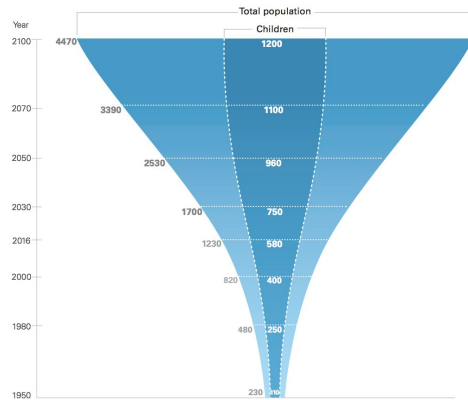


Eko Executive Summary

According to recent UNICEF data published in the ‘Generation 2030 Agenda for Africa’, “by 2030, Africa’s under-18 population is projected to increase by around 170 million, reaching a total of 750 million. By mid-century, 36 per cent of all adolescents will be African.” At the same time that this exponential population surge is occurring, African primary and secondary schooling is developing at a much slower rate. According to the same report, “Demographic transitions of this magnitude present both immense opportunities and immense challenges. The opportunity for Africa lies in the vast potential of its current and future generations of children and youth.”

Africa's child population will reach 1 billion by 2055 and will become the largest of all continents in the latter part of the 21st century

Fig. 1.1 Children under 18 and total population in Africa, 1950–2100 (in millions)



Eko, is an app that works as a teaching assistant to primary and secondary school teachers with a focus on merging traditional curricula with workforce readiness training.

Eko uses specially designed games to teach students job readiness skills such as entrepreneurial skills, critical thinking, communication skills, conflict resolution, creative thinking, team work skills, typing efficiency, technological literacy as well as basic math and literacy. Through these games, we can collect and analyze data on the different demographics in Africa that will be using. The

app will include the following things:

Math Games - These games will be Business and Economics focused. As the student levels up, the economics and business concepts become more advanced. The level of math required in the games corresponds to the student’s grade level.

Literacy Games - The literacy games will include typing and handwriting games that include the use of the keyboard and stylus.

Sciences - The science games will include the application of skills necessary for most major STEM fields. All the games will include real life challenges that correspond to relevant problems students may have to solve in their countries according to its stage of development. As students level up, the problems will become more STEM heavy.

Art Portfolio - Teachers will be able to enter prompts for art projects and share them with their students through Eko. After each art project, the student may use the tablet to photograph the art project/assignment and upload it to their digital art portfolio. This is important, as art is able to enhance and endorse creative learning.

According to the United Nations’ Division of Data, Research and Policy, “It is imperative to recognize that today’s rapidly increasing child and youth populations will soon constitute Africa’s working age population. Investing in their health, protection and education holds the promise for reaping a demographic dividend in the 21st century that could lift hundreds of millions out of extreme poverty and contribute to enhanced prosperity, stability and peace on the continent.”