

Personal Information Collection and Usage Agreement

By submitting this form, I hereby agree that Korea Sports Promotion Foundation (KSPO) shall collect and use my personal information for enrolling DTMA contest 2021 as below.

1. Collecting items of personal information:

- Name, Birth, Country, Contact information, Employment status, Organization, Job title

2. Purpose of collecting the personal information:

- Verification of applicants, Winner notification

3. Collected personal information will be kept until:

- From date of submission to February 28, 2022

4. Collecting organization: Korea Sports Promotion Foundation (KSPO)

☞ **AND PLEASE BE AWARE THAT...**

- ❖ Your essay submitted could be used for the promotion of DTM programs.
(ex. DTM-Inside Social Media Channel, Dream Together Seoul Forum ,etc.)
- ❖ Should you be selected as final candidates of the contest 2021,
video presentation will be required for the final screening.

DTMA Contest for Project Proposal

1. Basic Information

Name	Zohid			Akramov	
Date of Birth	1991 / 03 / 08		Nationality	Uzbekistan	
Organization Type	Government		Job Title	Project Manager	
Organization Name		Academy of Golf Skills Development under the Ministry of Youth and Sports Malaysia			
Contact Information	Mobile	+60149238909	Email	akramovzohid@gmail.com	
	Address	A-15-4 Vega Residency 1, Selangor Science Park 2, 63300, Selangor, Malaysia			
DTM Admission Year		2018			
Participation in similar education programs for sports management provided by other organization		No			
Participation in 2019 or/and 2020 DTMA Contest for Project Proposal		No			

2. Project Design

2-1. General Information

Project Title	Empowering Inclusivity and Equality in Underprivileged Youth Through Education of Golf Caddy Skills
Sector	Improving work
Key Beneficiary	Youth at-risk aged 15–19 in underserved/underprivileged, marginalized and vulnerable communities
Country	Malaysia
Project Period	6 months (2021.12~2022.5)
Cooperative Organizations / Professionals	Ministry of Youth and Sports Malaysia, Play Together Foundation
Total Budget	10 000 USD

2-2. Project Details

Project Background	<p>As an advanced, upper middle-income country, Malaysia is striving to achieve high income and developed-nation status in the near prospect. However, the country is still facing number of challenges to accomplish that status. In order to achieve sustainable socioeconomic growth in the country it is inevitably crucial to better progress in education, health, and social welfare protection, improving vulnerable regions, strengthen international development cooperation, and engage country's youth to improve life skills and resilience.</p> <p>During DTM program, we have been taught that sports could be used as a tool to tackle the above-mentioned issues. For instance, in Sport for Special Population module, I learned more about inclusivity in sports and with the aid of modules like Sport for Development and Sport Facility Management, I better understood the importance of sport as a tool to tackle socioeconomic and development issues in the region.</p> <p>In Malaysia, there are many vulnerable communities. For example, poorest state Sabah has seen a rise in domestic and transnational crime in recent years, including extremist influence and recruitment in the volatile eastern regions. A long history of violent extremist incidents coupled with an increased rate of unemployment among youth has exposed them as vulnerable targets to terrorist networks and criminal syndicates. Whilst Kuala Lumpur is the very heart of Malaysia's rapid urban development, it is also home to more than a 500 at-risk children and adolescents. Unfortunately, the number of children roaming off the streets is disturbingly increasing. Most of the children are from broken family, children from indigenous families with no documentation.</p> <p>After graduation from DTM, I made it my priority to contribute in the areas of social inclusion and sport for development. I believe now is the great opportunity to make our dreams and pursuit come true. Through this project proposal, we aim to provide core skills, education through Technical, Vocational Education, and Training (TVET) for the youth at-risk in underserved/underprivileged and vulnerable communities across Malaysia. We plan to carry out the program in several states across Malaysia. In collaboration with local NGOs and local sport authorities, 25-30 young girls and boys aged 15 to 19 will be selected to participate in the project. We are planning to conduct one-week program per region once a month for total duration of 6 months.</p>
Goal	<p>The ultimate goal of the project is to contribute to the sustainable socio-economic development of Malaysia through providing disadvantaged youth with employment opportunities</p>

Objectives	<div>1. to provide inclusive and equitable quality education to the youth through Technical and Vocational Education and Training (TVET) about fundamentals of golf, basic rules and regulations of sport;</div> <div>2. to instill the youth with vocational caddy and basic golf skills;</div> <div>3. to assist the youth in providing employment opportunities and monitor their career path.</div>		
Project Design	<div>Tips for Designing a Project</div> <div><div><div>Activity</div><div>Output</div><div>Objective</div><div>Goal</div></div></div> <div><div>-In short, <u>activity</u> is what people actually execute in the project and it is designed to create certain <u>output</u>. <u>Objective</u> is expected results of each group of outputs and what a project set as its target. <u>Goal</u> is potential impacts that objectives could make.</div><div>-In detail,when you design a project, you prepare a set of <u>activities</u> that is designed to create a certain <u>output</u>. When the <u>outputs</u> are successfully prepared, the project would progress to reach its <u>objectives</u>. In other words, outputs are necessary conditions for achieving objectives successfully. When all objective targets are met, it would contribute to make certain impacts in the society. These 'impacts' are called <u>goals</u>in regardofa project design.</div><div>-If you want to design a good and well-defined project, <u>make sure each level of the project design is logically coherent and distinguishable to each otherbyitscontent</u>.</div><div>- CAUTION: <u>Please make sure you fill out all necessary components of the project design</u>. In case of omitting some fields, it may affect the evaluation result of your concept paper.</div><div>-Please keep in mind the project design and its details should be <u>feasible</u>.</div></div>		
	Activity 1-1-1	Output 1-1	Objective 1
	Introduction of golf services and operations	Familiarizing with fundamentals of golf and sport values	Provision of inclusive and equitable education through TVET
	Activity 1-1-2		
	Promotion of sport values such as friendship, fair play, equity, integrity		
	Activity 1-2-1	Output 1-2	
	Building up core skills among participants	Development of personal and teamwork skills	
Activity 1-2-2			
Movement based classroom activities			
Activity 1-3-1	Output 1-3		
Digitalization in sport: Introducing technology in golf	Understanding operations and interpretations of golf simulator (on-site training)		
Estimated Budget for Objective 1: USD 3800.00			

	Activity 2-1-1 Driving range operations and golf course management	Output 2-1 Understanding types of services provided in golf operations	Objective 2 Educating youth with vocational caddy and basic golf skills	
	Activity 2-1-2 Handling F&B operations			
	Activity 2-1-3 Buggy operation procedures			
	Activity 2-2-1 A day as a caddy (Practical Test)	Output 2-2 Participants are prepared to carry out duty and enter labor market		
	Activity 2-2-2 Examination of participants (Written and oral)			
	Estimated Budget for Objective 2: USD 3000.00			
	Activity 3-1-1 Preparation for job interview	Output 3-1 Strengthen industry networking relationship	Objective 3 Providing youth employment opportunities and monitoring their career path	
	Activity 3-1-2 Inviting golf industry key players for awarding ceremony			
	Activity 3-2-1 Big data application	Output 3-2 Development and monitoring database of graduated participants		
	Activity 3-2-2 Creating “I want caddy” mobile app			
	Estimated Budget for Objective 3: USD 3.200			
	Expected Outcomes	<p>This particular project aims at reducing social problems among vulnerable youth, promoting social inclusivity and gender equality in disadvantaged communities, overcoming the shortage of golf caddies, contributing to digital transformation and most importantly focuses on reduction of high unemployment rate caused by pandemic disruption.</p> <p>Upon completion of the program, participants will possess vocational caddy skills,</p>		

which enable with employability and opportunities to enter the labor market. We are targeting to educate, train and assist in employment approximately 130-180 youth in duration of six months.

Furthermore, realization of this project in return contributes to the United Nations' Sustainable Development Goals, such as *quality education* (SDG4), *gender equality and social inclusion* (SDG5), well-being of society, *good jobs and economic growth* (SDG8).