THINK LIKE A DESIGNER

PLAN INTERNATIONAL // YES!DIGITAL ECOSYSTEM
“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
OUR PROBLEM

75% globally unemployed are youth

62% in Asia & the Pacific are global unemployed youth

360MIL youth unemployed globally

$40B economic loss per year due to gender barriers
A HUMAN-CENTRED APPROACH TO INNOVATION THAT DRAWS FROM THE DESIGNERS TOOLKIT TO INTEGRATE THE NEEDS OF PEOPLE, THE POSSIBILITIES OF TECHNOLOGY & A MODEL FOR BUSINESS SUCCESS
THE YELLOW UMBRELLA
HUMAN CENTRED DESIGN

An instrument is only musical to someone who can play it.

APPOSITION

The positioning of things side by side or close together.

UNIVERSAL ACCESS

Anyone, anywhere at anytime on any device.
PUTTING PEOPLE FIRST
- User Experience
- Beauty
- Simplicity
- Appropriate Technology

AGILE DEVELOPMENT
- Iteration
- Minimize waste
- User feedback loops
- On-site user testing

A CHILD’S MIND
- Wilful intention
- Open minded
- Fail fast
- Infinite inquisition
APPROSITION

ENGAGE
DEFINE
IDEATE
PROTOTYPE
TEST
PILOT
LEARN
IMPROVE
REPEAT

LISTEN
TO UNDERTAND
CLARIFY
NEEDS & FOCUS
GO WIDE
UNCOVER
SELECT
ASSUME
REFLECT
ACT

EMPATHIZE
DEFINE
IDEOATE
PROTOTYPE

08
UNIVERSAL ACCESS

MOBILE FIRST

OPEN SOURCE

EQUAL ACCESS
DESIGN CHALLENGE

01 ENHANCE THE STANDARD OF LIVING FOR YOUTH

02 SECURE DECENT WORK

03 EMPOWER CHOICE

04 QUALITY, SCALE, INFLUENCE
YES!DIGITAL ECOSYSTEM

Gov’t/Donor/NGO → YES!Hub → YES!Academy → YES!me → Education & career

Market Scan
YES!HUB

**ONE-STOP-YE-SHOP**
The first port-of-call for YE practitioners fresh or well seasoned.

**ONLINE TOOLS**
A range of online tools to increase impact and build the capacity of practitioners.

**YE COMMUNITY**
An online space for people to connect and share their success & wisdom.
YES! ACADEMY

UX FOCUSED
Design focus on user experience, gamification and interaction design.

LOCAL CONTENT
Promoting local content development, using local vendors and local partners.
YES! ME

OPEN SOURCE
Built on the DHIS2 platform.

FIRST CUSTOMIZATION
One of the first organizations to customize DHIS2 for Youth employment

CONTEXT COMPATIBLE
Built to work in a range of low to no bandwidth contexts, includes Android app and integrates with other collection tools
YES!DIGITAL ECOSYSTEM

Gov’t/Donor/NGO → YES!Hub → YES!Academy → YES!me → Education & career

- Market Scan
V2.0 is currently under construction, however market scan testing is available and encouraged.

**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.