OUR PROBLEM

- 75% of the unemployed are youth
- 62% of the unemployed are in Asia & Pacific
- 620 million youth are unemployed
- $40 billion in lost gender barriers
DESIGN CHALLENGE

01 ENHANCE THE STANDARD OF LIVING FOR YOUTH
02 SECURE DECENT WORK
03 EMPOWER CHOICE
04 QUALITY, SCALE, INFLUENCE
The image shows the 17 Sustainable Development Goals (SDGs) set by the United Nations. Each goal is represented by a card with an icon and a brief description:

1. No Poverty
2. Zero Hunger
3. Good Health and Well-being
4. Quality Education
5. Gender Equality
6. Clean Water and Sanitation
7. Affordable and Clean Energy
8. Decent Work and Economic Growth
9. Industry, Innovation, and Infrastructure
10. Reduced Inequalities
11. Sustainable Cities and Communities
12. Responsible Consumption and Production
13. Climate Action
14. Life Below Water
15. Life on Land
16. Peace and Justice, Strong Institutions
17. Partnerships for the Goals

The goal of these SDGs is to end poverty, protect the planet, and ensure that all people enjoy peace and prosperity by 2030.
PLAN INTERNATIONAL // YES!DIGITAL ECOSYSTEM
THE YELLOW UMBRELLA
**YES! DIGITAL ECOSYSTEM**

- **MARKETSCAN**
  - Gov’t/Donor/NGO
  - YES!HUB
  - YES!ACADEMY
  - YES!ME

**Education & career**

**IMPLEMENTATION**

**PREPARATION**

**EVALUATION**

**Data Actor**

**Product Actor**

- MARKETSCAN
  - Data Actor
  - Product Actor
WHAT DOES TECHNICAL VOCATIONAL EDUCATION LOOK LIKE?
WHAT DOES JOB MARKET LOOK LIKE?
“If I had only one hour to save the world, I would spend fifty-five minutes defining the problem and five minutes finding the solution.”

— EINSTEIN
A Market Scan is a tool used to assess the feasibility of setting up a Youth Employment programme in a targeted geographical area. It helps to determine where the jobs are, what kind of jobs exist, who is hiring and what kind of skills are needed to get those jobs. The results of a Market Scan will inform the overall development of Youth Employment programming.

Easy 7 step - online toolkit

1. Country analysis
2. Region/city analysis
3. Youth analysis
4. Industry analysis
5. Labor market analysis
6. Company analysis
7. Profile analysis
YES! DIGITAL ECOSYSTEM

MARKETSCAN

Gov’t/Donor/NGO
YES!HUB

YES!ACADEMY

YES!ME

Education & career

PREPARATION
IMPLEMENTATION
EVALUATION

Data
Product
Actor
YES! ACADEMY

UX FOCUSED

LOCAL CONTENT
COURSE CONTENT Customization

- LANGUAGE
- SOCIAL
- CULTURE
- ECONOMIC
TRADITIONAL TVET APPROACH

Cost per youth could approximately be couple of 100 USD.

Once the training is over, “REPLICATION” is lost. Unless, further funded.
Opportunity for SUSTAINING the Educational Material with no or very little funds.

Cost per youth is drastically REDUCED.
YES! DIGITAL ECOSYSTEM

Gov’t/Donor/NGO → MARKETSCAN → YES!HUB → YES!ACADEMY → YES!ME

Education & career

MARKETSCAN

IMPLEMENTATION

PREPARATION

EVALUATION

Data Actor

Product Actor
YES!
ME

OPEN SOURCE

Y.E.E YELLOW UMBRELLA

CONTEXT COMPATIBLE
YES! DIGITAL ECOSYSTEM

MARKETSCAN

Gov’t/Donor/NGO → YES!HUB

IMPLEMENTATION

YES!ACADEMY

YES!ME

EVALUATION

Product → Data → Actor

Education & career
V2.0 is currently under construction, however market scan testing is available and encouraged. Hubdev.plan-yes.online is a sneak peek at the new YES!HUB in development.

**Market Scan Login:**
USER: test
PASS: test

Users are free to browse the front end of this site, however, as classes are currently underway, unfortunately testing of courses is unavailable at this time.

Still in beta testing mode. Demo's can be arranged upon request, however, data is currently being migrated into the system, so no external users are enabled at this time.