

Fingo Powerbank Outsourced Experimentations

[Creative working-life skills and basics of photography]

By FCA

fingo

Introduction



Creative industries (such as TV, Film, Music, Audio, Games, Design etc.) strive from digitalization



CI creates jobs, innovation and trade through creativity, entrepreneurship and digitalization



CI program is digital also in practice.



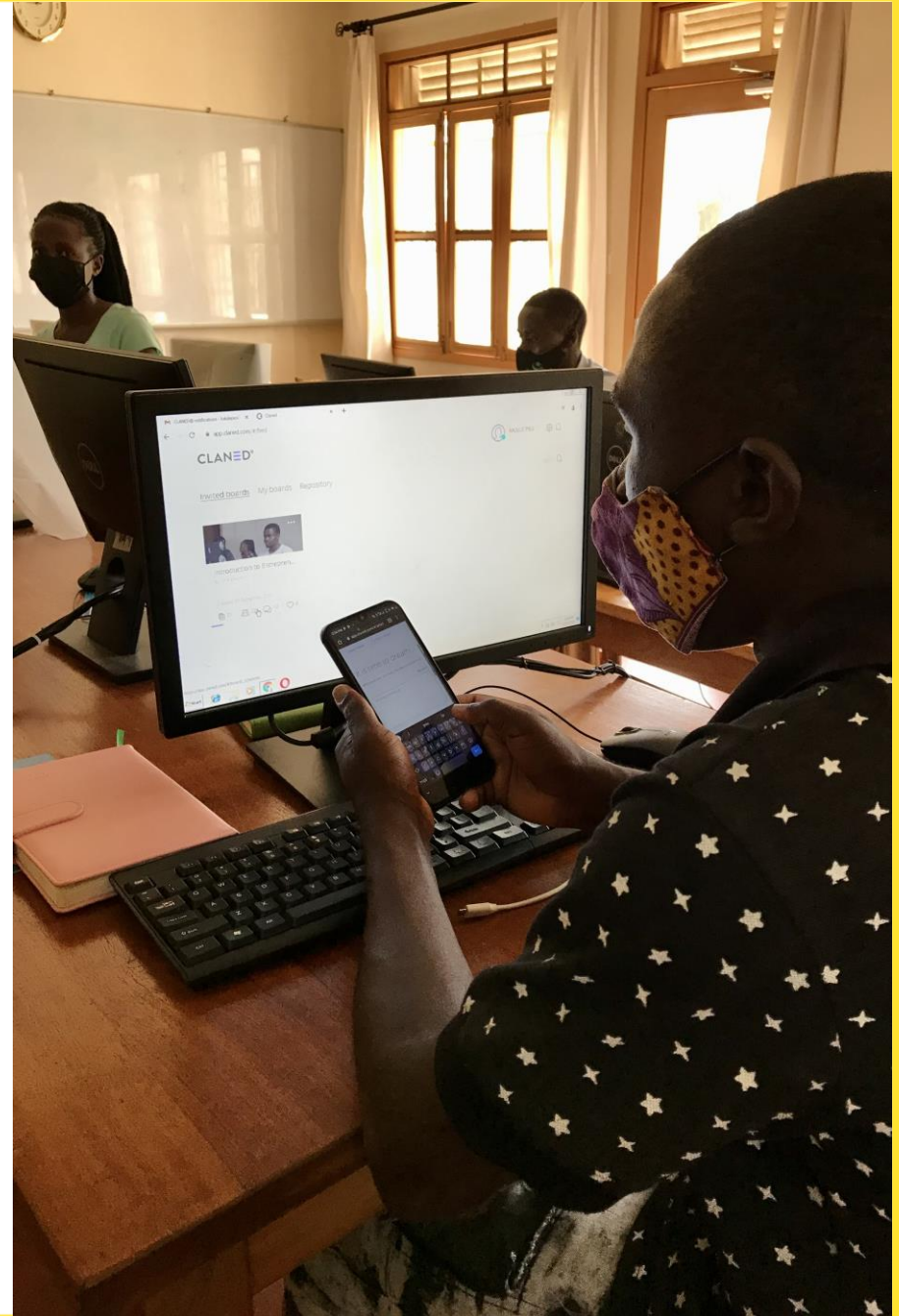
The experiment provided an opportunity to test an online learning platform



5 weeks of training both online and f2f, 2-day f2f workshop, visits to local media businesses, 15 students (10m, 5f)

Collaborations/partnerships

- *Private sector partnerships with Claned and Kalphonix*
- *Claned partnership extended, Kalphonix in talks*



Results and successes

- *Results:*
 - *86% satisfaction rate with the project*
 - *100% satisfaction rate with online training*
 - *90% satisfaction rate with photography training*
 - *100% want more training in CI*
- *We expected to understand more about implementing our training online*
- *Student motivation high*



Challenges and modifications during implementation

- *Unreliable connectivity and old gadgets*
- *Online learning had to be simplified*
- *More time is needed on orientation for online platform*



Principles for Digital Development

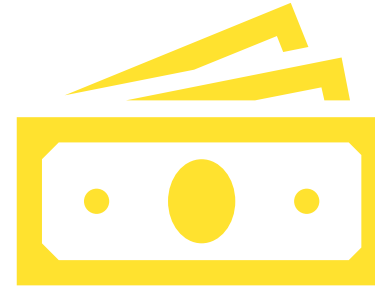
- *Design for scale*



Feasibility for scaling



We have scaled both the online part and the whole program



Strategic use of limited funding