## Program Achievements

- Refinement of DVITSA curriculum fully completed 100%.
- Nine teachers recruited and trained.
- Four labs equipped with 20 specialized workstations.
- Institutional networking with private partners.
- Completion of 3 pilot classes.

Program Impact

The project has achieved nearly all its goals to establish a curricular and pedagogical framework in the public school system. It has equipped students with skills for the gaming technology industry and created opportunities for career development in the ICT sector.
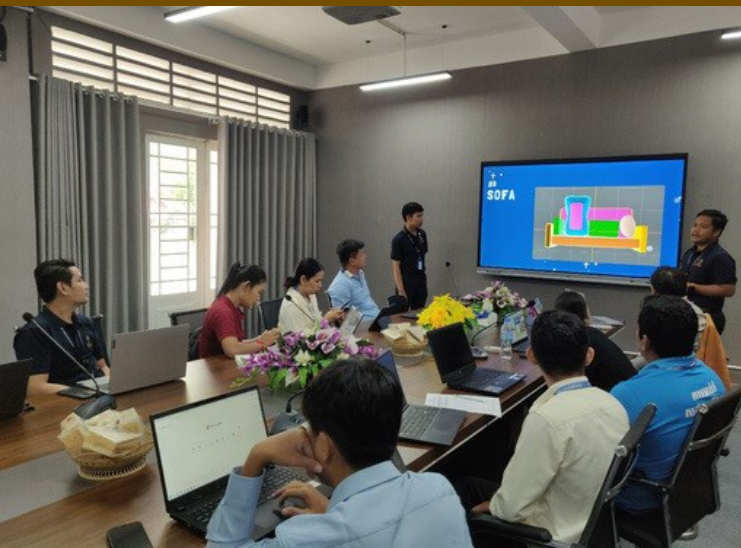
Key Activities

- Refining and expanding the digital visualization curriculum.
- Training ICT teachers.
- Equipping gaming technology labs in target schools.
- Organizing a launch ceremony in 2025 with MoEYS and development partners.
- Implementing courses for almost 150 students with 100 more planned for 2026.

Program Locations

- Preah Sisowath High School—NGS (Phnom Penh)
- Prek Leap High School—NGS (Phnom Penh)
- Yukunthor High School—NGS (Phnom Penh)
- Hun Sen Kampong Cham High School—NGS (Kampong Cham)

Program Start Date in January 2024

Digital Visualization Technology Skills Accelerator Program (DViTSA)

Cambodian youth are the future of the tech revolution! Through DVITSA, we open doors for you to create, innovate, and lead in the world of gaming technology. Dream big, dare to explore, and never stop learning—because you are the change-makers of tomorrow!

Program Description

The Digital Visualization Technology Skills Accelerator Program(DViTSA) is a new skills initiative undertaken under the auspices of New Generation School (NGS) educational reforms of the Ministry of Education, Youth, and Sport (MoEYS). DViTSA is an example of an NGS innovation that seeks to emplace a hands-on learning program focused on digital visualization technology (e.g., gaming) in practical contexts. The program has piloted a unique Digital Visualization Technology curriculum that can be used in a secondary school context. This approach is unusual in that such programming is usually developed and implemented at tertiary level; it is believed that configuring this educational innovation in this way will help Cambodia to better accelerate its efforts to prepare Cambodian youth for the gaming technology revolution that is sweeping the world.

Program Goals

Overall Objective (Impact): To enable Cambodia's human resource development potential to accommodate and benefit from accelerating trends in the expansion of the global ICT sector and in particular the subsector of digital visualization (also known as gaming technology).

Specific Objective (Outcomes): To emplace a curricular and pedagogical framework in the public school system that will equip Cambodian youth to effectively participate and benefit from anticipated expansion in the ICT Sector and in particular the Digital Visualization/Gaming Subsector.

Special features of the program

The design of the present program was in direct response to a request from the MoEYS to seek ways to promote accelerated skills acquisition that responds to the needs of a 21st Century Economy. This request stems from Cambodia's desire to quickly meet commitments as part of its induction into Global Accelerator Network of the World Economic Forum where Cambodia is one of 23 participating countries.

Direct Beneficiaries

Students across 4 New Generation Schools are participating in the digital visualization curriculum.

A Glance Into the Future

- Implement the curriculum in all four NGS schools.
- Organize student competitions.
- Expand specialized teacher training.
- Consider hiring new ICT teachers and additional training programs.

Implementing Partners

Ministry of Education, Youth and Sport (MoEYS) and **Kampuchea Action to Promote Education (KAPE),** One of Cambodia's largest Local NGOs working in the education sector

Donor

Funded by **LED Liechtenstein Development Service** and supported by **New Generation School Initiative (NGS)**.