



WEHUBIT

Project name
Let's go digital -
VSOMO

Country
Tanzania



Implemented by



Budget
283,891 €

Duration
02/2022 - 07/2023

Contribution to SDGs



Implemented by



Co-financed by



CHALLENGES

Unemployment remains high among Tanzania's young population, while the market for innovative vocational training courses is limited.

The mobile learning platform VSOMO is making much-needed vocational training education more accessible to youth, by offering theoretical training online. The platform is fully aligned with the government's plan to expand the provision of VET across the country. To date, only a limited number of students have completed the online courses. The courses lack engaging elements, are moderately expensive and have limited accessibility for disadvantaged youth.

DIGITAL SOCIAL INNOVATION



In partnership with academic, private and public partners, the online courses of the existing mobile learning platform VSOMO and the ecosystem around them will be improved: selected courses will be enhanced through gamified, personalised and interactive learning content. To attract more youth, marketing efforts will be made to promote the enhanced courses, and the online part will be offered for free for a number of disadvantaged youth. More government training centers will offer connected practical trainings and learning centers in the rural municipalities will be established to give access to the courses.



SUSTAINABILITY OF PROJECT

The project sustainably contributes to access and promotion of modern education technology, anchored in a public-private partnership.

EDTECH

Mobile e-learning platform with gamified, personalised courses with interactive learning content, a national outreach and free access.

HUM. RIGHTS-BASED APPROACH

They promote inclusive vocational education and the promotion of special measures to enable gender and social equity, and partly access to vocational education for all.

EXPECTED ACHIEVEMENTS

- 1) 3 courses have gamification elements for increased interactive learning, including one entrepreneurship course.
- 2) At least 600 youth successfully finish the digital learning course and practical vocational course.
- 3) At least 50,000 youth (predominantly in Dodoma and Singida) are informed about the platform via media (social media, radio, newspapers, etc.) campaigns and 10,000 download the VSOMO application to their phone.

600 YOUTH COMPLETE
ENHANCED DIGITAL LEARNING
COURSES

3 GAMIFIED COURSES

LESSONS LEARNED

At the time of writing, the project did not yet identify lessons learned, as the project was in the early stages of implementation.

WOULD YOU LIKE TO KNOW MORE?



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