# 1 village 100 computers Project Business Plan

Amua Africa-daho foundation International Transformation Foundation



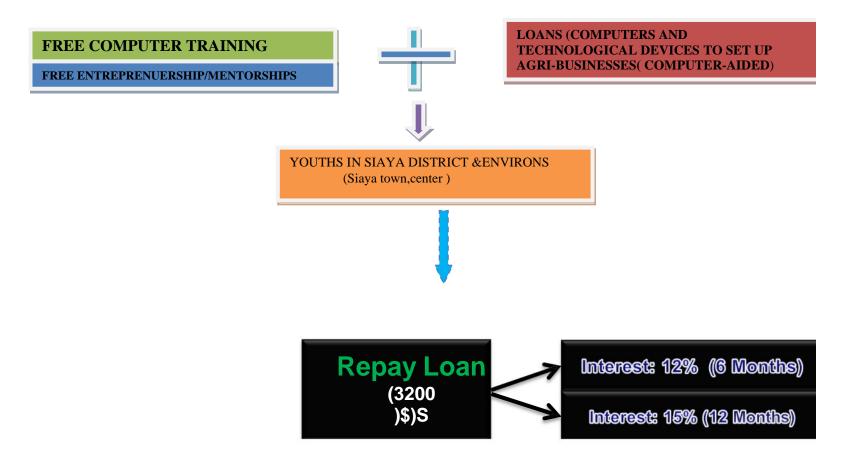
- ✓ Executive Summary
- ✓ Value Proposition
- Mission, opportunity and strategy
- External Environment
- ✓Target Market statement
- ✓Operations and value chain
- ✓ Organization/Human Resource
- ✓ Business Model
- ✓ Metrics
- ✓Operating Plan
- ✓ Financing
- ✓ Latest Updates & Partners
- ✓Annex 1: How It works

# 1 VILLAGE, 100COMPUTERS (-Kenya)

"With ultimate goal to Reduce Unemployment and better marketing strategies using information technologies while refashioning urban informal and rural settlements.

Project Name :	1 Village ,100 Computers
Project Area:	Siaya Town, Siaya County-Kenya
Contact person:	George Arango
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Telephone:	+254770306839/725743923
Website:	
Amount requested	99,658 \$
P.o.box:	68141-00200
COUNTRY:	KENYA

Amua Africa project -daho- a nonprofit organization offering educational self development programs encompassing Leadership ,wash( water,sanitation,hygiene )and entrepreneurship that benefited over 28611 community and youths in last two years has created 1 village 100 farmers project to provide:



### Unemployed Youth

- 1.6Million : Kenya
- 434,884 : siaya County
- 24528: Siaya District (town)

### Needs

- Profession
- Employment
- Income Generating business ownership
- Computer/internet technology services

# 30 60 60 30 60 90 120 150 180 00 year 1 year 2 year 3 year

### Reachable Market &

- 1<sup>st</sup> year 30 Youths -3 New Bu:
- 2<sup>nd</sup> year-60 youth -6 New Busine
- 5<sup>th</sup> year -270 youths 27 New bu

# Market Environment Enablers and Obstacles

### **OPPORTUNITY**

•Free Training Computer Training:

•Free entrepreneurship Mentorship:

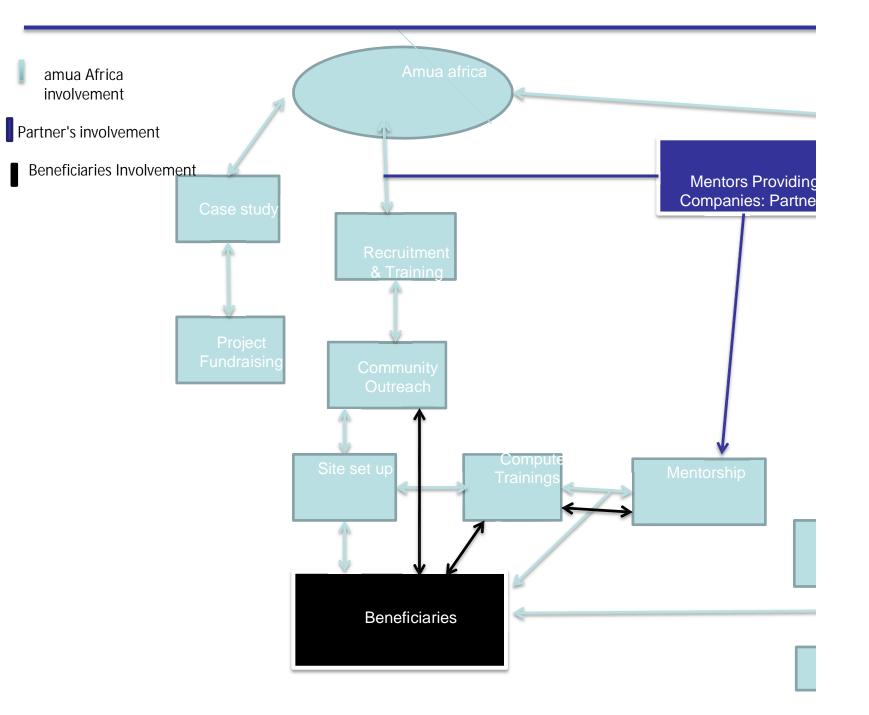
•Loan to set up agri-resource center:

- 1. Introduction to computer
- 2. Computer typing
- 3. Microsoft office
- 4. Graphic design
- 5. Internet /web services.
- 1. Mission, opportunity and strategy
- 2. External Environment
- 3. Target Market statement
- 4. Operations and value chain
- 5. Organization/Human Resource
- 6. Business Model
- 7. Metrics
- 8. Operating Plan
- 9. Financing.
- 1. Available to everyone
- 2. No security guarantor
- 3. Small interest.

### RISKS

- Poor Housing
- No reliable security
- Poor Roads
- No enough banking services
- No Reliable electricity
- Business registration –Government enforcement
- Poor connectivity
- Traditions
- Politics





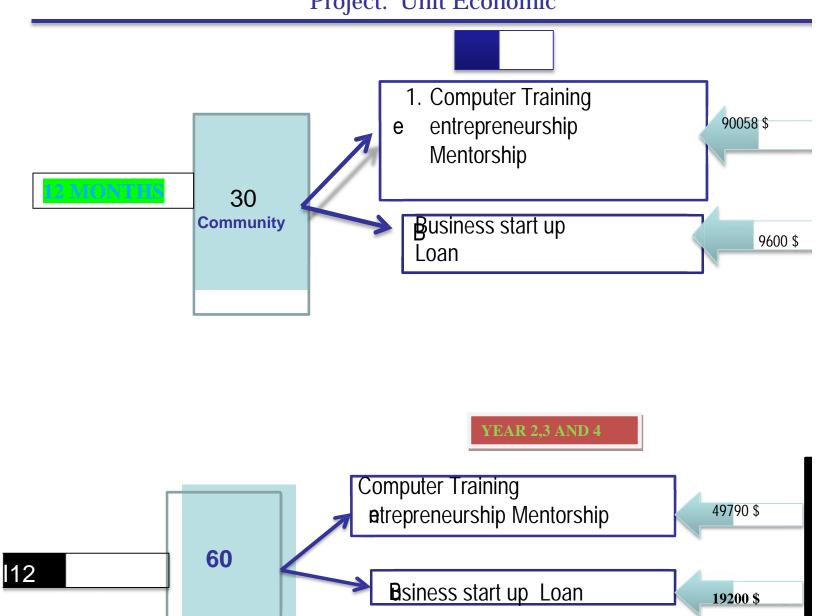
# 1 village, 100 computers project: Financials

	1 YEAR		
Incomes	Donated Income	Grants Sponsorships Donations	9(
99,658 \$	Earned Income	Service & Subscription fee	0.
Expenses	Personnel	Direct labor salary & allowance	4
	Travel & substance	Staff/volunteer transportation	1
99,658 \$	Equipment	Computers & accessories, tools and furniture purchase.	1
	Administration	General administrative expenses	1
	Support to Participants	Loan to start up business	1
	Others	Public relations activities	1

# 1 village 100 computers project: Financials

			2 <sup>nd</sup> year	3 <sup>rd</sup> year	4 <sup>ti</sup>
Incomes 68990 \$	Donated Income	•Grants • Sponsorships • Donations	73.3%	30.3 %	0.(
	Earned Income	<ul> <li>Service and Subscription fee</li> <li>Loan repayment</li> </ul>	26.7%	69.7%	11
Expenses 68990 \$	Personnel	Direct labor cost	43%	43%	43
	Travel & substance	Staffs/volunteer transportation	6%	6%	6%
	Equipment	Computer equipments, furniture, tools and devices purchase	0%	0%	0%
	Administration	General administrative cost	11%	11%	11
	Support to participants	Loan to start up business	28%	28%	28
	Other costs	Public relations activities	12%	12%	12

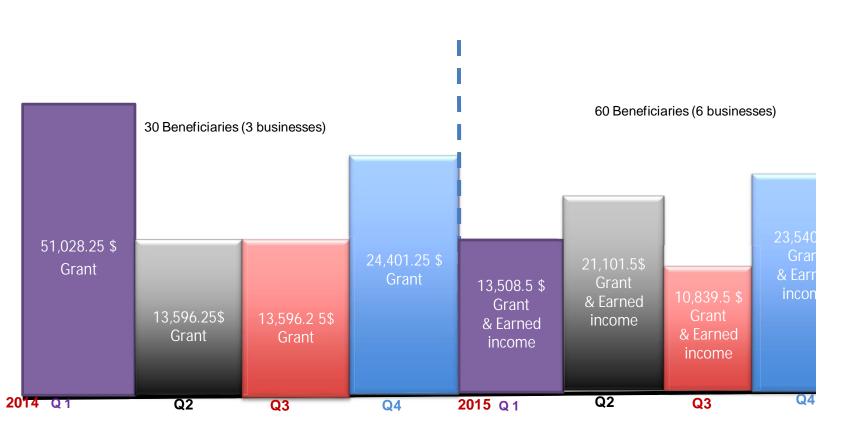
### Project: Unit Economic



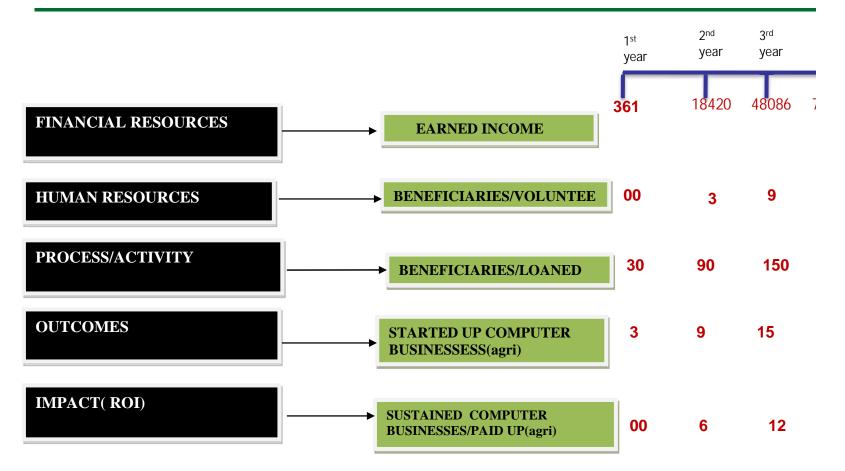
### 1 slum 100 computers project: Critical Success Factors

- Loaning without security guaranty but mentorship
- Keep volunteers, employees, mentors and beneficiaries motivated
- Commitment from partners
- Evaluation of customs and traditions

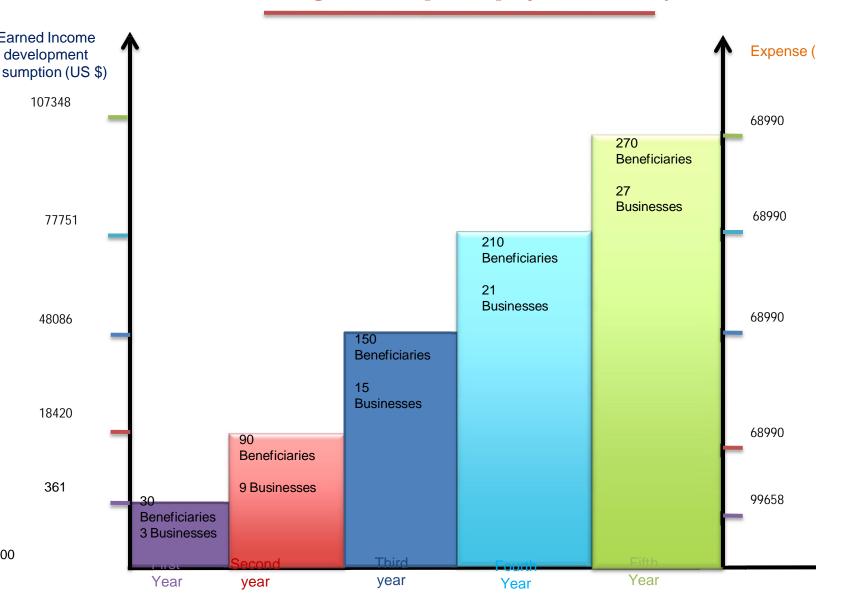
### 1 village 100 computers project: Financing and Scaling Model



## 1 village 100 computers Project – Metrics



1 village 100 computers project: Summary



Required Investment : 99,658 US \$

## Implementation Kicking off:

March 2016

### Annex 1: How It Works

#### Executive Summary

The 1 village 100 computers is a self sustainable project providing free computer training and entrepreneurship ment disadvantaged youths/community members in both urban informal and rural settlements in KENYA. At completion of the and mentorship, loans them computers and other technological devices to help them set up a computer based agri-bur resource centers such as cybercafé, respectively to the business plan designed during the training/mentorship. For se sustainability, the program requires loan repayment with interests of 12-15%.

#### **How** it works

Within 6 months 30 youths in 3 groups with 10 members per group receive free Computer training in applications rela agri-business services.

simultaneously, these youths receive an entrepreneurship mentorship - Each group is requested to identify a local method the Project assigns another mentor to each Group (a mentor: An experienced business person with 15+ years of diver business experience). These mentors help the group members to complete 9 modules course intended to help them to business plan for the group and to document this plan with an elevator pitch, a business plan summary, and an Invest Profile.

At completion of this training & mentorship, each group (Leader) present their Business Plan Summary to Project and Leadership, mentors, and invited audience in a Public graduation conference. Each group then receive a loan package equipments worth not exceeding 3200 \$, respectively to their business plan. On top, they receive project personnel v with them for the business development until the loan is fully repaid. For self-sustainability, the program requires loar repayment with interests of 12-15% if paid within 6 months and 12 months respectively.

#### Participants' selection Criteria

• Be a newly formed or existing youth group with 10 members ready to participate in the program,

•All participating members must be 18 - 28 years old,

•Born & living in siaya town and its environs

•Shown integrity & accountability character in the community (confirmed by local leader)

•At least 2 group members have a basic computer understanding,

•Subscription fee 1000 ksh per member. It can be paid during training but at least 3members of the group should have upon application date,

•Completed Application form.