

# AJIRIKA: Empowering Tanzanian Graduates

*'Revolutionizes job readiness through real-world simulations. We address Tanzania's youth unemployment and skills gap, offering interactive tools for career success'*





**High unemployment rates and skills mismatch contribute to underemployment and decreased economic growth.**

- **Youth Unemployment**

Tanzania's youth unemployment rate is 13.5% (World Bank, 2023).

- **Skills Gap**

70% of graduates lack practical skills required by employers, (Tanzania National Bureau of Statistics, 2023).

- **Industry Disconnect**

65% of employers report a gap between academic training and job requirements, (Tanzania Employers' Association, 2023).



# AJIRIKA Platform Solution

- **Job Simulations**

Interactive scenarios for various industries, including IT, finance, project management etc.

- **Video Interviews**

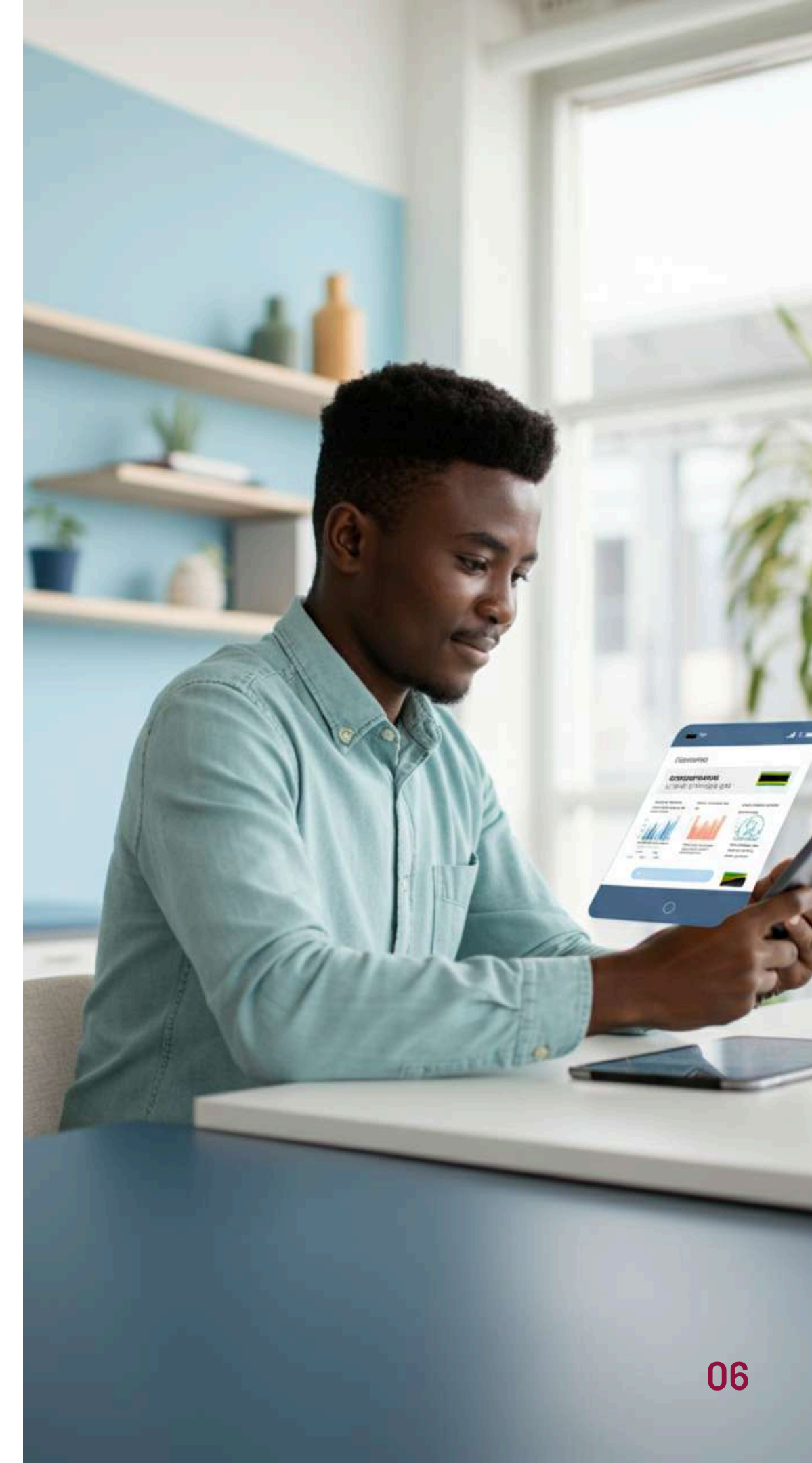
Mock interviews with real-time feedback to enhance communication skills.

- **Customisable Assessments**

Role-specific evaluations to improve job readiness for different careers.

- **AI CV Review**

AI-driven feedback and optimisation for CVs, with personalised recommendations.





# Product key features



## **Frontend & Backend: Dart with Flutter**

Seamless user experiences  
and efficient performance.



## **Database: MySQL**

Scalable and reliable data  
storage.



## **Video Functionality: WebRTC/Twilio**

High-quality video  
interactions.

# Target Market

## DETAILS

New graduates  
annually

Job seekers

Mid-Career  
Professionals

## FACT

approx **100000**

**3** million+

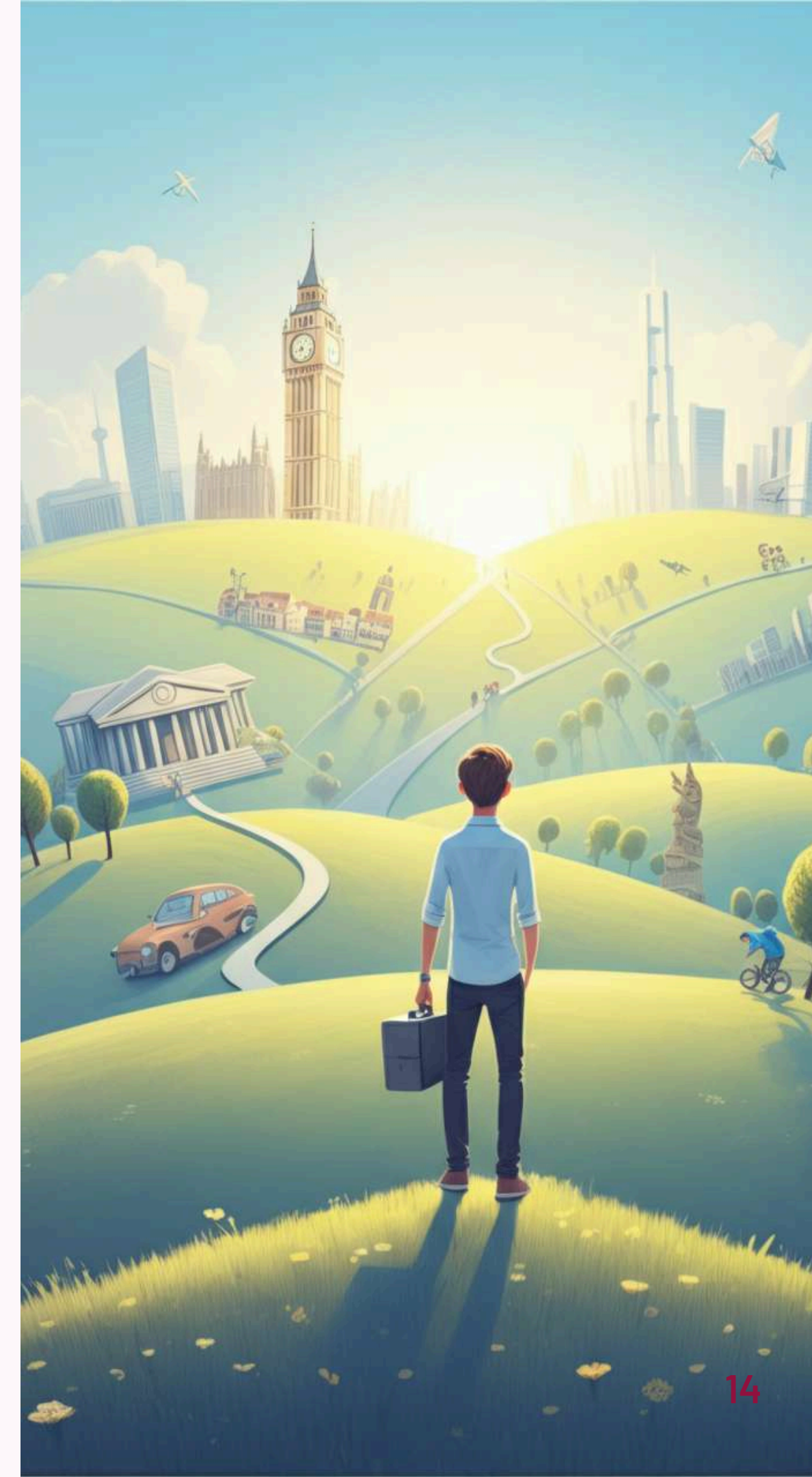
about **48%** skill  
shortage

## SOURCE

Tanzania Ministry  
of Education, 2023

Tanzania National  
Bureau of Statistics,  
2023

World Bank &  
Mastercard  
newsroom



# Market Size: Estimated 2M for the Pilot phase

## Smartphone Penetration:

- 65% of Tanzanian youth aged 15-24 use smartphones.

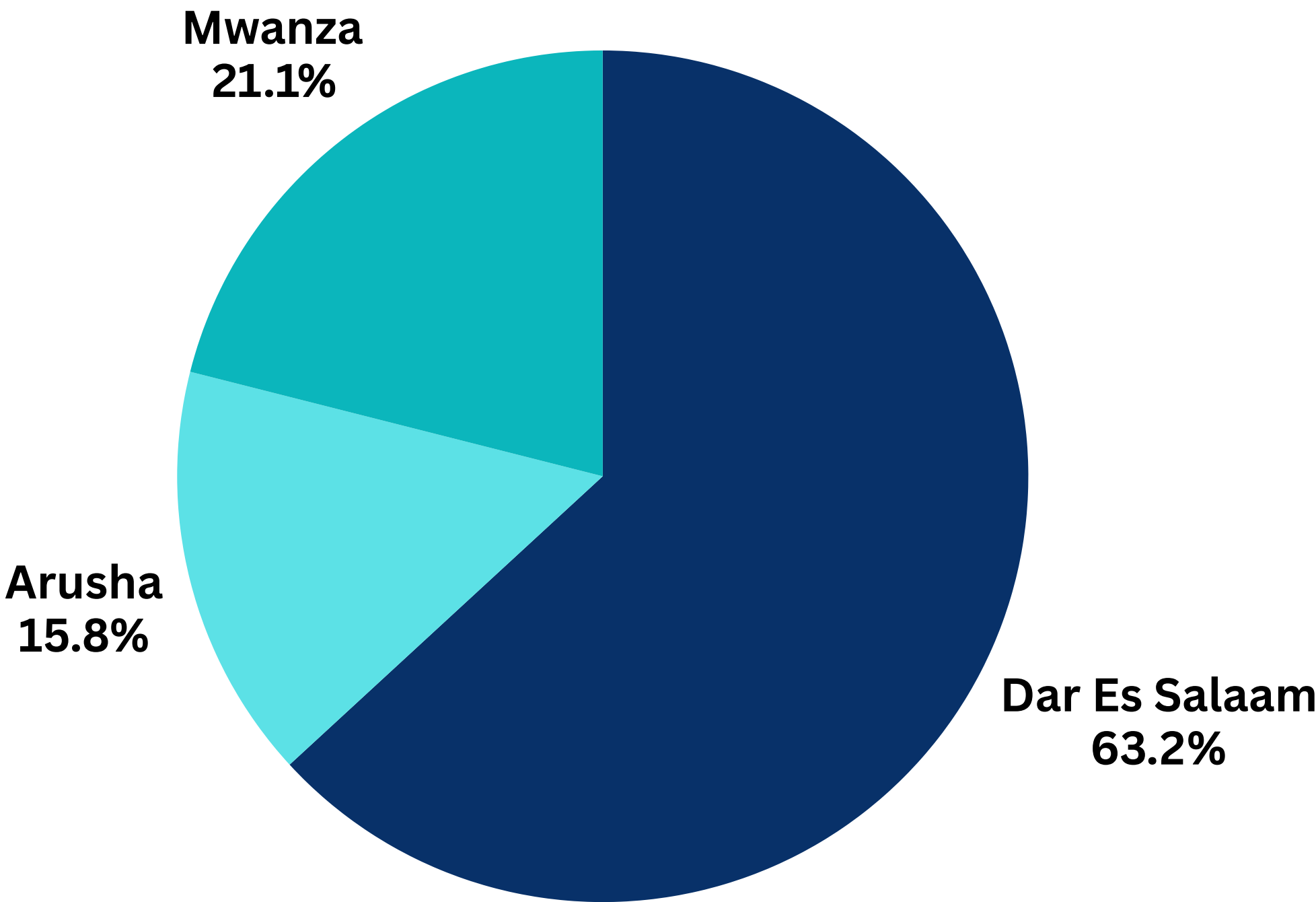
## Website Engagement:

Potential Estimate: Around 50-55% of smartphone users utilize websites for various activities, including social media, education, and information gathering.

**Digital Literacy Rate:**Overall literacy among Tanzanian youth aged 15-24 is approximately 87%, providing a strong foundation for tech engagement.

## REFERENCES:

- Groupe Spécial Mobile Association GSMA,
- Tanzania Communication Regulatory Authority,
- World Bank

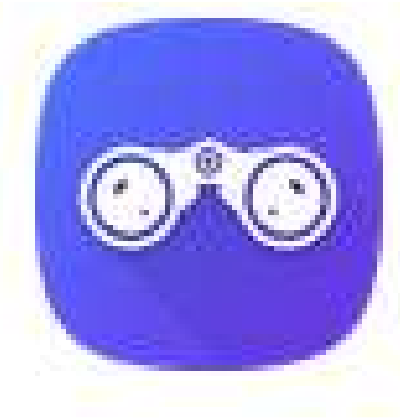


**Piechart01: Mobile users aged 15-24 as of 2023**





# Competitors: TANZANIA



- **Zoom Tanzania**, represents all other online platforms showcasing job openings.



- **Mzumbe University**, representing Universities in Tanzania mainland
- provide career guidance and skill development through their Career Service Units
- Physical consultations



- **Zanzibar University**, representing Universities in Zanzibar Island
- provide career guidance and skill development through their Career Service Units
- Physical consultations





# Competitors: AFRICA



- Online platform present in Nigeria, Kenya & Uganda
- For Developers & Tech-related talent
- Minimum requirement four(4) years technical experience



- Online platform present in South Africa
- For writers and writing professionals



- Online platform present in Nigeria
- For Developers & Tech-related talent



- **African Leadership University**
- Focus on leadership and entrepreneurship including internship & job placement.
- Both physical consultations and online components



# Competitive Advantage



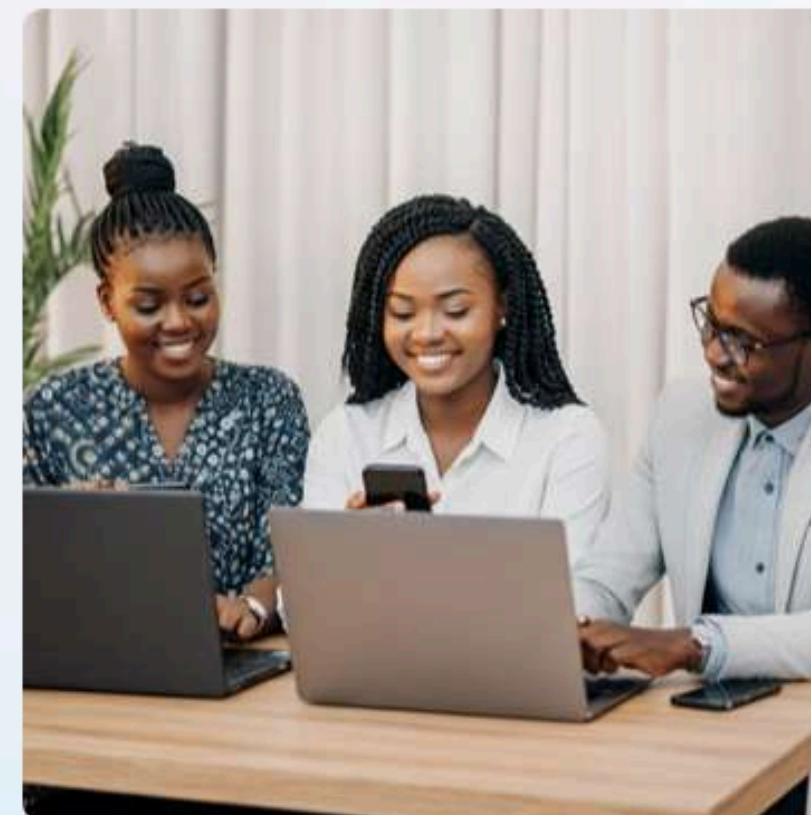
## Local Relevance

AJIRIKA's content and scenarios are tailored to the Tanzanian, East African and African job markets, ensuring direct applicability.



## Comprehensive Features

Our platform offers simulations, assessments, CV services, and video practice, addressing multiple job readiness aspects.



## Bridging the Gap for Graduates with No Work Experience

Our platform is tailored to meet the needs undergraduates nearing graduation, helping those with no work experience transition into the job market



# Project Traction



1

## Phase 1 (Current Traction)

- **Landing Page:** Developed and live
- **Domain and Hosting:** Paid and set up
- **Company Registration:** Finalizing process
- **User Feedback:** Collecting info via Google Forms

2

## Phase 2 (Next 6months)

- **System Development:** Launch first version
- **User Testing:** Conduct beta tests
- **Marketing Strategy:** Attract early adopters

3

## Phase 3 (Post 6months)

- **Scaling:** Expand to additional areas
- **Feature Enhancements:** Continuous improvements based on feedback



# Business Model



1

## Freemium Features

- Undergraduates can access basic resources for free, with the option to upgrade for advanced features and personalized support.

2

## B2B Institutional Partnerships

- Sponsored contents, Brand visibility, Data sharing, Joint events, Affiliate program, Custom packages.

3

## Premium Features

- Charge for advanced services for mid-career professionals.

4

## Corporate Partnerships

- Customized simulations and assessment tools for companies' recruitment needs and ultimately enhancing their hiring process.

# Go To Market

1

## Partnerships

- Collaborate with institutions, NGOs, career development organizations, and professional associations to enhance our reach and resources. and local employers.

2

## Digital Marketing

- Launch social media campaigns and targeted advertisements to raise awareness.
- Leverage influencer marketing by engaging local figures in education and career development to amplify our marketing efforts.





# Go To Market

3

## Pilot Programs

- Offer free access in Dar es Salaam, Arusha, and Mwanza.
- Gather feedback through surveys and focus groups for improvement.

4

## Content Marketing Strategy

- Develop educational content on career development, job search strategies, and skill enhancement.

5

## Targeted Marketing Efforts

- Utilize data analytics to refine digital marketing campaigns, increasing conversion rates.



# Social Impact



## Goal 4: Quality Education

Provides career guidance and skills development.



## Goal 8: Decent Work and Economic Growth

Connects job seekers with employers.



## Goal 17: Partnerships for the Goals

Fosters partnerships for achieving SDGs.



## Goal 9: Industry, Innovation, and Infrastructure

Leverages digital technology for career services.



## Goal 10: Reduced Inequalities

Offers equal access to job opportunities.



# Our Ask



## Vision

We want to empower Tanzanian professionals with realistic job simulations that close the gap between school and work.



## What We Need

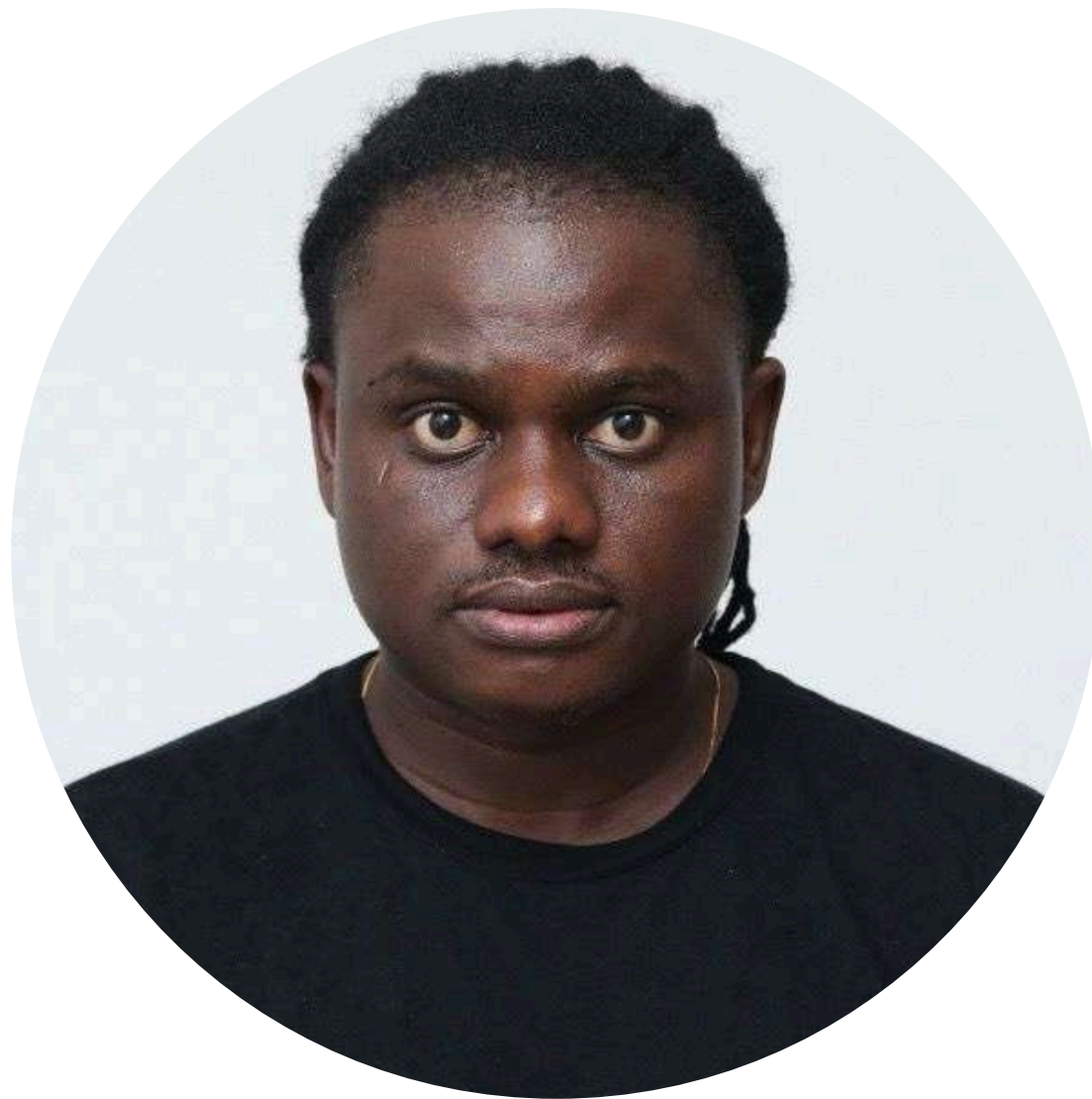
- **Mentorship:** We need business, marketing, and tech mentors.
- **Networking:** Connect us with industry leaders and partners.
- **Feedback:** Help us improve our landing page and user experience.



## Join Us

Embark on our exciting journey to revolutionize job training in Tanzania and beyond!

# Team Members



**KISIAKI JUMA**

Founder



# Thank you!

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