



# DTC INDONESIA

15 May, 2024

# DIGITAL TALENT



Upskilling/reskilling for those who are already working

**PROA** Professional Academy

**GTA** Government Transformation Academy

Improving learning for students and students according to SKKNI and LSP certification

**VSGA** Vocational School Graduate Academy

**TSA** Talent Scouting Academy

College/High/Vocational School graduates, so they can work, do internships and be industrially certified

**FGA** Fresh Graduate Academy

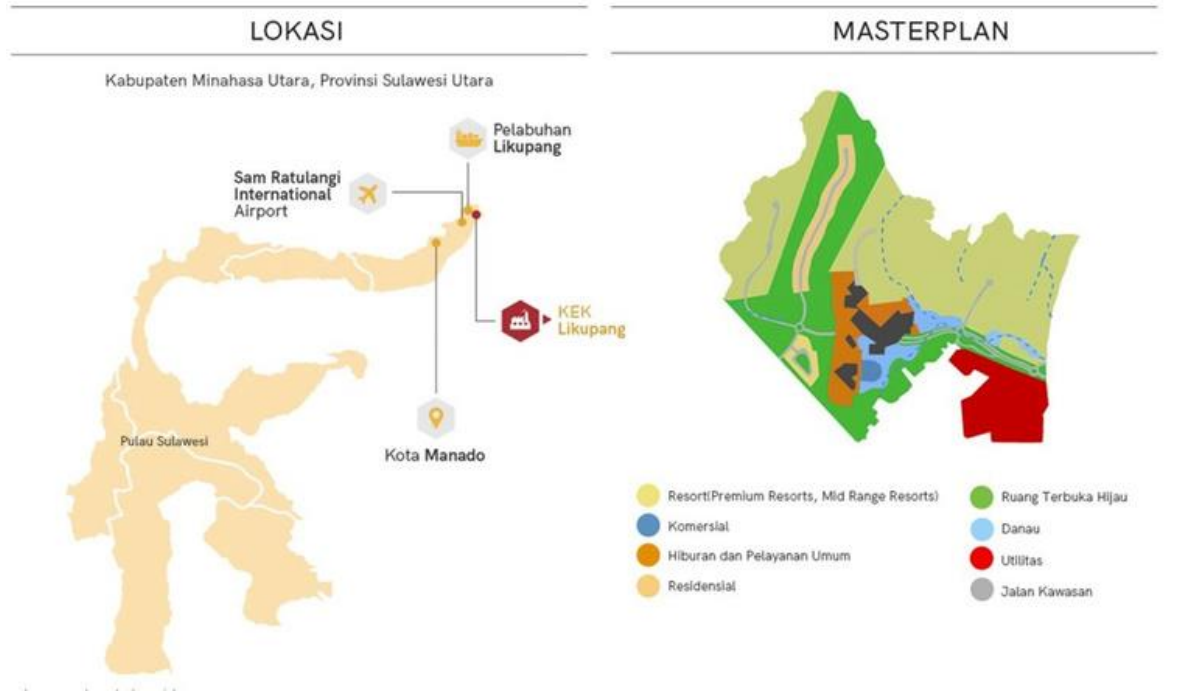
For the entire Indonesian Society to create new jobs and improve digital economy

**TA** Thematic Academy

**DEA** Digital Entrepreneurship Academy

**TOTAL 100.000 PARTICIPANTS**

Location

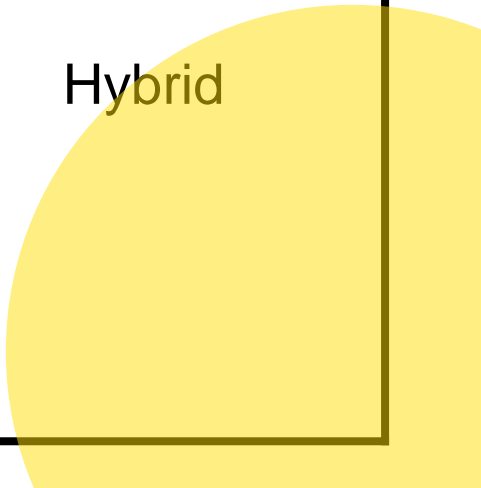


• **Daerah 3T**

(underdeveloped, frontmost, and outermost regions)

• **Special Economic Zones Nasional**  
(Kawasan Ekonomi Khusus Nasional)

No	TARGET PARTICIPANT	COURSES	CRITERIA	Method Learning
1	Housewife	Get Connected (Cisco)	Housewife Minimal 18 years	Face to Face
2	Youngworkers	Introduction Cyber Security (Cisco)	Minimum 17 Years minimal Senior High School Students	Face to Face
3	Civil Society - Small Shop owners (SMEs)	Digital Tranformation (Cisco)  Digital Entrepreneurship Academy (DTS Kominfo)	Minimum 17 Years  Having offline/online shops	Hybrid



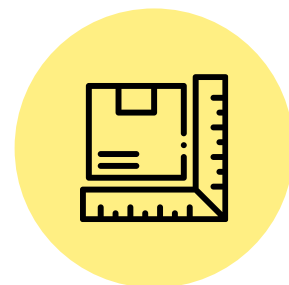
# REACHING OUT



## Collaborative Success

Discuss with Indosat on keypoints:

- Date and place
- Target participants
- The amount of participants
- Devices and connectivities needed



## Stakeholders Engagement

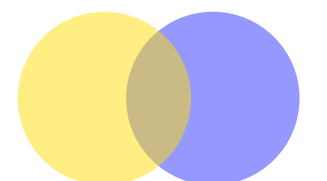
Contact Stakeholders on the Ground:

- Local Government
- Communities leader



## Working the Idea

- Design marketing and promotion (websites, posters, etc)
- Open registration start the implementation



# STAKEHOLDERS



## Key support Stakeholders

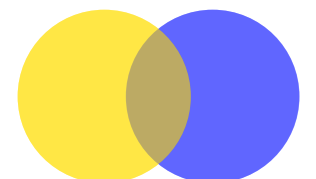
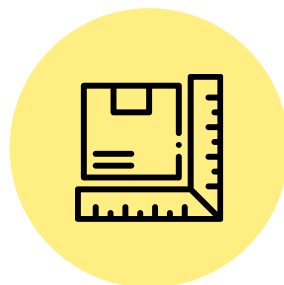
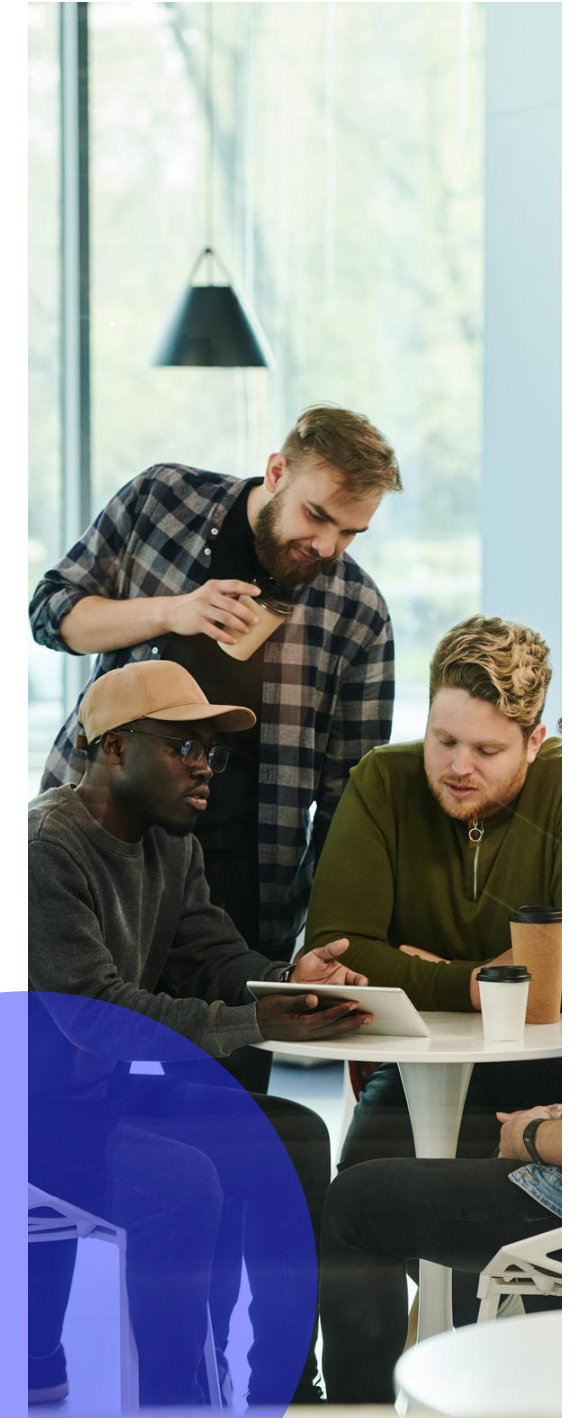
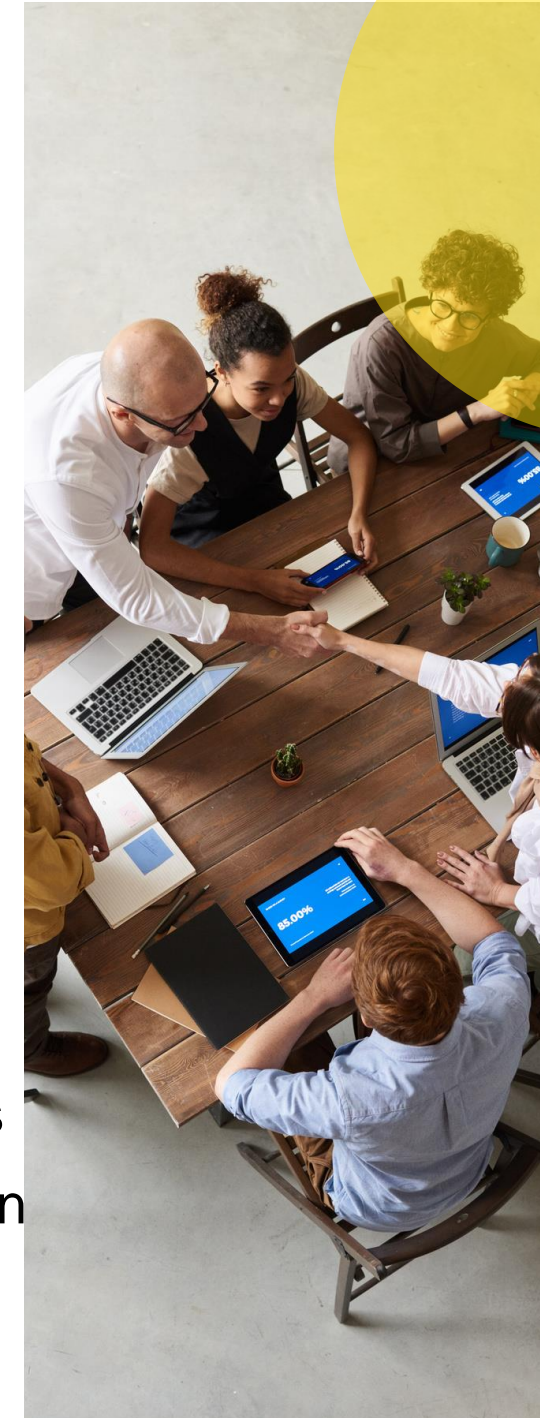
Communities leader

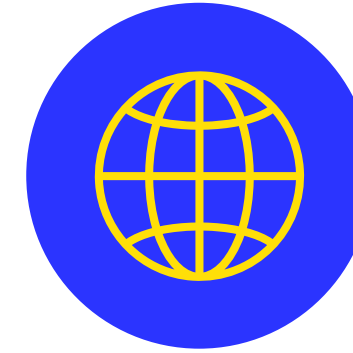
In some regions or areas, the need to contact the community leader is very important to deliver the purposes of the program, the target participants and to mobilize the participants

## Buy-in Stakeholders

The first thing needed is to ensure the program's purposes are delivered to the stakeholders and in line with their local program.

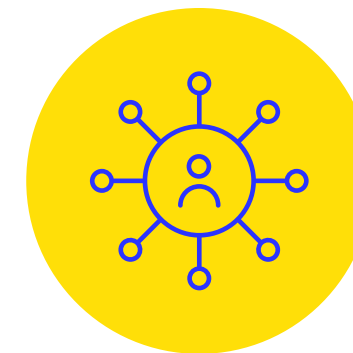
While in technical matters, the information on incentives should be well-informed, especially to communities leader, to attract the participants.





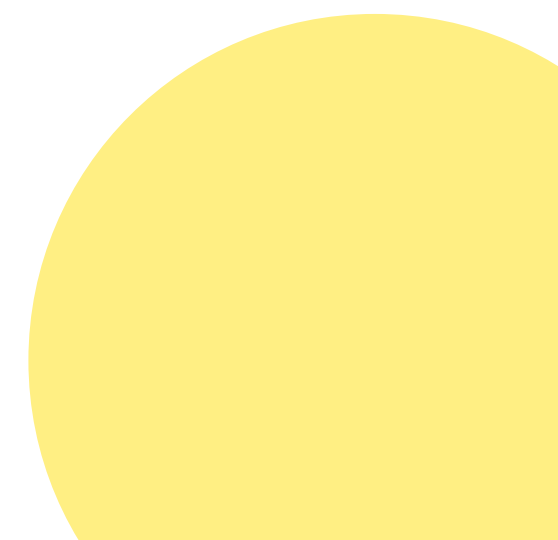
## Ensuring eligibility of the participants

Clear criteria with the community leader  
e-registration



## **Encouragement**

Providing incentives  
Providing training devices  
Interactive courses/modules



# CHALLENGES

There are challenges we faced in the implementation. Mostly challenges in technical matters.

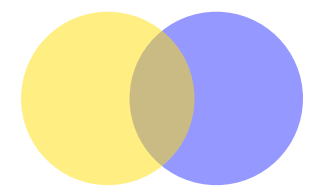
CHALLENGES	MITIGATIONS
Location (Remote areas)	<ul style="list-style-type: none"> <li>• partnership with local governments</li> <li>• partnership with local/ nearest universities</li> </ul>
Devices/ Facilities	<ul style="list-style-type: none"> <li>• prioritize training materials by smartphone</li> <li>• lending the participants the PCs/tablets</li> <li>• providing free packet data to access the training materials or LMS</li> </ul>
Incentives	<ul style="list-style-type: none"> <li>• securing budget for incentives</li> <li>• providing the training to the communities</li> </ul>
Participation Commitment	<ul style="list-style-type: none"> <li>• provide incentives</li> <li>• provide post-training modules on softskill, job-placement</li> </ul>

# RECOMMENDATIONS



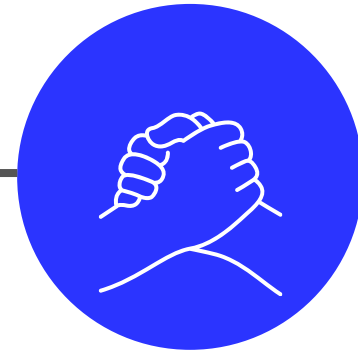
Build partnerships and collaborations, mostly with national industries, telecommunication industries, universities, or other government institutions.

It helps to divide the responsibilities to face the challenges and issues that arise.





# FUTURE PROGRAMS



## **UNIVERSITY - COMMUNITIES PROGRAM**

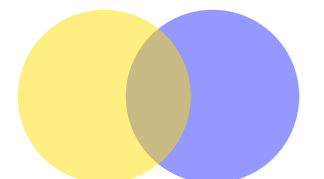
Collaborating with Universities to train the trainers of university students in their final years to be dispatched to underserved communities as their final project.



## **IT VILLAGE**

Focusing the Initiative Program on one village per village, where various training programs could be implemented for different target participants, such as housewives, students, small shop owners, teachers, etc.

We could see the outcome by observing the changes of IT behavior on the said village



# THANK YOU



Pelatihan Konektivitas Digital

19-21 Maret 2024

Berkarya Bersama, Bersatu dalam Generasi Terkoneksi

Pelatihan Konektivitas Digital

DTC BPPTIK  
19-21 Maret 2024