

# PRESENTATION



## Youths In Tech Challenge "Creating a digital world"



www.ultradominon.com/yitch



## EVENT OVERVIEW

The YITCH (Youths in Tech Challenge) is a technology and innovation challenge which aims to generate or spark interest in STEM (science, technology, engineering and mathematics) skills among young people aged 15 to 21, and encourage them to innovate using technology and innovation to built sustainable solutions to solve problems.

The YITCH 2023 is aimed at secondary school students interested in web/mobile development and graphic design. Candidates can apply in teams (2 or 3 members per team) in the web/mobile development category or individually in the graphic design category.

The YITCH will take place over a defined period on the calendar and will offer training workshops, mentors, and prizes for winners. A Life Solution Challenge will follow, which is a physical event where all candidates will work on a project that solves a specific problem proposed by the DS Event scientific committee. The event will conclude with a final exhibition where projects will be presented to judges and the public. In addition to the prize money, winners will receive gifts from partners, scholarships, and internship opportunities with partner companies to get a taste of reality on the ground and develop their careers in their chosen field.

#### Importantes dates of YITCH 2023:

Registration deadline: 30 January 2023 Deadline for project submission:: 26 Febuary 2023 Life Solution Challenge: 04 March 2023 Awards ceremony: 01 April 2023

## **ELIGIBILITY CONDITIONS**

- 1. Be a student enrolled in a secondary school in Cameroon.
- 2. Open to both male and female applicants.
- 3. Be between 15 and 21 years of age.
- 4. Special consideration is also given to female applicants.

### THE ORGANIZERS

The YITCH is organized by DS in partnership with young entrepreneurship actors, who are committed to supporting young people in their professional development. DS has already organized several similar events in the past, including the ICT4D Hackathon at the University of Yaounde I, which was a great success among participants and the public.

The YITCH organizing team is made up of experienced professionals in the field of technology and innovation. They have all worked for reputable companies and are passionate about teaching, entrepreneurship, and mentoring young people. The organizing team consists of:

- Joseph Feussi, Chair of the organizing committee: Computer Works Engineer, Digital Studios Manager and Computer Scientist at Ets MEGAVAS.

- Jervis Atabong, Coordinator and General Advisor: UltraDominon Music Manager, music producer and digital entrepreneur.

- Karen Boufin, Legal Counsel: Barrister in Cameroon and Nigeria

- Mael Sonna, Member of the scientific committee: Doctoral researcher, INSA Rennes, France, Structural Civil Engineer consultant.

- Jules Kuetche, Member of the scientific committee: Pharmaceutical Science D1 Student, FMSP, Douala.

- Roukayatou Touré, Communication and Public Relations Manager: CEO Fønix by R.T, Student M1 ENSTP Yaounde.

- Manuella Ondoua, Communication and Public Relations Manager: Student Organizational Communication, ESSTIC Yaounde.

- Naomie Tchako, Marketing and Promotion Manager: Entrepreneur.

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30 January - 01

- Vanel Pouani, Technical and Logistics Manager: Aeronautical engineer, Computer engineer.

- Rayé Mounchili, Protocol Manager: Computer Works Engineer, front-end web developer.

#### MENTORS

The YITCH also offers a team of mentors made up of professionals in web/ mobile development and graphic design. They will provide advice and support to participants throughout the event. The mentors are:

- Noé Kenfack, Mobile Development Mentor: Computer Works Engineer, Full-stack Mobile Developer.

- Loic Ngounou ,Web Development Mentor: Computer Works Engineer, Fullstack Web Developer.

- Kougaba Marlin, Web Development Mentor: Computer Works Engineer, Full-stack Web Developer.

- Malcom Cheudjouo, Graphic Design Mentor: Structural Engineer, Graphic Designer, Digital Studios.

- Yannick Obada, Head of the Jury : Freelance Graphic Designer, Digital entrepreneur.

#### EVENT SCHEDULE

The YITCH follows a well-defined schedule. After registration, participants will be notified by SMS, email and/or WhatsApp about the next steps, as defined in the YITCH 23 calendar. Each web/mobile development team and each graphic design candidate will be evaluated by a panel of industry professionals.

**PHASE 1:** The four weeks after the registration deadline are Phase 1, during which candidates in the web/mobile development categories will develop prototypes and/or mockups, and candidates in the graphic design category will participate in the 4Weeks Design Challenge. Participants will also receive mentoring to develop their ideas.

Works for the 4Weeks Design Challenge are submitted every Sunday, and prototypes/mockups must be submitted at the end of the 4 weeks for web/mobile development candidates.

These will be evaluated by the jury members and the best in each category will be selected for the next phase.

**PHASE 2:** The second phase will be dedicated to the Life Solution Challenge. The LSC is a physical event bringing all participants together in one place. Team participants in the web/mobile development categories will work closely together to implement a proposed solution to a problem defined by the organizing committee in eight hours. Graphic design candidates will work on a concept incorporating all the concepts from the 4Weeks Design Challenge. At the end, each web/mobile development team and each graphic design candidate will present their project to a panel of industry professionals.

The jury will evaluate each project based on criteria such as innovation, viability, design quality, and execution.

**Final exhibition:** The last day of the event will be dedicated to the final exhibition and prize ceremony. Participants will present their projects to the jury, sponsors, partners, and the public.

Winners in each category will receive prizes and internship opportunities with partner companies to develop their careers in their chosen field.

## **GOALS OF THE EVENT**

The YITCH aims to generate interest in STEM skills among young people and encourage them to innovate using technology and innovation. The event also aims to offer participants professional development opportunities and open the doors to new careers in the field of technology and innovation, to ensure the competitiveness of African youth.

By participating in the YITCH, young people will have the opportunity to:

- Learn new skills and technologies in web/mobile development and graphic design.
- Work with mentors and experienced professionals in their field.
- Develop their creativity and problem-solving skills.

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- Win scholarships and internship opportunities.
- Enhance their CV and professional profile.
- Make new contacts and professional networks.

This year, the YITCH focuses on the importance of using technology and innovation to create sustainable solutions to address the problems of our future world. Participants will be encouraged to think about ways to solve environmental, social, and economic problems in our world through the use of technology and innovation.

#### Practical information

- Registration is open from 01 29 January 2023.
- Registration is free.
- Phase 1 of the YITCH takes place from January 30 to Febuary 26, 2023
- Phase 2 of the YITCH will take place on March 04, 2023.
- Phase 2 will take place in Yaounde.
- The awards ceremony will take place on April 01, 2023.

**To register** or for more information, please visit the event website at <u>www.ultradominon.com/yitch</u>.



## PRESS CONTACTS

For more information or to arrange an interview with the YITCH organizing team, please contact :

- Joseph Feussi : 695-23-36-25 / 680-81-10-41
- Roukayatou Touré : 693-73-21-76
- Manuella Ondoua : 692-06-67-82
- Naomie Tchako : 694-90-09-96

Follow the YITCH on social networks to stay informed of the latest news and updates:

- Instagram : **yitchevent**
- Facebook : yitchevent
- Twitter : yitchevent

#### **#YouthsInTechChallenge**

30 Janvier -01 Avril