

Project Name: Skills to Succeed (S2S)

Organization(s): Accenture

Country: South Africa

(Part of a 3 country program including Ireland, South Africa and Australia)

Dates of Implementation: Ongoing, started September 2016

Partners: Mentec, Rlabs and SAYP

Project Website: <https://www.accenture.com/us-en/company-skills-to-succeed-academy>

Project Description:

The Skills to Succeed Academy is an interactive online skills training program that provides a safe environment for young people to engage in real-life behavior, in a cost-effective manner. The character-based program engages participants with advanced learning technologies, gaming techniques, role-based simulations, telestrations, videos, quizzes and interactive exercises.

The Academy offers three main training courses addressing understanding careers, obtaining employment, and understanding how to succeed once in employment. The curriculum was designed by engaging with NGO partners, mapping the job-seeking process, and identifying common mistakes and barriers faced by young people looking for employment. The implementation approach is fully partner-based. Partners identify the beneficiaries they believe are best placed to benefit from the Academy. Full access to the system is provided to partners and ongoing support throughout implementation is offered.

An offline version of the Academy has also been created using a Raspberry Pi device which will allow youth in areas of poor connectivity or low bandwidth to access the Academy and complete training. In this way, underserved beneficiaries in rural and remote areas can be reached.

Target Population:

The S2S Academy is primarily aimed at vulnerable youth, particularly 15-24 years old, within both urban and rural areas, who are not in education, employment or training (NEETs). Beneficiaries will typically also have lower levels of English and digital literacy.

Target Results:

Key indicators for the S2S Academy are the number of people that skilled and the number of youth securing employment. For each of the 26 component learning modules self-assessments on whether participants feel they have improved confidence and their skillset are conducted. S2S also tracks the number of modules completed by the participant, module completion rates, and the duration modules take to complete.

Interesting Features & Innovations:

- The online platform features interactive, role-playing, youth characters that other youth can relate to.
- The use of a Raspberry Pi Device allows the Academy to be open to partners in areas of poor or no internet connection in a cost effective manner.
- Features a fully partner-based implementation and allows customization of offline material for local markets.
- The delivery of training through performance simulations allows for more effective learning and accommodation of the digital age impact.