

Fingo Powerbank Outsourced Experimentations

HiigiShaqo Jop Application

Helsinki Deaconess Foundation and Somaliland Y-PEER



Introduction

- The youth unemployment rate is very high in Somaliland.
 - Unemployment rate 52.5% (52% rural and 53% urban among the youth 15 – 24)
- Poor coordination among the stakeholders working in youth development, lack of mechanisms for youth to access the available opportunities are among the major problems.
- Current reach of NGOs to number of young people is very limited due to the lack of utilizing technology.

Introduction

There is a need to develop an application to bridge the divide between the youth skills level, unemployment rate and the market demands.



Introduction

Aim of the experiment is develop a web based and mobile app platform that matches between job candidates and employers. It provides skills development opportunities for the young people.



Introduction

www.hiigsihaqo.com

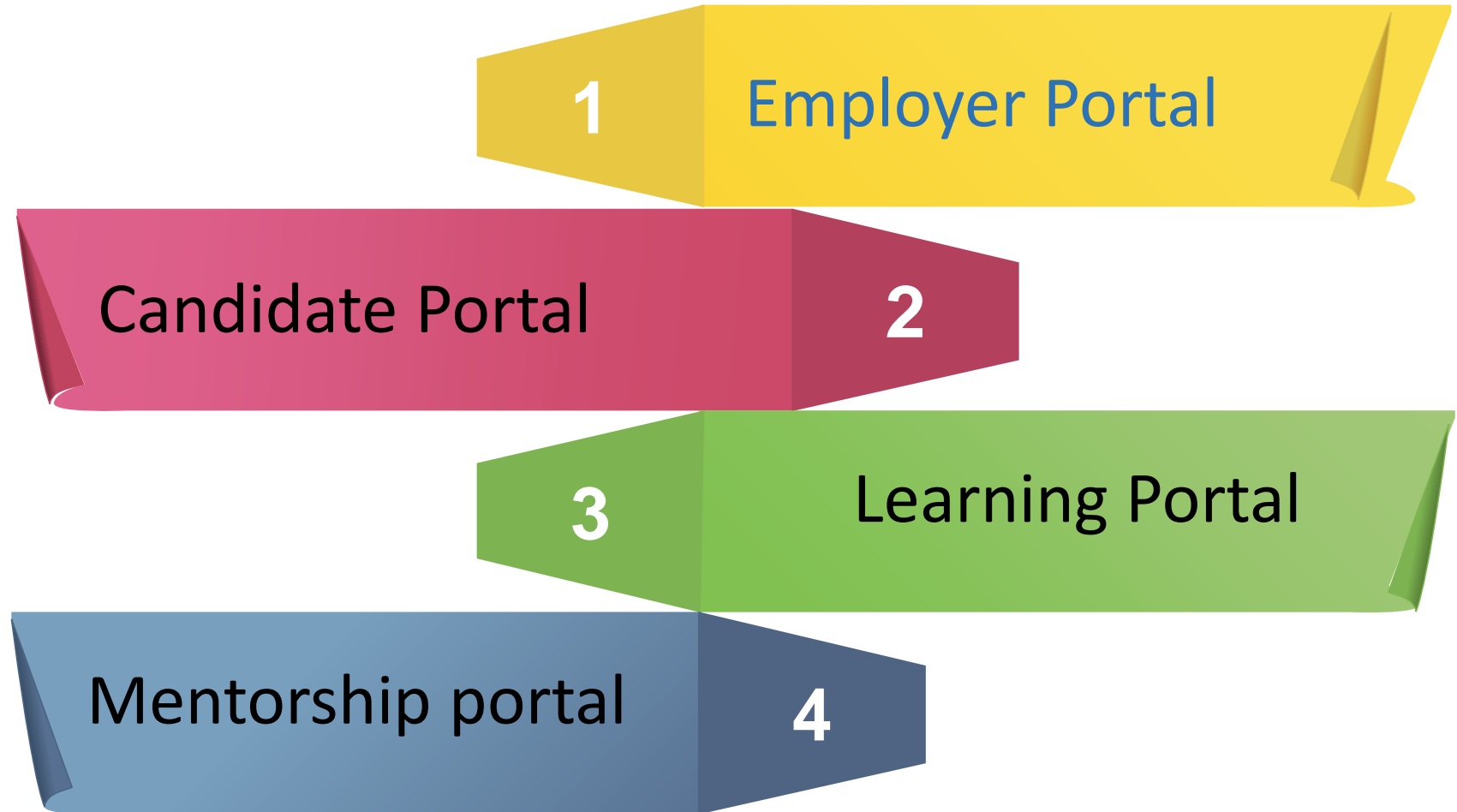


Introduction

Y-PEER is planning to upload 1000 CVs and 20 trainings/courses during the first year. The list of CVs and courses will drastically grow every year as jobseekers/providers become familiar with the application.

More than 200 employers will also benefit from the application

HiigsiShaqo application has 4 Portals



System Features

- Registration/ Login system
- Job listing on the frontpage
- Course/Training list
- Mentor list and comm platform
- Email notifications
- Jobs category and searching
- Employer/candidates accounts
- Category based searching



Collaborations/partnerships

- The experiment has been implemented by Y-PEER Somaliland, Deaconess Foundation's partner organization in Somaliland
- Telesom company, a leading telecommunication company in Somaliland, has showed their interest to become a future partner for HiigsiShaqo platform. Telesom is the same company that has been developing the application.



Collaborations/partnerships

- Somaliland Ministry of Employment and Social Affairs is interested to partner Somaliland Y-PEER and Deaconess Foundation regarding the HiigsiShaqo application.



Results and successes

Main result achieved:

- Development of the HiigsiShaqo mobile and web-based applications.

Results and successes

Results to be achieved by the end of the experiment:

- Launching the application with a presence of high-profile government representation, CSOs and businesses
- Starting to connect the youth to the potential employers on the portal
- Educating and training the job seekers, employers, government and other NGOs on how to use the system
- Promoting the system through social and other media

Challenges and modifications during implementation

- After we provided the creative and detailed information about the application, the developer company mentioned that they have similar plans. They still agreed to develop the application with us.
- The developer company wasn't on time and on the schedule despite the detailed agreement which included the timetable

Challenges and modifications during implementation

Modifications/changes in order to address the challenges or improve the experimentation:

- Compiling the meeting minutes after meetings to record in writing for what has been agreed upon
- Providing reminders before the deadlines to make sure that the partner delivers actions in time
- Visiting the company office and do the meetings at their premises
- Involving an IT consultant to check the technical issues of the applications

Challenges and modifications during implementation

Failures and lessons learned to share:

- No failures so far, except for the delays regarding the timetable and thus reaching the targeted amount of youth (1000).

Lessons learned to share:

- Y-PEER has nominated a dedicated focal person for the application. The focal person is currently feting the CVs of the young people and has communicated some employers about the platform.

Principles for Digital Development

- **Design with the user:** The application is very user friendly, it's on mobile and it has reminders. Users can access the app at any time.
- **Design for scale:** The application will be extended up to 10,000 CVs. Once fully tested, the application could be used in any country or region in the world.
- **Collaborative:** Different actors such as young people, employers (government, NGOs and private sector), skills providers and mentors will interact and use the application.

Feasibility for scaling

- Once the application is fully fledged in Somaliland, Deaconess Foundation and Somaliland Y-PEER will scale the app to the other parts of Somalia and the Somali Region of Ethiopia.