FOR EVERY GIRL, OPPORTUNITY

24% of girls aged 15-19 are not in education, training, or employment compared to **13%** of boys.

More than **50%** of the world's girls and women are offline.

Every year, adolescent girls and young women in low- and middle-income countries miss out on **$15 billion** in economic opportunities due to a gap in internet access and digital skills relative to their male peers.

Innovative solutions, co-created with and for girls, and in partnership with the tech and gaming industries, can dramatically shift the needle in building a more inclusive digital future.

From Playing, to Learning, to Earning

50% of videogame players are women and girls, but only **24%** of those working in the industry are women.

Negative stereotypes around girls' participation in STEM subjects in early years result in a lifelong impact on career choices for women. **Girls with disabilities are particularly affected.**

Only **35%** of Science, Technology, Engineering & Math (STEM) students in tertiary education are women and girls.

At 15 years of age, only **.05%** of girls wish to become ICT professionals, compared to **5%** of boys - and twice as many boys as girls expect to become engineers, scientists, or architects.

Closing the gender digital gaps in connectivity, access, and experiences is the first step toward ending the exclusion of women and girls from the global digital economy.

Loading: The Future of Girls

There are **600 million** adolescent girls aged 10-19 today, **the largest number in history.**

Equipped with the right skills and opportunities, they will become the largest generation of female leaders, entrepreneurs, and changemakers in history.

Game On: UNICEF calls for

Girls and young women to contribute to the Global Digital Compact and the Common Agenda, an initiative expected to outline shared principles for an open, free, inclusive, and secure digital future for all.

More girls and women to gain skills in coding, art, design, and other tech skills toward being architects of our digital future.

Through its Skills4Girls programme, UNICEF's Game Changers Coalition will equip girls with STE(A)M skills, mentorship and exciting opportunities to join the gaming and tech industries.

The UNICEF Venture Fund supports startups developing frontier technology solutions that can benefit children and their communities. It exclusively makes investments in emerging markets and boasts a 43% female-led or -founded portfolio across 74 countries.

Innovative financing mechanisms to mobilize additional capital to tackle the gender digital literacy divide, and for more partners to come together to unlock the power of finance #foreverygirl.

The UNICEF and partners' Digital Literacy Equity Outcomes Fund will pool donor capital into the hands of grassroots private and public initiatives showing the most promising impact on girls and young women, with an initial focus on West Africa.

Office of Innovation

unicef for every child