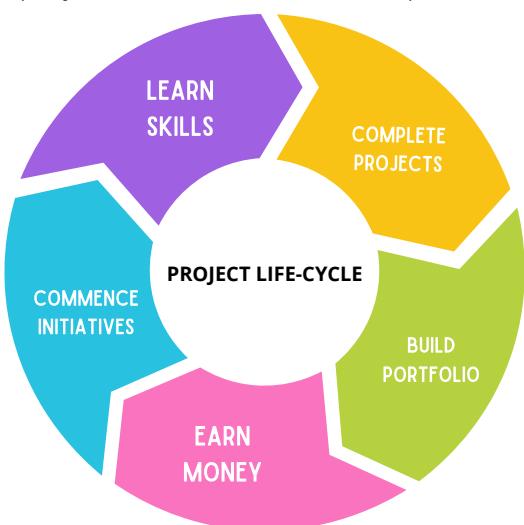


# DIGITAL SKILLS SOCIETY

## WHY IT STARTED

In wake of the COVID-19 pandemic, each and everything was digitalising. People were locked up in their homes and many were facing economic misery. The provision of education had come to a halt. Therefore, we decided to come up with an idea where people could learn and earn while being at home. Hence, Digital Skills Society was introduced which offered proper and complete guides to enhanced skill learning and allowed members to earn from their skills. This would not only provide financial independence to many, but also produce skilled professionals who could contribute to global welfare and uplift.

Thereafter, considering the SDGs, our main goal was quality education. We believe that the most important thing that can make our person stand out is his/her skills. And we aim at producing skilled youth which has problem-solving capabilities and have the vision and knowledge to make global impact. We also aim at national and global economic growth where we have engaged our members in earning money in international currency, so that not only they but their national economy is benefited. Our skill learning techniques and the content available for skill development grooms our members to work on real world projects and tackle real-world problems.



## OUR SOCIAL MEDIA LINKS

**Website:** <https://bit.ly/2X9Kx4j>

**Facebook:** <https://bit.ly/3taneVL>

**Instagram:** <https://bit.ly/3u8mp11>

## OUR AIMED SDG



## OUR ACTIONS AND IMPACT

- 32 skills are being taught in our project
- We have attracted 40+ members yet
- More than \$500 have been earned by our members
- Our project has reached over 10 million people after a massive social media campaign
- 100+ projects have been done by our members
- An extensive online event has been held
- 4 competitions have started in which our members are vigorously competing
- 2 blogs have been published by our members
- 6 members have shared their success stories as a result of our project
- All of our members are learning unique skills and working on exciting projects
- We have collaborated with Extreme Commerce, a similar initiative
- We have built a sound digital presence with a published website, and active Facebook and Instagram Pages
- We have appointed ambassadors who are spreading our project in different schools across cities
- 70+ certificates have been earned by our members
- 300+ hours have been spent on this project

# OUR TEAM



HAMMAD MUHAMMAD SIDDIQUE  
PROJECT LEADER



MUHAMMAD SAMI  
MEMBER

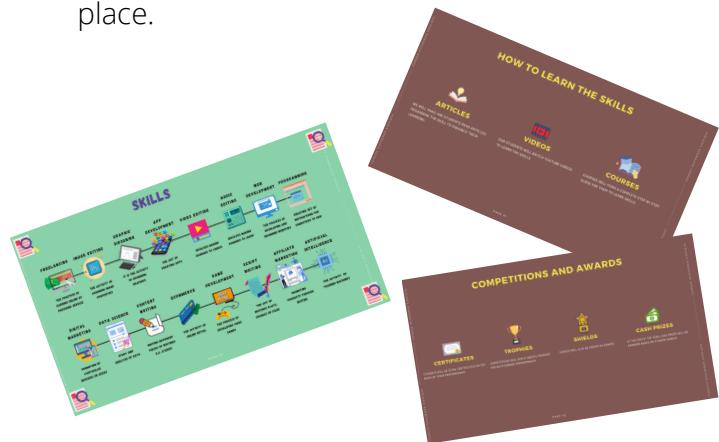


HUZAIFA MUHAMMAD SIDDIQUE  
MEMBER

# PROBLEMS & HOW WE TACKLED THEM

There were three major problems. First, our members showed lack of interest. Second, it was a challenge to record the progress of our project. Third, we were wondering how would our members learn skills. For the first problem, we introduced a badge system where members were awarded different badges based on their performances and each badge had its rewards for those who earned them. The second problem was dealt by making a progress tracking system on our website which recorded the net progress.

And profiles for each member was made which kept their personal record. For the last problem, we made skill documents for each skill which were complete guides for mastering a particular skill. These included articles, videos and courses and had all in one place.



## OUR AIMS

- 50 Skills Introduced
- 10,000 Members
- \$100,000 Earned
- 1000 Projects Done
- 5000 Certificates Earned
- 500 Courses Completed
- 25 Events Held
- 250 Competitions Held

## PROJECTS BY OUR MEMBERS

This is one of the best projects our students have ever carried out. It engages other students in skill learning helping them build their extracurriculars and also providing them financial education

TEHMIMA KHALID  
HEAD MISTRESS

