

#DQEveryChild

A global movement to empower every child with digital intelligence.
Our children need DQ beyond IQ and EQ to thrive in the 4th industrial revolution.
We aim to set a global standard of digital citizenship for all children around the world.

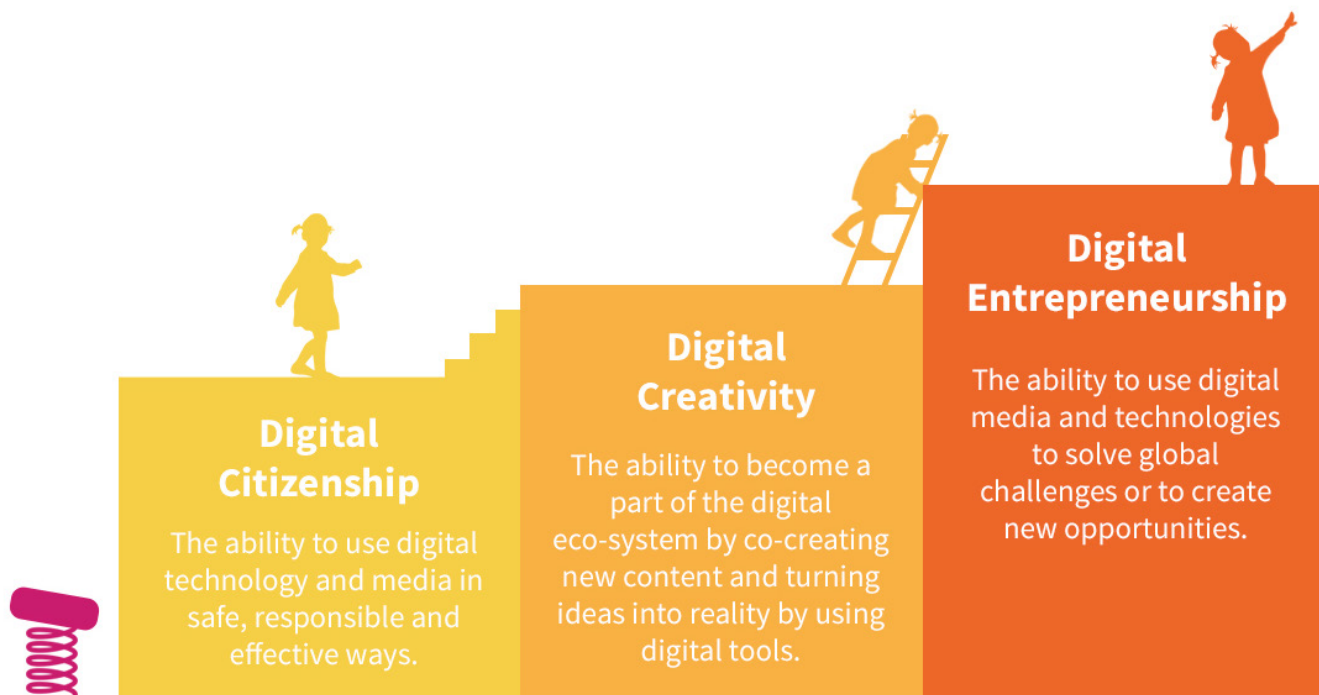
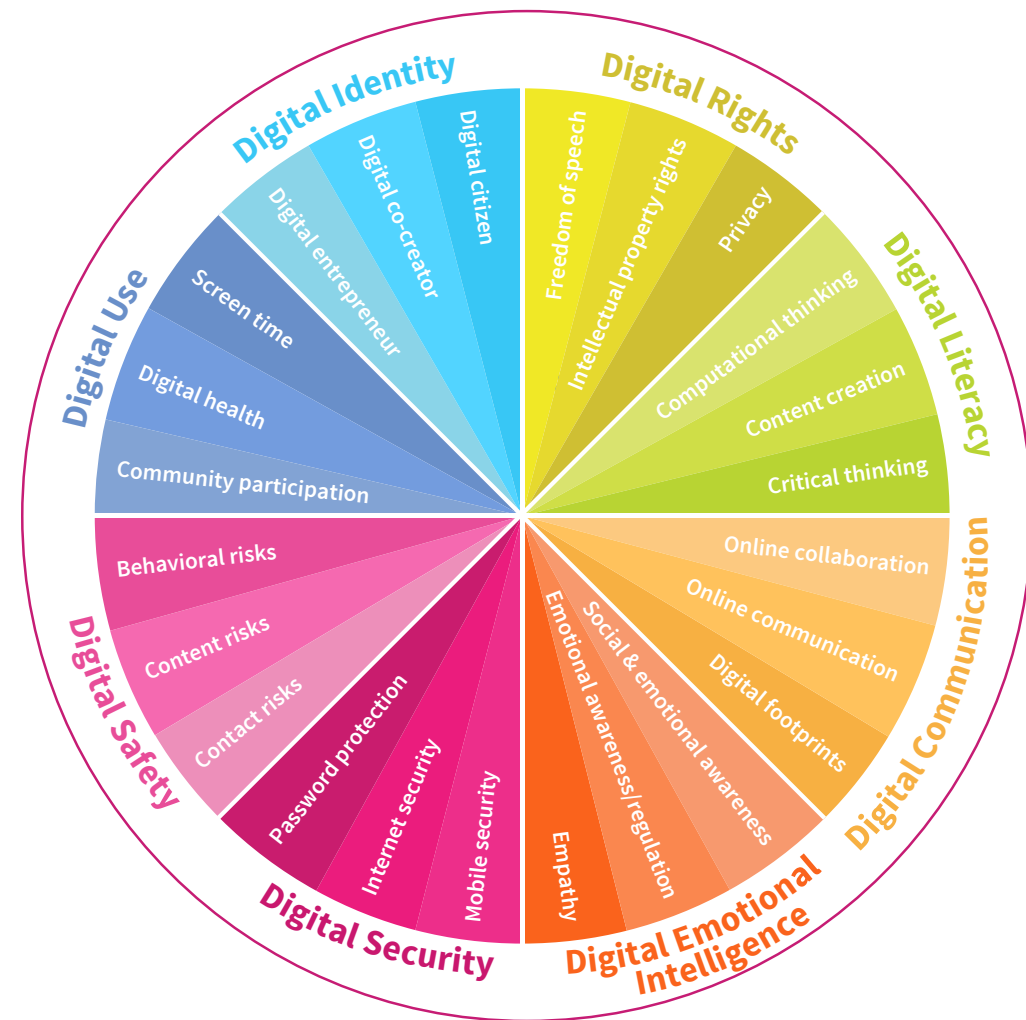


DQ Coalition





Digital Intelligence (DQ) is the sum of social, emotional, and cognitive abilities that enable individuals to face the challenges of and adapt to the demands of digital life.



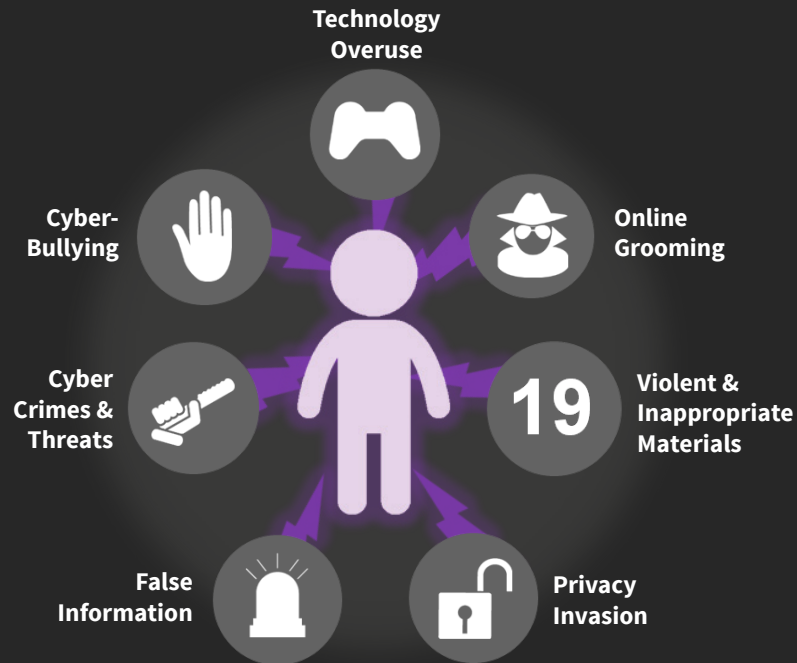
Community-Based Values

We Start With Digital Citizenship for 8-12 Year Old Children

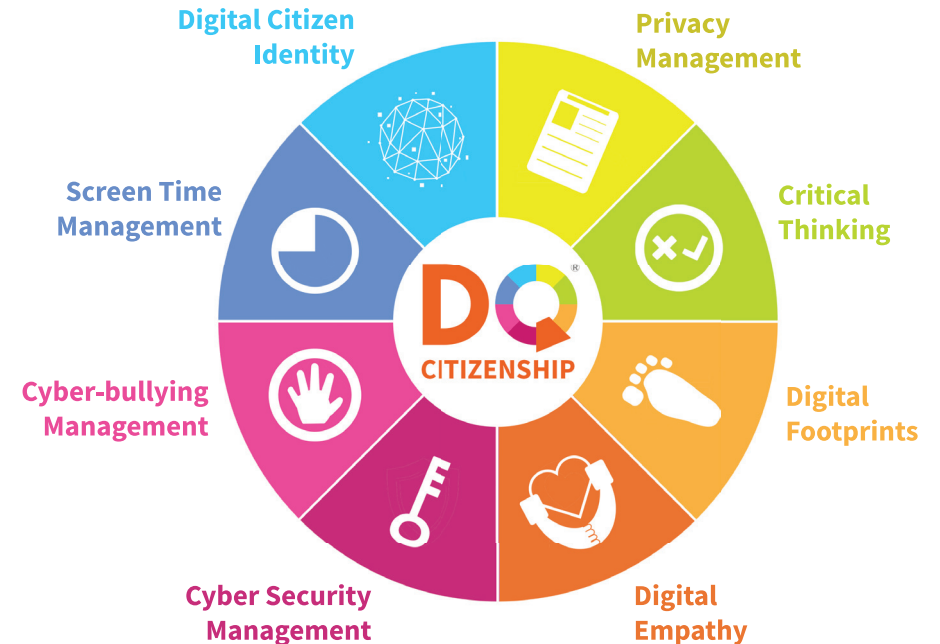
DQ education is like a vaccine. It empowers 8-12 year old children at the start of their digital lives with core digital citizenship skills to thrive in the digital economy while enabling them to mitigate negative risks such as cyber-bullying, technology addiction, fake news, and online grooming.



Without Digital Citizenship



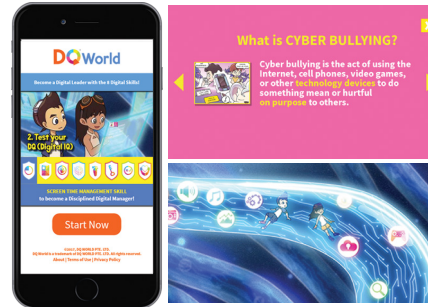
With Digital Citizenship



Raise your National DQ Index by 10%

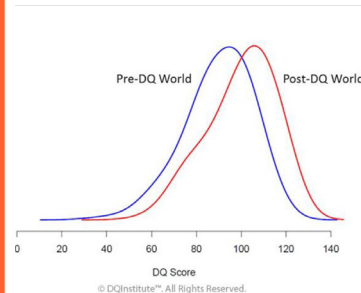
Our strategy is to provide a tested and proven plug-and-play online learning platform to nations around the world which is designed to teach, measure, and improve children's DQ scores.

- DQ World is a world leading online education platform to teach children ages 8-12 the 8 Digital Citizenship Skills. It empowers them to become informed and discerning digital citizens.



- ✓ Tried & tested on over 500,000 students worldwide.
- ✓ Received two international awards from UNESCO in 2012 & 2013.
- ✓ Educational effectiveness was highlighted at the 2017 World Economic Forum meeting in Davos.
- ✓ Available in 3 languages: English, Spanish, and Korean.

- The DQ curriculum and assessment is developed by researchers from distinguished institutions such as Nanyang Technological University (NTU), Singapore, and its efficacy is proven through academic research.



Global Standard for Digital Citizenship

We communicate with global policy leaders and educators to provide our unique impact assessment.

We aim to set the global standard for digital competency and safety across nations to ensure that no child is left behind.

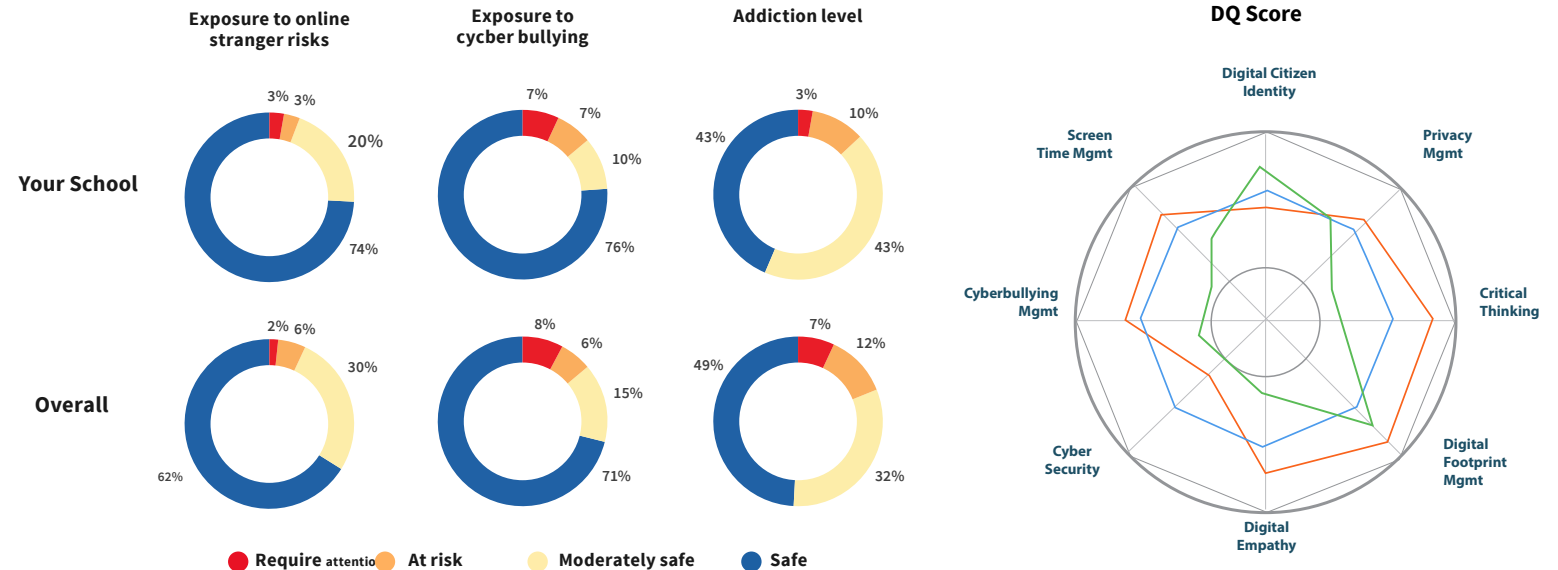
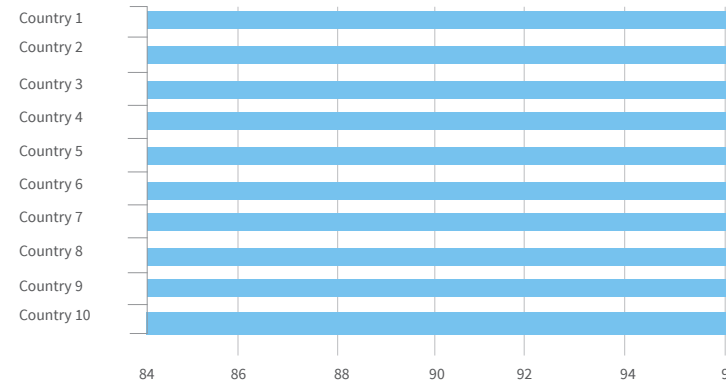
The goal is to provide the DQ solution and assessment to more than 10 countries this year and to 100+ countries by the end of 2020.

2017 Global DQ Index Study

The inaugural global DQ Index study is currently underway. The purpose of the study is to understand the DQ competencies of 8-12 year old children living in different countries around the world.

The first global DQ Index Report will be published in collaboration with the World Economic Forum.

Global DQ Score



Be Part of the DQ Coalition

Our belief is that DQ education should be FREE to all children to ensure that no child is left vulnerable in our hyper-connected world. We invite corporate partners with future-oriented and community spirit who share the same vision with us. Be part of the DQ Coalition and help us bring the DQ education to our children.



Corporate partner, Mr Andrew Buay, Singtel Vice President of Group Corporate Social Responsibility, said:

"Technology helps to connect people but it also exposes them to online perils such as inappropriate content, gaming addiction and cyber bullying. This is becoming more prevalent with young children, hence, it is important to educate them early. Singtel believes in the education and promotion of responsible digital citizenship. We have been involved with the development and implementation of #DQEveryChild as we believe it's a valuable way to educate our young people so that they have the social, emotional and cognitive abilities to handle the demands and challenges in the digital space."



"DQ World is a quality curriculum packed with fun-filled activities for children to learn digital citizenship skills. Through this programme, we impart values and build the character of children so that they can be equipped for safer use of technology. We are happy to be a DQ partner and look forward to delivering this programme through TOUCH Cyber Wellness to further impact children in teaching them to be responsible digital citizens" - Mr James Tan, Chief Executive Officer of TOUCH Community Services



"The program is based on a holistic digital education framework and delivered to children and teachers through innovative pedagogy"

Testimonials from Our Partners



"Shaping the Future of Information and Entertainment is one of the Forum's newest initiatives that champions the concept of an Informed Society, which includes improved resources and skills for citizens to access and participate in the free flow of reliable and pertinent information and content. Our premise is that an informed society can make more considered decisions about economic, social and political lives. As such, we are delighted to be working with the DQ Institute and supporting their objective of increased global impact. Our recent research has shown that the world needs higher levels of digital intelligence, which would benefit both the private and public sector, but more importantly society as a whole. We will be assisting the DQ Institute by providing it access to our regional and annual meetings, our network of experts and multi-stakeholder community members, and our digital platform." - Claudio Cocorocchia, Head of Shaping the Future of Information and Entertainment, World Economic Forum



"DQ World is very impressive and can be easily scalable."



"With the theme of this year's GESF being global citizenship, it's fitting that the launch of #DQEveryChild™ is taking place at the forum. Not only does increasing a child's DQ score reduce the risks associated with digital technology, but it also maximizes personal strengths such as higher empathy and global citizenship, and raises their academic performance and future opportunity." - Vikas Pota, CEO, Varkey Foundation



"Outstanding work in promoting digital citizenship"
- Irina Bokova, UNESCO Director General

Our Students and Teachers

Children's Quotes:

“*I wish everyday I can do this. – Faith*”

“This is the best!!!!!! I love this!!!!!! :) :) :)” – *Jamie*

“It is fun playing DQ World. It is the best thing.” – *Jaydon*

“Cool stuff! Really enjoyed the program and videos!! Keep it up!!” – *Ivan*

“The missions are exciting and interesting. We get to learn from them.”
– *Louise*

“This game is very fun to play, I hope that more things will be unlocked for us to play :)”
– *Thanh Lam*

“MY SISTER AND I HAD A LOT OF FUN DOING THE MISSIONS AND GAME !! LIKE IT!!”
– *Jia Qian*

Teachers' Quotes:

“Overall, the DQ World has provided good support for the teachers and have updated us promptly. Great job!”
– *Ms Alison, Da Qiao Primary School*

“The pupils definitely learnt useful cyber wellness tips from this programme.”
– *Ms Eugenia, Greendale Primary School*



DQ Institute

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DQ Institute is an international think-tank committed to improving digital education, culture, and innovation through cross-sector collaborations, global dialogue, and big data research. Its mission is to empower all individuals, families, organizations, and countries to harness digital media and technology, and maximize positive outcomes while preventing and mitigating risks. It is a not-for-profit charitable organization with locations in the United States, Singapore, and South Korea.

DQ Coalition is a public-private-civic-academic coalition that aims to bring quality digital intelligence education to every child worldwide. It aspires to build a healthy and robust digital culture that harnesses and maximizes positive outcomes of digital media and technology. The DQ Coalition provides evidence-backed solutions and data-driven policy recommendations to nations to ensure that every child gets a quality digital citizenship education in a safe and secure digital ecosystem.

#DQEveryChild is a flagship global movement of the DQ Coalition that seeks to empower every child with digital intelligence. Children need DQ beyond IQ and EQ to succeed and thrive in the digital work, and the movement is setting the global standard of digital citizenship and online protection for all children worldwide.