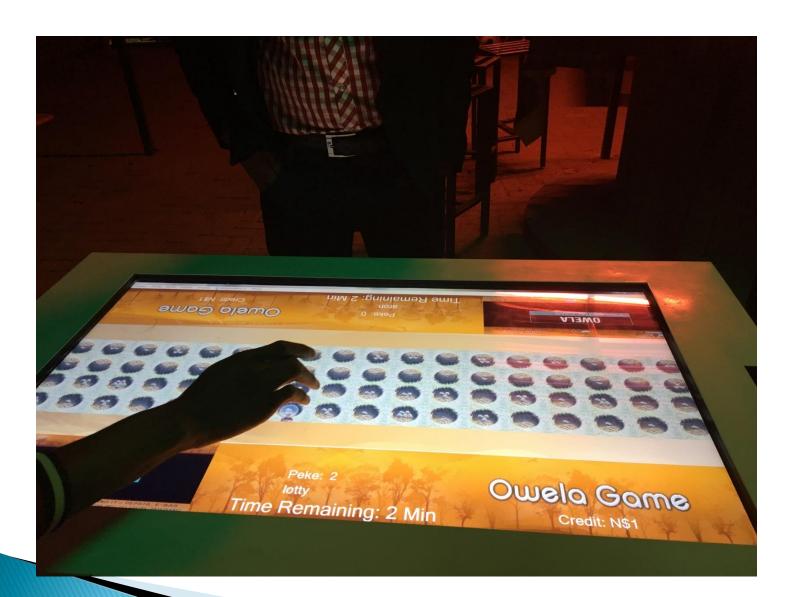






Aron Hamukwaya -Enteprenuer (Software Engineer by profession)

National Software Engineering Academy (NSEA)
 JoyRise Private Academy
 Digital Owela Game



- Introduction
- Different Path
- Economy
- Opportunity to learn

3 Points

- Problem statement
- Problem analysis
- Solution

1. Problem statement

- Gap in the curriculum being offered (NSEA)
- Need for specialised training in software development (NSEA)

1. Problem statement

- Too few hands-on and market ready software development graduates (NSEA)
- High demand, few institutions (NSEA)
- Government Vision 2030 (NSEA)

1. Problem statement

- Cultural knowledge getting lost (Owela)
- Heritage Preservation
- Bringing back the fun that many had lost
- New platform

Analysis

- Market Research
- Vision, Mission, Objectives/strategic goals
- Pricing
- Place for operation
- Get as much advice as you can! (Must be inline with vision)
- Patent/Copyright

Analysis

- Market Research
- Critiquing
- Vision, Mission, Objectives/strategic goals
- Pricing
- Place for operation
- Get as much advice as you can! (Must be inline with vision)
- Patent/Copyright

Solution

- Customer Oriented (Product/Service)
- Listen to your customer, respect your employees and honour your contracts (with suppliers etc)
- Constant improvement (change must be constant)
- Work on policies, work flows

Requirements

- Skills (education, training), expertise, upgrade
- Focused, hard working
- Resilience (You fall, you get up quickly)
- Very high level of motivation
- Determination
- Do it now!

Avoid These!

- Waiting for too long for experience
- Laziness
- Procrastination
- Demotivating stories
- Someone else to do things
- Acting too early or too late
- Wasting time
- Bribery & pay tax

Thank you for paying attention!