

HACKATHON

Frame your design challenge*

DIVERSITY
team

1. What is the problem you're trying to solve?

TVET institutions do not develop programmes that respond to the needs of the vulnerable target groups.

choose one's dream job

2. Try framing it as a design question

How might we ... ensure that TVET institutions are able to develop ~~pro~~ educational offers that respond to the needs of the vulnerable target groups?

3-year long to graduate as a professional

persons with physical disabilities

3. What is the ultimate impact you are trying to have?

TV vulnerable target groups receive the educational offers that respond to their needs.

4. What are some possible solutions to your problem?

New modules/curricula, labour market analysis, survey of the needs of the target groups, good practices, improved infrastructure of the TVET schools, teacher training, quality standards, cooperation with the private sector.

5. Setting the stage: Finally write down some context and constraints that need to be considered.

These could be geographic, technological or time-based, or have to do with the target group you're trying to reach.

Remote context, electricity problem, internet access, lack of understanding of the needs of the target groups, language, lack of teaching capacity, teachers' salaries, keeping up with new technologies, wage, sociological barriers.

6. Does your original question need a tweak? Try again.

*Source: The Field Guide to Human-Centered Design, by IDEO.org.

Diversity team
no 8

LEAN SUSTAINABLE CANVAS

Designed by: _____
@: _____
On: / / _____

<p>Problem/Challenge</p> <p>Exclusion of young persons with disabilities from TVET education across the world</p>	<p>Solution</p> <p>an online global network of TVET inclusion experts and practitioners and AI algorithm matches needs and solutions/best practices worldwide</p>	<p>Unique value proposition</p> <p>the only worldwide source of inclusive TVET practices</p>	<p>Users/customer segments?</p> <p>All staff ^{stakeholders} of TVET schools worldwide:</p>
<p>Existing alternatives</p> <p>partnerships benchmarking workshops & seminars</p>	<p>Key metrics</p> <p>Number ^{High} Rating of disabled students graduating from TVET thanks to the Felicity app</p>	<p>Financial and ecological sustainability</p> <p>crowd-funding</p>	<p>Channels?</p> <p>social media & online advertisements</p>
<p>Inclusion impact -</p> <p>only 56% of people have access to Internet</p>	<p>Inclusion impact + ^{& employment} graduation of disabled students</p>		
<p>Sustainable impact -</p> <p>The app users are missing the human contacts.</p>	<p>Sustainable impact + (money, people & environment) Running on community's social enthusiasm & 100% virtual</p>		

* Source: « The Design thinking play book/ mindful digital transformation of teams, products, services, businesses and ecosystems », by Michael Lewrick, Patrick Link, Larry Leifer

HACKATHON
STORYBOARD

Diversity
Learning
78

Title:

Aisha
Felicity's struggle

^{Aisha}
Felicity is a principle of a
NET school.
^{Aisha}
Felicity struggles with the
future of her disabled
child.

Title:

The discovery

She shares her problems
with other school directors
and discovers the
~~In Felicity-App~~
~~In Vet-App~~ Felicity-App.

Title:

Sceptical action

^{Aisha}
Felicity does not believe
in the App, but she
registers and shares her
problem online.

Title:

Revelation

^{Aisha}
Sh. Felicity receives a
great answer from a
NET principle in Uganda,
and it solves all her
problems.

Title:

Living back

^{Aisha}
Felicity implements the
solution, and finds an
even more efficient and
cost-effective way of
implementation and
shares her ideas with
the ^{online} community.

Title:

The dream comes true

Every course or offer
is accessible to young
persons with disabilities.
^{Aisha}
Felicity's school receives
the prize as the first
inclusive NET school in
Nigeria.

Diversity Team of USER PROFILE CANVAS

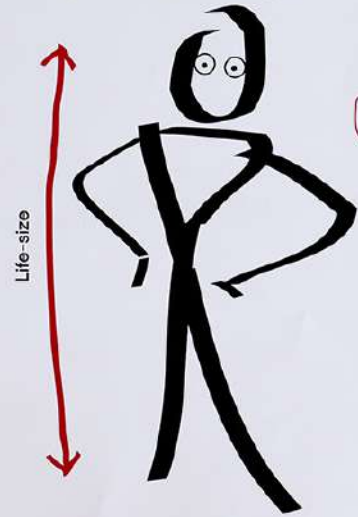
Name ~~FELICITY~~ **Aisha**
 Persona description
Principol of a TVET institution in Kano-Nigeria. She has an Engineering Master Degree, 3 Children, Married, 1 disabled girl
 45 years old; she speaks English and Kano

STORIES

STORIES

Jobs-to-be-done
 She manages a TVET school of the region
 She is in charge of general management of staff and 115 student
 The school has internet computers and smartphones

PHOTOS



IMAGES

Potential Gains
 Some of the current programs are interesting for the disabled student; but not accessible.

IMAGES

Use cases
 She has decision making power of TVET programs. Student from the region come to get skills and graduate as professionals. They are mainly young people with different education background
Some economic

The current programs do not have the necessary inclusive approach and the reasonable accommodation including physical and information access.

PHOTOS

Potential Pains
 Therefore, students with disabilities do not get skilled, are unable to graduate and find a job they remain excluded and financially dependent.

There are only a few students with disabilities and they are mainly unable to graduate due to non-inclusive programs.

PHOTOS

STORIES

* Source: « The Design thinking play book / mindful digital transformation of teams, products, services, businesses and ecosystems », by Michael Lewrick, Patrick Link, Larry Leifer

speaks English
 she has access to Internet, computer at schools & smartphones.
 She has decision making power

USER PROFILE CANVAS Diversity team 8

Name **FELICITY**
 Persona description **polytechnic Principal of a VET institution in Nigeria / Kano**
 Eng; Master; Family Married; 3 children; 45 years old
 ↓
 1 disabled girl

* Workshops happen every other year

Potential Gains
 * The benchmarking solutions brings her idea she cannot implement because too expensive / complicated

Potential Pains
 -

Jobs-to-be-done
 - She manages a Trust (47 people)
 - General management
 - 150 students
 - She has access

Use cases
 - From the Ministry



STORIES

PHOTOS

IMAGES

IMAGES

PHOTOS

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