



DigiEduHack Solution

Aalto Main Event - The Future of Work Challenge: The Future of Work - Building Competences

myFailures Wall

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How might could we design "The **Apprenticeship SandBOX**" for empowering/leverage youth skills & competencies for the FUTURE of JOBS 2030?

Team: Aleš Furlanič

Team members

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Members roles and background

Aleš Furlanič

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Solution Details

Solution description

WHY

The 21st Century economy demands workers who possess multiple abilities, so WHY empower=enable youth (*ages 17 to 24*) the opportunity to explore multiple 21st Century careers (the FUTURE of JOBS in 2030) while receiving mentorship, training education toward professional P2P certificated BADGEs, a real BOND (*token economics*) wage-for the future employment.

HOW

A flipped classroom - to do reverse education.

It's not a real job, but youth will have hands-on experience, so they gain skills & competencies

during 'work-out' on real cases, solve problems, deliver solution and sparkling ideas.

They have a chance to train and enrich experience while working.

Expose youth to a variety of real-world work experiences of 2030:

- digitalisation,
- AI,
- blockchain,
- robotics,
- biotechnology,
- e-health,
- ...
- GigEconomy,
- democratisation,
- collaborative inclusion,
- ...
- circular economy,
- AgriTech

Giving to youth an initial perspective about the skills, competencies and knowledge necessary for different occupations for the FUTURE of JOBS in 2030!

WHAT

The Apprenticeship SandBOX

Solution context

Design inclusive, participatory P2P EdTech platform, where youth could sparkling skills & competencies in real (apprenticeship) environment; SandBOX.

Solution target group

1. Youth/Student
2. Employee
3. Teacher - mentors/coach

Solution impact

Empower youth with the SandBOX approach to build and leverage their skills-competence abilities and also grow competencies for the FUTURE of JOBS in 2030.

Solution tweet text

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Solution innovativeness

Digital EdTech platform that leverage the SandBOX approach for the Apprenticeship. Each participants that fellow program(process-phase) get unique proof of work BADGE. The digital badge could fudge as token, driven by blockchain proof of work achievement.

Solution transferability

EdTech digital platform

Solution sustainability

Digital EdTech platform

Solution team work

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