Equipment used were computers and tablets

We tested Google Earth with middle school children. Mason, 13 says he was interested in seeing his house and his school. He was excited to learn from the social interaction on Google+ as he had a Gmail account. Apparently, he has a Facebook account. He is interested in math and plays a lot of games like coolmathgames online. He knows about these games because of social interaction at his school. Also he spends 4 hours online after school in learning website designing and he was interested in learning HTML programming. He desires to become a Civil Engineer and redesign his home at Kansas.
We were at X Technology and Art Magnet School.

Kayla, 14 is interested in fashion designing. She makes rubber band bracelets and sells them at her school. She was tested to interact with Google+ and Google Earth. She was fascinated to learn about people talking about her world – Rubber band making. She plays hopscotch in school premises and is not very interested in math and science but she studies in a technology magnet school.

Hailey, 15 was likes pets and small children. She likes taking care of them and she is totally obsessed with it. When we mentored her, she volunteered to work with the ADHD kids at her school.
After the usage of Google+ and Google Earth, we helped them to view the bright side of social media – Opportunities. We gave them a rough sketch of the possible-opportunities that they can choose from. The opportunities were internships.com, job sites, studentcompetitions.com, volunteer help, youth entrepreneurship opportunities, and summer programs for school kids.

Majority of the students opted for competitions, internships and summer programs. All the students had accounts opened in Facebook, Twitter and Pinterest.
William, 36 lost his eye sight when he was 15 years old. He wishes to see again. We used social media like GoFundme, Facebook and Twitter to help him raise money.

We also taught him to use speech recognition to browse computers. He can now easily log in to Facebook to click on updates for his account in GoFundme.

Social Getwork can be downloaded on his phone to get career opportunities too.
We sneaked peeked in to Explorationplace.org at Kansas to see what those interesting experiments were. We were blown away by the experiments in science, match, market research work that these 13 – 21 year old presented. Everyone started updating their status messages on Facebook, Pinterest, Twitter every half an hour. They all carried phones with them and some had access to tabs and computers where they were updating photos, comments received, feedback on their pages. We were interested to observe them doing things on their own. Social Getwork strives to provide career opportunities for youth who are looking or not looking for opportunities. Know-How, Choices and Sharing is the process for an user-experience creation.
This was a paper-pen experiment with sticky notes.

We asked some of the students and volunteers (13-22 years) to draw their dreams and what they wish to be. These students started drawing dreams like visit Disneyland, Make lot of money, go to college, visit Taj Mahal, Meet Arial, Play BasketBall, Meet favorite movie stars, take a plane to California and meet daddy.

These experiments suggest the present mindset of students. They all have access to social media and were told to log in their experience on worksheets to evaluate their progress.

The data will help us to guide students using the Social Getwork app to help them recognize their dreams that will get them to their imagination and passion.
A PILOT TEST

By Sergio Marrero (Social Getwork’s Team Member)
Contributed more experimental data that they conducted as a Team.

Sergio shared his experience working with his startup - A mobile application similar to Social Getwork. His team designed various test cases for the app. Some of the (Opportunities for Better Tomorrow) OBT experiments highlighted was:

1. Total Interviews of 55 members were taken at Jamaica on 7/25/13 with median age 21. 30 females and 25 males of which 51% used Android phones, at least 18 of them heard OBTs from Craigslist and 15 from Family.

Inference: Despite of having job search engines and other resources, Craigslist and Family communication methods were more supportive.
Solution: Social Getwork can support these people by providing better OBTs on their phones where majority of the youth are on Facebook and Instagram where the phones are funded by their parents.

5 Major Keyword Interests were Business, Medical, College, Media, Entrepreneurs.
**User Statistics**
Sergio’s Team tracked the Weekly status of their pilot project that works very similar to Social Getwork. The following are some of the results starting from week 1 were:

1. Technical challenges on week one as there were different browsers used by users.
2. Users were confused about the jobs listed
3. Most users were working on upcoming tests rather than job search
4. Some of the jobs listed were not entry level jobs and were difficult to apply for

After 4 weeks of change on action plans the team observed these changes:

1. Users like the new entry level jobs just made for them
2. Users expressed interacting with other users on the platform and knowing the activity feeds of their friends.
3. Users were unclear what the “end goal” of the application is, to “train” or to “apply for jobs”

*Our sincere thanks to Sergio Marrero for helping us with the Pilot testing and research.*
Experiment #1: Explains the interests of youth in the current social networking world. Sometimes students tend to grow with the change by making choices that help them reach nearest to their passion.

Experiment #2: Facebook, Twitter, Instagram, LinkedIn, Pinterest and other social networking sites have a major influence on the youth, today. They are constantly updates status that is creating a timeline for the interest record history.

Experiment #3: Opportunities can be given to everyone irrespective of disabilities and age via social media.

Experiment #4: Students love experiments and they get excited by tangible rewards and opportunities and they are hooked to social media every hour.

Experiment #5: A pilot project results for a startup similar to Social Getwork by Sergio Marrero tells us about the mobile app industry using social media for job search.

The key to evolving youth generation is social media and it’s pathways to provide career opportunities.