# ECO-BEADS

**SDG 1 (No Poverty)**
SDG 2 (Zero Hunger)
SDG 8 (Decent Work & Economic Growth)



Team : Yashvi Bhadania, Emmanuel Kiptoo, Crispus Nzano, & Farooq Uzair

# SDG 1 (No Poverty)

By 2030, eradicate extreme poverty for all people everywhere, currently measured as people living on less than $1.25 a day.

# SDG 2 (Zero Hunger)

By 2030, end hunger and ensure access by all people, in particular the poor and people in vulnerable situations, including infants, to safe, nutritious and sufficient food all year round.

# SDG 8 (Decent Work and Economic Growth)

Promote development-oriented policies that support productive activities, decent job creation, entrepreneurship, creativity and innovation, and encourage the formalization and growth of micro-, small- and medium-sized enterprises, including through access to financial services

# Problem Statement

Many people are still in Poverty till date, this is worsened by lack of empowerment especially not empowering women. According to the StatisticTimes there are 101.68 males per 100 females.
What can happen if both genders contribute to the economy?

Poverty is a big issue especially in Northern Kenya where nearly 70% of residents live in poverty according to WorldBank. Women are more likely in not contributing to the income for the family because of lack of empowerment and support, however there is a solution....
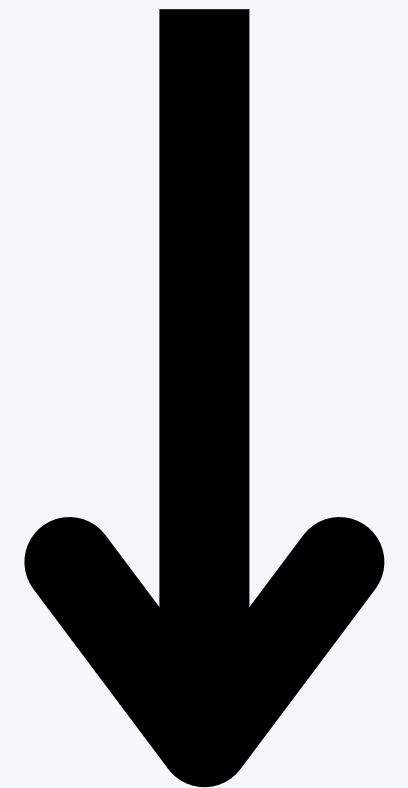
# Our Proposed Solution

✓ **Plan (Turning women into entrepreneurs)**

Achieve the 1st SDG by deploying a web-based e-commerce platfrom for African Traditional Hand-made Jewelry. This will **empower** the women by providing a global market through our web application where their products will be posted on the web-app and all technical tasks will be handled by our team. This includes, listing the items for sale, collection of payments, and deliveries.

**No Poverty**
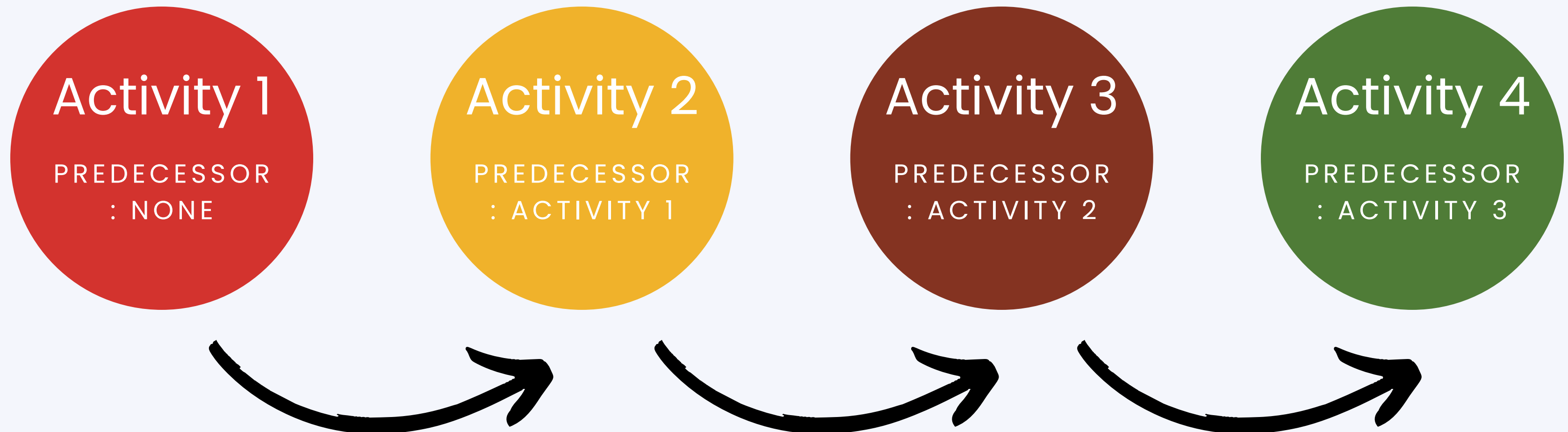
**No Hunger**

**Decent Work & Economic Growth**

*Achieving the 1st SDG will lead to achieving the 2nd and 8th SDGs respectively.

# The Action Plan

We managed the project with the following steps:

1. Ideation
2. Requirements Engineering
3. Learning Platforms/ Software
4. Designing
5. Prototyping

# OUR PERT DIAGRAM

**Activity 1**

PREDECESSOR : NONE

**Activity 2**

PREDECESSOR : ACTIVITY 1

**Activity 3**

PREDECESSOR : ACTIVITY 2

**Activity 4**

PREDECESSOR : ACTIVITY 3

# THANK YOU!