



Social Innovation &  
Inclusion of Sustainable  
Development Goals

## WEBINAR

**SDG4:** S(Love)Code - How can companies help to nurture 21st century skills

4th June 2019

| 16:00 EET | 15:00 CET

[REGISTER HERE](#)



# Agenda:

15:00 – 15:10 (CET): Introduction

**Jakub Šimek**, project manager, Nadácie Pontis, Slovakia

15:10 – 15:20 Agenda 2030 in Slovakia and Quality Education

**Juraj Kubica**, senior investment advisor at The Office of the Deputy Prime Minister for Investment and Informatization

15:30 – 15:50 Agenda 2030 in Slovakia and Quality Education

**Alena Kanabová**, senior manager at Accenture

**Zuzana Tanková**, project manager at Accenture

15:50 – 16:00: Q & A, Discussion

# Housekeeping:

- This webinar is being recorded and it will be published on our YouTube channel afterwards
- Please use #sociSDG for social media
- Your voice will be automatically muted upon joining the webinar
- To ask questions or engage in discussion please use the chat window
- If you have any comments, please write us at [sociSDGs@gmail.com](mailto:sociSDGs@gmail.com)

# Introduction to the topic:

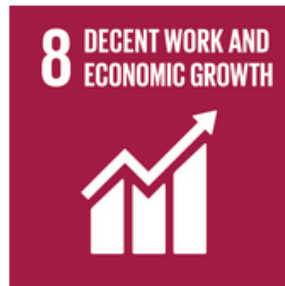


Jakub Šimek, project manager, Nadácie Pontis, Slovakia





# SUSTAINABLE DEVELOPMENT GOALS



# Introduction to the topic



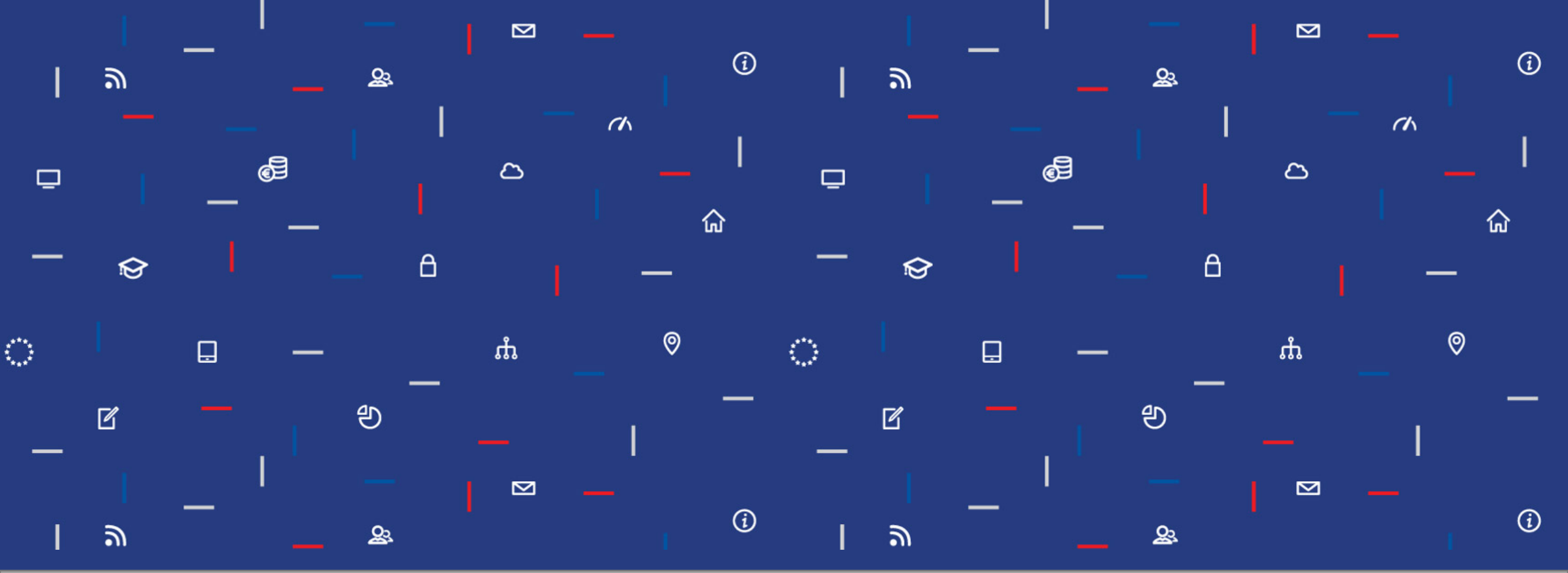
## SDG 4 – Quality Education

SDG4 aims to “*ensure inclusive and equitable quality education and promote lifelong learning opportunities for all*”.

But currently the UN states in their progress report on SDG4, that **half of the children globally are not learning\*** (not achieving minimum proficiency levels in reading and mathematics).

Enter the threat of automation and artificial intelligence, and we realize that even educated population is not enough – one can never stop learning throughout life.

\*Sustainable Development Goals Knowledge Platform, Progress on SDG4 <https://sustainabledevelopment.un.org/sdg4>



DEPUTY PRIME MINISTER'S OFFICE  
FOR INVESTMENTS  
AND INFORMATIZATION  
OF THE SLOVAK REPUBLIC

## Vision and Strategy of Slovakia's Development until 2030

Division of Investments and Regional Development





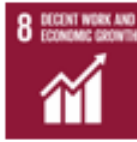

















# 17 Sustainable Development Goals

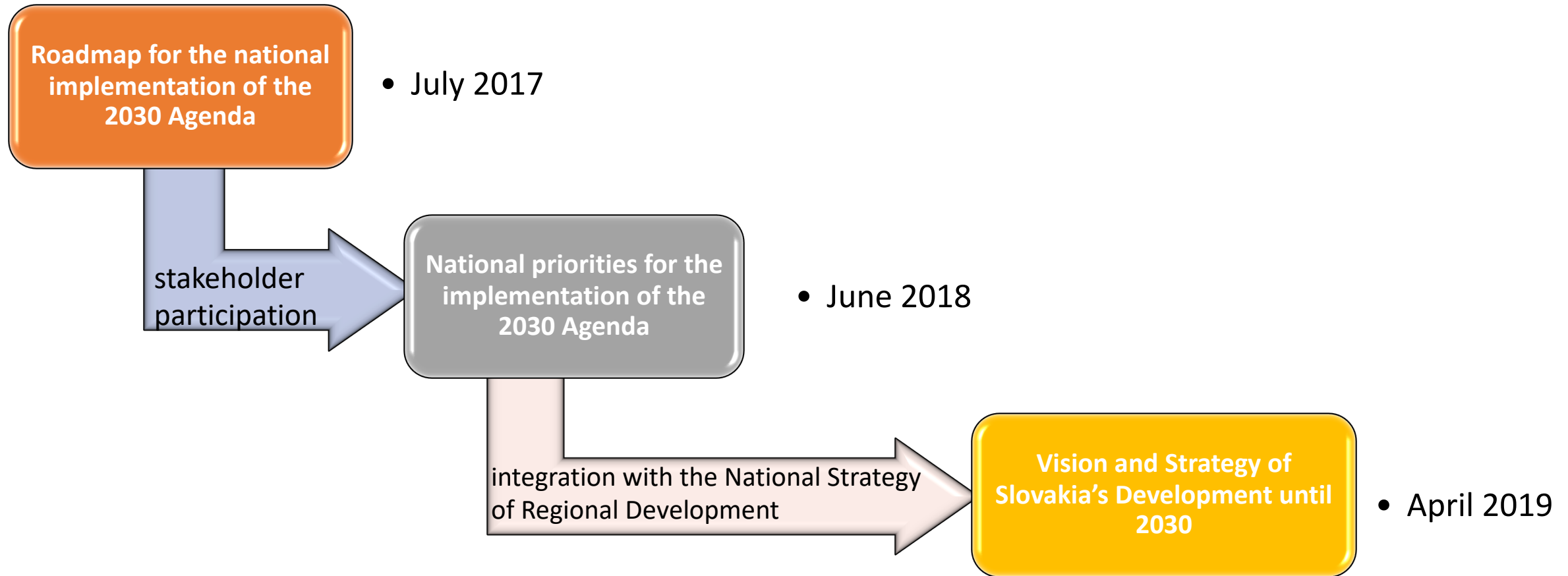


Leave no one behind.

# National priorities for the implementation of the 2030 Agenda as a result of stakeholder participation

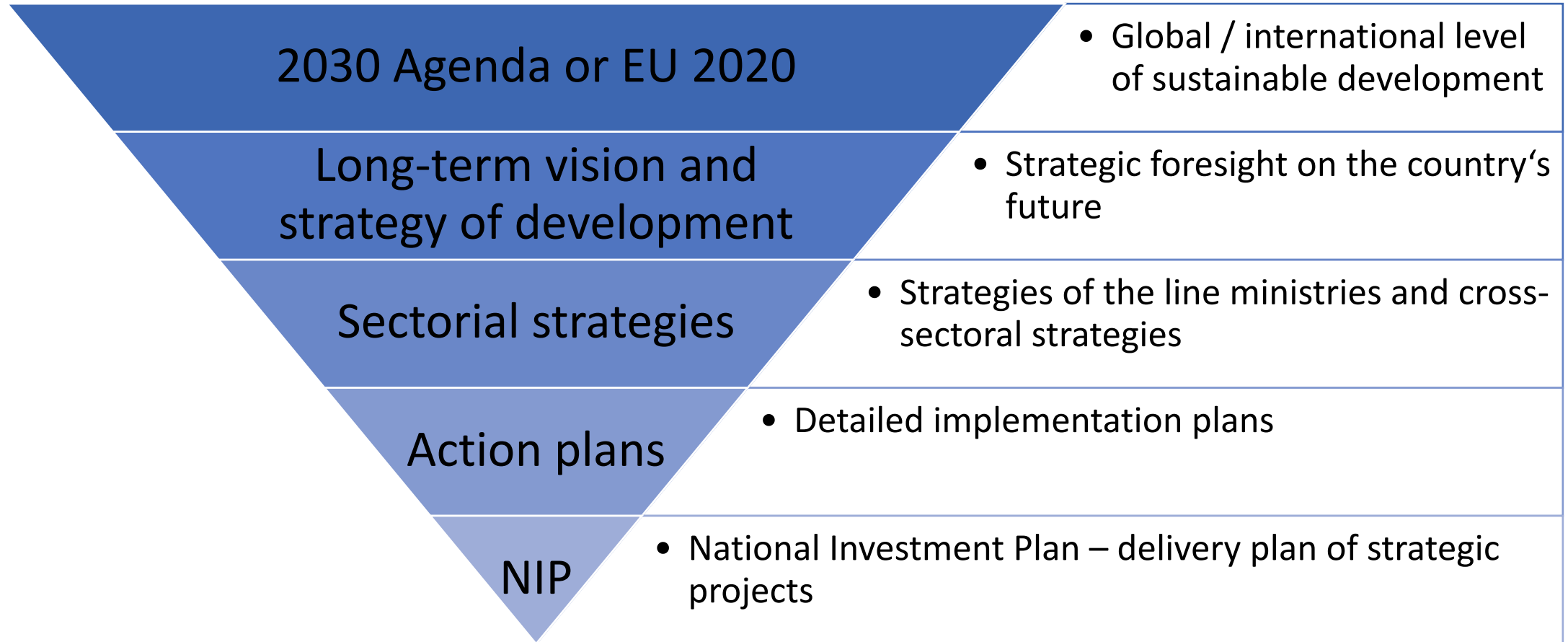
Education for a life in dignity	  
Transformation towards a knowledge-based and environmentally sustainable economy in the face of changing demography and global context	    
Poverty reduction and social inclusion	  
Sustainable settlements, regions and countryside in the face of climate change	    
Rule of law, democracy and security	 
Good health	 

# Mandate to develop the Vision and Strategy of Slovakia's Development until 2030



# Intervention Pyramid

(Roadmap by the gov. resolution No. 111/2017)







How to support  
tourism and  
agriculture in  
regions?



What  
infrastructure is  
necessary?



What housing do  
we want?



How to harmonise  
environmental  
protection with  
economic  
development?

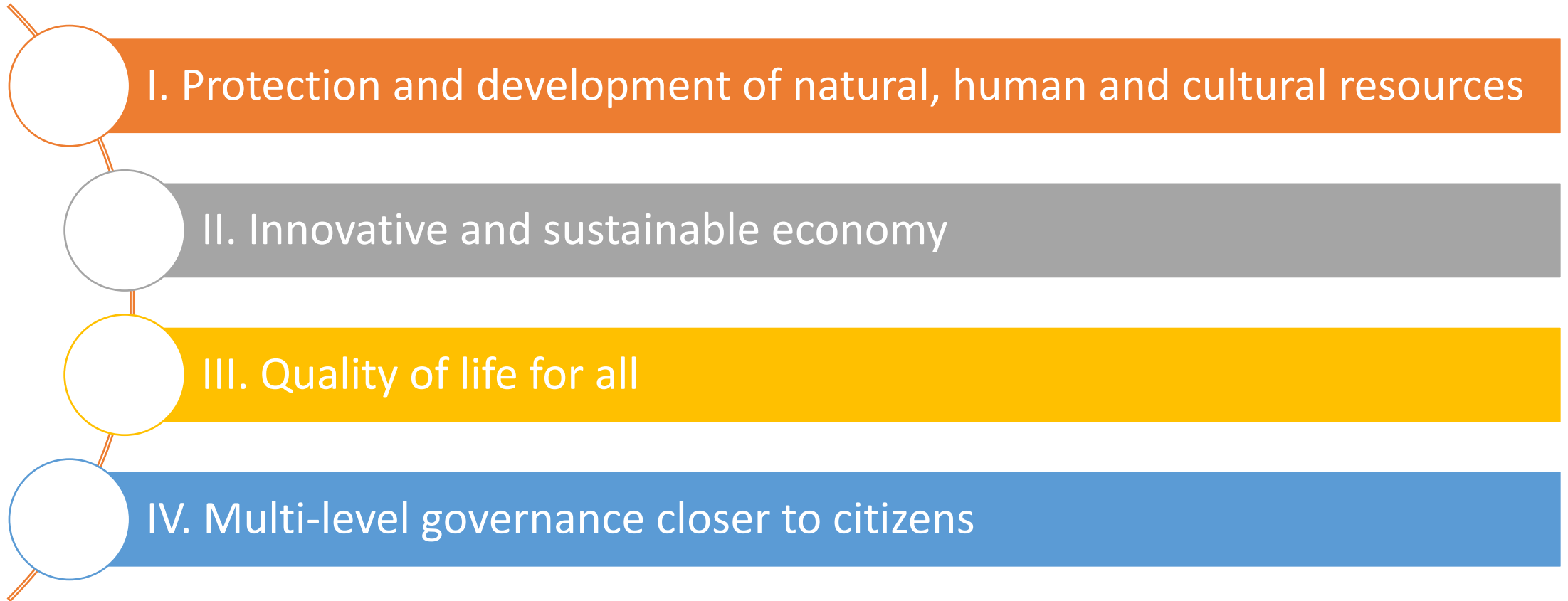


Which industries  
should we  
support?

QUESTIONS FOR OUR VISION



# 4 Integrated Development Programmes



# Thank you for your attention

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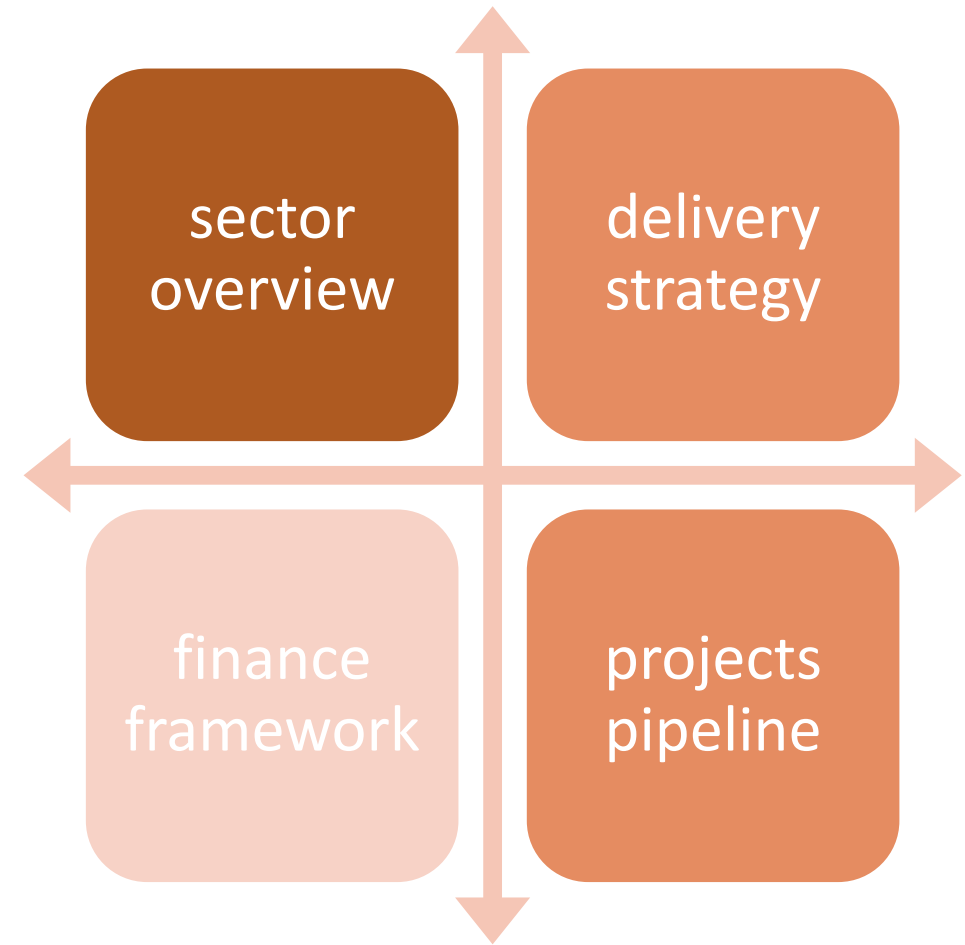
Sekcia riadenia investícií a regionálneho rozvoja,

<https://www.vicepremier.gov.sk>

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# National Investment Plan 2030



- According to the UK model
- Pilot version approved by the resolution No. 412/2018



# accenture S CODE

RAISING A DIGITALLY SKILLED GENERATION FOR  
THE 21<sup>ST</sup> CENTURY

SociSDGs Event, 4<sup>th</sup> June 2019  
Alena Kanabová & Zuzana Tanková



# INTRODUCTION



**ALENA KANABOVÁ**

Senior Manager

Corporate Citizenship Lead in Accenture Slovakia

[alena.kanabova@accenture.com](mailto:alena.kanabova@accenture.com)



**ZUZANA TANKOVÁ**

Associate Manager

S Code Project Coordinator and Trainer

[zuzana.tankova@accenture.com](mailto:zuzana.tankova@accenture.com)

# AGENDA

- **S Code Project Context and Introduction**
- S Code Project Approach and Delivery
- Q&A

# Skills to Succeed At Accenture

Accenture vision is to improve the way the world works and lives — for our clients, our people and our communities. Our goal is to make a measurable difference around the world, including closing unemployment gaps through Skills to Succeed Program

## GOALS FOR 2020



### DELIVER IN-DEMAND SKILLS CREATE SUSTAINABLE JOBS AND COLLABORATE TO CLOSE EMPLOYMENT GAPS

Equip **3+ million people** with the skills to get a job or build a business.



Increase our focus on the transition from skill-building programs to **sustainable jobs and businesses**.



**Partner** with organizations to create large-scale, long-term solutions that close global employment gaps.

# NEW SKILLS NOW

## NEW SKILLS NOW: INCLUSION IN THE DIGITAL ECONOMY

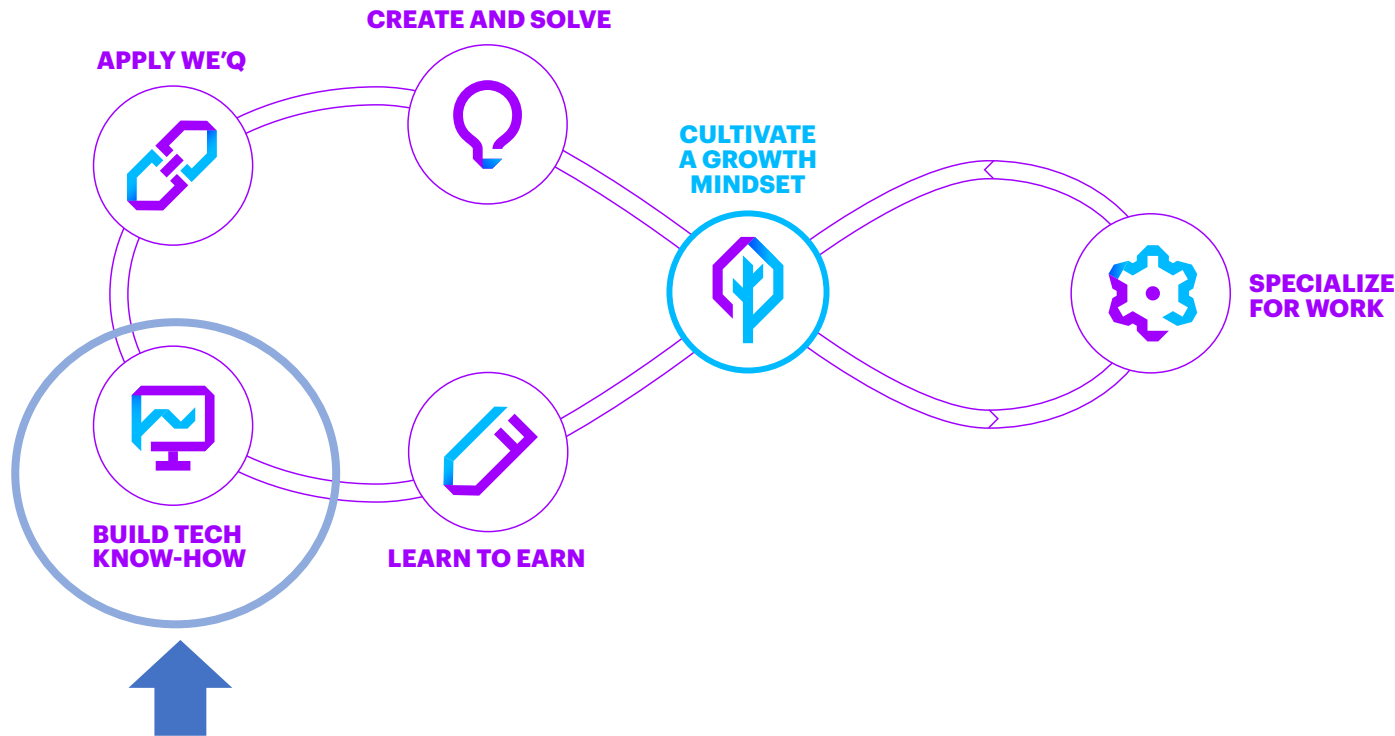
WATCH THE [VIDEO](#)





# FUTURE OF WORK IN DIGITAL ECONOMY

Technology is evolving at an unprecedented pace, fundamentally changing the future of work



**DIGITAL SKILLS** (know how to use, manipulate and create technologies and data) are one of the 6 key **New Skills families** required for the inclusion in Digital Economy

- By 2024, roles requiring digital skills will grow by **12%**
- Middle-skills jobs that require digital skills are growing **2.5x faster** than jobs that require analogue skills
- **65%** of children who started school in 2016 will hold jobs that do not exist yet

#### Sources:

- **World Economic Forum**, The Future of Jobs, Chapter 1 – The Future of Jobs and Skills, 2016;
- **OECD**, The Risk of Automation for Jobs in OECD Countries, 2016.

# Are Slovak schools prepared to build tech know how of our kids?

# NO!

- 45% of Slovak schools don't have any teacher qualified for Computer Science teaching.
- Tools to teach quality CS lessons are missing, obsolete given the pace of digital economy development or expensive for schools to afford them.
- Computer Science is an area with the biggest wage gap between the state (education) sector and private sector. If somebody is skilled in CS, he/she will easily find multiple times better paid job as an IT specialist than as a teacher, while Slovak IT sector lacks thousands of skilled employees.

# Can We change how Computer science is taught in Slovakia?

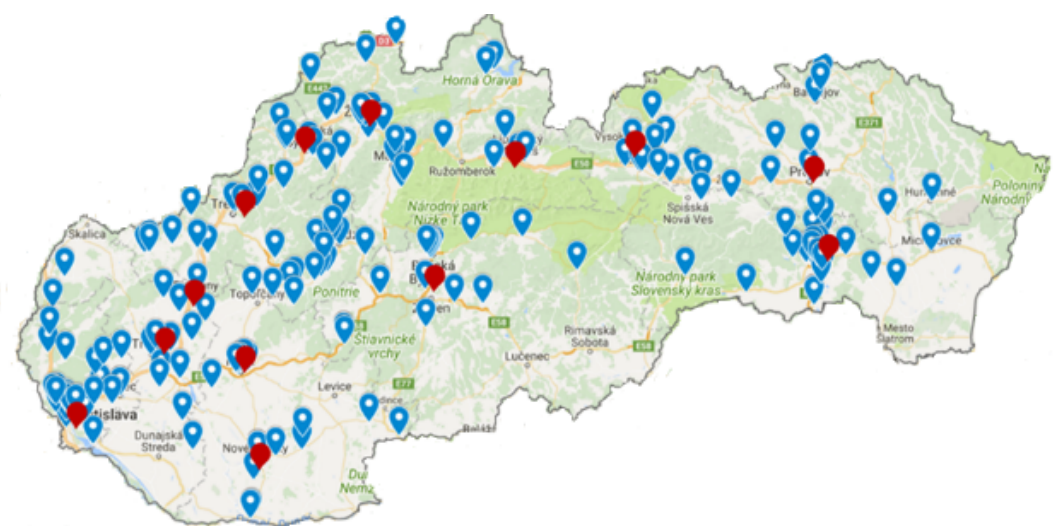
YES!  
THROUGH  
S♥CODE\*

\*Slovakia Loves to Code

- **Flagship Project** of Accenture Corporate Citizenship efforts in Slovakia, initiated in 2016
- Reaching measurable results, while maximizing **delivery efficiency** due to:
  - ✓ Re-use of tools and materials available on **Code.org** website;
  - ✓ Applying the **core business delivery methods** (e.g. Teach the Teacher, Pilot-Rollout) to deliver the project in Corporate Social Responsibility area;
  - ✓ Use of the local partners' **ecosystem**, including **co-volunteering** unseen at this scale in Slovakia before for impact multiplication.

# DID WE SUCCEED?

2016-2018



Training location  
Involved school



2019



20  
volunteers  
from  
Accenture



341  
trained  
teachers



9%  
of all Slovak  
elementary schools  
reached



100  
volunteers from  
5 companies



1000+  
trained  
teachers\*



>25%  
of all Slovak  
elementary schools  
reached\*

\*Note: Forecast based on actual results as of May 2019 (528 teachers from 274 schools already trained in 4 months (spring round of training sessions)).

20% CRITICAL MASS  
OF CHANGE AGENTS  
THRESHOLD TRESSPASSED

# AGENDA

- S Code Project Context and Introduction
- **S Code Project Delivery Approach**
- Q&A

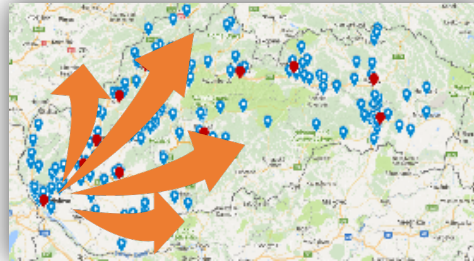
# Project Delivery Approach Summary



Using Code.org  
content  
+ website  
translation into  
Slovak



Teach the  
Teacher  
approach



Pilot-Rollout  
approach



Training content  
enrichment  
and teachers  
support



Partners  
ecosystem



Volunteers'  
engagement

... and  
Long-term **impact verification** and **measurement**  
through the **Competition**



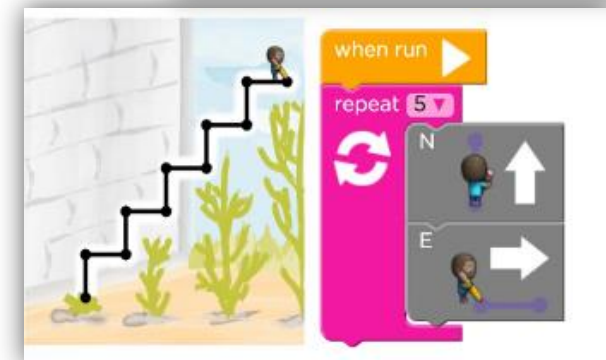
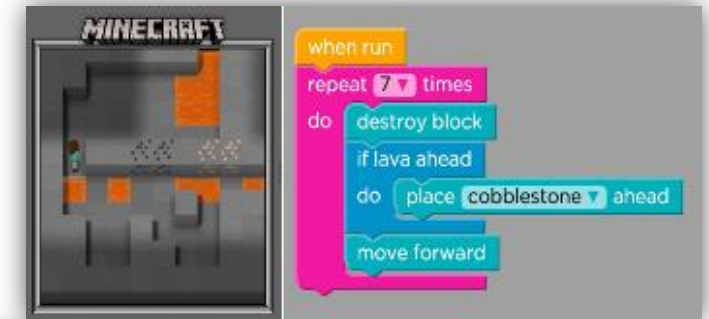
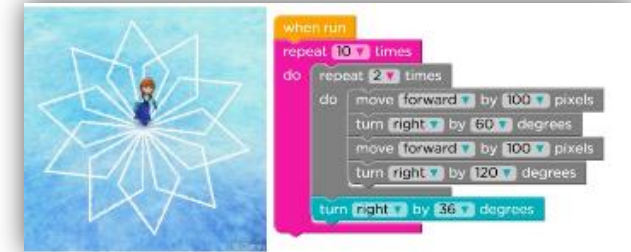
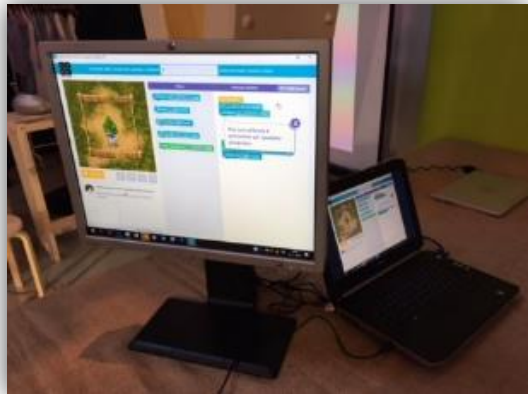


# Why USING Code.org CURRICULUM

We did not need to 'reinvent the wheel' – the Code.org tools are prepared by Computer Science professionals in cooperation with teachers and students



- ✓ Content **relevancy** in time
- ✓ **Easy adoption** by teachers
- ✓ Suitable for **unqualified teachers**
- ✓ **Attractive for kids**
- ✓ Suitable even for **integrated children** with special needs
- ✓ **Long term** use
- ✓ **Free of charge**

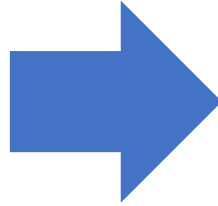
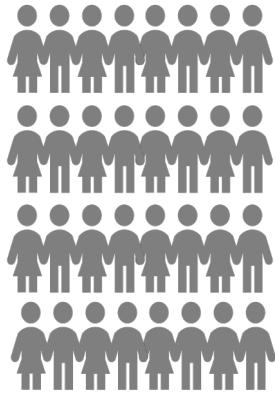


# Teach the teacher Approach

If 1 trained teacher involves several classes kids in coding (~100 kids), with more teachers trained, impact is long-term and significantly multiplied. Thousands of kids can start and learn to code.

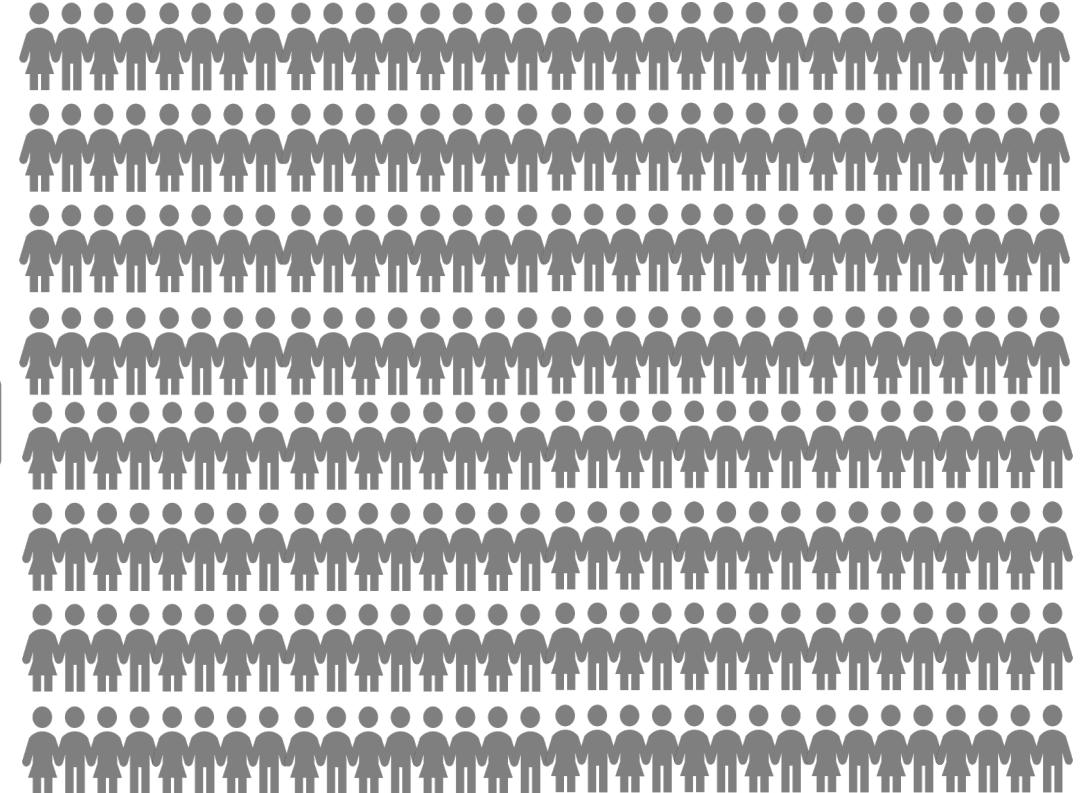
Teaching kids directly:

**1 class is impacted  
as 1 shot**



Teaching 1 teacher how to use Code.org tools:

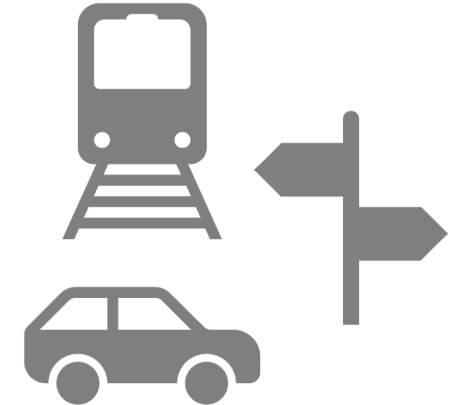
**Multiple classes are impacted LONG TERM**





# Pilot-rollout Approach

We followed proven approach to test the project idea with minimum investment. It is also continuously applied upon further training content updates.



First we **designed** teacher training and defined most efficient delivery approach

We **trained the first sample group** of teachers in Bratislava (in Accenture premises)

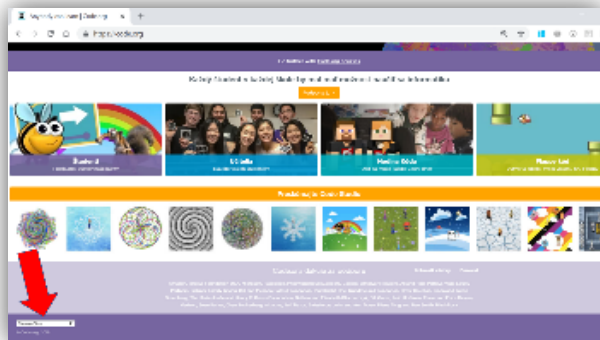
We collected **feedback** from trained teachers, evaluated it and applied **lessons learned** to further trainings

We travelled to multiple **regions** outside capital city to deliver more teachers training (in premises provided by partnering schools)

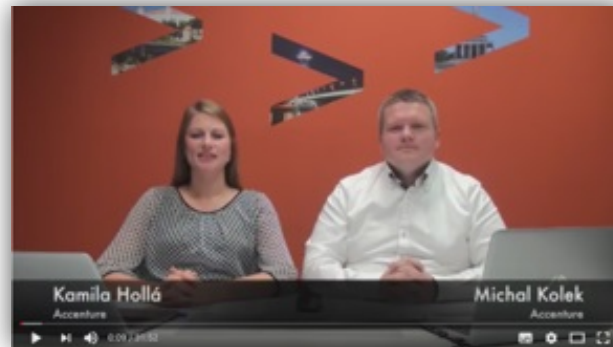
# Support adoption into teaching practice

We took additional steps to reduce barriers of Code.org curriculum use by teachers and provided them with additional support. In addition, the training content was enhanced by internet safety topic, leveraging the synergy with our co-volunteering partners.

- ✓ **TRANSLATION** of Code.org courses into Slovak



- ✓ **TRAINING VIDEO** posted on YouTube



- ✓ **TEACHERS' HANDBOOK** prepared



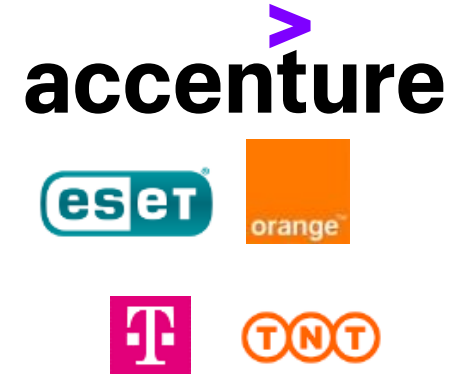
- ✓ **CONTACT E-MAIL ADDRESS** for teachers

- ✓ Dedicated **WEBSITE** and **FACEBOOK GROUP**

- ✓ **INTERNET SAFETY** topic added to training content

# partners ecosystem

In addition to partnership with Code.org, leveraging local partners ecosystem was a key enabler for a project delivery with excellent cost/impact ratio.



## PONTIS FOUNDATION

- Key channel for contacts to elementary schools at the beginning of project
- Provided capacity for training application administration.

## OTHER NGOS

- Promotion within their communities
- Tech4Kids Program jointly organized events and initiatives

## LOCAL SCHOOLS

- Provide premises for training delivery (free of charge)
- Training location directly at local schools supports the perception of training as a serious educational event (and thus encourages teachers to participate)

## BUSINESS LEADERS FORUM

- Co-volunteering with other tech companies from Digital Skills Group increased the number of volunteers delivering teachers training to 100+ volunteers, thus enabling for significant project scale up
- Topic of children internet security added into curriculum

# VOLUNTEERS ENGAGEMENT

Volunteers were the key enabler for project delivery success – from project ideation and organizing trainings, translating the Code.org content, through providing contacts to local schools to training delivery. Significant project scale-up was further enabled also by pro bono investment of involved companies.



Group of Accenture Consultants  
that initiated the project

*„It was great feeling to train the teachers who teach kids of my ex-schoolmates. I felt that I pay-back to the community everything I got from it when I was young.“*



**Patrik Polonec**  
Accenture Consultant  
S♥Code Trainer

# Impact Measurement

To motivate teachers adopt learned knowledge as soon as possible into teaching practice and to verify long-term impact, we organize a competition for involved schools.

## COMPETITION

Provides input on:

- **No. of schools** using the tools following the teachers training
- **No. of students** are involved in coding
- **Which courses** of Code.org are used
- **Feedback** from schools and students

## AWARDS

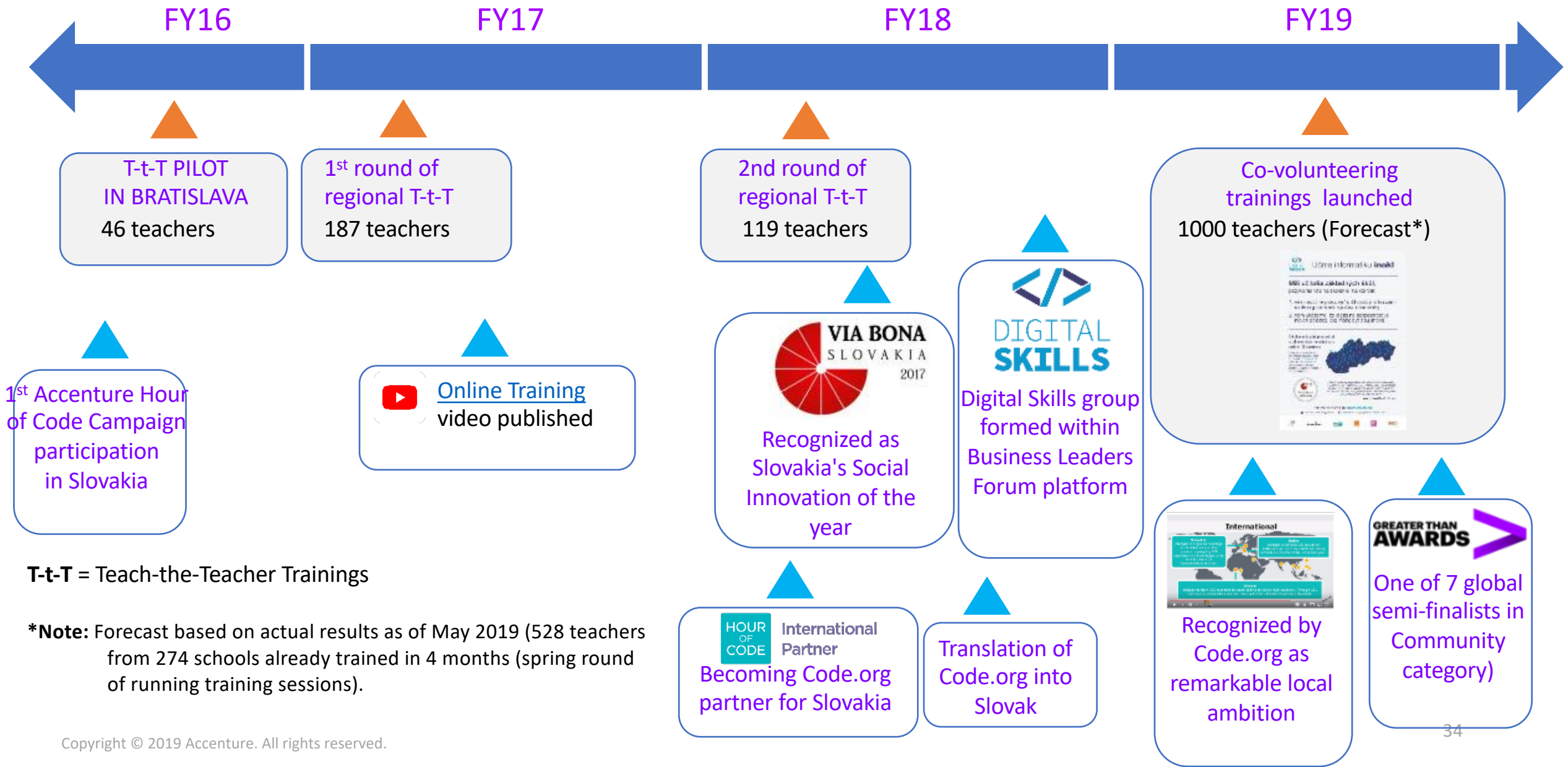
- **For schools\***
- **For students**

\*Last Xmas, instead of buying gifts for our local clients, we dedicated financial amount od 10 EUR per individual person for purchase of micro:bit HW for winning schools + clients might click on the link providing more info about our project to double this amount.






# PROJECT JOURNEY OVERVIEW



# Going Big in 2019

Under the slogan “LET’S TEACH COMPUTER SCIENCE DIFFERENTLY!” and in co-volunteering mode with our partners, we have ambition to deliver teacher training in all districts of Slovakia (79 training sites).

- Training of trainers launched in Jan 2019, teachers training launched in Feb 2019.
- Dedicated **project coordinator** is financed from Accenture Pro Bono budget.
- Website [www.ds.blf.sk](http://www.ds.blf.sk) and a [Facebook group](#) were created for sharing information with teachers and promote the trainings.
- More advanced courses content from Code.org tested within our **Girls Game Lab** (girls coding club with programming in JavaScript), to potentially enhance our teachers training curriculum next year with more advanced coding concepts.




## Učme informatiku **inak!**

**Milí učitelia základných škôl,**  
požívame vás na školenie, na ktorom:

1. vás naučíme pracovať s dlhodobými kurzami code.org na hravú výučbu informatiky
2. vám ukážeme, že digitálna bezpečnosť je nielen dôležitá, ale môže byť zaujímavá

Školenia budú prebiehať v okresných mestách po celom Slovensku

Naše školenie aj všetky poskytnuté materiály a ich využívanie sú **bezplatné** a pre jeho absolvovanie nepotrebujete žiadne predchádzajúce skúsenosti s programovaním.



„Aktivitu code.org odporúčam všetkým učiteľom informatiky. Aj takým ako ja – neštudovaným, z malej školy, kde informatiku niekto musí učiť. Aj takto učtelia a ich žiaci majú šancu na úspech. Tak ako sa to podarilo nám. Stačí deti zaregistrovať, pridelit' im kódy a už to ide samo.“

**Martina Almášová, ZŠ Kolta**

Prihláste sa na stránke [www.ds.blf.sk](http://www.ds.blf.sk)

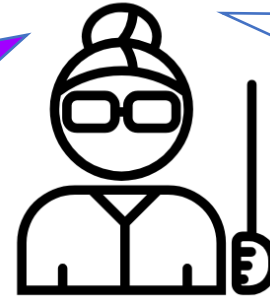
✉ ucme.informatiku.inak@gmail.com    🌐 www.facebook.com/groups/ucme.informatiku.inak

# teachers feedback

*"I recommend Code.org to all CS teachers. Also to those like me – not specialized in CS, teaching it simply because somebody has to. Even this kind of teachers and their students have chance for success. You only need to register and start programming."*

**Martina Almášová**

Teacher from school of Kolta village



*„We would like to thank enthusiasts from the company Accenture for the training, it was awesome!"*

*„You opened the doors for us, thank you – I have learnt something new and overall it is more simple than it seemed to be."*

*„Thanks to the project we had a chance to see the talent of some students for coding and we plan to develop their gift in the future. THANKS!"*





# pupils feedback

I really like it!



I'll do this also at home. It's fun!



I finally understand Computer Science



It's great, will we use it also on next lesson?





**S CODE IS CHANGING THE LIVES OF THOUSANDS OF STUDENTS BY GIVING THEM THE DIGITAL SKILLS NEEDED TO SUCCEED IN THE 21<sup>ST</sup> CENTURY.**

**SUKY KANG**

Director of International Partnerships Code.org

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# Appendix

# External recognition and promotion

Promoting our project externally not only builds an awareness about the need to improve computer science education but also inspires others to join forces to innovate education in this area.

## Nation-wide

Prestigious **Via Bona Slovakia** award winner in the Social Innovations category (**Apr. 2018**)



## Regional

Participation in **CEE CSR Summit - Responsible Marketplace** (**Nov. 2017, Nov. 2018**)



## Global

- Accenture Slovakia on the list of **Official Code.org country partners**
- Our pledge recognized as 1 of 3 **most impressive international initiatives** by Code.org (**Dec. 2018**)



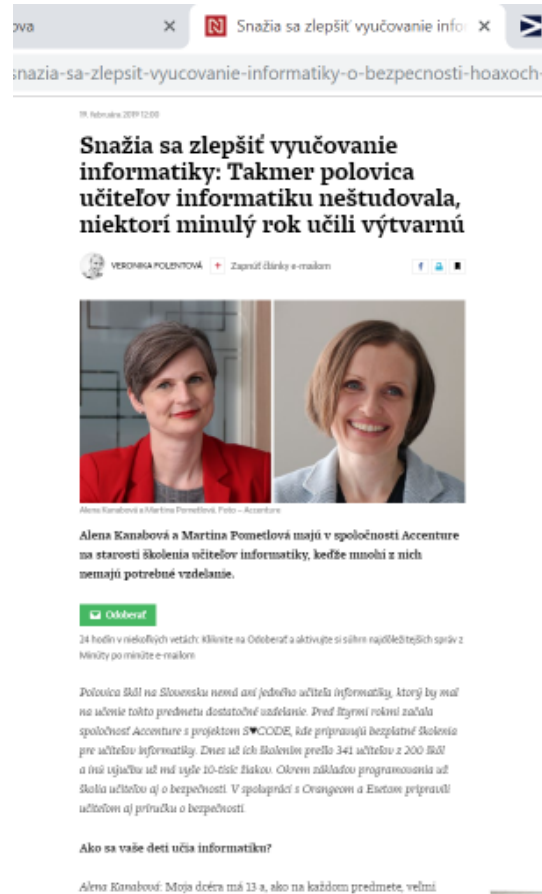
Ghana:			
Senior high students. Through 291 43,000 elementary students.			
Rwanda	ADP ADP	ADP-Digital	adp@adp.rw
Rwanda	Children's Creativity Lab	Children's Creativity Lab	http://creativitylab.rw
Singapore	Infocomm Media Development Authority of Singapore		https://www.imda.gov.sg
Slovakia	Accenture	Marina Panchova	sk.human@accenture.com
South Africa	Code for Change		http://www.codeforchange.co.za
South Africa	ITC CLUB Mpumalanga	Nomusa Gumbo	http://mpumalanga@itcclub.org
South Korea	Korea Information Science Education Foundation		http://kiesedu.org



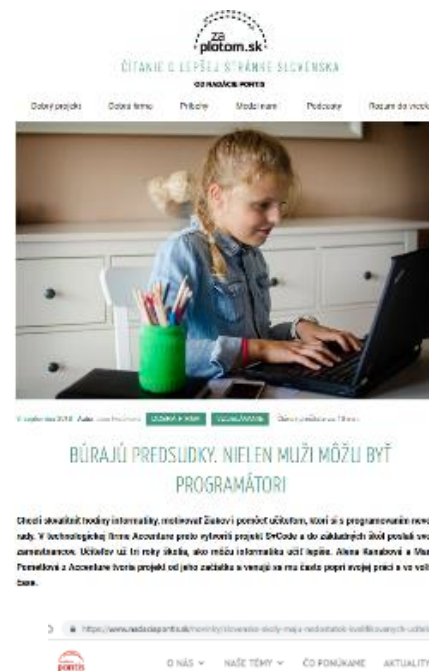
# Online and Social Media presence Examples

Headline story on 'Minute by Minute' app, [Facebook post](#) and [Article](#) of Slovak daily Denník N

[Article](#) on Slovak weekly .Tyzden



[Article](#) on online magazine zaplotom.sk and [Article](#) on Pontis Foundation website



[Article](#) on VIA BONA Slovakia website



# Collaboration across Accenture

S Code solution is easily scalable to other countries. We have plans to roll-it out within the region and we actively support with knowledge and experience sharing other colleagues from other countries, considering or already pursuing with similar initiatives.

- **Accenture KNOWLEDGE EXCHANGE DATABASE contribution**
- Presentation on **GLOBAL CORPORATE CITIZENSHIP CALLS (May 2018, June 2019)**
- Accenture **GREATER THAN AWARD 2019** – Community Category regional round winner and one of 7 global semi-finalist **(May 2019)**
- **INDIVIDUAL KNOWLEDGE & EXPERIENCE SHARING** with other countries: e.g. Czech Republic, Hungary, Romania, South Africa, Ireland, Philippines, Italy... **(ongoing)**

**Our Approach**

In order to increase our impact, we naturally applied our standard project methods: **pilot - rollout** gradual approach for risk mitigation and continuous improvement combined with **train-the-trainer** approach to multiply our impact.

- TEACH THE TEACHERS**
- PARTNERSHIP with SCHOOLS**
- COMPETITION**
- ONLINE TRAINING**

**S CODE**  
SHAPE THE FUTURE NOW!

accnture

GREATER THAN AWARDS 2019

Community

S Code - Raising Digitally Skilled Generation For The 21st Century

submitted by Alena Kanabova on 2/8/2019 at 03:13 PM

**Short Description**

To raise digitally skilled generation, even unqualified TEACHERS must have PROPER TOOLS to teach quality Computer Science classes. We SOLVE THE PROBLEM instead of its symptoms. By training teachers, within 1 year, we can enable CHILDREN in 25% of Slovak primary schools to get BASICS OF PROGRAMMING. Imagine spreading this approach across the globe!

**Client/Project/Team Name**

Accenture Slovakia / S Code (Slovakia Loves to Code)

**Tell your story**

**Project/Team lead**

Alena Kanabova

**Team members**

Monika Smolova, Alena Kanabova, Kamila Holla, Zuzana Tankova, Martina Pometlova

**Geographic Unit**

ICEG  
Region/Country/Entity  
Slovakia

**Deployed-to-Entity**

Not Applicable

**Themes**







Inclusive Future of Work (Corporate Citizensh

# local CC strategy for Digital skills Building

Target group	Activity / Project Example	Focus
Elementary school (6-15 years)	<ul style="list-style-type: none"> <li>• <b>S Code (Teach- the-Teacher Campaign and related events for schools and non-profits working with children)</b></li> <li>• <b>European Week of Code events</b></li> <li>• <b>Hour of Code week events</b></li> </ul>	<ul style="list-style-type: none"> <li>▪ Equip teachers to be able to teach interesting and high quality IT classes over long period of time</li> <li>▪ Raise interest in IT in the age with less prejudice against the “technical” majors – focus on girls</li> </ul>
Elementary and high school - GIRLS (10-19 years)	<ul style="list-style-type: none"> <li>• <b>Girls Game Lab</b></li> <li>• <b>Scratch Match &amp; Scratchathon</b></li> <li>• <b>Girls in STEM</b></li> <li>• <b>Girls’ Day</b></li> </ul>	<ul style="list-style-type: none"> <li>▪ Motivate girls to study technical majors and for career in technology</li> </ul>
IT majors university students (18 – 25 years)	<ul style="list-style-type: none"> <li>• <b>Targeted lectures, conferences, internships and team projects</b></li> <li>• <b>Scholarship program for female IT majors students</b></li> </ul>	<ul style="list-style-type: none"> <li>▪ Motivate technical university students to join Accenture</li> <li>▪ Support female IT students to increase support gender diversity in IT sector</li> </ul>
Other (unemployed non-IT major university graduates, women, immigrants)	<ul style="list-style-type: none"> <li>• <b>New-skilling training courses (e.g. IT in the Course, Women Tester Academy, Summer IT camp for women, PC skills training for asylum seekers, ...)</b></li> </ul>	<ul style="list-style-type: none"> <li>▪ Provide various target beneficiary groups with training to obtain skills necessary to find job in IT sector or increase their changes of employment in other areas</li> </ul>

# NEW SKILLS NOW FRAMEWORK

The new skills now framework identifies six core 'skills families' (with varied levels of 'mastery') for people to shape and own their success in the digital future.

			Foundational skills	Medium skills	Mastery of skills
	<b>LEARN TO EARN</b>	Foundational skills to get work and be ready for the workforce	<ul style="list-style-type: none"> <li>• Digital literacy</li> <li>• Focused attention</li> <li>• Numeracy, writing and reading</li> <li>• Self-efficacy &amp; working memory</li> </ul>	<ul style="list-style-type: none"> <li>• Employability basics</li> <li>• Organisation &amp; time mgmt.</li> <li>• Prioritisation</li> <li>• Sequencing</li> </ul>	<ul style="list-style-type: none"> <li>• Business conduct &amp; protocol</li> <li>• Job searching (e.g. resume writing and interviewing)</li> </ul>
	<b>BUILD TECH KNOW HOW</b>	Skills and know-how to use, manipulate, and create technologies and data	<ul style="list-style-type: none"> <li>• Awareness of and ability to use professional tools &amp; programs</li> <li>• Awareness of data sources &amp; applications</li> </ul>	<ul style="list-style-type: none"> <li>• Coding &amp; content creation</li> <li>• Data interpretation</li> <li>• Understanding of professional tools/programs' functionality</li> </ul>	<ul style="list-style-type: none"> <li>• Analysis and application of data</li> <li>• Graphic and visual design</li> <li>• Software design</li> </ul>
	<b>APPLY WE'Q</b>	Skills to interact, build relationships and show the self-awareness needed to work with others in-person and virtually	<ul style="list-style-type: none"> <li>• Collaboration &amp; communication</li> <li>• Listening</li> <li>• Self-control</li> <li>• Teamwork</li> </ul>	<ul style="list-style-type: none"> <li>• Active listening</li> <li>• Emotional self-regulation</li> <li>• Mindfulness &amp; self-awareness</li> <li>• Negotiation &amp; social intelligence</li> </ul>	<ul style="list-style-type: none"> <li>• Delegation (inc. upwards and downwards management)</li> <li>• Leadership and service mindset</li> <li>• Storytelling</li> </ul>
	<b>CREATE &amp; SOLVE</b>	Skills to approach problem-solving creatively, using empathy, logic and novel thinking	<ul style="list-style-type: none"> <li>• Basic problem solving</li> <li>• Creativity</li> <li>• Empathy</li> </ul>	<ul style="list-style-type: none"> <li>• Decision making</li> <li>• Judgement</li> <li>• Logical reason</li> <li>• Planning and execution</li> </ul>	<ul style="list-style-type: none"> <li>• Analysis &amp; synthesis</li> <li>• Critical thinking</li> <li>• Design thinking</li> <li>• Entrepreneurial mindset</li> </ul>
	<b>CULTIVATE A GROWTH MINDSET</b>	Skills to stay relevant, continuously learn and grow, and adapt to change	<ul style="list-style-type: none"> <li>• Flexibility &amp; curiosity</li> <li>• Motivation to learn</li> <li>• Openness &amp; optimism</li> <li>• Receptiveness to change</li> </ul>	<ul style="list-style-type: none"> <li>• Adaptability &amp; continuous learning</li> <li>• Agility, imagination &amp; zest</li> <li>• Grit &amp; perseverance</li> </ul>	<ul style="list-style-type: none"> <li>• Ability to give/receive feedback</li> <li>• Global mindset</li> <li>• Growth mindset</li> <li>• Resilience</li> </ul>
	<b>SPECIALISE FOR WORK</b>	Relevant skills to address local market priorities and industry needs	This skills family contains the broad sets of skills required to specialise for different types of work. These skills are not static or fixed and will need to continuously change based on context, industry, market demand and type of work		

# Useful Links

## Overview of the project approach (video)

[https://www.youtube.com/watch?v=x3zrv0o\\_bmQ&feature=youtu.be](https://www.youtube.com/watch?v=x3zrv0o_bmQ&feature=youtu.be)

## Public website with training information (in Slovak language):

[www.ds.blf.sk](http://www.ds.blf.sk)

## Facebook Group (in Slovak language):

<https://www.facebook.com/groups/ucme.informatiku.inak/>

## Publicly Available Online Training (in Slovak language):

<https://www.youtube.com/watch?v=45wJSvaR-6g&feature=youtu.be>

## Inclusion in Digital Economy and New Skills Now materials

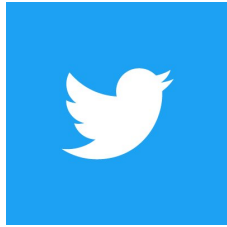
<https://www.accenture.com/us-en/company-inclusive-future-work>



# Q & A

## Discussion

# Connect & Thank you!



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