has allowed me to do just that as I'm given space to be creative on forming partnerships and relationships for the benefit of students, especially marginalized communities.



Jeremiah Ikosin

It's been a wonderful experience working at SE! I've had the opportunity to learn new things, while contributing to a fascinating community, as well as staying in touch with great team members and colleagues! Simply amazing!

Diversity Profile

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

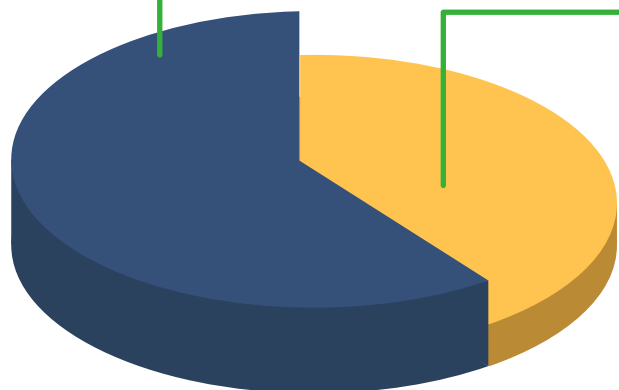
Gender Ratio ♀♂

59,1%

Male

40,9%

Female



10
nationalities



Indonesia



Singapore



Malaysia



USA



India



Nigeria



Germany



Spain



Belgium



Thailand



22

Languages spoken in
the team combined

Our Interns & Volunteers

Throughout our journey, we're glad to have had helping hands from our bright volunteers and interns along the way.



Velia Vanissa | SE! Volunteer

Working at SE! Indonesia was so much fun and I learned so many things, starting from honing skills that I never had before to those that I already did. The coordination with team members here was also amazing. SE! provides room for those who want to learn and gain experience in the professional world in a great way!



M. Farras Geo | SE! Intern

My internship experience at Solve Education! Indonesia for 3 months gave me such an experience-packed impression and taught me so much, especially for me who interned in the Business Development department. I was trusted to learn to be independent, innovate, and was given creative ways to finish my tasks during my internship. Thanks, Solve Education!



Anastasia Cahyadi | SE! Intern

During my internship at SE!, I felt that there were many things that I could learn from SE!, especially in terms of managing social media. From here, I learned how to develop content, build interactions with social media audiences, and how to deal with input or criticism from the audience. In addition to that, I also got to know the world of Edtech more deeply. In fact, when I was given the opportunity to help the QA team, I was very happy because it increased my knowledge. I also felt comfortable with the company culture of SE!. During my internship, all my colleagues at SE! were very kind and always respected each person's opinion. Even as an intern, my ideas and opinions were so highly valued that I felt there was no distance.

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We Thank You

We'd like to thank all of you who have helped to move us forward on our journey towards our mission, including the generous individuals who have personally donated directly or through crowdfunding to our cause. Although we may not be able to thank you individually, our gratitude remains genuine for each and every one of your support.



Singapore Telecommunications
Future Maker Special Pandemic
Grants



Smile Together Partnership Grant
by Work Together Foundation



Indonesia's National Population
and Family Planning Board



Ashoka, Regional Asia



East Java Government of
Indonesia



Nusantara Innovation Forum,
United Kingdom



The Singapore-Indonesia
Connection



Lenovo Foundation



Bank of Indonesia



MAX-PLANCK-GESELLSCHAFT
Max Planck Institute, Germany



University of Tasmania, Australia



The Embassy of Indonesia for the
United Kingdom



Center on Child Protection and Wellbeing, Indonesia



Ten-O Mask



Inner Wheel Club of Singapore West



Lions Club Medan Lestari



Reliance Jio



Yayasan Mendaki



PUTRA
SAMPOERNA
FOUNDATION

Putra Sampoerna Foundation



Yayasan Kampus Diakoneia Modern



State Polytechnic of Creative Media



Omah Sinau Gesang



State Polytechnic of Malang



SMPN 1 Cimalaka (Junior High School), Indonesia



Aflatoun, Netherlands



ADVO, Singapore



Buku Jalanan Chow Kit, Malaysia



Teach for Vietnam



Pacific Links Foundation,
Pacific Links Foundation,



I AM KARACHI, Pakistan



Gojek Cirebon, Indonesia



Warga Muda, Indonesia



Jabar Quick Response, Indonesia



VietSeeds



PT MIT Asia



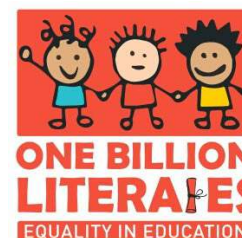
King Mongkut's Institute of
Technology Ladkrabang



MCJSupport Organisation



SMK Tabuan Jaya



One Billion Literates Foundation



Ministry of Tourism and Creative
Economy, Indonesia



Asosiasi Game Indonesia



Junior Doctors Network
Indonesia

Gramedia

Gramedia Bandung, Indonesia



Jabar Saber Hoaks



Yayasan Perguruan Sultan Iskandar
Muda



Upgrad.id

Add Courage
To Encourage & Inspire

Add Courage