



August 2021

EMPLOYABILITY PROGRAMME

Together, we can work hand-in-hand to improve students' learning and prepare them for a brighter future.

BRIEF OVERVIEW



DID YOU KNOW:

As per ILO (International Labour Organization) data, the global youth unemployment rate was at 13.6% in 2020. 1/5th of young people worldwide currently have a NEET status (Not in education, employment or training), which indicates how the majority of the youth's potential is being untouched and unexplored.

Youth (aged between 15-24) are struggling to find employment in comparison to adults(25 years and above). To a certain extent, this is due to limited work experience but mostly, it's due to existing structural barriers. As for the young people currently employed, their current job situation isn't the best. Out of approximately 429 million youth workers, 13 % are living in extreme poverty and 17% are in moderate poverty.

600 million young are to enter the job market in the next decade with only 200 million jobs awaiting them. The youth unemployment crisis is not projected to improve anytime soon. Thus, there is an urgent need to make efforts and improve this situation (Peace Child International)

WHAT WE DO:

With our "**Employability Module**", youth can learn employment related soft skills and improve their literacy. In collaboration with **Aflatoun International**, a global non-profit organization based in Amsterdam, the module aims to empower youth worldwide to have better access to employment along with better pay.

The module is available on our gaming app, **Dawn of Civilization** and on Telegram, delivered by our **AI Chatbot: Ed the Learning Bot**. The platforms offer youth new subjects such as employment skills, financial literacy in the form of minigames and different learning groups, exciting challenges for individuals to explore and learn.

TARGET BENEFICIARIES

With 56 million youth unemployed worldwide, we aim to empower youth within the 15 to 24 years age group.

PROJECT LOCATION:

We target youth from Indonesia, Thailand, Malaysia, Singapore, Philippines, India, Sri Lanka, Nigeria etc.



PROJECT DURATION:

Programme duration- 3 months

HOW WE MAKE A DIFFERENCE:

- 1 Ensure the platforms have engaging and relevant content with strong takeaway lessons.
- 2 Implement the latest technology-based innovation to enhance the games.
- 3 Provide youth with access to employment opportunities.
- 4 Provide youth with mentors via partner organisations.
- 5 Create awareness among corporates about the issue and garner their support for youth.

IMPLEMENTATION

NIGERIA:

Nigeria's youth unemployment in 2018 reached an all time high of 19.68%(The Borgen Project).

Mismatch in skills between theory and practice, lack of 21st century knowledge, literacy, and skills are some of the many factors that have resulted in Nigeria's unemployed youth. Even for those who have an education, unemployed youth may not meet the needs of an employer due to a lack of trained teachers and poor school curriculum. Often, this is attributed to the Nigeria's education system, with its liberal bias. The course contents of most tertiary education lack entrepreneurial contents that would have enabled graduates to become job creators rather than job seekers.

The consequences of youth unemployment result in further problems such as criminal activities like armed robbery, kidnapping and social problems like high poverty rate(The Borgen Project).

INDIA:

The digital divide, growth in unpaid care work, rising inequality, low human capital development has severely affected the youth population in India with an estimate of 24% of youth unemployed. The challenge is both in terms of job creation and the preparation of young people for the labour market

India has one of the highest youth population in the world with an estimate high of 356 million youth which is 64% of it's population. In a recent survey of about 6,000 young people aged between the Centre for the Study of Developing Societies (CSDS) found that 48 per cent of respondents cited unemployment as India's biggest problem.(Smile Foundation, 2018). More than the lack of jobs, it is the lack of skilled manpower which is the key reason behind such large numbers of unemployed youth. With the dependency ratio expected to rise from 2040 onwards, the country faces a pressing challenge to increase education and skill levels amongst its youth.

In response to these challenges, there are a few government policies that address the lack of productive employment opportunities for youth both in rural and urban areas. While skills development is crucial, these initiatives should be supplemented by more comprehensive programmes that target the most vulnerable and disadvantaged youth.(ILO)

INDONESIA:

Lack of access to education, lack of opportunities to develop, inability to compete, and lack of skills have resulted in nearly 13% of unemployed youth. In 2020, International Labor Organization placed Indonesia's youth unemployment rate as the second-highest in South East Asia.

Although the number of college graduates in Indonesia is increasing every year, unemployment rates among young people with a higher level of education remain high and tend to increase further after the pandemic. This situation indicates that there are a large proportion of youth job seekers with higher education who have difficulties in finding jobs (MyEduSolve Indonesia).

Indonesia has a young population as roughly half of the total population is below thirty years of age. This means that the country contains a potentially large workforce. But this demographic bonus can turn into a demographic disaster if this workforce cannot be absorbed by employment opportunities. The World Bank warned against this current condition as the high level of youth unemployment can lead to social unrest, impacting negatively on the country's future economic prospects (Indonesia Investments)



Over 70,000 Employability mini-lessons have been delivered successfully since February 2021

OUR SOLUTION

Through our platforms, **Dawn of Civilization** and **Ed the learning Bot**, we offer youth engaging ways to learn and equip themselves with employment-related skills. In the form of minigames, learning challenges, and different groups, youth have the chance to learn soft skills, English Literacy, social and financial skills.

The games have helped youth improve their overall knowledge and skills, which will lead to better employment opportunities in life. The lessons involve topics like reading body language, etiquettes in the workplace, formal communication skills etc.



COLLABORATION

In partnership with Aflatoun International, we are collaborating with ChildFund International in Indonesia, Children International in India, NATCCO in the Philippines, and Network for Education Children and Youth (NECY) in Sri Lanka to reach out to more youth. Together we have launched the 'Employability module' on Solve Education! platforms.

One of the learners, 19-year-old Bukola Adewuyi from Lagos, Nigeria shared: "Learning with Ed has been informative and educational. It has helped to improve my cognitive skills and learn how to organize my time well and invest it into something productive. It has taught me to stay committed to a particular activity and improve myself. It has been an amazing journey. Thank you!"



DAWN OF CIVILIZATION

Employability minigame on Dawn of Civilization gaming app



Ed the Bot

Game challenge with ED the learning bot on Telegram





Get involved today!
To know more about Solve Education,
please check our website

For more information,
contact us at info@solveeducation.org

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