

# Project Background

### Mission

Provide Opportunity Youth (OY, young people 16-24 years old who are neither working nor in school) with an engaging, accessible Edge curriculum to flexibly support job attainment, career advancement, and personal development.

Through this training, OY beginning or in the early stages of their first job will be better equipped to serve. In turn, managers will be able to recruit and retain employees more ready for their first job. Ultimately, the Edge curriculum will become a national standard curriculum leveraged by anyone interested in entering the service sector in any industry; and recognized by employers as a preferred training for new hires.

The Edge team will leverage existing content already produced for face-to-face paper-based curriculum, and, create new content relevant for the focus of this project.



## Scope

#### **DELIVERABLES**

Develop and deploy Edge to 20,000 OY by March 2019.

**Deliver approximately 15 total hours of content** online through 25 modules.

**Build support modules for company leaders** and OY employers such as hiring managers or direct supervisors.

Conduct research and evaluation strategy to measure impact, growth, and success, and to share with community of practitioners including corporations, community-based organizations and other stakeholders interested in the success of OY.

#### **STRATEGY**

Collaborate with Subject Matter Experts (SME) to ensure quality of content and Instructional Designers (ID) to ensure quality of experience.

Mobile-first design centered around video-based content and interactive learning experiences.

Online coursework available anytime, anywhere, on any device.

Incentivize OY with digital credentials and a gamified user experience. Eventually aim to integrate employment-based incentives such as potentially a guaranteed interview after successful completion of a certificate.

**Distribute Edge** through OY directly, OY employers, and OY partnering organizations.



## Goals

2017

**Initial Development** 

November 2017

**Establish Key Partners** 

December 2017

**Initial Testing** 

December 2017

2018

**Program Evaluation** 

Spring, Fall 2018

Reach 10,000 Youth

September 2018

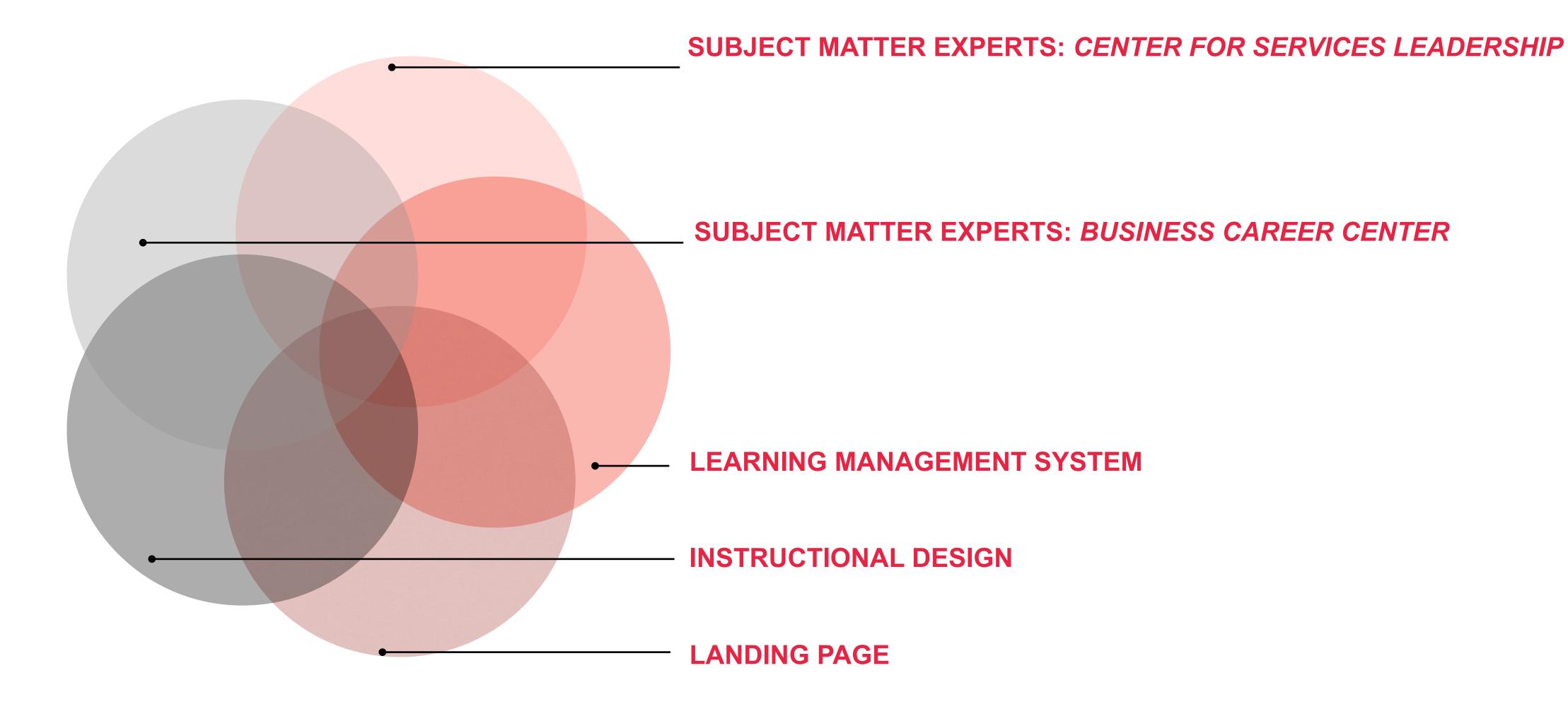
2018

Reach 20,000 Youth

March 2019



### **Collaboration Partners**





## Edge Curriculum Overview

DOMAIN	TOPICS	
Customer Service	Customer Service Basics	Advanced Customer Service
Leadership	Self-Leadership	Leading Others
Personal Development	Personal Finance	Employment Planning

Note: Content is subject to minor adjustments per input from Schultz Family Foundation, subject matter experts, and key project stakeholders.



## **Customer Service Domain**

DOMAIN	TOPICS	
Customer Service	Customer Service Basics	Advanced Customer Service
	Foundations of Customer Service	Troubleshooting and Having a Solution  Mindset
	Developing a Professional Image	
	Active Listening	Recommendations and Upselling
	Not All Customers Are The Same  Dealing With Difficult Customers  Working on a Team	<ul> <li>The Importance of Tangibles</li> <li>Making Good Decisions</li> <li>Developing Your Personal Brand</li> <li>The Customer Experience</li> </ul>
Leadership	Self-Leadership	Leading Others
Personal Development	Personal Finance	Employment Planning



## Leadership Domain

DOMAIN	TOPICS	
Customer Service	Customer Service Basics	Advanced Customer Service
Leadership	Self-Leadership	Leading Others
	Becoming a Leader	Giving & Receiving Feedback
	Growing Your Grit	Conflict Resolution
	Defining Success	Empowering Others
	Time Management	
	Goal Setting	

**Personal Development** 

**Personal Finance** 

**Employment Planning** 

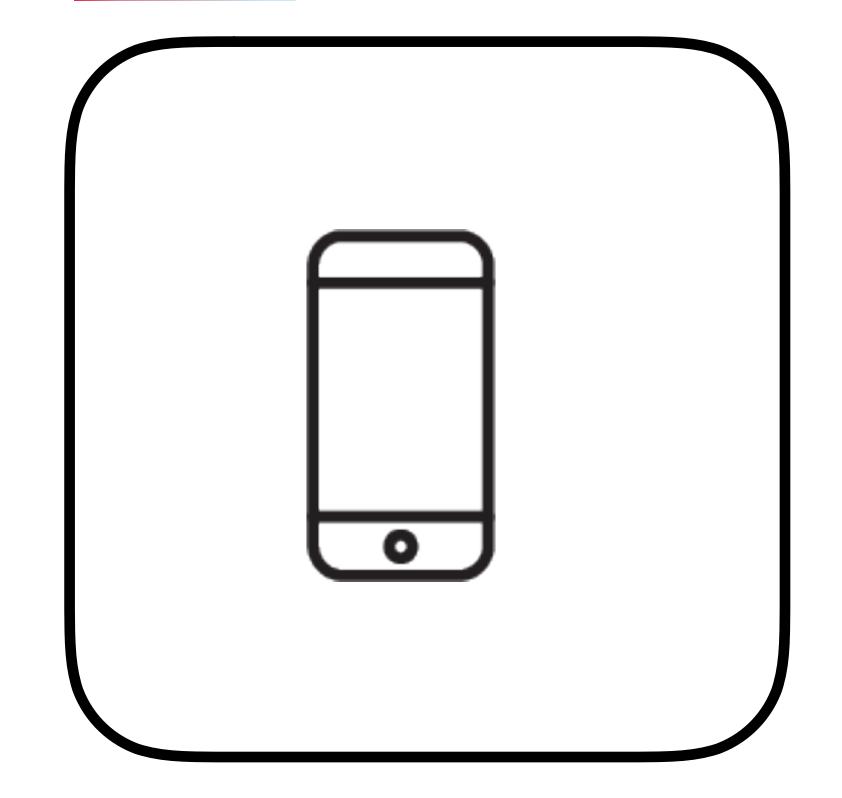


## Personal Development Domain

DOMAIN	TOPICS	
Customer Service	Customer Service Basics	Advanced Customer Service
Leadership	Self-Leadership	Leading Others
Personal Development	Personal Finance	<b>Employment Planning</b>
	Managing Your Income and Assets	Your Elevator Speech
	Managing Your Income and Assets  Budgets and Financial Basics	Your Elevator Speech  Job Application Basics
		<u> </u>
		Job Application Basics



## **Edge Features**







#### FLEXIBLE CURRICULUM

Transferable, foundational skills

Start modules anytime, anywhere, for free

Integrate modules based on unique needs

#### **EARLY AND OFTEN RECOGNITION**

Earn certificates for each module

Celebrate on resumes and applications

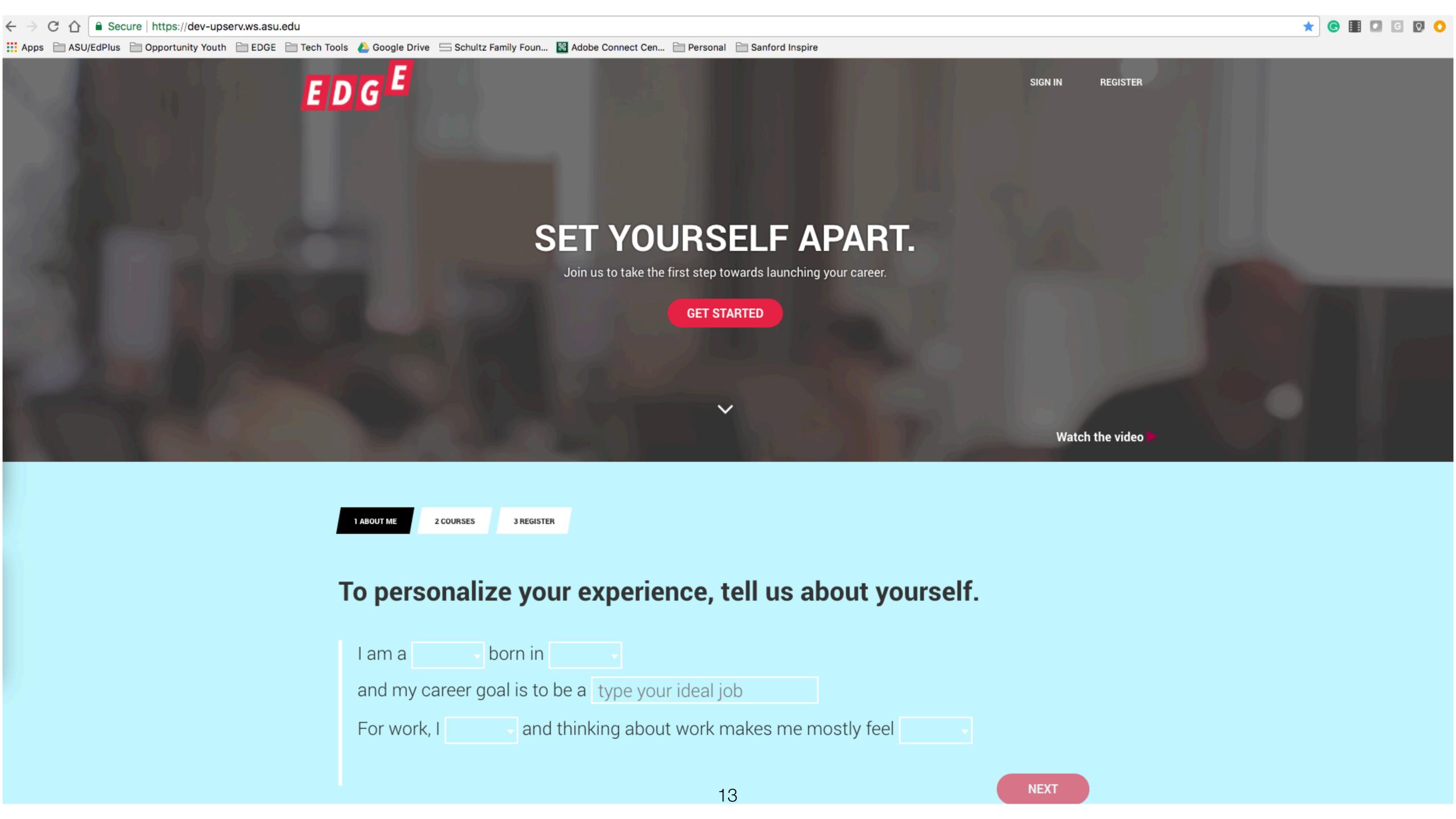
Higher tier credentials available

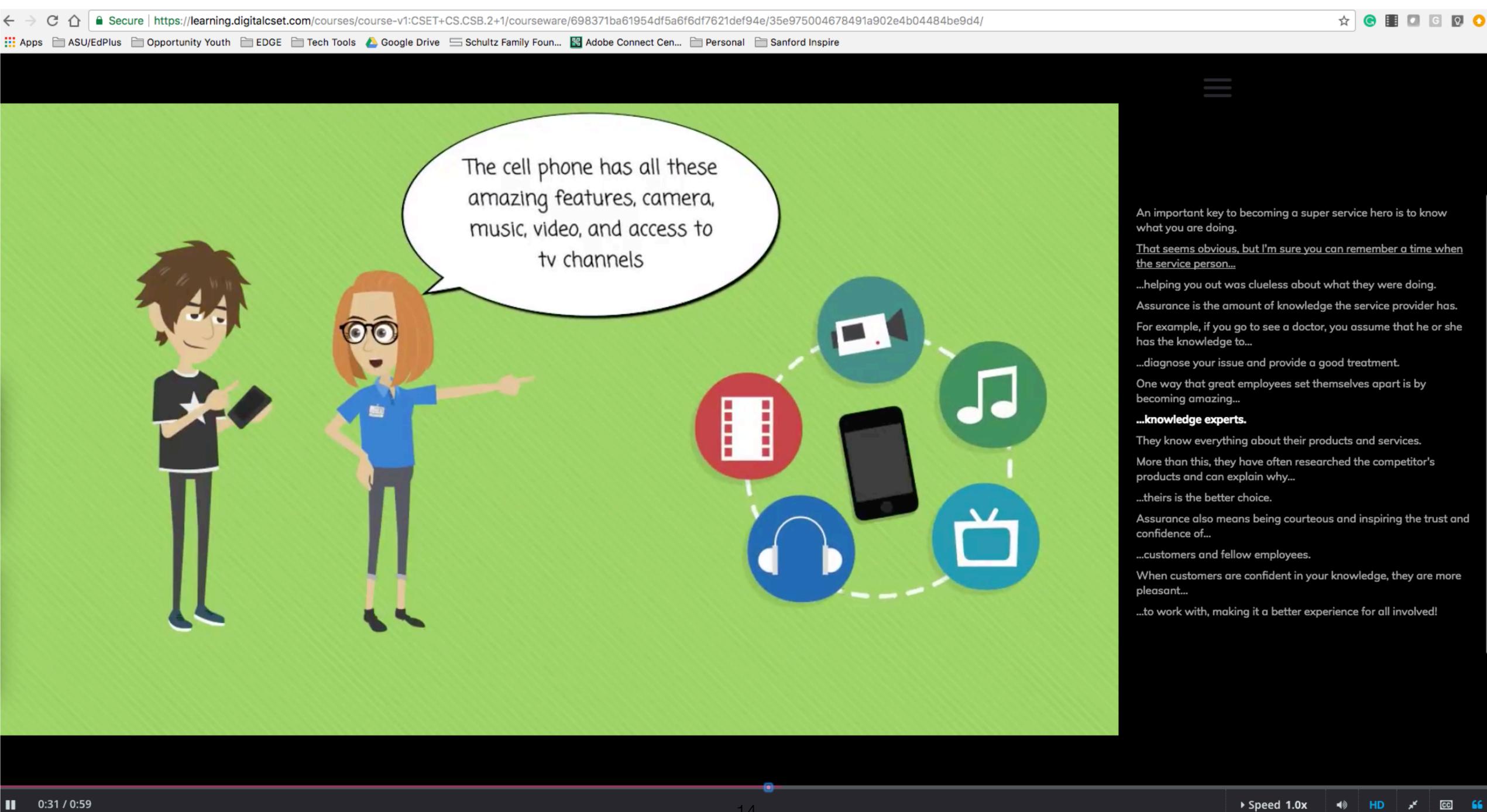
#### HIGH QUALITY, IMPACTFUL CONTENT

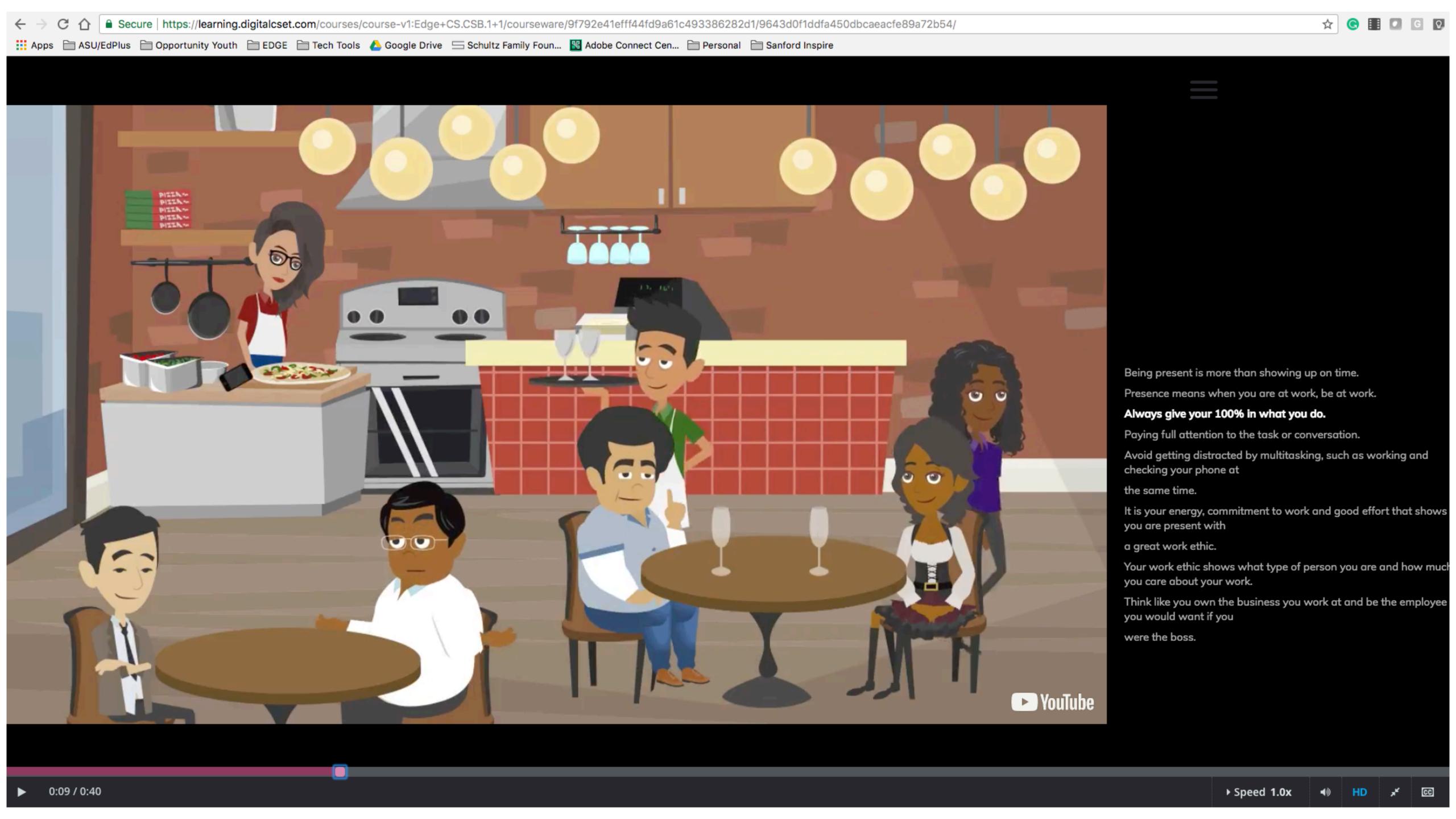
Content from esteemed university faculty
Real-world application in all modules
Informed by youth, employers, providers



## Sample Assets

























To provide super service, you must first develop an understanding...

...of the customer's perspective.

This is called empathy, and it has a big impact on how customers

...about the service they receive.

Have you ever felt you were not valued as a customer?

Perhaps, it was a grocery store where no one ever looked up to ask how you were doing.

On the other hand, have you ever received help from someone who genuinely wanted to help you?

To show empathy, the first thing is to stop and provide your undivided attention.

#### Look at the customer, smile and give them a warm welcome.

Offering assistance shows the customer you are ready to listen to

Once their needs are met, provide guidance to help the customer move on to the next step.

To finalize, smile again and thank the customer for visiting the

As you get more comfortable, you can add your own personal touch to show empathy.

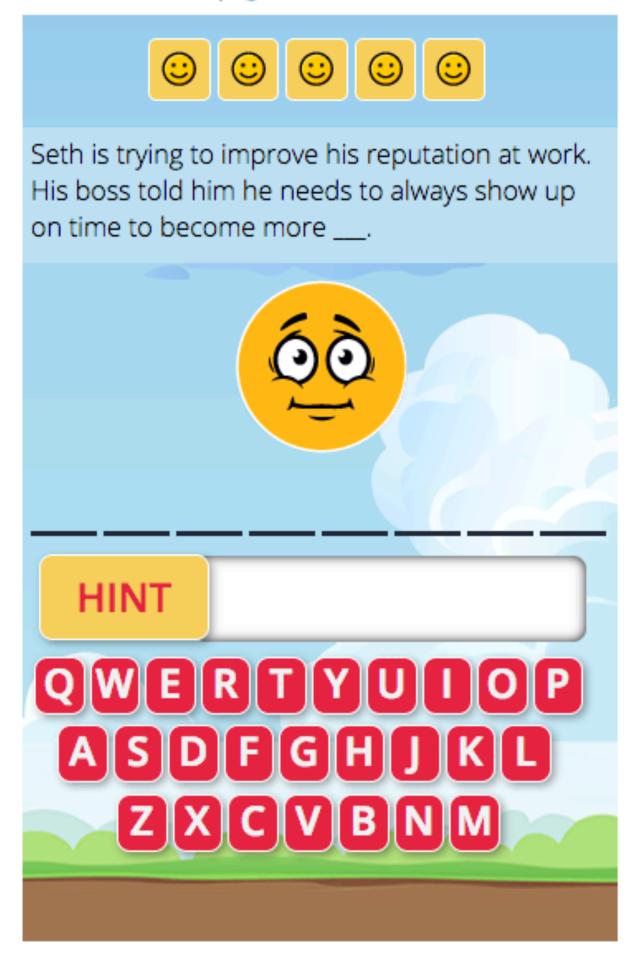
Keep in mind that every customer you interact with has a story that is largely unknown to you.

Be careful to avoid judging them because they are different from

Your role is to make them feel valued, creating a memorable, positive experience.

#### Try It Out: Emoji Man

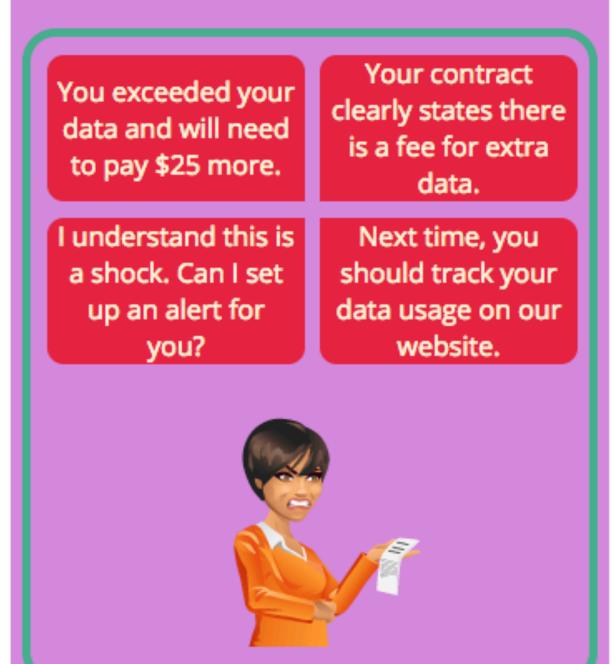
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#### Try It Out: Kind Mind

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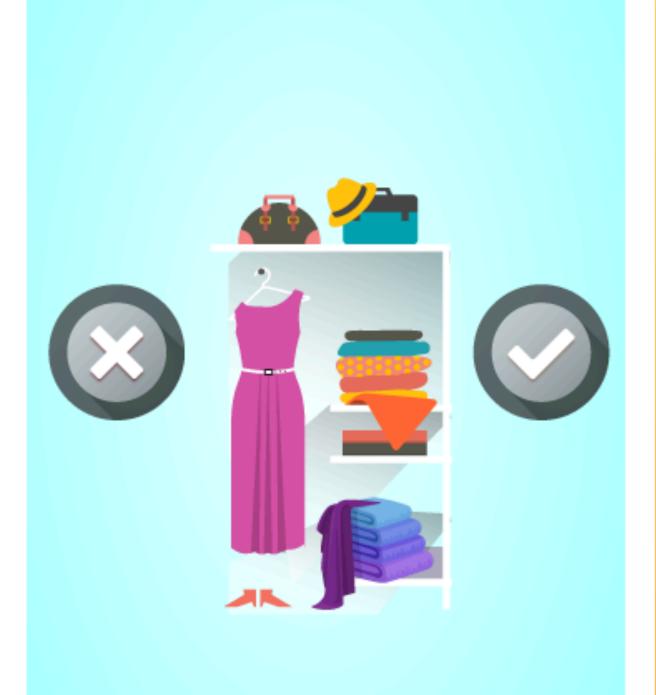
A customer calls, complaining that their cell phone bill is higher than expected due to using too much data. Choose your response.



#### **Try It Out: First Impression**

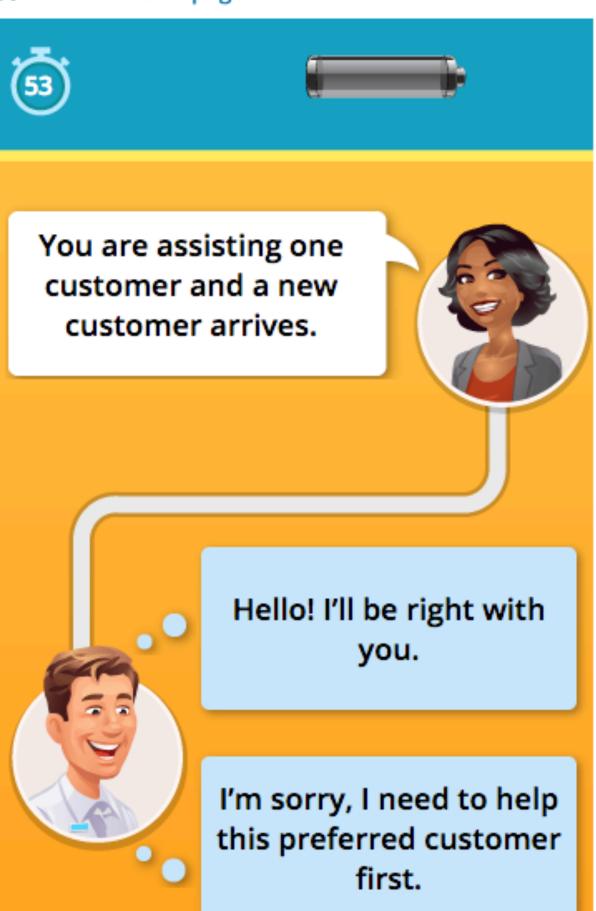
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Look at the tangibles below. Click the check mark if the image gives a positive impression and the X if the image gives a negative impression.



#### Try It Out: Rapid Response

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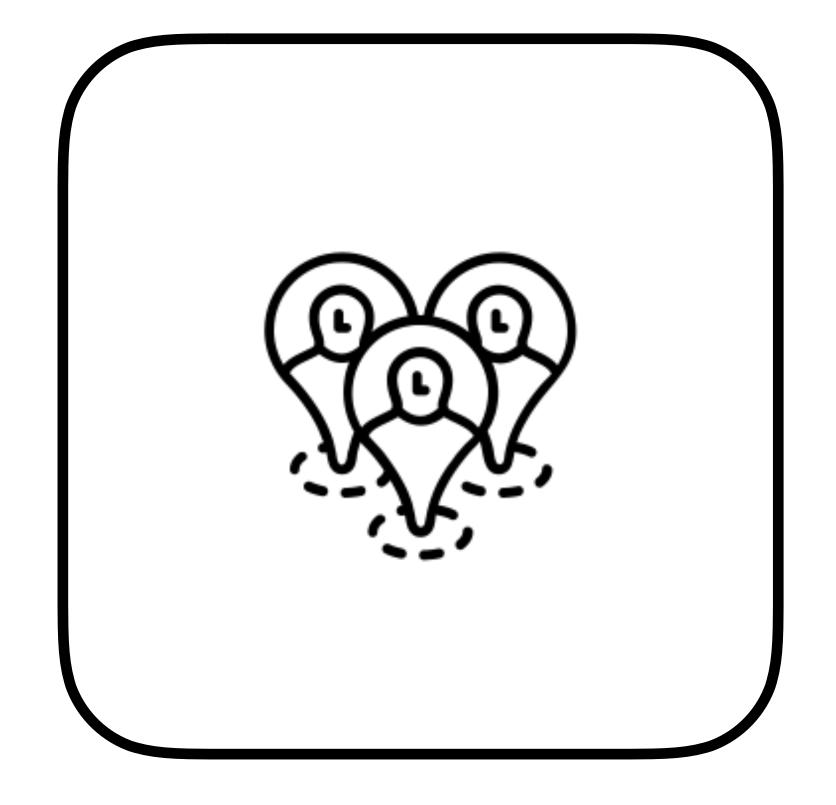


## Collaboration

## **Edge Use Cases**







#### **OPPORTUNITY YOUTH (OY)**

Personal development tool

Preparation for workforce or new to workforce

Earn credential as professional development

#### **OY EMPLOYERS**

Integration into new-hire program
Support for new hires
Ongoing, just-in-time training

#### OY FOCUSED ORGANIZATIONS

Workforce preparation for community
Integration into existing programs

