

LUBCOM TECH. SOLUTIONS LTD

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Project Title: Empowerment of the Youth in the community through Information and Communication Technology training centre in Mityana district Uganda East Africa.

Project value: 250,000 \$

Project summary

Lubcom Tech. Solutions is a registered social enterprise company with registration number **80020002826684** that was set up in 2018 having been driven by the desire to offer **I.C.T** related technological services to African societies at a favourable costs and to help all people have access to information."

MOTTO

Innovation & Excellence in Technology.

MISSION

To facilitate technological access to the society of the present and the future.

VISION

Societies equipped with knowledge and skills of use of computers and related technology.

CORE VALUES

- Honesty.
- Hard Work.
- Team Work.
- Reliability.
- Innovativeness.
- Excellence.
- Trust and Quality Produce.

ICTs have the potential to promote youth economic empowerment. For example ICT skills enable Youth entrepreneurs to access e- markets and lower their barriers to the global markets, which lead them to become more competitive in the global value chains.

The industrial revolution has exerted more powerful far reaching influence not only on businesses but also on everyday lives. This project will create unprecedented businesses innovations with fusion of smart technologies. Against this backdrop, it is necessary to inform Youth entrepreneurs of the current trends of the 4th industrial revolution and prepare these for it's relevant business opportunities .This project intends to:

1. To create employment for other Youth (25,000) opportunities in the community.
2. Networking among Youth entrepreneurs in Uganda and worldwide and sharing success stories, publications, worship and technology based business.
3. Looking at the digital divide not only in Uganda, but Africa at large, Our vision is drawn to help the under privileged people have access to Information through efficient use of I.C.T related tools and technology.

Relevant Impacts of the project to the community

In the current knowledge of information technology society, (ICT) has the potential to benefit Youth particularly for Youth economic empowerment.

Youth traditionally take the primary responsibility for childcare and household chores and are usually confined to their homes and freed from such constrains and are in better position to engage in ICT enabling works.

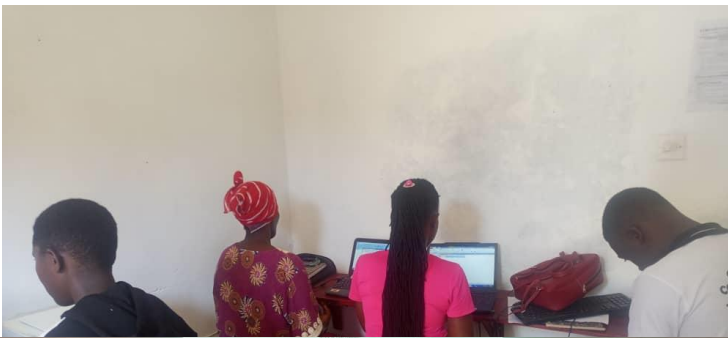
This project will increase their employment and business opportunities. Reports for successful Youth entrepreneurs who used to live as mothers and house wives will better start up their E-commerce based on their previous experiences.

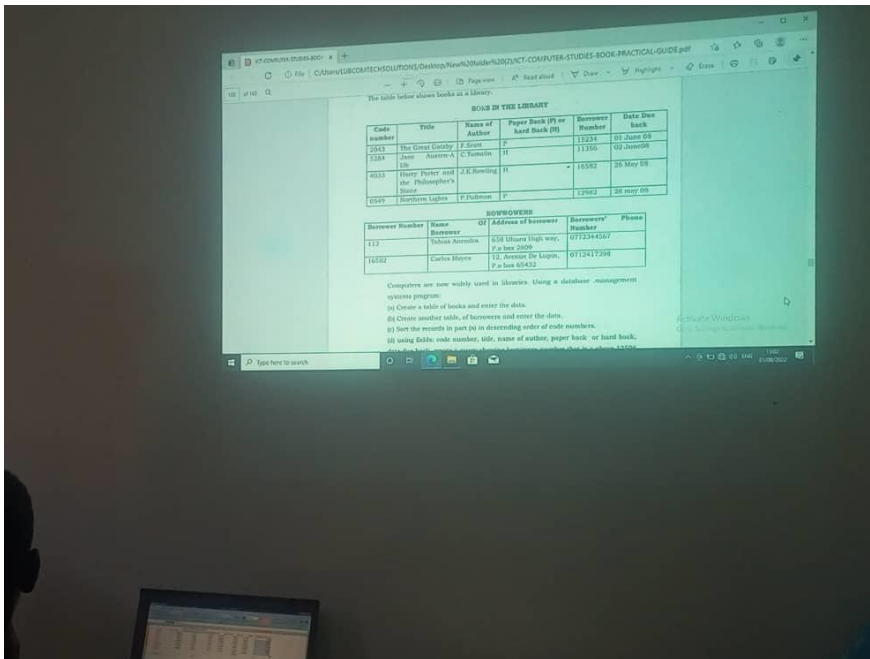
Big data analysis will make it possible to identify consumption patterns and use the information for new business. It is therefore expected that with the fusion of technologies business innovation will continuously emerge as result of transformation that is incomparable to the past in terms of scope and scale will be pervasive. It is necessary to inform the community Youth of the current trend of the industrial revolution and success stories of Youth entrepreneurs in the ICT/ SMART technology, so Lubcom Tech. Solutions come up with this changing environment.

Skills information is useful for Youth to their potentials to cultivate the unexplored talents. Youth will benefit from information they better understand which was lacking among the Youth. This project will enhance competitiveness and innovations of Youth owned businesses. Promoting inclusive growth through Youth economic empowerment, and innovative growth through innovation policy and research to harness new technologies for the future of Youth development, and growth of Uganda as a country.

Objectives

- Identifying Youth entrepreneurs that have successfully benefited from ICT/ smart technology and use their experience to enable them tackle obstacles/barriers and strategies to deal with Youth problems in business today in the challenging world where 85% of Youth lag behind in development.
- Promote the different types of Youth entrepreneurs' innovation that can be used as measure to adopt ways for industrial developments and business innovations
- Developing policy recommendations that will help policy makers to establish and implement policies for nurturing and supporting Youth entrepreneurship in ICT /Smart technology strategy.
- Harnessing the opportunities and changing our community environment that is industrial revolution created.





Outputs:

- Conduct 1000 case studies of successful Youth entrepreneurs' in ICT /Smart technology based industries and how they overcome obstacles.
- Identify best practices in disseminating information for seminars.
- Sharing experiences of ICT Youth entrepreneurs in business.
- Creating an online platform for best practices and useful information be shared and disseminated and policy support through case studies.

Outcomes:

- Increased opportunities for ICT/Smart technology based business for Youth hence increased potential to produce a great variety of business commodity.
- Applying the gained knowledge to Youth business and creation of more employment opportunities.
- Enhancing social network among YOUTH entrepreneurs.
- Promoting gender equality for sustainable innovation and inclusive growth.

Beneficiaries:

- The street children, needy children, the vulnerable youth & children, The children, the youth and elders in the community.
- Potential youth academia.
- Community researchers and policy makers who obtain information for policy making.

- Community workers (agricultural officers, Doctors, Nurses, Teachers, VHT, RCTS Local leaders and other community persons)
- NGOS and local community organisations.
- Business leaders in ICT/ SMART technology.
- Vulnerable child for mentorship.

Work plan:

Activity 1 compiling success stories of Youth who have successfully running ICT/Smart technology interviews in business and associated problems

Activity2 Creating an online platform for developing team work. And holding workshops to share success stories.

Monitoring and evaluation

- Carry out 300 Youth entrepreneurs' success stories.
- Seminars and workshops for at least 2000 people.
- Online platform will state how effective and usefulness is the platform to disseminate information among Youth.
- Tracking the number of network online.
- Research team meetings be conducted on regularly to make decision.
- Public –private partnership meetings to monitor and evaluate project progress.

Linkages:

The project will have close collaboration with not only activities for Youth entrepreneurship but also policy makers regarding ICT business capacity in Uganda and Internationally.

Sustainability:

Youth entrepreneurs will research findings and policy makers on business environment and success factors.

Project to monitor online platform of products of the project to increase opportunities for business inclusion growth aligned with goods to help translation in to useful resource.

Proficiency in computers is an absolute requirement for success in today's technology-driven environment. However, many youths simply do not know how to use a computer and are 100% computer illiterate. This project is helping to change this by providing basic computer training to

children and youths in Mityana - Uganda. This essential training is in great demand, providing a much-needed foundation and equipping them for future success.

Challenge

Thousands of at-risk youths and young adults in Mityana - Uganda have never used a computer. Computer training is typically available at commercial institutions / schools, at a price that is beyond their reach. They do not have free access to computers or computer training. Through our training, youths become better qualified and are able to obtain jobs that they were previously unqualified for. This project helps bridge the Digital Divide and levels the playing field.

Solution

This project provides a learning environment with access to computer equipment, office applications and the Internet. Youths and young adults gain the needed computer skills for success. They are now able to secure better jobs. This training is in high demand and very relevant. Project also covers the cost of specialized / advanced computer training at other institutions. Naturally, being able to use a computer will put youths at a distinct advantage when they apply for jobs.

Long-Term Impact

The project offers new opportunities for youths and young adults to become computer literate. They are now viable and competitive in the market place. They progress in their careers and rise above poverty. They contribute to national development. Computer technology is advancing faster than ever before. Knowing how to properly use a computer and navigate the digital terrain will help youths to keep life organized and streamlined.

PROPOSED BUDGET FOR THE PROJECT OF ICT IN US DOLLARS.

Item	Quantity	Unit Cost (in \$)	Amount(in \$)
LAND PURCHASE	3 acres	7500	22,500
INFRASTRUCTURE DEVELOPMENT (LUMPSUM)			45,000
COMPUTERS & ACCESSORIES FULL SET	70 sets	900	63,000
GENERATOR	1	9000	9000
PROJECTOR	2	3,600	7,200
FURNITURE (LUMPSUM)			35,000
DEVELOPING ONLINE LEARNING PLATFORM	1 (e-Learning)	4,000	4,000
TRAINING MANUALS	20	1,000	20,000
UTILITIES			1,600
STAFF QUARTERS			10,000
MONITORING & EVALUATION & AUDITING		1,500	6,000
INSTITUTE BUS	2	13350	26700
TOTAL			250,000

Summary

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Submitted by:

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