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|  | | **English only** | |
| Director, Telecommunication Development Bureau | | | |
| **On behalf of the Generation Connect – Africa Youth Group (GC-AFR)** | | | |
| Generation Connection – Africa Youth Group :  Youth Empowerment for Africa's Digital Transformation | | | |

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| **Agenda item:**  Item TBC  **Summary:**  In line with the ITU Youth Strategy and within the framework of the “Generation Connect" global initiative, African Youth are called upon to contribute to the preparatory process for the World Telecommunication Development Conference (WTDC-21), in particular the Regional Preparatory Meeting (RPM) for Africa, through the establishment of the Generation Connect - Africa Youth Group (GC-AFR).  **Expected results:**  RPM-AFR is invited to note the document.  **References:**  N/A |

1. **INTRODUCTION**

The Generation Connect Africa Youth Group (GC-AFR) is fully committed to supporting the implementation of the International Telecommunication Union (ITU) global Youth Strategy in the Africa region, including its vision:

"A *world where every young person is connected, benefits from the digital economy and digital transformation, and is fully empowered through access to and use of ICTs"*,

and objective:

"*to improve and have a real impact on the lives of young people around the world and to ensure meaningful participation of youth in ITU as key stakeholders in the implementation of the 2030 Agenda for Sustainable Development*".

Africa has reported the highest rate of increase in internet use and connectivity in the world over the last two decades and is home to a young and dynamic population. Over the same time period, the number of internet users in Africa has increased more than 116-fold, from 4.5 million to 523 million, while that in the rest of the world did not even double.[[1]](#footnote-1)

For many years the African youth suffered from lack of Internet access which prevented many of them from innovating new ideas, having access to information, communicating with each other and exploring new opportunities. So many great ideas and potential all put to waste because they can’t communicate with each other and access the information they need to grow. Drafting this document as an output of the ITU GC-AFR Youth Group is a chance to raise the youth voices.

By looking at them from different Thematic Priorities like Digital inclusion and Capacity development, Cybersecurity and Policy regulation digital Infrastructure and technologies digital services, and Innovation we have managed to compile some of the problems that the youth are facing and some opportunities they might have if some of these obstacles are solved, also what we as the young people would like to see in the future.

1. **Objectives of the GC – Africa Youth Group**

Drawing upon the vision of the ITU youth strategy, to develop the Generation Connect Africa Contribution to RPM-AFR 2021 that stipulates:

* Priority areas within ITU thematic priorities to be used as a guide the implementation of the ITU Youth Strategy in the AFR region;
* Underlying challenges experienced by the youth in their respective communities;
* Identify the priorities and concrete actions across the thematic priorities to overcome these challenges experienced by the youth;
* ITU youth programs, events and activities organized towards the Generation Connect Youth Summit planned in November 2021 in conjunction with the 2021 World Telecommunication Development Conference.

1. **Regional Thematic Priorities**

GC-AFR has identified and agreed on the 7 thematic priorities that should be included in the GC-AFR Contribution document 2021. The thematic priorities were identified based on the background, experience and understanding of the issues amongst GC-AFR members and are listed below.

1. Digital Infrastructure and Technologies;
2. Digital Inclusion;
3. Capacity Development;
4. Digital Services and Applications;
5. Digital Innovation Ecosystem;
6. Cybersecurity;
7. Policy and Regulation
   1. **Infrastructure and Technologies**

As the world moves to a digital era especially during COVID-19 pandemic, Africa needs accessible digital infrastructure including rural and hard to reach areas which are being left behind. Digital infrastructure plays a foundational role for the information and communication technologies that are essential for economic growth and youth development in Africa[[2]](#footnote-2). In addition, digital infrastructure is a necessity for Africa’s digital economies and societies. For the youth to be able to keep up with digital trends and get equipped with the knowledge required for new and future job opportunities, they need to have access to affordable and reliable broadband internet.

Half of the world population remain unconnectedand many African young people mainly those from rural and marginalized communities do not have access to the internet which limits their potential and opportunities to grow and develop like other youth from developed regions[[3]](#footnote-3).

African youth have a lot of potential that can be unleashed by strategic investment in digital infrastructure and technologies that are already playing an increasingly significant role in youth livelihoods.

Access to the internet will promote youth entrepreneurship, partnerships and startups startups with potential to grow into businesses that target local and international markets.

* + 1. **Challenges**
* Limited broadband connectivity especially in Africa’s rural and hard to reach areas is a barrier to rural young people. A third of the countries in Sub-Saharan Africa remain out of reach of mobile broadband connectivity[[4]](#footnote-4). There is a well-documented divide between rural and urban areas when it comes to broadband internet access.
* High cost Inflated cost of devices for accessing the internet is hindering most young people from being active in the current digital space.
* High cost of internet access restricts young African’s from accessing information and new opportunities created by digital infrastructure and d technologies, and widening the digital inequality gap.
* Lack of operational ICT community centres to develop Africa youth workforce from all backgrounds is a barrier to an integrated digital inclusion[[5]](#footnote-5).
* Lack of digital literacy and language skills for youth from marginalized and disadvantaged communities making them unable to use computers or any other digital gadgets is the main why reason many people are not connected.
  + 1. **Identified priority actions**
* Adopt a strategic approach to mobilize the necessary investment resources and knowledgeable workforce to improve existing limited digital infrastructure.
* Establish the “Connect Africa Fund” to help expedite the process of connecting rural African communities to the broadband internet.
* Create funded workshops to educate people including the youth on how to use and leverage available digital technologies for potential economic growth and positive social impacts[[6]](#footnote-6).
* Establish ICT community centers to enable young people to have access to affordable ICT services for learning, research and skills development purposes.
* Accelerate broadband internet accessible and affordable for youth. Affordable broadband internet access will enable many young people to have access on the internet.
* Improve digital literacy in primary education, facilitate development, adoption and integrated digital skill curriculum into primary and secondary education across Africa.
  1. **Digital Inclusion**

A fairly large number of African states are yet to declare access to the internet a basic human right. The failure to do so has had significant repercussions for digital inclusion initiatives throughout the region[[7]](#footnote-7). Certain marginalized and disadvantaged youth groups have found themselves at the receiving end of a digital exclusion and consequently, are left behind in the digital world.

Youth challenges and competitions based on innovations around internet access rights would allow young people to develop, find and receive mentorship for their innovative solutions[[8]](#footnote-8).

Promoting inclusive digital literacy in our education systems would mean higher percentage of digitally skilled young people in future generations which would therefore trigger innovations, job creation and desire to overcome the difficulties young people are facing in their daily life and tap into the benefits of digital economies.

* + 1. **Challenges**
* Due to internet connectivity and digital services accessibility limitations, a high percentage of youth in Africa is not able to reap the maximum benefits of digital technologies such as online skills and capacity development programs and employment opportunities.
* Unaffordable digital devices and internet services are hindrance for youth development and is widening an already existing digital divide trend. These challenges adversely impact many young people and stop them from taking advantage of the benefits of the digital economies and societies, such as further pursuing online education and job opportunities.
* Lack of clear policies and regulations guaranteeing fair accessibility to digital services and applications especially for people living with disabilities or living in remote regions with limited connectivity or lacking digital literacy.
* Absence of inclusive framework policies allowing marginalized categories to be represented in the digital policy-making process, making their voices unheard.
  + 1. **Identified priority actions**
* Achieve universal Broadband Access for All in Africa. The internet is no more a luxury, it’s a basic human right.
* Governments and partners should provide financial support to digital innovations that take into consideration the needs of people with disabilities and other marginalized groups.
* Creation of communities of young digital local ambassadors which will help promote the digital services in their schools, communities and help address digital illiteracy in their countries.
* Create multi- stakeholder collaboration and partnership platforms to holistically address the digital skills gaps by giving youth access to digital skills training programmes not only limited to schools and online training portals but to be expanded to include in-person training with trainers/facilitators and peer-to-peer exchanges.
* Establish sustainable Digital Hubs with free WIFI and computer access and stable electricity to enable the youth to have access to different digital opportunities ranging from online training programmes to online jobs. Digital hubs young beneficiaries will be motivated to develop innovative solutions to community challenges and transfer digital skills to other youth in their communities.
* Provide an enabling environments (inclusive policies and regulations) for youth from all backgrounds to have access to internet services and acquire digital skills.
  1. **Capacity Development**

With the digital revolution occurring at a faster pace than imagined, skills and capacity development has revealed itself to be an urgent need in the ICT space in the continent. A failure to engage in such activities will see the digital divide that the continent is currently steeped in widen to greater extents than projected and would correspond to numerous challenges based on unemployment, limited financial inclusion and a general derailment of the progress that we are making as a continent.

An increasing number of young people are recognizing the importance of digital skills for employment and are more receptive to new digital technologies. They have excellent understanding of the crucial role that digitalization plays in their economies and societies. Government agencies and relevant stakeholders should leverage on the willingness and passion that young people have in new digital technologies and build their skills and capacities in digital literacy and technologies.

* + 1. **Challenges**
* Inadequate schools' digital curricula especially for tertiary education that do not provide relevant practical and transferable digital skills for youth to transition from school to job markets resulting in increasing rates of unemployment. While some jobs require advanced digital skills, such as cloud computing and data analytics among others, young people are in dire need of basic digital skills to thrive and survive in a digital economy.
* Low rates of digital literacy in Africa more importantly among women and girls due to an education system that is loosing relevance and hindering youth from taking full advantages of new digital services and applications. COVID 19 has exposed how some educational institutions are ill-prepared to ensure continuity of education and training.
* Marginalised and indigenous youth are faced with digital illiteracy due to their inability to enrol into digital skills training programmes that in the most cases are not in their native languages and also unaffordable internet access.
* Girls and women from poor communities have been disproportionately affected by the digital divide across Africa.
* Inadequate ICT infrastructure and access to the internet for most young people in conflict-affected areas, migrants and refugee crisis thereby increasing the digital divide between such youth groups and their peers in relatively stable environments.
  + 1. **Identified priority actions**
* Reforming and adapting the education ecosystems and modernize them to ensure they are offering relevant skills and training programs and equipping the youth with jobs ready skills.
* Reviewing and updating education curricula at primary, secondary and tertiary levels to train and equip the youth with adequate digital skills and prepare them for new and future opportunities of the digital economies and societies.
* Support advocacy and capacity building platforms aimed at addressing the gender digital divide, improving rates of digital literacy among women and girls, and empowering them to also benefit from the new opportunities that are being made available to other young people.
  1. **Digital Innovation Ecosystem**

Africa is privileged to have tech talent pool and innovators evenly distributed across the continent but opportunities to have their ingenuity flourish are limited. The digital innovation ecosystem in Africa is flooded with untapped potential ranging from creative ideas to mind blowing inventions but few get opportunities to convert their inventions to real world changing innovations or build an idea into start-ups and businesses.

A solid digital innovation ecosystem based on entrepreneurship, strong foundations in digital services and applications and inspiring innovative and imaginative projects could see more young people gain confidence and get actively involved in the digital ecosystem as stakeholders and driving Africa’s digital transformation. An enabling digital innovation ecosystem could see more women get empowered and mentored in this inspiring digital environment[[9]](#footnote-9).

* + 1. **Challenges**
* Limited support to emerging young entrepreneurs and their innovative ideas.
* Lack of incubation and acceleration centres for start-ups (infrastructure to support digital innovations and entrepreneurship).
* Corruption resulting in gatekeeping of opportunities makes it almost impossible for young people to access opportunities in the first place.
* Inadequate copyright laws that are easy to infringe and which do not protect young innovators and their ideas.
* Local youth innovations are used by the minority, or not at all which discourages young innovators and prevent growth of their innovations.
* High taxes that make it difficult for youth-led start-ups to mature into sustainable businesses.
  + 1. **Identified priority actions**
* Facilitate and support young people that want to ideate and start-up their own small enterprises to have access to resources they need to build high potential businesses.
* Improving equitable and affordable access to finance for young innovative enterprises and businesses with growth potential.
* Put in place Intellectual Property rights to help young entrepreneurs transform their innovation potential and creativity into market value and competitiveness.
* Create supportive environments that unleashes young’s people creativity and innovation and helps youth innovative projects gain trust and confidence of potential buyers.
* Involve youth in the digital innovation ecosystem as stakeholders and as drivers to Africa’s digital transformation.
* Promote digital innovation ecosystem that empowers and mentors’ women and girls.
  1. **Digital services and applications**

The global digital age and the recent COVID-19 pandemic has taught the entire world that digital services and applications are critical to the development of the various regions including Africa. Being able to leverage on digital services and information and communication technology applications will improve Africa’s healthcare and education systems, agriculture value chains and agribusiness, etc.…[[10]](#footnote-10)

* + 1. **Challenges**
* Young people are finding it difficult to find employment opportunities in the after completing their academic training, particularly women and girls.
* Lack of key hard skills and soft skills such as communicating with confidence, creativity, critical thinking and adaptability hampers Africa’s youth from thriving in a fast-paced digital economy in which employment is likely going to be more about brief online tasks than long-term onsite jobs.
* General lack of trust among the public when it comes to the handling of their data by digital services or applications. This applies to a higher degree to digital services or applications in the digital space led by youth.
* Inadequate digital infrastructure required to put in place reliable and trusted digital services and applications geared towards development of critical sectors such as healthcare, education, agriculture, finance, etc.
  + 1. **Identified priority actions**
* Ensure new innovative ways of youth participation in policy and decision-making process and empowering them to take up responsibilities in driving Africa’s technological advancement and digital transformation.
* Promoting a digital ecosystem for strong levels of digital literacies, foundational skills and competencies to ensure youth are equipped to adapt to new and rapidly changing digital technologies.
* Support and empower young girls who wish to pursue careers in digital technologies through mentoring programs by girls for girls.
* A multi-stakeholder dialogue that will see a holistic development of relevant infrastructure, skills, and regulations across Africa and its institutions.
* Put in place policies addressing the digital divides and inequalities that exist in our societies by strengthening youth’s readiness to capture and utilize new digital opportunities effectively.
* Partnerships to improve broadband internet access for all and eliminating internet shutdowns.
* Promote strong collaboration with local inter-faith/faith-based institutions of learning to establish local sustainable training centres targeting youth from marginalized and indigenous communities.
  1. **Cybersecurity**

Determining appropriate strategic responses to cyber threats poses an evolving challenge to all African states. As African countries become more digitized, the potential humanitarian impact of cyberattacks on critical civilian infrastructure, including hospitals, is significant. There is a need to ensure that African countries have adequate cyber defence and a more resilient cyber posture to prevent humanitarian suffering caused by cyber operations.

Safe and secure cyber space and payment systems are bringing to youth tremendous opportunities ranging from internet enabled e-commerce services to online government e-service delivery platforms.

Online digital platforms despite their pitfalls, they also provide youth with a safer avenue to raise awareness about violence and youth’s rights in general as well as violence against women specifically without fear of backlash.

* + 1. **Challenges**
* Rise of communal violence among youth who use the internet and social media platforms to spread misinformation and hate speeches[[11]](#footnote-11).
* Digital and social media platforms facilitating online cyber abuse and violence against youth, women and girls in the form of physical threats, sexual harassment, annoyance, and sex trolling[[12]](#footnote-12).
* Reported frequent cyber attacks cyber-attacks against critical public and private infrastructure and services (energy, water, healthcare networks, banks, etc.) cause substantial economic loss, physical damage and affect the delivery of essential services for youth, women and the general public.
* Reluctance by youth to logging complaints in case of reported cyber-attacks due to limited resources made available to cyber security structures to sustain investigations.
* Youth exclusion in cybersecurity issues, strategies, policy making, and cyberspace derails the desired social and economic benefits of ongoing digital transformation in Africa.
  + 1. **Identified priority actions**
* Africa must train and retain a knowledgeable young cyber professional at its disposal ready to defend and respond to the eminent cyber-attacks from within and out of the continent.
* African states should legislate their own Cybersecurity and Personal Data protection laws to protect their citizens in the digital spaces.
* Prioritize digital rights and online safety for youth and children.
* Create enabling partnerships for cybersecurity development such as scholarships to train youth in cybersecurity, incubation of cyber innovations and ideas.
* African countries must put in place policies and guidelines for digital data and users’ protection.
* Establish regulations of the Gig Economy and equip the youth with skills relevant to join gig employment opportunities (Support Freelancers, etc.).
  1. **Policy and Regulation**

Young people are now presented with more online opportunities and open consultations, Q&A sessions with policymakers by ITU and other organizations. Young people need support to ensure they understand laws and regulations before they take steps into the digital space.

* + 1. **Challenges**
* Youth are not represented in policy- making and even if invited, they are not diversely and adequate represented.;
* Some young people find it hard to understand laws and regulations which apply to digital technologies, such as privacy or data protection.;
* Some of the regulations may present difficulties and challenges especially to youth. Students are not always taught how to be creative and innovative; they learn things that are already over-ridden.;
* Youth are not well-informed with the available opportunities to learn policy and regulations or to get involved in the discussions.;
* Universal access to internet facing limitations in Africa.;
* The Youth voices are not heard enough due to the lack of suitable platforms.
  + 1. **Identified priority actions**
* Ensure youth participation in regulation and policy making processes.
* Promote basic education about policies and regulations in digital space for students and all young people to understand them before they take steps into the general public.
* Creation of engagement platforms for inspiring young people to play a role in policies and regulations for digital technologies.
* Government regulatory agencies should engage young people in their initiatives and activities.

1. **About the Generation Connect – Africa Youth Group**

The ITU Youth Strategy aims to improve and have a real impact on the lives of young people around the world, and to ensure meaningful participation of youth in ITU as key stakeholders in the implementation of the 2030 Agenda for Sustainable Development. In line with the Strategy and within the framework of the [Generation Connect global initiative](https://www.itu.int/generationconnect/), African Youth have been called upon to contribute to the preparatory process for WTDC-21, in particular the [Regional Preparatory Meeting (RPM) for Africa](https://www.itu.int/en/ITU-D/Conferences/WTDC/WTDC21/Pages/RPM-AFR.aspx), through the establishment of the [Generation Connect - Africa Youth Group.](https://itu.int/go/Generation_Connect_Africa)

The [Africa Youth Group](https://www.itu.int/en/ITU-D/Regional-Presence/Africa/PublishingImages/events/Generation%20Connect%20-%20Africa%20Youth%20Group%20%28GC-AFR%29.png), comprised of 26 young people aged between 18 and 24, coming from all around Africa, elaborated a Youth contribution document as an input to the RPM for Africa, sharing their views on the challenges and opportunities related to digital development. The Declaration recognizes the essential role of meaningful connectivity accessible for all for digital development and identifies specific priority actions in Africa in the areas of digital infrastructure, digital inclusion, capacity development, digital services and innovation, cybersecurity, policy and regulation. Considering the contribution, RPM will look to incorporate several proposals in the new set of regional priorities for Africa ensuring meaningful engagement of youth in the preparatory process towards WTDC-21.

## ANNEX 1- Generation Connect – Africa (GC-AFR) Youth Group Members



## ANNEX 2: List of identified challenges by GC-AFR during co-creation meetings

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| Challenges Identified | |
| 3.1.1 | Limited broadband connectivity especially in Africa’s rural and hard-to-reach areas is a barrier to rural young people. There is a well-documented divide between rural and urban areas when it comes to broadband internet access. |
| 3.1.2 | High cost of internet access restricts young Africans from accessing information and new opportunities created by digital infrastructure and technologies, this widens the digital inequality gap. |
| 3.1.3 | Lack of digital literacy and language skills for youth from marginalized and disadvantaged communities making them unable to use computers or any other digital gadgets is a major reason why many people are not connected. |
| 3.1.4 | Due to internet connectivity and digital services accessibility limitations, a high percentage of youth in Africa are unable to reap the maximum benefits of digital technologies such as online skills and capacity development programs and employment opportunities. |
| 3.1.5 | Unaffordable digital devices and internet services are hindrance for youth development and is widening an already existing digital divide trend. |
| 3.1.6 | Inadequate schools' digital curricula especially for tertiary education that do not provide relevant practical and transferable digital skills for youth to transition from school to job markets resulting in increasing rates of unemployment. Young people are in dire need of basic digital skills to thrive and survive in a digital economy. |
| 3.1.7 | Low rates of digital literacy in Africa especially among women and girls are also patially due to an education system that is loosing relevance and hindering youth from taking full advantages of new digital services and applications. |
| 3.1.8 | Marginalised and indigenous youth experience digital illiteracy due to their inability to enrol into digital skills training programmes that in the most cases are not in their native languages. Internet access is also ofen unaffordable for them. |
| 3.1.9 | Girls and women from poor communities have been disproportionately affected by the digital divide across Africa. |
| 3.1.10 | ICT infrastructure and access to the internet for young people in conflict-affected areas, young migrants and young refugees are inadequate, there is thus an increasing digital divide between such youth groups and their peers in relatively stable environments. |
| 3.1.11 | Limited support to emerging young entrepreneurs and their innovative ideas. |
| 3.1.12 | Lack of incubation and acceleration centres for start-ups (infrastructure to support digital innovations and entrepreneurship). |
| 3.1.13 | Corruption resulting in gatekeeping of opportunities makes it almost impossible for young people to access opportunities in the first place. |
| 3.1.14 | Inadequate copyright laws that are easy to infringe and which do not protect young innovators and their ideas. |
| 3.1.15 | Local youth innovations are used by the minority, or not at all which discourages young innovators and prevent growth of their innovations. |
| 3.1.16 | High taxes make it difficult for youth-led start-ups to mature into sustainable businesses. |
| 3.1.17 | Lack of key hard skills and soft skills such as communicating with confidence, creativity, critical thinking and adaptability hampers Africa’s youth from thriving in a fast-paced digital economy in which employment is likely going to be more about brief online tasks than long-term onsite jobs. |
| 3.1.18 | General lack of trust among the public when it comes to the handling of their data by digital services or applications. This applies to a higher degree to digital services or applications in the digital space led by youth. |
| 3.1.19 | Rise of communal violence among youth who use the internet and social media platforms to spread misinformation and hate speeches . |
| 3.1.20 | Digital and social media platforms facilitating online cyber abuse and violence against youth, women and girls in the form of physical threats, sexual harassment, annoyance, and sex trolling . |
| 3.1.21 | Reported frequent cyber attacks against critical public and private infrastructure and services (energy, water, healthcare networks, banks, etc.) cause substantial economic loss, physical damage and affect the delivery of essential services for youth, women and the general public. |
| 3.1.22 | Reluctance by youth to log complaints of potential cyber attacks due to limited resources for cybersecurity structures to sustain investigations. |
| 3.1.23 | Youth exclusion in cybersecurity issues, strategies, policy making, and cyberspace derails the desired social and economic benefits of ongoing digital transformation in Africa. |
| 3.1.24 | Youth are not represented in policy- making and even if invited, they are not diversely and adequate represented. |
| 3.1.25 | Some young people may find it difficult to understand current laws and regulations which apply to digital technologies, such as privacy or data protection. |
| 3.1.26 | Some regulations present difficulties and challenges especially to youth. Students are not always taught how to be creative and innovative; education systems tend to teach things that are already over-ridden. |
| 3.1.27 | Youth are not well-informed with the available opportunities to learn policy and regulations or to get involved in the discussions. |
| 3.1.28 | The goal of universal access to internet is facing limitations in Africa. |
| 3.1.29 | The Youth voices are not heard enough due to the lack of suitable platforms. |

## ANNEX 3: List of identified priority actions by GC-AFR during co-creation meetings

| **List of identified priority actions** | |
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| **3.2.1** | Adopt a strategic approach to mobilize the necessary investment resources and knowledgeable workforce to improve existing limited digital infrastructure. |
| **3.2.2** | Establish a “Connect Africa Fund” to help expedite the process of connecting rural African communities to the broadband internet. |
| **3.2.3** | Create funded workshops to educate people including the youth on how to use and leverage available digital technologies for potential economic growth and positive social impacts . |
| **3.2.4** | Accelerate broadband internet accessibility and affordablity for youth. Affordable broadband internet access will enable many young people to have access on the internet. |
| **3.2.5** | Improve digital literacy in academia. Facilitate the development, adoption and integration of a robust digital skill curriculum into primary and secondary education across Africa. |
| **3.2.6** | Achieve universal Broadband Access for All in Africa. The internet is no more a luxury, it’s a basic human right. |
| **3.2.7** | Governments and partners should provide financial support to digital innovations that take into consideration the needs of people with disabilities and other marginalized groups. |
| **3.2.8** | Creation of communities of young digital local ambassadors who will help promote the digital services in their schools, communities and help address digital illiteracy in their countries. |
| **3.2.9** | Create multi- stakeholder collaboration and partnership platforms to holistically address the digital skills gaps, by giving youth access to digital skills training programmes not only limited to schools and online training portals, but also including in-person training with trainers/facilitators and peer-to-peer exchanges. |
| **3.2.10** | Establish sustainable Digital Hubs with free WIFI and computer access and stable electricity to enable the youth to have access to different digital opportunities ranging from online training programmes to online jobs. Digital hubs young beneficiaries will be motivated to develop innovative solutions to community challenges and transfer digital skills to other youth in their communities. |
| **3.2.11** | Provide enabling environments (inclusive of policies and regulations) for youth from all backgrounds to have access to internet services and acquire digital skills. |
| **3.2.12** | Reform, adapt and modernize education ecosystems to ensure they are offering relevant skills and training to equip the youth with real employability skills. |
| **3.2.13** | Review and update education curricula at primary, secondary and tertiary levels to adequately prepare students for the emerging opportunities of digital economies and societies. |
| **3.2.14** | Support advocacy and capacity building platforms aimed at addressing the gender digital divide by improving digital literacy rates among women and girls, and empowering them to also benefit from the new opportunities that are being made available to other young people. |
| **3.2.15** | Facilitate and support young people that want to ideate and start-up their own small enterprises to have access to resources they need to build high potential businesses. |
| **3.2.16** | Improving equitable and affordable access to finance for young innovative enterprises and businesses with growth potential. |
| **3.2.17** | Put in place Intellectual Property rights to help young entrepreneurs transform their innovative potential and creativity into market value and competitiveness. |
| **3.2.18** | Create supportive environments to unleash young people’s creativity and innovation and helps their innovative projects gain trust and confidence of potential customers. |
| **3.2.19** | Involve youth in the digital innovation ecosystem as stakeholders and as drivers of Africa’s digital transformation. |
| **3.2.20** | Promote a digital innovation ecosystem which empowers and mentors women and girls. |
| **3.2.21** | Promote youth participation in policy and decision-making process, and empower youth to take up responsibilities in driving Africa’s technological advancement and digital transformation. |
| **3.2.22** | Prioritise building strong levels of digital literacy, foundational skills and competencies to ensure youth adaptability to rapidly changing digital technologies. |
| **3.2.23** | Support and empower young girls who wish to pursue careers in digital technologies through mentoring programs by girls for girls. |
| **3.2.24** | Put in place policies addressing the digital divides and inequalities that exist in our societies by strengthening youth’s readiness to capture and utilize new digital opportunities effectively. |
| **3.2.25** | Build partnerships to improve broadband internet access for all and eliminate internet shutdowns. |
| **3.2.26** | Promote strong collaboration with local inter-faith/faith-based institutions of learning to establish local sustainable training centres targeting youth from marginalized and indigenous communities. |
| **3.2.27** | Africa must train and retain a knowledgeable young cybersecurity professionals, ready to defend and respond to the eminent cyber-attacks from within and outside the continent. |
| **3.2.28** | African States should legislate their own Cybersecurity and Personal Data protection laws to protect their citizens in digital spaces. |
| **3.2.29** | Prioritize digital rights and online safety for youth and children. |
| **3.2.30** | Create enabling partnerships for cybersecurity development such as scholarships to train youth in cybersecurity, incubation of related innovations and ideas. |
| **3.2.31** | African countries must put in place policies and guidelines for digital data and users’ protection. |
| **3.2.32** | Establish regulations for the Gig Economy and equip the youth with skills relevant to join gig employment opportunities (Support Freelancers, etc.). |
| **3.2.33** | Ensure youth participation in regulation and policy making processes. |
| **3.2.34** | Promote basic education about policies and regulations in digital space for students and all young people to understand them before they take steps into the general public. |
| **3.2.35** | Creation of engagement platforms for inspiring young people to play a role in policies and regulations for digital technologies. |
| **3.2.36** | Government regulatory agencies should engage young people in their initiatives and activities. |

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1. <https://www.statista.com/statistics/292488/fastest-growing-internet-populations/> [↑](#footnote-ref-1)
2. [Simplicable.com](https://simplicable.com/new/digital-infrastructure#:~:text=Digital%20infrastructure%20are%20foundational%20services%20that%20are%20necessary,The%20following%20are%20common%20examples%20of%20digital%20infrastructure.) [↑](#footnote-ref-2)
3. [ITU](https://www.itu.int/en/ITU-D/Statistics/Pages/stat/default.aspx) [↑](#footnote-ref-3)
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