



# Accessible Americas IV: *ICTs for ALL*

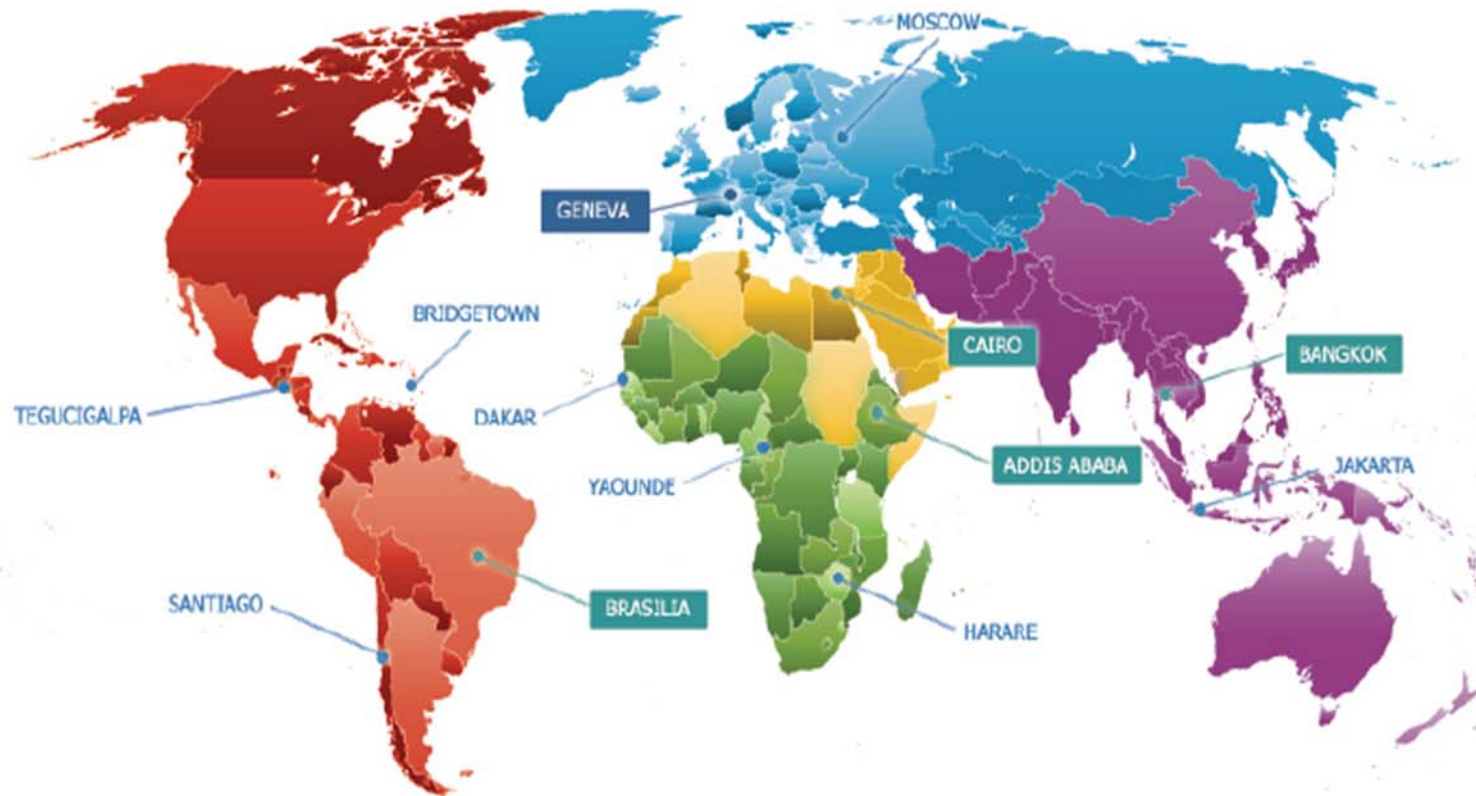
## Session 13

### Digital Inclusion in the Americas Region: Youth A Caribbean perspective

**San Jose, Costa Rica**

21-23 November 2017

***Sylvester Cadette***  
***Programme Officer – ITU***



5 regional offices, 8 area offices  
HQ in Geneva, Switzerland



## DIGITAL INCLUSION FOR YOUTH:

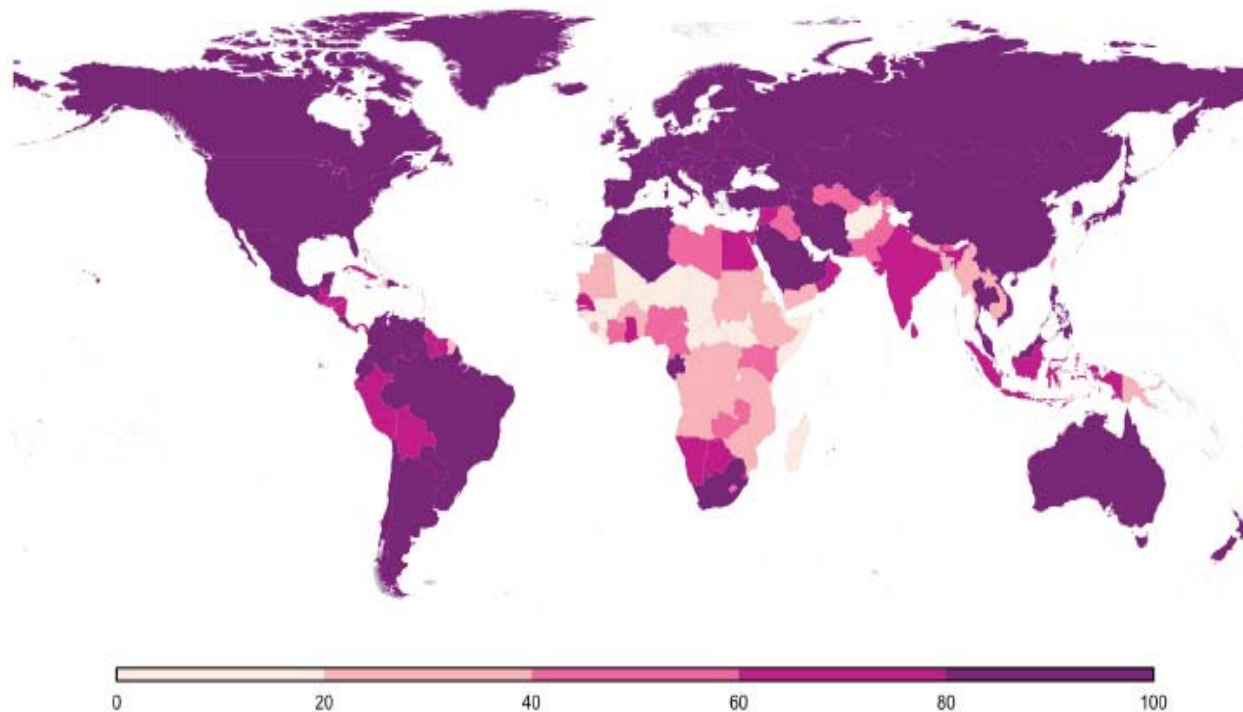
- ❖ A Technological,
- ❖ An Economic,
- ❖ Social,
- ❖ Cultural and
- ❖ Moral

# IMPERATIVE!!



# 80 % OF THE WORLDS YOUTH ARE ONLINED

Proportion of youth (15-24) using the Internet, 2017\*

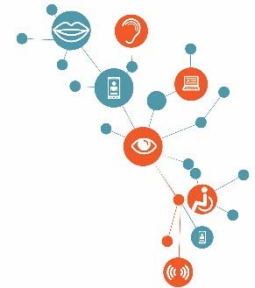


Source: ITU.  
Note: \* Estimates.

In 104 countries, more than **80%** of the youth population are online.

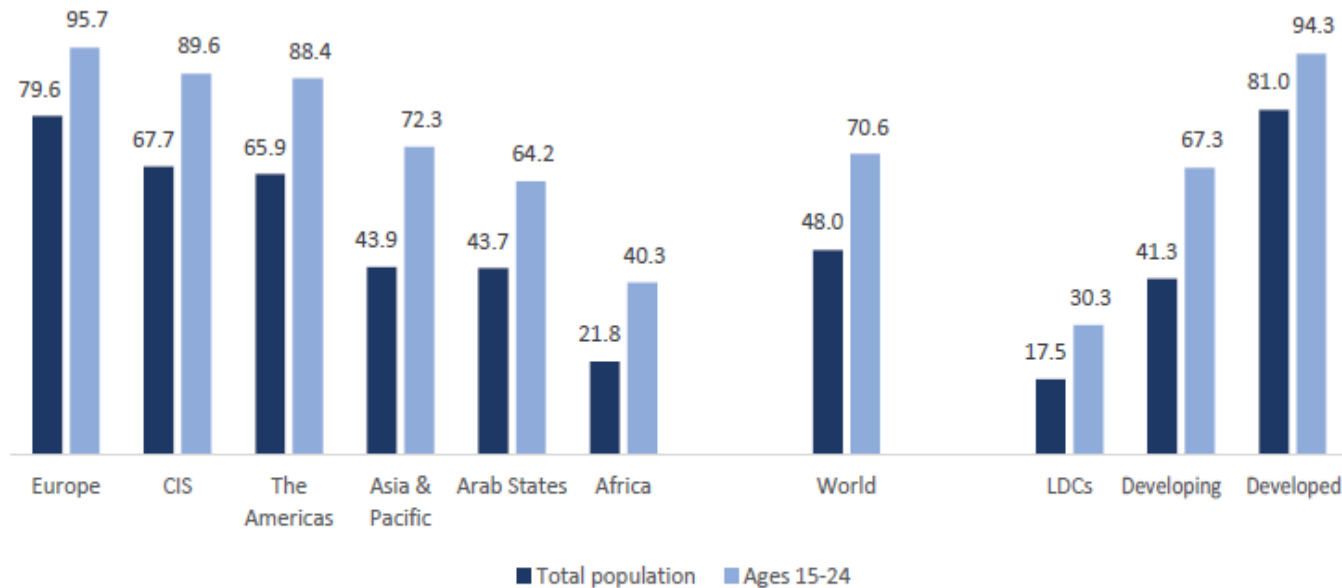
**830 million** young people are online.

In developed countries, **94%** of young people aged 15-24 use the Internet compared with **67%** in developing countries and only 30% in Least Developed Countries (LDCs).



# YOUTH ARE AT THE FOREFRONT OF INTERNET ADOPTION

Proportion of youth (15-24) using the Internet, 2017\*



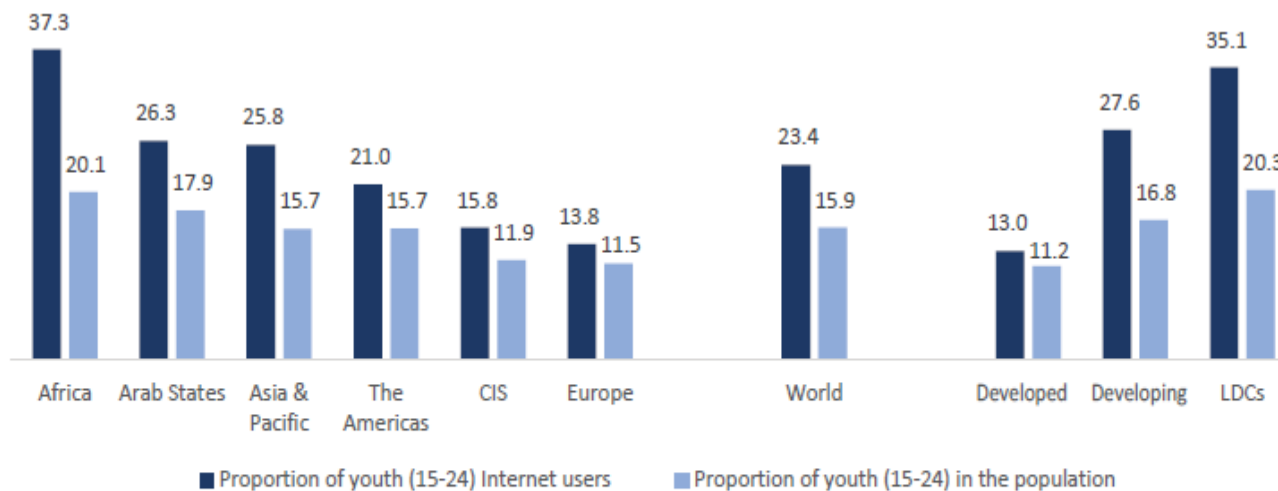
The proportion of young people aged 15-24 using the Internet (**71%**) is significantly higher than the proportion of the total population using the Internet (48%).

Source: ITU. Note: \* Estimates. CIS refers to the Commonwealth of Independent States. Proportions in this chart refer to the number of people using the Internet, as a percentage of the total population, and the number of people aged 15-24 using the Internet, as a percentage of the total population aged 15-24, respectively.



# YOUTH ARE AT THE FOREFRONT OF INTERNET ADOPTION

Proportion of youth (15-24) Internet users & youth in the Population, 2017\*



Source: ITU. Note: \* Estimates. CIS refers to the Commonwealth of Independent States. Proportions in this chart refer to the number of people aged 15-24 using the Internet, as a percentage of the total population using the Internet, and the number of people aged 15-24, as a percentage of the total population, respectively.

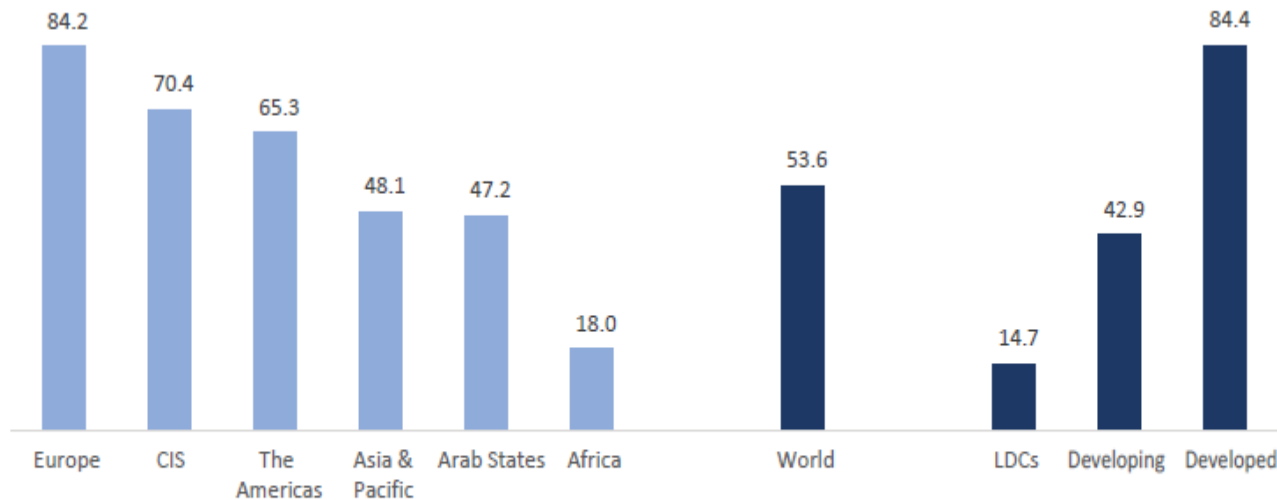
Young people represent almost **one-fourth** of the total number of individuals using the Internet Worldwide.

In LDCs, (**35%**) of the individuals using the Internet are young people aged 15-24, compared with **13%** in developed countries and 23% globally.



# YOUTH ARE AT THE FOREFRONT OF INTERNET ADOPTION

Proportion of Households with Internet access, 2017\*



Source: ITU.

Note: \* Estimates. CIS refers to the Commonwealth of Independent States.

In developed countries the proportion of households with Internet access at home is **twice as high** as in developing countries.

Only **15%** of households in LDCs have Internet access at home. In these countries, many internet users are accessing the Internet from work, schools & universities or from other shared public connections outside the home.



# TODAY'S YOUTH ARE FACING UNEMPLOYMENT CHALLENGES

**73 MILLION  
YOUTH ARE  
UNEMPLOYED  
GLOBALLY**



- 621 million NEETs  
- Youth comprise 17% of the world's population and 40% of the world's unemployed (ILO, 2013)

## Skills mismatch

- Between what employers seek and how youth have been trained/educated
- Digital literacy skills as important as reading and writing
- More advanced digital skills opens new opportunities:
  - BPO and microwork
  - Apps economy
  - Games and social media
  - Mobile phones





## WHY INCLUDE ICTS IN YOUTH EMPLOYMENT AND ENTREPRENEURSHIP STRATEGIES?



More jobs and businesses require ICT skills



ICTs fueling new and innovative ways of doing business

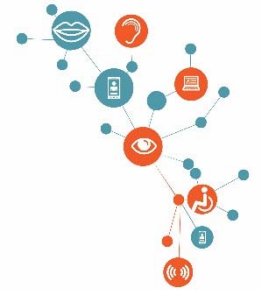


More online learning opportunities



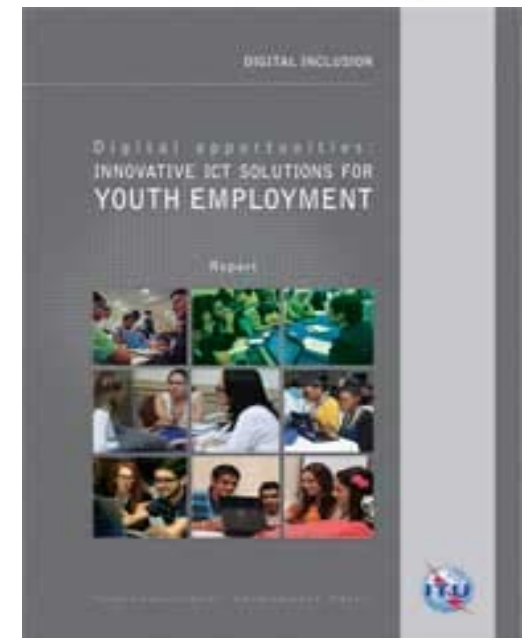
Wide range of ICT-enabled resources to seek jobs or launch businesses

- To promote youth employment it is essential that youth obtain digital skills.
- Youth without digital skills risk being excluded from a growing number of job and business opportunities.



***When youth struggle at the beginning of their careers the repercussions can last a lifetime. This is not a future we want for the next generation, making it imperative that we take concrete steps to ensure youth have meaningful work opportunities and can lead productive and fulfilling lives,"***

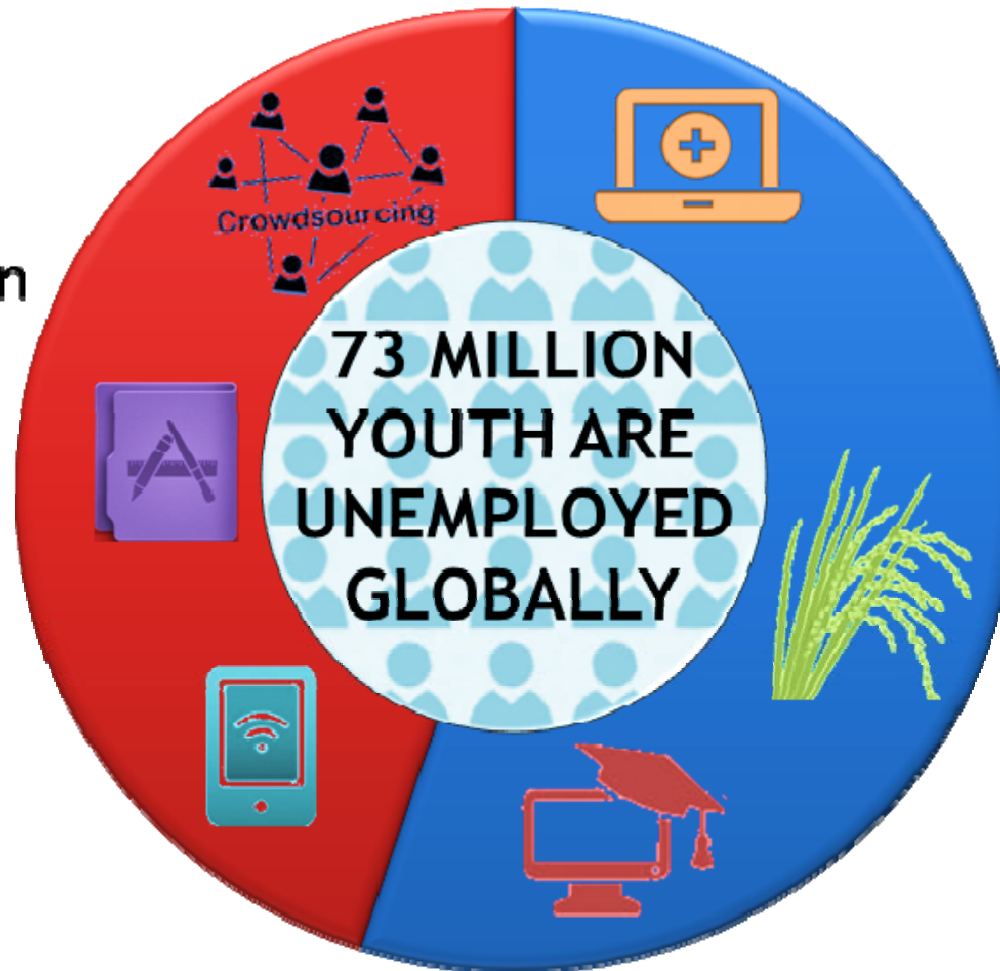
Brahima Sanou, Director of the ITU Telecommunication Development Bureau (BDT





# DIGITAL OPPORTUNITIES FOR YOUTH

**New ICT-driven sectors**



**Traditional sectors with ICTs**



# NEW EMPLOYMENT OPPORTUNITIES

- Macro sectors

**Agriculture**

- ICT-related job creation through various innovative agriculture productivity and other data systems.

**Health**

- ICT-driven innovations for patient communications, diagnosis, data management etc.

**Offshore**

- Opportunities for emerging economies to participate in world's service industry through ITO, BPO, and KPO.

- Emerging sectors

**Microwork**

- Small tasks broken out of a business process that can be completed via internet or mobile devices.

**Crowdsourcing**

- Similar to microwork but for people with higher-level technical skills and involves larger projects.

**App Economy**

- A new class of entrepreneurs with the rise of smartphones, tablets and social media.



# Becoming ICT-savvy

- To benefit from these digital opportunities, youth need to become ICT-savvy.



## New ways of working:

- Coworking spaces and technology hubs
- Hackerspaces or makerspaces
- Contests for apps developers

## Online skills development:

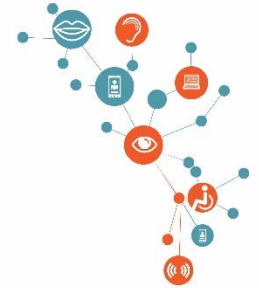
- Virtual classrooms
- Massive Open Online Courses (MOOCs)
- Open courseware
- Mobile learning

## ICT-enabled resources:

- Job-matching
- Mentoring
- Crowdfunding



## Role for ITU



- Raise awareness of these trends
- Develop resources to promote youth employment and entrepreneurship
- Develop guidelines to support governments in implementing youth employment and entrepreneurship strategies
- This is one of the issues that has been discussed at all WTDC Forum including WTDC-17



# Promoting Youth Innovation and Entrepreneurship through Participation

TARGET( 15 - 27 years old)

1) youths who want to pursue a career in the ICT industry

career choice? network, systems, applications, database

2) those who have businesses in the ICT industry

business type? managed services, build/repair, app development, consulting

3) those who want to gain ICT related skills

upskill? formal education, finishing school, moocs



Ministry of Information  
Broadcasting, Telecommunications,  
& Information Technology

ITU  
CANTO

Regional Youth  
Information  
& Communication  
Technology  
(ICT) Innovation  
& Entrepreneurship  
Workshop

Digicel Flow  
Scotiabank  
LIME





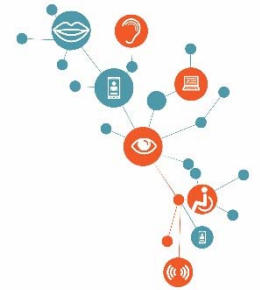
# POLICY MAKERS





## STAKEHOLDERS

- ❖ Regional Organizations
- ❖ International Organizations
- ❖ ICT & Telecoms Industry Players
- ❖ Financial Institutions
- ❖ Other Industry
- ❖ NGOs
- ❖ Advocacy Groups



# YOUNG ENTREPRENEURS





# YOUTH





# Promoting Youth Innovation and Entrepreneurship through Participation

## SEMINAR OBJECTIVES

1) To raise **awareness** on **ICT initiatives / opportunities** available and how **ICT applications** can assist youths in especially their developing **self employment** initiatives.

### **Self Employment initiatives;**

- ❖ Higher skills: Animation, Mobile App, Consulting
- ❖ Intermediate skills: Build Repair/PCs, Graphic Arts, AV Editing
- ❖ Lower skills: Office skills, Desktop Publishing -



# Promoting Youth Innovation and Entrepreneurship through Participation

## SEMINAR OBJECTIVES

2) To give the youngsters some idea of the type of skills required to successfully **start and run a small business**. (4\* 1-hour lectures on marketing, finances, HR / operations and ICT applications)

- ❖ Technical Skills for ICT Businesses
- ❖ Business Skills for ICT Businesses
- ❖ Using ICT to fill a defined void
- ❖ ICT as an enabler of business



# Promoting Youth Innovation and Entrepreneurship through Participation

## SEMINAR OBJECTIVES

3) To learn to use **raw data to design an interactive learning software** for young people

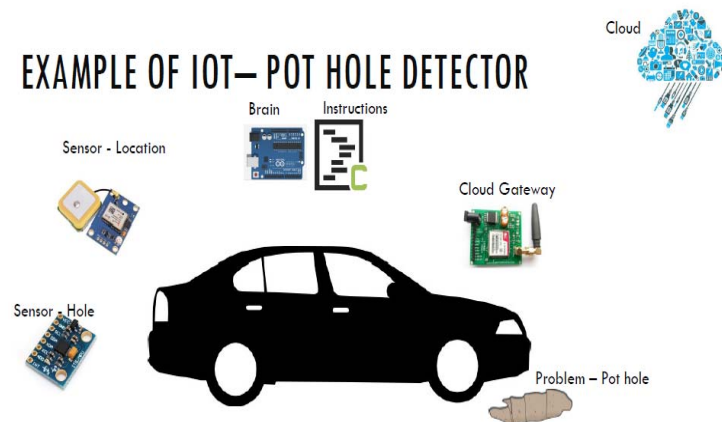


# Promoting Youth Innovation and Entrepreneurship through Participation

## SESSIONS

1) **Access, Technology and Innovation** : This session provided the youths with an opportunity to understand and discuss new technologies and applications. They were able to address implications of ICT use and adoption with an emphasis on **Innovative technologies for connecting rural areas and help them in addressing substantive challenges, their communities are facing.**

### EXAMPLE OF IOT— POT HOLE DETECTOR



### BUSINESS OPPORTUNITIES — WATER LEVEL SENSOR

First real IOT Project: Water Level Sensor

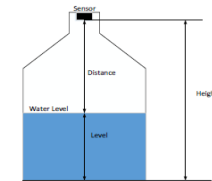
By the Engineering Project and Innovation Club (EPIC)



Saw a problem

Prototyping

Approached Vendors







# Promoting Youth Innovation and Entrepreneurship through Participation

## SESSIONS

2) **Business and Finance:** this session examined the role that markets play in the development and distribution of ICT infrastructure and services and the conditions that lead to reduced investment risk and increased investment in the ICT sector, including approaches that have proved effective.



# Promoting Youth Innovation and Entrepreneurship through Participation

## SESSIONS

3) **Development:** Youths challenged to develop ideas for **ICT-enabled, socially responsible businesses and programs that can be initiated by young people.**

Established entrepreneurs introduced the **fundamentals** of developing **business plans** and **challenge youth to develop team proposals**

E-Waste lifecycle management

Virtual reality tours for Caribbean destinations



# Promoting Youth Innovation and Entrepreneurship through Participation

## SESSIONS

4) **Policy making and climate change:** There is an urgent need to ensure participation of young people in the **policy making process** and to engage youth in **putting ICTs to work** in the development process **mitigating the climate change**. There is need for **high quality communications** services to **assist disaster relief agencies** in **managing public safety** and in **minimizing risk** to human life and property and to **cover the necessary general public information and communication** needs in such situations

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## OTHER CARIBBEAN INITIATIVES

### CDB and Youth “VYBZING” Outreach Programme

A platform for youth engagement with emphasis on youth empowerment and participation in the development process. It facilitates communication among youth and with the Caribbean Development Bank (CDB) on social and economic development issues and challenges that are impacting their lives.

### Agri – Hack Talent Caribbean

Partnership of CARDI, IICA, CTA to support Youth ICT innovation and entrepreneurship in Agriculture



Thank You



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Thank You