



Global Junior Challenge

Projects to share the future

Published on *Global Junior Challenge* (<http://2017.gjc.it>)

[Home](#) > 1 slum 100 Computers

Project Location

Country:

Kenya

City:

Nairobi/Kenya

Organization

Organization Name:

International Transformation Foundation(ITF)

Organization Type:

Association

Website

<http://www.itfsecretariat.org>

Privacy Law

Consenso al trattamento dei dati personali

Do you authorize the FMD to the treatment of your personal data?:

I do authorize the FMD to the use of my personal data.

Project Type

Education up to 29 years

Project Description

Description Frase (max. 500 characters):

The 1 Slum 100 Computers project provide free computer training and entrepreneurship mentoring to disadvantaged youths in Eastern Nairobi slums and informal settlements. At completion of the training and mentorship, loans them computers and other technological

devices to help them set up a computer based business such as cybercafé, respectively to the business plan designed during the training/mentorship.

Project Summary (max. 2000 characters):

Within a session of 6 months, 30 youths in 3 groups with 10 members per group receive free Computer training in applications related to cybercafé business services:

1. Introduction to computer: Ms. Office and Typing
2. Graphic design
3. Internet /web services.

Simultaneously, these youths will receive an entrepreneurship mentorship - Each group is requested to identify a local mentor and the Project assigns another mentor to each Group (a mentor: An experienced business person with 15+ years of diverse general business experience). These mentors help the group members to complete 9 modules course intended to help them create a business plan for the group and to document this plan with an elevator pitch, a business plan summary, and an Investment Profile. 9 modules course:

1. Mission, opportunity and strategy
2. External Environment
3. Target Market statement
4. Operations and value chain
5. Organization/Human Resource
6. Business Model
7. Metrics
8. Operating Plan
9. Financing .

At completion of this training & mentorship, each group (Leader) present their Business Plan Summary to Project and partners Leadership, mentors, and invited audience in a Public graduation conference. Each group then receive a loan package of basic equipments worth not exceeding 3200 \$, respectively to their business plan. For self-sustainability, the program requires loan repayment with interests of 12-15% if paid within 6 months and 12 months respectively.

Note: the 1 slum 100 computers project was developed and is operated by International Transformation Foundation (ITF) a youth led nonprofit organization on principles of stimulus and inspiration of change and transformation of youth for individual achievement. Providing youth self development programs encompassing leadership and entrepreneurship. ITF Secretariat is based in Nairobi-Kenya under the leadership of Secretary General-Mr. Venuste Kubwimana.

How long has your project been running?

2012-12-30 23:00:00

Objectives and Innovative Aspects

The 1 slum 100 computers project provide local youth who are generally poor combined with Opportunities to make self earned income, the project?s idea is to challenge the participants to design and run computer based services resolving the community?s challenges whereby they could earn revenues from providing services to the residents and from other services

already offered in the community but lacking computer/technological aspects.

Each 1 slum 100 computers project activity is measured against own pre-designed metric:

- Computer training: each course has deadline and participant pass a test
- Entrepreneurship mentorship: each course has time limit and worksheet that each participating group must be able to complete it.

Results

Describe the results achieved by your project How do you measure (parameters) these. (max. 2000 characters):

By today 9 youth groups meaning 90 individual youth members have graduated from 1 slum100 computers thus 9 computer based businesses are up and running ranging from cybercafé, web designs, graphic designs etc.

How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):

The 1 slum 100 Computers program operate in sessions with one session comprising 3 youth groups with 10 members each and each session last for 6 months.

Sustainability

What is the full duration of your project (from beginning to end)?:

From 1 to 3 years

What is the approximate total budget for your project (in Euro)?:

From 10.001 to 30.000 Euro

What is the source of funding for your project?:

Fee

Is your project economically self sufficient now?:

No

Since when?:

2014-06-29 22:00:00

When is it expected to become self-sufficient?:

2015-11-29 23:00:00

Transferability

Has your project been replicated/adapted elsewhere?:

No

What lessons can others learn from your project? (max. 1500 characters):

It is possible for youth who could not afford basic education to successfully run their own businesses provided they have a tailored training.

Are you available to help others to start or work on similar projects?:

Yes

Background Information

Barriers and Solutions (max. 1000 characters):

Initially we have challenges securing funding and desired mentors (a mentor: An experienced business person with 15+ years of diverse general business experience). These mentors help the participants to complete 9 modules course intended to help them create a business plan for the group and to document this plan with an elevator pitch, a business plan summary, and an Investment Profile. We had few local companies who had sponsored /were sponsoring our (other) programs. We decided to ask these companies for mentors as sponsorship surprisingly many companies were interested in providing their CEO, HR and business development officers and some money from their social responsibility fund!

Future plans and wish list (max. 750 characters):

The 1 slum 100 Computers project is self sustainable by third year in operation. Our ambition is to replicate it in other locations of Kenya with slums and then in other east Africa's countries by 2020. But this can be quick if we are able to secure at least 100000 USD we will be able to replicate the program in Uganda, Tanzania and Rwanda.

Youth ^[1] disadvantaged youth ^[2] youth livelihood ^[3] youth economic empowerment ^[4] Youth Employment ^[5]

Fondazione Mondo Digitale
Via del Quadraro, 102 / 00174 - Roma (Italia)

Copyright © 2000-2010 · Tutti i diritti riservati.

Organizzazione con sistema di gestione certificato UNI EN ISO 9001:2008 / CERMET n.6482 del 26/04/2007.

[Privacy Policy](#)

Source URL: <http://2017.gjc.it/en/progetti/1-slum-100-computers>

Links

[1] <http://2017.gjc.it/en/category/parole-chiave-separate-da-virgole/youth>

[2] <http://2017.gjc.it/en/category/keywords-separate-with-commas/disadvantaged-youth>

[3] <http://2017.gjc.it/en/category/keywords-separate-with-commas/youth-livelihood>

[4] <http://2017.gjc.it/en/category/keywords-separate-with-commas/youth-economic-empowerment>

[5] <http://2017.gjc.it/en/category/keywords-separate-with-commas/youth-employment>