Technology in Education and Job Training

IYF Global Partner Meeting
23 June 2012

Washington, DC
Session Objectives

Based on the results of the IYF Partner Network ICT Survey:

1. Participants gain information on best practices in effectively integrating ICT into programming to deliver education and job training content.

2. Participants will share experiences cross-regionally and cross-thematically on current trends in desktop and mobile delivery of information.
Why Was the Survey Conducted?

— Understand the ICT usage and capacity of the IYF GPN and provide a forum where knowledge sharing can take place

— Identify key areas where IYF could provide guidance and recommendations to the IYF GPN
Survey Components

— General Computer
— Technical Team
— Website / Internet
— Communications / Traditional Media
— Social Media
— Mobile Solutions
Average Organization Size

- Average Size: 130
- Median Size: 33
General Computer Findings

— Assessed general computer usage and staff configurations
— 82% of organizations’ staff have access to a computer / laptop at their desk
— 47% have full-time / in-house tech support
— 27% do not have a tech inventory
Technical Team

— 45% keep an inventory of staff computer skills

— 68% of staff receive tech training to meet minimum standards for their job
Who Do You Turn to For Advice About Technology?

- Tech support / IT staff: 74.47%
- A coworker whose primary function is not IT: 21.28%
- No one, I do things for myself: 10.64%
- A friend or family member that does not work for the organization: 2.13%
- Other: 12.77%
How Many of Your Board Members are IT Related?

- 55% have 0 IT related board members
- 21% have 1 IT related board member
- 9% have 2 IT related board members
- 15% have 3 or more IT related board members
Website / Internet

— 96% have websites; about half also have project-specific sites (i.e. project.xyz.org)

— 93% of staff have access to internet at their desks

— Only 5% do not use internet as a primary research tool
How Does Your Organization Connect to the Internet?

- **Cable**: 51%
- **DSL**: 17%
- **Mobile Broadband 3G (dongle, stick, USB)**: 21%
- **Modem**: 2%
- **Public Wifi**: 2%
- **Satellite**: 6%
Communications

— 82% produce traditional audio-visual content; of which, 43% is done in house. Uses:

  — Advocacy
  — Donor relations
  — Communications
  — Project/program implementation
  — Monitoring and evaluation

— 29% do not send out mass emails or use a list-serv
BridgeIT

Mobile Phone Service Provider

3G Network

N95 phone

TV
Which Type of Email Addresses Do Staff Use?

- 72% Staff use a company assigned email address (i.e. staff123@xyz.org)
- 17% Staff use an email address created only for work via Gmail, Yahoo, etc. (i.e. staff123@gmail.com)
- 11% Staff use personal email accounts
Is There a Database That Collects Information about Key Stakeholders?

Yes, 55%

No, 45%

Some Tools:
- Excel
- Access
- Raisers Edge
What are the Uses of Social Media for NGOs?

— Network Building
— Institutional Strengthening
— Learning
— Advocacy
— Brand Recognition
— Fundraising
Facebook Network
Social Media

- Facebook: 81%
- LinkedIn: 30%
- Micro-blogs (Twitter, Tumblr, etc.): 62%
- No: 17%
- Other: 4%
- Ning: 4%
- GOOD / Jumo: 4%
- Google+: 6%
- Flickr, Picasa and/or YouTube: 55%
- Other: 4%
Example: LinkedIn

— You can use LinkedIn as:
  — Your Job Bank
  — Share youth’s CVs with employers
  — Connect youth and employers
  — Develop your youth network
  — Create a professional, online presence
  — Keep in contact with youth graduates, professors, employers
Does Your Organization Use Mobile Technology?

- Yes, 77%
- No, 23%
Uses of Mobile Technology

- Obtain program updates from staff/grantees, 36%
- Engage external stakeholders in advocacy, 21%
- Assess information from the internet, 38%
- Provide job information; 32%
- Send program related messaging to youth, 53%
- Collect data, 26%
- Record audio-visual content, 21%
- Use games related to your programming, 2%
- Transfer funds to staff/grantees/beneficiaries, 11%
- Fundraise using SMS shortcodes, 11%
- Collect data, 26%
- Record audio-visual content, 21%