Vietnam. Accenture/Save the Children 2018.

BecaXR

Better Careers Through Extended Reality

The Problem

Young people worldwide struggle to gain access to the skills, networks and opportunities they need to obtain work that aligns with their interests and strengths. This problem is only exacerbated in marginalized communities and populations.

Our Innovative Idea

Created in partnership with Accenture through the company's Skills to Succeed corporate citizenship initiative, BecaXR is a learning application that uses augmented reality, avatars and virtual reality environments to help disadvantaged vocational school students and out-of-school youth visualize potential career paths. BecaXR provides digital workplace simulations that are readily accessible, cost-effective and give marginalized youth the opportunity to obtain and practice critical life skills, including public speaking and interviewing.

Vietnam. Save the Children 2018.

Our Progress to Date

In October 2018, Accenture and Save the Children built and released the beta version of BecaXR in Vietnam. In 2019, we will generate pilot data by integrating the application into our ongoing youth employment program in communities we originally targeted. During the pilot, we will prioritize monitoring platform delivery, usage, and youth knowledge and skills acquisition. Once we have proof of concept, we will evaluate BecaXR's impact on training effectiveness. We are currently refining and improving the application and delivery mechanisms and determining the best way to train teachers how to integrate BecaXR into employability skills training.

Become an Innovation Investor

Partnerships like our longstanding collaboration with Accenture are critical to the work we do at Save the Children. Our partners provide the skills, networks and resources we need to develop, test, refine, replicate and scale the most promising innovations for children.

Invest Time or Skills: Because technology is at the core of BecaXR, partners with unique skills in AR or VR software design or blended and self-paced gamified learning techniques can play a unique role in this project. Based on the pilot results, we will plan a rollout this year. Therefore, we seek further collaboration on areas such as user design and ongoing software iteration. If the pilot is successful, we will build career track-specific modules for in-demand jobs in growing employment sectors tailored to the local context, such as hospitality workers, machinists, IT support staff, etc., and we seek additional partners who can give us insights into those career tracks.

Accelerate the Pilot: With proof of concept, we are now looking for opportunities to scale and replicate BecaXR to benefit greater numbers of young people in and beyond Vietnam. With your support, we will be ready to adapt and adopt the learnings from our 2018 pilot, specifically:

- refine and enhance the BecaXR mobile app,
- support additional testing and/or
- expand our pilot to new contexts and locations.

We will work with you to find the best fit based on your interests and the needs of our project.

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