



Solve Education!

We are committed to helping children and youth around the world receive quality and effective education. We use innovative education technology such as gamification and artificial intelligence to achieve quality education for all.

Our driving passion is to close the global education gap, one child at a time.



Vision

Enable people to empower themselves.



Mission

To build an open platform that provides everyone access to effective education.



About the Co-founder and CEO



Janine Teo

✉ janine@solveeducation.org

🌐 <http://janineteo.com/>

"I currently eat, breathe, dream Solve Education! As CEO, I am particularly passionate about leveraging technology to solve social problems in a systemic, scalable and sustainable way."

Solve Education! At A Glance

Website: www.solveeducation.org

Areas of focus: *Literacy and numeracy, 21st century workforce and soft skills training, game development and education apps, education technology, and tech-based learning solutions.*

Founded: *December 2015*

Locations: *Headquartered in Singapore with offices in Bandung, Indonesia and San Francisco, U.S.A. 501c3*

Talent: *We are a passionate group of innovators, tech specialists, and educators who have more than 45 years of combined experience in our fields.*



First Asian to receive the International Intellectual Benefits to Society Award 2018 by Mensa International

University of Pennsylvania – Global Social Impact House: 2019 Fellow

World CSR Day: Selected as one of the "51 Most Impactful Social Innovators" 2019

World HRD Congress: Women Super Achievers Award 2019

World Education Congress: Education Leader award 2017



The Immense Challenges Facing Today's Children and Youth

All over the world, over 262 million children and youth do not attend school¹, while millions of others receive an education that falls short in providing them with the technical, critical thinking, and problem-solving skills² needed to enter the ever-changing workforce of the future. Poor access to quality education entrenches cycles of inequality by preventing disadvantaged children and youth from acquiring the skills needed to change their economic situation. Apart from poverty, many of them face barriers linked to diversity politics, gender, disability, armed conflict, and displacement.



Innovative Solve! Solutions to Make Learning Effective and Accessible

Globally, many students without access to effective education have access to low-/medium-end smartphone and broadband technology (60% of the world population by 2022³). Solve Education! leverages this trend to create an educational platform that makes learning fun and accessible:

- We used proven designs from game developers to create a game so engaging that students become absorbed in playing and learning;
- We incorporated real-life incentives by directly linking success in the game to opportunities on our online employment platform – it's so much more than a learning app!;
- We anticipated and addressed roadblocks to delivery by ensuring that the app runs on lower-end phones with intermittent internet connectivity.



¹"Out-of-School Children and Youth | UNESCO UIS." <http://uis.unesco.org/en/topic/out-school-children-and-youth>. Accessed 20 Dec. 2018.

²"More Than One-Half of Children and Adolescents Are Not Learning Worldwide" <http://uis.unesco.org/sites/default/files/documents/fs46-more-than-half-children-not-learning-en-2017.pdf>.

³"Visual Networking Index (VNI)—Cisco Report." <https://www.cisco.com/c/en/us/solutions/service-provider/vni-network-traffic-forecast/vni-forecast-info.html>. Accessed 20 Dec. 2018.

Education



We have created a complex yet accessible Android-based game app called Dawn of Civilization (DOC) to help young people develop a hunger for learning, which later improves their earning potential.

We've combined the frameworks of learning and game mechanics with the principles of social media, artificial intelligence, and data science to develop engaging educational opportunities for students and out-of-school youth.

All learning activities are "gamified" for a fun learning experience. Doing so helps ensure that we engage and retain young people in a stimulating learning environment infused with a sense of novelty.

Evaluation



To monitor and evaluate the teaching and learning process, Solve Education! has created a web-based learning analytics portal called Learnalytics.

The platform was created for those interested in following the learning progress of students in DOC. Learnalytics provides personalised scorecards and learning behaviour reports, through highly intuitive visual presentations.

Learnalytics also accommodates group analytics for leaders of large student groups such as teachers or trainers. Based on an analysis of areas of learning where students need the most support, the platform provides suggestions for enrichment activities that assist them in catching up to their grade levels.

Employment



Solve Employment! (SEmp!) is an exciting extension of our Dawn Of Civilization (DOC) platform. We link students' success in DOC with internship and employment opportunities in SEmp!. Upon reaching a certain level in DOC, users are invited to access SEmp!.

Through SEmp!, students are given the opportunity to work in customer service, virtual assistance, transcription, micro-tasks such as indexing and labelling, and many more.

We've partnered with tech companies in developing SEmp! to ensure that the students would indeed benefit from the opportunities. SEmp! is a safe place for underserved youth to improve and refine their skills before they go into a more competitive marketplace.





Partnerships for Scalability and Sustainability

The priority for Solve! is for DOC to be distributed for free to users who cannot pay for it. We deploy the app through local community organisations that work directly with our target beneficiaries. We invite these organisations to discuss issues affecting the marginalised groups they work with, typically conducting a small pilot with them then launching a larger scale program afterwards. DOC is also equipped with the “virality component,” or the potential to go viral, such that our learners can get their friends to join the game and expand DOC’s user base.

To allow us to provide our service free-of-charge, we have created revenue streams by offering our subscription-based learning monitoring and evaluation tool Learnalytics, a customised learning games service, and our platform to connect learners to employment opportunities (Solve Employment!) to nonprofit and major corporation partners.

Apart from that, we have also secured donations and grants from various funding organisations and philanthropists. We are working to make our nonprofit more sustainable via a combination of philanthropic support and business revenue.



Awards/Achievements

Singtel Future Makers 2017 Winner

Global Challenge Finalist 2017: Youth, Skills and the Workforce of the Future

Singularity University Global Summit: Global Learning Challenge Top 3 Finalists

