



# WALKTRACK INNOVATION HUB

**Name of Implementing Organization:** Walktrack Uganda Ltd

**Year & Project Duration:** 2016, One (01) year

**Location of the Project:** Lira Municipality

**Project Target/Beneficiaries:** 100 youths

**Type of Support:** Equipment & Financial

**Total Financial Request:** **UGX 65,000,000** (*Uganda Shillings Sixty Five Million only*)  
or **USD 18,000** (*US dollars Eighteen Thousand only*)

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**Dated: December 15, 2015**

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## List of Acronyms

ACIA	Annual Communications Innovations Awards
ASUL	All Saints University Lango
BPO	Business Process Outsourcing
CompTIA	Computer Technology Industry Association
HP	Hewlet Packard
ICDL	International Computer Driving License
ICT	Information & Communication Technologies
ICTAU	ICT Association of Uganda
NITA	National Information Technology Authority
PSFU	Private Sector Foundation Uganda
SDG	Sustainable Development Goals
SME	Small & Medium Enterprise
STIC	Science & Technology Innovations Club
TV	Television
UCC	Uganda Communications Commission
UN	United Nations
UNCCI	Uganda National Chamber of Commerce & Industry
US	United States
WIH	Walktrack Innovation Hub

## Executive Summary

The project proposal "**Walktrack Innovation Hub**" articulates a compelling vision that will enable Walktrack Uganda Ltd establish and run an innovation hub in Lira municipality.

Innovation is the buzzword of the 21<sup>st</sup> century. It is all about converting ideas into new or improved products, processes and services. It is about taking inventions to marketplace. It is a process that translates knowledge into products & services for economic growth and social well-being.

The project "**Walktrack Innovation Hub**" is an innovative and a unique solution as it simultaneously addresses youth unemployment in realistic and pragmatic ways by offering high-end computer skills and abilities for growth of business or career.

Walktrack is a new tech start-up based in Lira and we work with young people who are passionate about tech innovation. Our core competence is tech innovation, incubation & mentoring young people, giving them opportunities and tools that enable them to pursue their tech ambitions, both within and outside the formal education circles.

We are working with small, medium and also large organizations, companies scattered all over the region.

Through our youth-centered approach, we have created programmes that build, nurture and develop young talents and give them a platform to realize their full potential.

Besides, incubation and mentorship programs, we also provide a range to innovative solutions to wide variety of clients including: Website Development, Applications development, ICT Training, ICT Consultancy among others.

The project "**Walktrack Innovation Hub**" therefore seeks to grow the capacity of young people in Lira municipality through ICT skills training, mentoring, access to relevant information and sharing a strong network of innovators.

The hub will be a place where the next generation is educated, trained and skilled to take positions at all levels of development required by the 21<sup>st</sup> century businesses and entrepreneurship.

## **Background of Walktrack**

Walktrack was started as an idea in 2014. This innovative “walktrack” idea was submitted as a project at the Annual Communications Innovations Awards (ACIA) by Lira Town College students. This idea later emerged winning project under the Young ICT Innovators category. So, Walktrack is tech start-up started to pursue further the agenda of innovation, beyond winning awards & to create impact and empower young people.

In this regard, we are already registered with National Information Technology Authority (NITA) as an innovation and incubation hub. If resources allow, we hope to start “**Walktrack Innovation Hub**” in Lira, multiply our impact and create positive change in society using technology.

We are new consumer technology company that has come to provide cost-cutting technology solutions to today’s technology-savvy population. We are a dynamic fast growing company of professionals providing excellent IT services to individuals, companies, organizations and government agencies.

At Walktrack we value innovation. Our strategy has focused mainly on developing new technologies and tools that tackle community challenges such as gender-based violence, education of girl child, e-commerce etc. with the sole objective of promoting equitable access to basic services.

### **Our Vision:**

To be the leading provider of Information Technology solutions in Uganda and beyond.

### **Our Mission**

To provide innovative Information Technology Enabled Services (ITES) to solve everyday problems & empower people.

## **Background to the Project**

The Constitution of the Republic of Uganda (1995), defines a youth as a person between the age of 18 and 30 years. The population of the youth in Uganda is estimated at 6.5 million, representing 21.3% of the total population of the country. With an annual average population growth rate of 3.2% (1.3 million people), the youth population in the country is projected to hit 7.7 million by end of 2015. The major demographic issues in Uganda arise from the age structure of the population rather than the overall size of the population. Uganda has a very young population which represents a major challenge in the short and medium term if not well planned and provided for. Increasing employment rates and reduction of poverty among the youth, is a major challenge and a high priority for the Government of Uganda (GoU). Uganda Vision 2040 recognizes that Uganda has a labour force that is largely under or unemployed due to inappropriate skills and slow labour absorptive capacity of the economy; as a result, a large number of unemployed youth are becoming a social and economic threat. Similarly, the UN SDGs also provide for youth development as a vital remedy to end cycle of unemployment and chronic poverty.

The National Development Plan (2010/11 to 2014/15), identifies ICT and promotion of start-ups and youth entrepreneurship as part of Government strategies to address the challenges of labour and employment in the country.

It is important to note that the GoU started the Ministry of ICT in 2011 whose sole purpose is to streamline activities and role in national development agenda.

Consequently, ICT was also introduced in A-level (high school) in all secondary schools in Uganda as a second subsidiary. This development demonstrated governments in moving Uganda into a knowledge society.

Given the social context above, Walktrack comes in as a way of supplementing government efforts in contributing towards national development. The role of the private sector cannot be underestimated in the development of an economy.

Walktrack is currently hosted by the Department of ICT of Lira Town College, in Lira municipality. Lira municipality is located in Lira district in northern Uganda. It is geographically located at latitude 20' 17' north of the equator and longitude 32' 56' east of the principal meridian. It started as a trading centre in 1919 and became a Town board. At independence in 1962, it became a Town Council and it was not until 1985 that it was elevated to its current status Municipal Council. Lira municipality has four division: Adyel division, Central division, Ojwina division and Railways division.

## **Problem Statement**

Currently in Lira district, there is no place offering innovation and tech incubation activities. A tech incubation hub will no doubt be famous with today's tech-savvy generation, and will also be very commercially viable considering the current ICT advancements. To meet this need, this project will provide innovation & incubation activities and also provide much need inspiration to young people in northern Uganda, after 20 years of civil war.

## **Project Goal**

To improve the lives of youths through ICT, innovation, creativity and engagement in science.

## **Project Aims & Objectives**

- i) To create a computer innovation hub which is also a computer training centre for industry certified courses.
- ii) To provide youth with marketable computer skills and for self-employment and job creation.
- iii) Improving access to computer skills for girls/females in Lira municipality.
- iv) To mentor the next generation of ICT leaders and increase the ratio of ICT in Uganda's GDP.
- v) To promote innovation, creativity and engagement in science & ICT.
- vi) To foster problem solving ability and project based learning.
- vii) To provide practical learning and engagement in the process of science, technology and innovation.
- viii) To increase awareness of community members and key stakeholders on the importance of computer education.

## **Project Justification**

In Uganda, we have witnessed a couple of young innovators winning prize money and countless others losing. Whereas in Silicon Valley innovators might be aiming to take their companies public, in Uganda we are aiming at winning prize money.

The psychology concept of a carrot and a stick is not only unique to us. The world over, people have been motivated with carrot-prizes.

The different competitions with prizes have planted a betting spirit in the young innovators. The mindset of a bettor, is the opposite of focus. The bettor believes that one day they will be lucky. They are constantly in the pursuit of luck.

The different competitions with prizes have planted a betting spirit in the young innovators. Instead of working on a project that can sustain ones livelihood, young people just want to win the prize money and end there.

It is important to note that ICT has been recognized within Uganda's Vision 2040 job creation and facilitate economic growth. Through different platforms, ICT can be used to address societal challenges & implement projects addressing poverty eradication, rural development, disease control, human relationships, environmental protection and community empowerment.

According to the Ministry of ICT ministerial policy statement 2014/2015, ICT sector continues to experience significant development in the country. The sector's contribution to economic growth in terms of share of GDP stands at 6.0 per cent. Our work will therefore sync with and complement government efforts, and as we say, ICT for national development.

Having participated and won numerous awards from these tech competitions, we have seen the need to create a platform that powers those innovative ideas to make them market ready and commercially sustainable. We want to empower people to imagine, create & develop innovative tech solutions that are commercially viable.

Our team has been at the forefront of tech innovation activities in Uganda and have been hugely successful. This success gives us strong desire & motivation to start and run a tech innovation hub in order to give others a chance to grow & develop their tech career through innovation, creativity and engagement with science.

This project is an opportunity to enhance creativity and raise a generation of innovators using ICT. We want to encourage & support innovators to create innovations that can survive after tech competitions. These innovations should be focused on solving a community problem, or offer alternative life choices. At the end of it all, a young innovator should be able to deploy his/her commercially viable innovations and generate considerable income to live a good life from it.

## **Project Description and Activities**

This is a one year project and consists of 5 components which include the following:

### **Walktrack Edu:**

- Certificate in Computer Applications
- ICDL
- Web 2.0 and Social Media
- CISCO (networking)
- CompTIA
- Mobile computer clinics

### **Walktrack Dev:**

- Website development
- BPO & Internship
- Arduino & Robotics programming
- Mobile apps
- Systems development
- Tech competitions & Events
- Consultancy

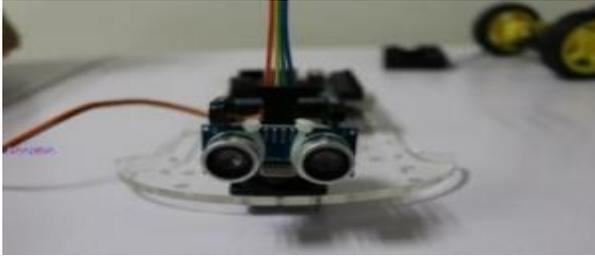
### **WIP:**

Walktrack Incubation Program (WIP) is an initiative we started with the core objective of nurturing young tech innovators and promote creative thinking. This initiative is open to young technologists, school leavers and graduates between 18-25 years who want to experience a new way of thinking.

We shall work with our partners, Oysters & Pearls, U-Touch Innovation Hub, UCC, NITA and others to empower young people with tech skills. The schools we shall collaborate with are Lira Town College and Dr. Obote College. WIP will consist of the following activities:

- Robotics applications
- Technovation Challenge
- Hour of Code
- ACIA
- Project Pitching

- Tech competitions
- Phone assembling & disassembling



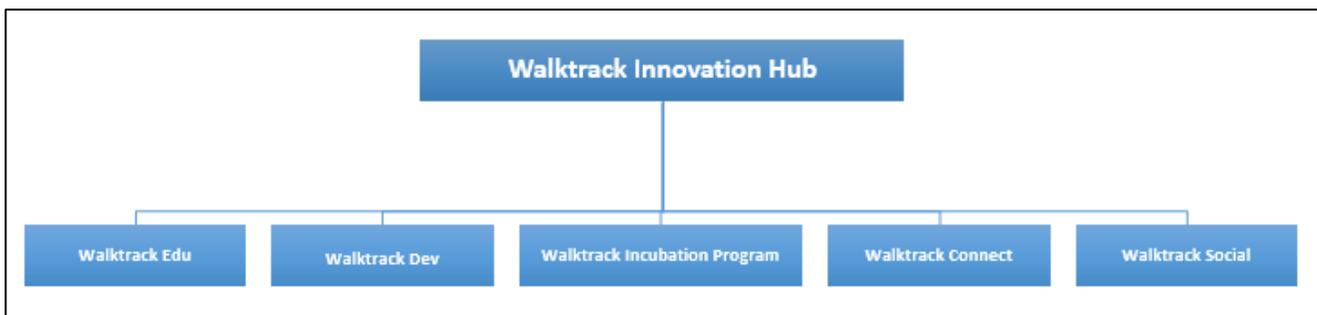
### **Walktrack Connect:**

- Co-working space
- Free internet for those with own laptops.
- Collaboration & networking
- CSR (corporate social responsibility)
- Mail list

### **Walktrack Social**

- Text conversion (typing)
- Printing
- Scanning
- Backup
- Other

**Figure 1:** *Walktrack Innovation Hub five divisions (components)*



## Targeted Population and Targeting Mechanism

The project seeks to train 100 youths from Lira district. The principle target beneficiaries of the project will youth who have completed S.6 aged between 18 to 25 years. Specifically, the Programme will target the following categories of youth:

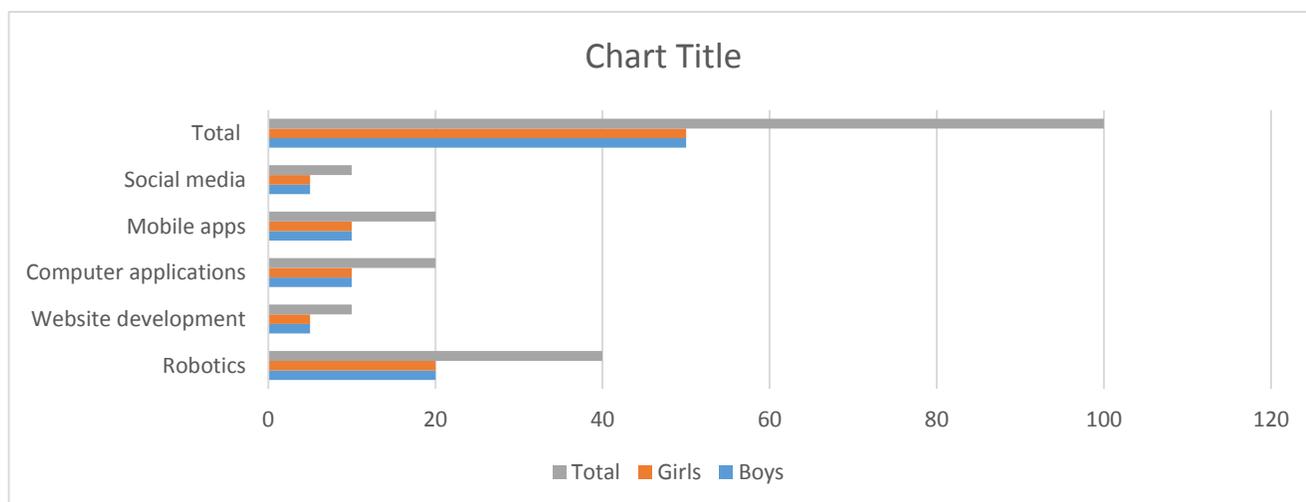
- i) Youths who are passionate about ICT.
- ii) Youth aspiring to do ICT courses at University.
- iii) Employed youth who want to advance their IT skills.
- iv) Companies who want to train their employees in IT skills.
- v) University students who want to do practical Internship (apprenticeship).

To enroll target youth, Walktrack will enlist the use of radio adverts and posters. Interested people will have to go through vigorous interviews and selection process.

SN	Training	Boys	Girls	Total
1	Robotics	20	20	40
2	Website development	05	05	10
3	Computer applications	10	10	20
5	Mobile apps	10	10	20
6	Social media	05	05	10
	<b>Total</b>	<b>50</b>	<b>50</b>	<b>100</b>

**Table 1:** *The number of people to be enrolled for free in 2016*

**Figure:** *Graphical representation of people to be enrolled.*



## Project Budget

The project will require high capital requirements, mostly in acquiring equipment necessary to run the hub. The inventory was created with assistance from our partners **Hive Colab** and **Outbox**, both incubation centres in Kampala.

The financial/budget areas covered include: Mobilization, Office equipment, consumables, accreditation or certification and subscription professional bodies.

<b>Preliminary Budget</b> <i>(Note: figures in Uganda Shillings)</i>					
<b>A</b>	<b>Mobilization / adverts</b>				
<b>SN</b>	<b>Description</b>	<b>Description</b>	<b>Quantity</b>	<b>Rate</b>	<b>Total amount</b>
1	Radio Adverts	-	2	300,000	600,000
2	Posters/flyers/stickers	<i>(assorted)</i>	-	650,000	650,000
3	Social media	<i>(assorted)</i>	-	500,000	500,000
4	Signage	<i>(assorted)</i>	02	500,000	1,000,000
	<b>Sub-Total</b>				<b>2,750,000</b>
<b>B</b>	<b>Office &amp; Training Equipment</b>				
<b>SN</b>	<b>Description</b>	<b>Description</b>	<b>Quantity</b>	<b>Rate</b>	<b>Total amount</b>
1	Computers	<i>(Laptops)</i>	12	1,500,000	18,000,000
2	Colour Printer	<i>(HP)</i>	01	600,000	600,000
3	Printer (black)	<i>HP</i>	01	400,000	400,000
4	Tables	<i>Office desks</i>	15	200,000	3,000,000
5	Chairs	<i>(Ergonomic)</i>	15	180,000	2,700,000
6	Internet modem	<i>(Wi-Fi enabled)</i>	01	350,000	350,000
7	Pens, books, receipts	<i>assorted</i>	-	500,000	500,000
8	Power adaptors		06	30,000	180,000

9	Client seats	<i>(long 3-seater</i>	02	300,000	600,000
10	Flash disks	<i>(4 GB)</i>	04	40,000	160,000
11	Projector	<i>(Acer)</i>	02	2,000,000	4,000,000
12	LCD Flat screens	<i>(Samsung)</i>	02	500,000	1,000,000
13	VGA cables	<i>6 metres</i>	02	150,000	300,000
14	HDMI cables	<i>6 metres</i>	02	200,000	400,000
15	Office cabinets		02	800,000	1,600,000
16	White board	<i>(1.5m x 1m)</i>	02	400,000	800,000
17	Photocopier	<i>(heavy duty)</i>	01	1,800,000	1,800,000
18	Water dispenser	-	02	200,000	400,000
19	Office curtains	<i>assorted</i>	01 set	600,000	600,000
20	Fans	-	02	180,000	260,000
21	Tent	-	01	800,000	800,000
22	Generator	<i>assorted</i>	01	1,500,000	1,500,000
23	Bank account	<i>assorted</i>	02	250,000	500,000
	<b>Sub-Total</b>				<b>40,450,000</b>
<b>C</b>	<b>Consumables &amp; Rent</b>				
<b>SN</b>	<b>Description</b>	<b>Description</b>	<b>Quantity</b>	<b>Rate</b>	<b>Total amount</b>
1	Makers	<i>White board</i>	6 dozens	10,000	100,000
2	Reams of paper	<i>White /colored</i>	10 reams	18,000	180,000
3	Printer toners	<i>assorted</i>		600,000	600,000
4	Photocopier toners	<i>assorted</i>		1,000,000	1,000,000
5	Internet subscription	<i>Per year</i>	12	300,000	3,600,000
6	Rent	<i>assorted</i>		400,000	4,800,000
	<b>Sub-Total</b>				<b>10,280,000</b>

<b>D</b>	<b>Accreditation &amp; Certification costs</b>				
1	ICDL	<i>(assorted)</i>	01	4,000,000	4,000,000
2	CISCO	<i>(assorted)</i>	01	4,850,000	4,850,000
3	NITA	<i>(assorted)</i>	01	1,500,000	1,500,000
	<b>Sub-Total</b>				<b>10,500,000</b>
<b>E</b>	<b>Subscription to bodies</b>				
	PSFU	-	12	120,000	120,000
	ICTAU	-	12	500,000	500,000
	BPOAU	-	12	400,000	400,000
	<b>Sub-Total</b>				<b>1,020,000</b>
	<b>Grand Total</b>				<b>65,000,000</b>

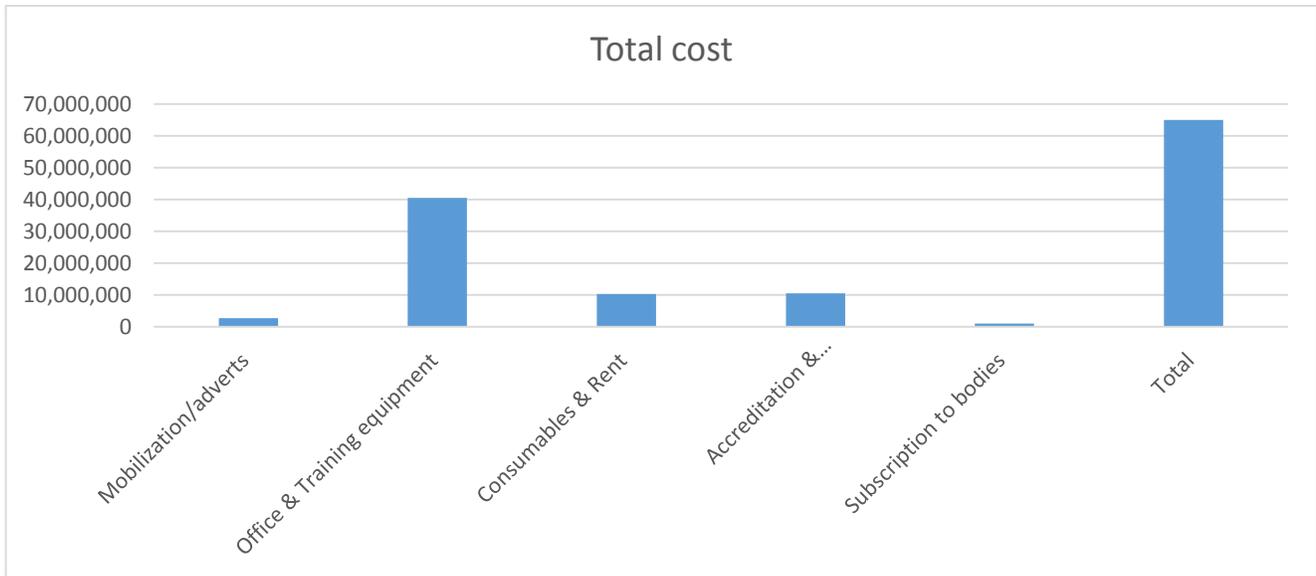
**Table 2:** Budget estimates of the WIH

**Summary of Budget allocations.**

<b>SN</b>	<b>Item</b>	<b>Total cost</b>	<b>Percentage (%)</b>
1	Mobilization/adverts	2,900,000	4
2	Office & Training equipment	40,450,000	62
3	Consumables & Rent	10,280,000	16
4	Accreditation & Certification costs	10,500,000	16
5	Subscription to bodies	1,020,000	2
	<b>Total</b>	<b>65,000,000</b>	<b>100</b>

**Table 3:** Summary of budget allocations for WIH

**Figure:** Graph showing budget allocations



## Project Team

Walktrack Innovation Hub project is the result of years of innovation and great ideas. We all share a true passion for visionary and innovative thinking – which we want to share with others.



**Angoda Emmanuel** obtained his Bachelor in Information & Communication Technology from Gulu University in 2012. He is also a trained youth counselor, and has other qualifications in law, project management & education. Currently, he is Head of Department of ICT at Lira Town College, and has over 5 years' experience in ICT training and User Support. He is also skilled in web and mobile programming, talent identification, report writing and social media. He is a member of ICT Association of Uganda, and Google Develop Groups (GDG).



A former student of Lira Town College, **Tusabe Allan** is someone very passionate about computers. At a tender age, he made up his mind to pursue IT and is currently pursuing Bachelor of Information Systems & Technology at UTAMU. He has extensive experience in user support and office applications.



**Obote Denis** is a very forward looking person. A national winner of Annual Communications Innovations Awards (ACIA) in 2014, he has undeniable skills in web and android programming, graphics editing, computers applications and user training. He is currently pursuing his dream course of Computer Science at Gulu University. He has participated in a numerous tech competitions and challenges, and he a former Team Leader of Science & Technology Innovations Club (STIC) of Lira Town College.



**Odur Jacob** is an expert in embedded systems. When it comes of Arduino and Robotics programming, Jacob is undeniably one of the best in northern Uganda. He is currently enrolled at All Saints University Lango (ASUL). Between March and August 2015, Jacob was pursuing Internship at the prestigious Centre for Research in Transportation Technologies (CRTT), a flagship project of Makerere University that produced the iconic "Kiira EV" car. Prior to joining CRTT, he also did short internship with Uganda Bioscience Information Centre (UBIC) at Namulonge. Jacob is also a former Team Leader of Science & Technology Innovations Club (STIC) of Lira Town College. In May 2015, Odur Jacob was part of the team that came 3rd at the MTN App Challenge. Over the years, he has amassed skills in Arduino and andriod programming, team work, project management and project presentation.



**Jennifer Ajok:** Currently pursuing Computer Science at Gulu University, Jennifer is also a winner of Annual Communications Innovations Awards (ACIA) in 2014. In her class, there are only 2 girls out of 17, and this scenario has made her a strong advocate of girl child education. She is skilled in Team management, Pitching, MS Office and User Support. She is the first girl who rose to the rank of Team Leader of STIC at Lira Town College.

## Project Sustainability:

The project will be self-sustaining initiative. This will be a social venture whose sole purpose is to create positive social change in surrounding communities. However, there is a strong commercial case that will make it worth investing in. Revenue will be derived from the following:

<b>SN</b>	<b>Activity</b>	<b>Expected income/month</b>
1	Computer training	500,000
2	Secretarial services ( <i>printing, photocopying etc.</i> )	1,000,000
3	Website development	1,000,000
4	Software sales	200,000
5	Computer repair	200,000
6	Partnerships	100,000
7	Internet	500,000
8	Consultancy	500,000
	<b>Total</b>	<b>4,000,000</b>

**Table 4:** *Expected income from various activities*

<b>SN</b>	<b>Activity</b>	<b>Expense/month</b>
1	Electricity bill	200,000
2	Water bill	50,000
3	TV subscription	40,000
4	Food	600,000
5	Internet	300,000
6	Miscellaneous ( <i>taxes</i> )	500,000
	<b>Total</b>	<b>1,690,000</b>

**Table 5:** *Expenses incurred per month*

In any tech venture, the most expensive things to acquire are machines & equipment. Once these are available, you can use them to generate revenue to sustain the project. The difference from the revenue and costs will then be used to pay allowances for the team. Additional revenue will be generated from service tenders/contracts.

## Project Outcomes & Key Performance Indicators.

At the end of project, so many benefits would have accrued, firstly to the youth beneficiaries, their families, communities and also project team. Although, it is difficult to measure the percentage positive outcomes of the project, the following will be realized:

- i) Establishment of Walktrack Innovation Hub for promote tech innovators.
- ii) Employment opportunity to six (06) people directly and a possible 30 others indirectly.
- iii) Training of 100 youths with computer skills in Lira municipality.
- iv) Transforming Walktrack Uganda Ltd from a startup to medium enterprise.
- v) Creation of more business ventures and employment for beneficiaries and their families.
- vi) Representing Lira & Uganda at various national & global tech competitions.
- vii) New tech role models for inspire young people to join tech careers.

## Project Partners

Walktrack Uganda Ltd will run the Walktrack Innovation Hub in Lira, but will leverage the support and assistance from their partners, both in government and private sector. Some of these partners that are already in touch with us include the following:

SN	Name of partner	Supported
1	UCC	Internet, ACIA, tech support of innovation hubs
2	NITA	Tech support for innovation hubs
3	Lira Town College	Students for project
5	Dr. Obote College	Students for project
6	Makerere University	Project/Research collaboration
7	Gulu University	Project/Research collaboration
8	ASUL	Venue for mobile clinics
9	Hive Colab	Mentorship & sharing experiences
10	Outbox	Mentorship & sharing experiences
11	Crystal webhosting	Webhosting & web development support

**Table 6:** *Walktrack partners*

## **Monitoring and Evaluation**

Monitoring and evaluation will be a continuous process throughout the project life. Monitoring activities will be conducted to ensure harmonious coordination of the project, its operation and proper implementation. This will bring out important information upon which decisions are sought and made.

For the purposes of records, a functional project office will be set up and will be followed by developing a database/statistics to keep track of the project activities.

It is important to note that M & E will help the project to assess the extent to which implementation is meeting the set objectives. It helps the project team to review the implementation strategies in order to improve on the project performance and better resource utilization.

At the end of six months, evaluation of the programme will be conducted to assess the performance of the programme, review lessons learned, establish best practices and determine the level of returns from the project grant. The following will be used assess performance.

M&E strategy will focus on the following:

- i) Results Oriented Management (ROM)
- ii) Comprehensive auditing by external auditor at the end of the year.
- iii) Periodic assessments and evaluation; and
- iv) Conformity to International Financial Reporting standards.

## Timetable / Project Cycle Stages

Stage	Key activities	Responsibility / Key participants	Duration/ Month
Stage 1	Mobilizing funds & Procurement of equipment	Project team	2 weeks <b>Jan/Feb</b>
Stage 2	Identification of suitable office	Project Lead	1 month <b>March</b>
Stage 3	Setup of office & advertisements	Project team	2 weeks <b>April</b>
Stage 4	Training of project team & workplan	Partners & project team	2 weeks <b>May</b>
Stage 5	Registration, Certification & Accreditation	Project Lead	1 month <b>May</b>
Stage 6	Start of programs Mid-term audit	Project Team	1 month <b>June</b>
Stage 7	Commercial project launch Partnerships with others		<b>October</b>
Stage 8	Application for trainees & holiday program	Project Team & partners	<b>November</b>
Stage 9	Selection of trainees & training of youth	Project Team & partners	<b>November</b>
Stage 10	M & E	Internal & external audit	<b>December</b>

**Table 7:** Table showing Project Lifecycle stages

## Timelines of Project Activities

Stage	Key activities	Months											
		J	F	M	A	M	J	J	A	S	O	N	D
Stage 1	Mobilizing funds & Procurement of equipment	■	■										
Stage 2	Identification of suitable office			■									
Stage 3	Setup of office & advertisements				■								
Stage 4	Training of project team & workplan					■							
Stage 5	Registration, Certification & Accreditation					■							
Stage 6	Start of programs & Mid-term audit						■	■	■	■			
Stage 7	Commercial project launch Partnerships with others										■		
Stage 8	Application for trainees & holiday program											■	
Stage 9	Selection of trainees & training of youth											■	
Stage 10	M & E												■

**Table 8:** An illustration of project timelines.

## Conclusion

The areas of intervention of this project are located in Lira municipality, in the suburban residential areas. As a result of peace after 20 years war in northern Uganda, there has been economic boom which has created demand for ICT services, especially amongst today's tech youth, middle class and foreign workers.

Through increasing access to ICT services, this project aims to give a concrete possibility of social and economic empowerment using local innovations from our own tech wizards, and also provide inspiration to many others to pursue marketable tech careers, hence reducing unemployment.

Therefore, in this project we request you to support us with **Uganda Shillings 65,000,000** (***Uganda Shillings Sixty Five Million shillings only***) for establishment of Walktrack Innovation Hub in 2016.