



# IT VILLAGE 2025 PROGRAM ASSESSMENT REPORT



Joining forces with international partners to drive digital inclusion and opportunity.



## ***Improving quality of life through skills, empowerment, and opportunity***

The Digital Education Development Center (DEDC) leads nationwide initiatives to expand digital education, elevate IT literacy, and strengthen digital skills among people of all ages and backgrounds. Through programs that expand access, build capacity, and promote digital inclusion, DEDC equips communities with the competencies needed to thrive in a rapidly evolving digital economy.

DEDC ensures that investments in digital education generate measurable, scalable impact and support the development of a future-ready workforce.

**<https://cooperation.edudigital.uz/>**

***Trusted by Leaders  
in Innovation and  
Development***

Joining forces with international partners to drive digital inclusion and opportunity

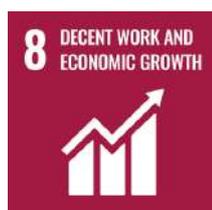


# IT Village — Inclusive. Local. Transformative.

IT Village is a nationwide initiative dedicated to improving the well-being of **rural** and **remote communities** by equipping citizens—**youth, adults, and the elderly**—with **free digital** and **foreign language education** that expands their opportunities and strengthens their future prospects. By transforming villages into vibrant **community tech hubs**, IT Village is **closing the digital divide, unlocking pathways to employment and entrepreneurship, and empowering thousands of families** to build **brighter, more resilient, and digitally inclusive futures.**

working towards:

SUSTAINABLE  
DEVELOPMENT  
GOALS



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## Azamat Eshankulov

Director,  
Digital Education  
Development Center (DEDCC)

The IT Village initiative demonstrates Uzbekistan’s commitment to inclusive digital transformation aligned with the Digital Uzbekistan 2030 Strategy and the Sustainable Development Goals—particularly **SDG 4 (Quality Education), SDG 5 (Gender Equality), SDG 8 (Decent Work and Economic Growth), and SDG 10 (Reduced Inequalities)**. Established under Presidential Resolution PQ-178, IT Villages deliver free, high-quality digital and language education to communities where access to such opportunities has been uneven.

In 2025, the initiative expanded to five regions, reaching more than 1,800 learners, with strong participation of youth and girls. By combining modern learning spaces, practical skills training, and community engagement, IT Villages are strengthening human capital, supporting regional development, and creating pathways to employment and entrepreneurship.

As the program continues to scale, the Digital Education Development Center welcomes collaboration with development partners and philanthropic organizations seeking high-impact, , gender inclusion, and balanced regional growth - ensuring that no one is left behind in Uzbekistan’s digital future.

# PROGRAM OVERVIEW

Uzbekistan is advancing a national agenda to expand digital education and technology-driven skills development under the **Digital Uzbekistan 2030** and **Uzbekistan 2030** Strategies. Despite notable progress, disparities in access to ICT infrastructure, qualified instructors, and affordable training persist in rural, remote, and economically disadvantaged areas.

To address these gaps, the IT Village model is implemented by Digital Education Development Center (DEDC), delivering **free digital and foreign-language training** to citizens aged **14 to 60**. The initiative prioritizes inclusive participation of youth, women, and adult learners, particularly in rural areas and regions with limited access to digital education and skills-development opportunities.

Each IT Village is designed as a safe, eco-friendly, and well-equipped learning space that serves as a **community digital hub**. These centers provide modern ICT equipment, structured training programs, and practical learning environments that support employability, entrepreneurship, and lifelong learning. Current courses include *Computer Literacy, Web Technology Fundamentals, Robotics, 3D Printing, Graphic Design, and English, Japanese, and Russian* language programs.

The IT Village model is informed by **design thinking principles**, emphasizing user-centered, context-sensitive solutions developed through continuous feedback from learners and local stakeholders. This approach enables *flexible infrastructure, adaptive curricula, and inclusive learning environments* that respond to local needs while remaining scalable and cost-efficient.

Although the first IT Village was launched in late December 2024 in Syrdarya, the initiative expanded rapidly in 2025 with the establishment of four more IT Villages in **Qoshrobot (Samarkand), Toshloq (Fergana), Chimboy (Karakalpakstan), and Gijduvon (Bukhara)**. This accelerated rollout reflects strong government commitment and demonstrates the scalability and replicability of the IT Village model.

By **December 2025**, more than **1,800** learners had enrolled across all locations, with **370** participants successfully completing the first cohort of the Computer Literacy and English language tracks. A notable achievement of the program is the strong participation of girls. Overall, girls accounted for **44%** of total enrollment, representing **64%** of learners in foreign language courses and **35%** in IT-focused courses, underscoring the program's contribution to promoting gender-inclusive access to digital and language skills.

The program is already transforming lives—strengthening digital inclusion, building confidence, and creating new economic pathways for rural families. Moving forward, DEDC aims to expand its reach to elderly citizens (60+), offering essential training in the use of **e-government services, FinTech literacy, and cyber-safety**, ensuring no one is left behind in the digital transition.

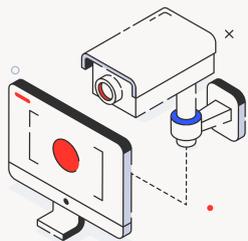
# INFRASTRUCTURE

The IT Village network operates through **purpose-adapted learning facilities** designed to maximize educational impact, cost efficiency, and sustainability while responding to diverse regional contexts. Based on local conditions and deployment requirements, IT Villages utilize three complementary infrastructure typologies: **conventional buildings, sandwich-panel structures, and container-based facilities.**



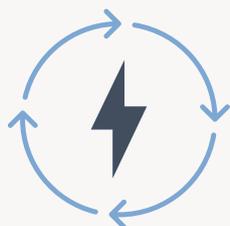
## CCTV-monitored facilities

To ensure a **safe and child-friendly learning environment**, all IT Village facilities are equipped with **surveillance camera systems**, safeguarding students and staff and reinforcing child-protection standards in line with international donor expectations.



## Energy-efficient

In addition, **all IT Village buildings are equipped with solar panels**, enabling on-site electricity generation for self-use. This approach reduces operational costs, strengthens energy resilience, and demonstrates a strong commitment to environmentally responsible and climate-smart infrastructure solutions.



*This diversified infrastructure approach allows IT Villages to be rapidly deployed, cost-efficiently scaled, and adapted to local geographic and economic contexts.*

# IT VILLAGE INFRASTRUCTURE MODEL

## Conventional building

Conventional buildings are stationary, purpose-built facilities constructed using traditional materials such as reinforced concrete and brick, ensuring long-term functionality and resilience.

## Key Characteristics

- Permanent, stationary structure built with reinforced concrete and brick
- High structural durability and long service life
- Strong thermal stability suitable for year-round operations
- Full integration with local utilities (electricity, water, heating, internet)
- Designed for long-term institutional use and scalability
- Equipped with solar panels, enabling on-site electricity generation for self-use

## Current Implementation (2025)

As of 2025, Conventional IT Village buildings are operational in the following regions:

- **Fergana Region**
- **Syrdarya Region**

### Syrdarya IT Village in Syrdarya Region



### Toshloq IT Village in Fergana Region



## working towards:



# IT VILLAGE INFRASTRUCTURE MODEL

## Sandwich-Panel Based Building

Sandwich-panel based buildings represent a semi-permanent, rapidly deployable infrastructure model of the IT Village initiative.

These facilities are constructed using prefabricated sandwich panels with insulated cores, enabling fast installation while maintaining functional durability, energy efficiency, and suitability for medium- to long-term use.

## Key Characteristics

- Permanent structure built from prefabricated insulated sandwich panels
- Rapid construction and installation compared to conventional buildings
- Effective thermal and acoustic insulation for learning environments
- Connected to essential local utilities (electricity, internet, heating/cooling)
- Reduced material use, construction waste, and on-site environmental impact
- Energy-efficient design lowering operational energy demand and carbon footprint
- Cost-effective and scalable model adaptable across regions

## Current Implementation (2025)

As of 2025, sandwich-panel based IT Village buildings are operational in the following regions:

- **Karakalpakstan Republic**



## working towards:



# IT VILLAGE INFRASTRUCTURE MODEL

## Container-Based Building

Container-based buildings represent a flexible and rapidly deployable infrastructure model of the IT Village initiative. These facilities are developed using repurposed shipping containers, enabling quick setup, mobility, and cost efficiency while providing functional learning spaces for digital skills training.

working towards:



## Key Characteristics

- Semi-permanent structure constructed from modular containers
- Rapid deployment with minimal site preparation
- Modular design allowing relocation, reconfiguration, or expansion
- Insulated for thermal and acoustic comfort suitable for education
- Equipped with solar panels, enabling on-site electricity generation for self-use
- Connection to essential utilities (electricity, internet, heating/cooling)
- Resource-efficient reuse of materials, reducing construction waste

## Current Implementation (2025)

As of 2025, container-based IT Village buildings are operational in the following regions:

- **Samarkand Region**
- **Bukhara Region**





## Structure & Phases

IT Village continues to grow and adapt, guided by evolving industry needs and learner demand. We closely monitor market trends and regularly update our curriculum to ensure it aligns with current and emerging workforce requirements.

### Phase 1

#### Computer Literacy

Total 24 hours

Duration: 3 months

#### Module 1: Office Applications

MS Word, PowerPoint, Excel

#### Module 2: Foundations of Programming

Scratch with a final project and viva

**Next steps:** Graduates of the Computer Literacy course are eligible to advance to Phase 2.

### Phase 2

#### Web Technology Fundamentals

Total 24 hours

Duration: 6 months

#### Module 1: Introduction to Web Development

HTML essentials, webpage structure, text/ images/ lists/ tables, links, forms, and basic layout.

#### Module 2: Styling and Interactive Web Pages

CSS styling and layouts, responsive design, JavaScript and DOM basics, jQuery, and building an interactive webpage with a final project and viva.

**Next Step:** To enable IT Village graduates to advance from foundational digital skills to real employment, the program needs to evolve beyond basic web development to include advanced **front-end** and **back-end development**, **IoT and Big Data** fundamentals, **Artificial Intelligence literacy**, and a specialized freelancing course.



*Your support can make this next stage possible—help us build these advanced learning pathways and equip rural youth with the skills they need to secure meaningful employment and access global freelance opportunities.*

# CURRICULUM OVERVIEW

EN

## Structure & Phases

The course is delivered in three progressive stages:

### Phase Breakdown

#### Phase 1 — Beginner (3 months)

Establishes core foundations through simple grammar, essential vocabulary, and basic communication skills for introductions and everyday interactions.

#### Phase 2 — Elementary (3 months)

Expands practical communication by strengthening key tenses, broadening vocabulary, and improving clarity in routine conversations and short written tasks.

#### Phase 3 — Pre-Intermediate (3 months)

Builds greater independence with a wider range of grammar and vocabulary, enabling clear communication about experiences, plans, opinions, and daily situations across all skills.

#### Phase 4 — Intermediate (3 months)

Enhances communicative competence through more complex structures, allowing learners to discuss ideas, express opinions, and comprehend longer spoken and written texts.

#### Phase 5 — Upper-Intermediate (3 months)

Advances fluency and accuracy using sophisticated grammatical forms, preparing learners to debate, justify viewpoints, and communicate confidently in academic and real-world contexts.

#### Phase 6 — Advanced (3 months)

Achieves high-level mastery through nuanced expression and advanced grammar, equipping learners for professional, academic, and international communication with precision and fluency.

### Assessment & Progression

- Each level concludes with a mandatory final examination.
- Advancement to the next level is conditional upon achieving the required passing score.
- Students who do not meet the minimum performance threshold are required to repeat the current level to ensure full competency and learning outcomes are achieved.

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# ENROLLMENT & CAPACITY ANALYSIS

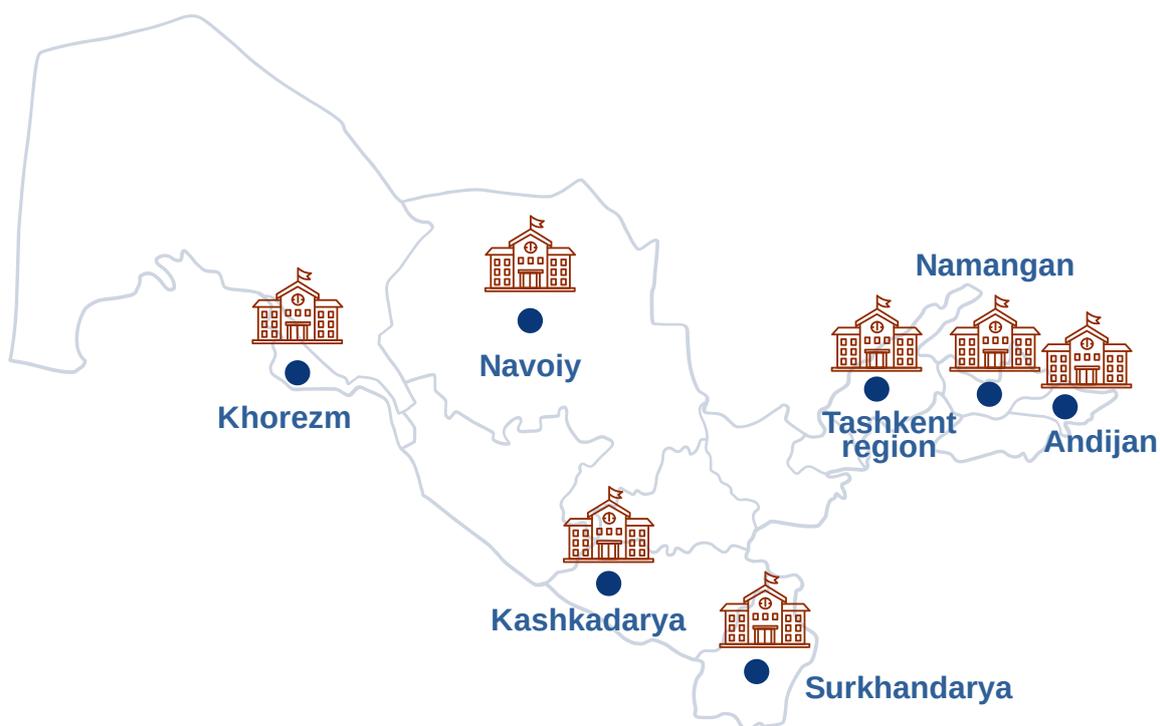
Despite full utilization of existing facilities, demand for IT Village programs significantly exceeds available capacity. Across regions, all IT Villages operate at or above maximum intake levels, with a substantial number of qualified candidates placed on waiting lists.

## Demand for IT Village Training Exceeds Current Capacity

IT village	Capacity	Studying	On a waiting list
Fergana	330	711	710
Syrdarya	60	233	104
Samarkand	68	216	65
Karakalpakstan	48	158	20

*Demand significantly exceeds current infrastructure capacity*

## Scaling the IT Village Initiative in 2026



# PROGRAM SUMMARY



**fully operational (4)**  
**Opened in 2025**  
 early impact results available

**newly launched (1)**  
**Newly opened in Q4 2025**  
 impact results forthcoming

**8**  
Subjects

**20**  
Mentors

**1,800**  
Enrolled

**44%**  
Girls enrollment

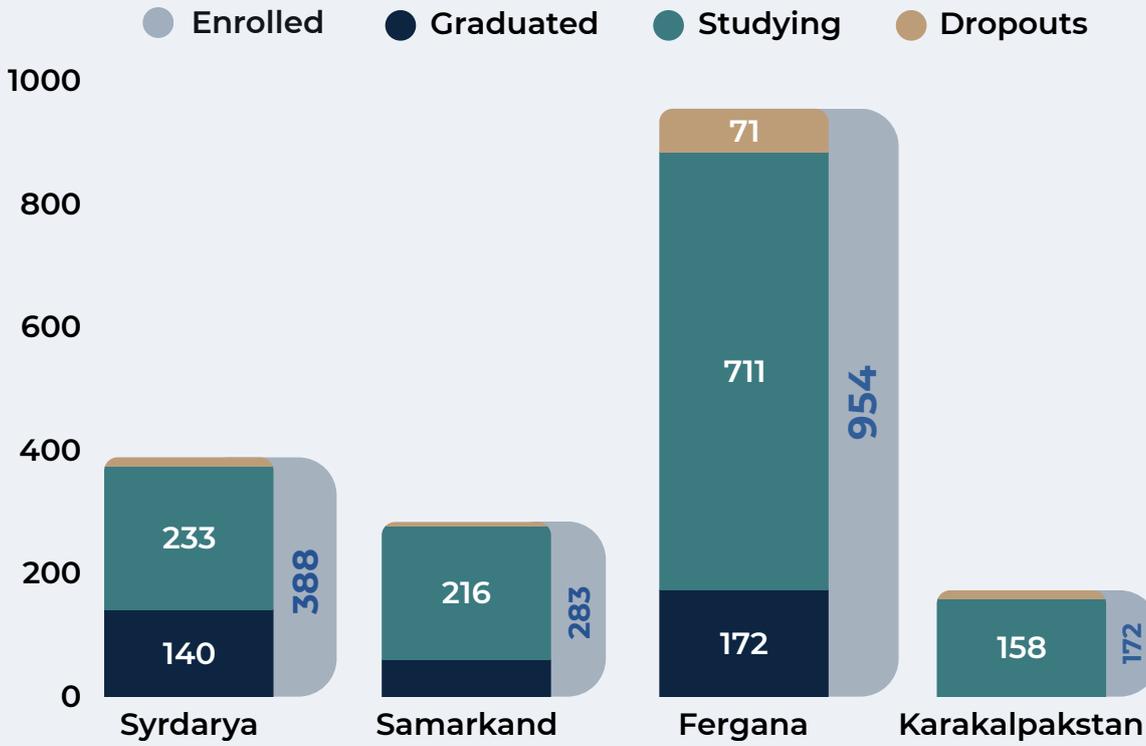
**7,800+**  
Training hours

TECHNICAL SUBJECTS	MENTORS	TRAINING HOURS TOTAL	ENROLLED TOTAL	ENROLLED GIRLS	GRADUATED TOTAL
Computer Literacy	4				
Programming	5				
3D Modeling	1	4,452	1,173	35%	353
Graphic Design	1				
Robotics	1				

LANGUAGE CLASSES	MENTORS	TRAINING HOURS TOTAL	ENROLLED TOTAL	ENROLLED GIRLS	GRADUATED TOTAL
English	6				
Russian	1	3,352	595	64%	19
Japanese	1				

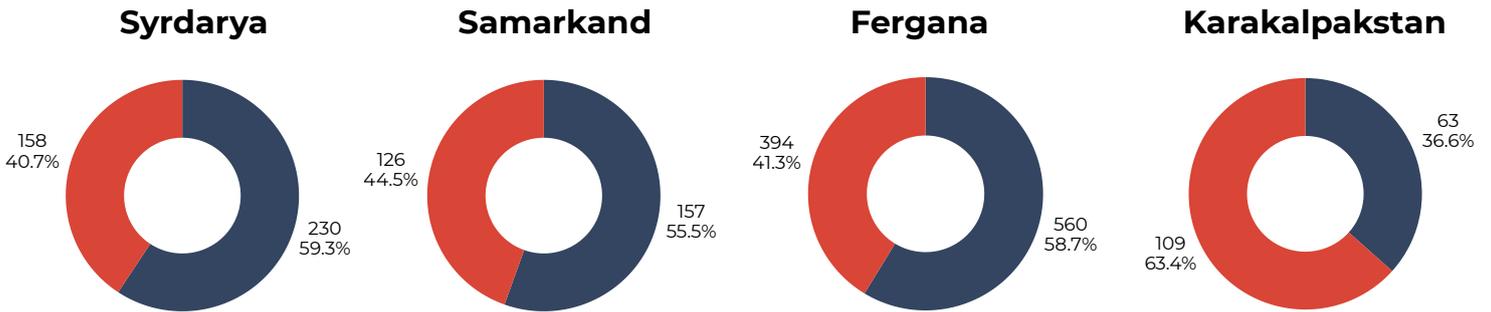
Across all IT Villages, **female participation** consistently ranges between **40–63%**, exceeding typical ICT training benchmarks and reinforcing the program's contribution to **SDG 5**.

# Overall Program Stats 2025

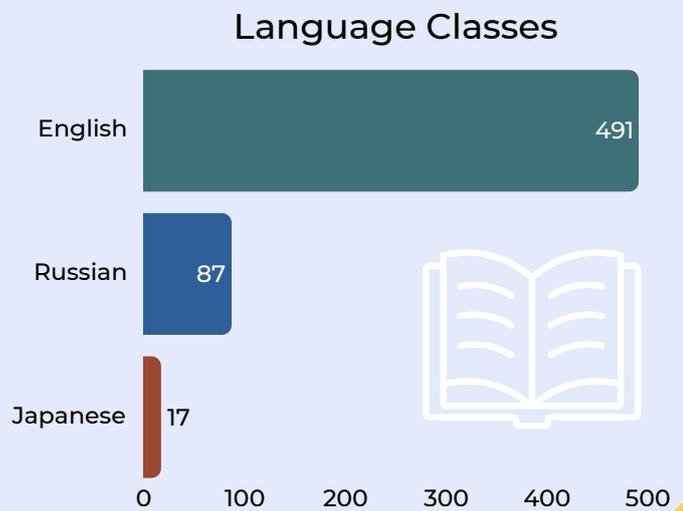
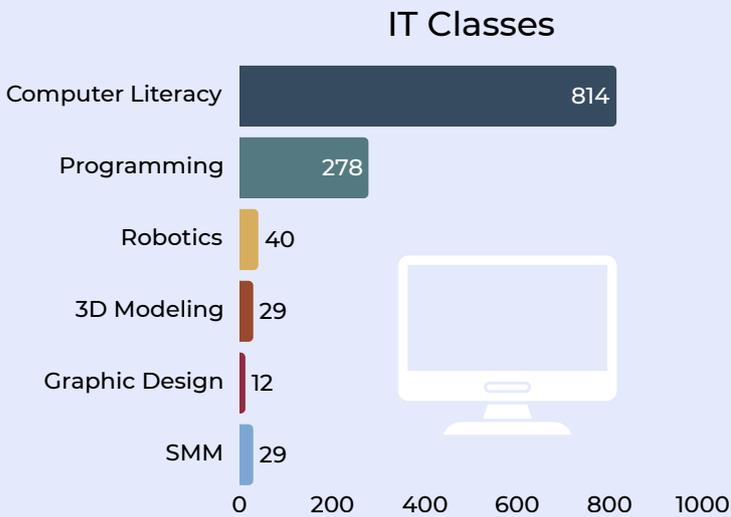


## Enrollment by gender

Girls (red), Boys (dark blue)

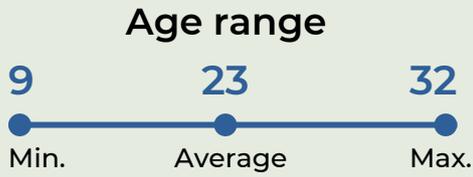


## Enrollment by subject



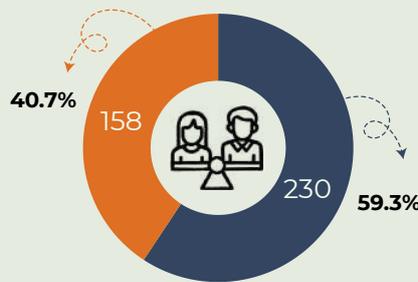
# Syrdarya IT Village — Snapshot 2025

Jan - Dec 2025 | Syrdarya Region



**2,500+**  
training hours delivered

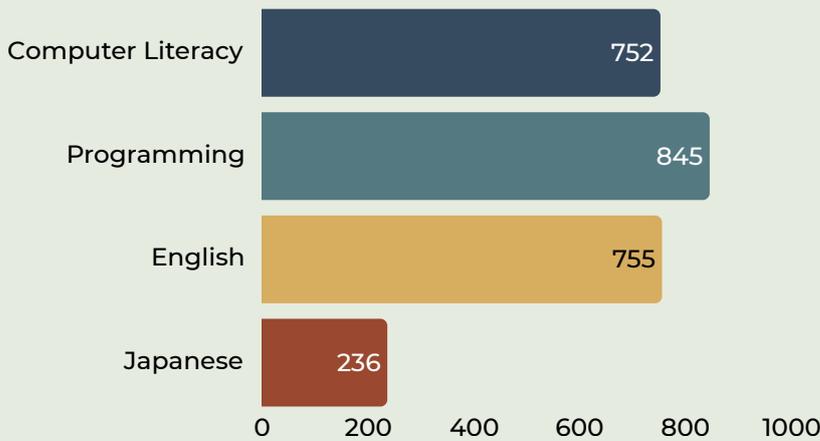
**40% of learners are girls**



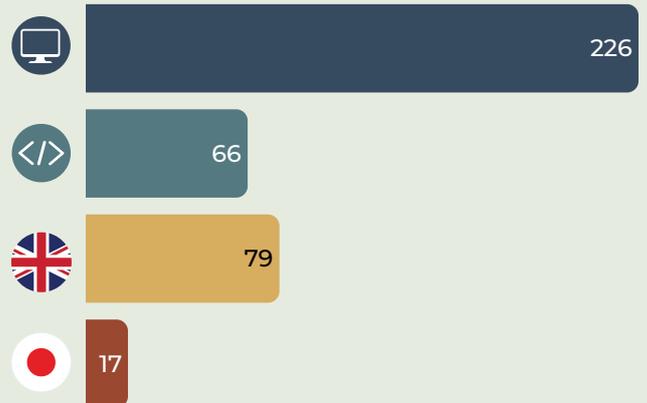
**5 GENDER EQUALITY**



**Training Hours by Subject**



**Total Enrolled**



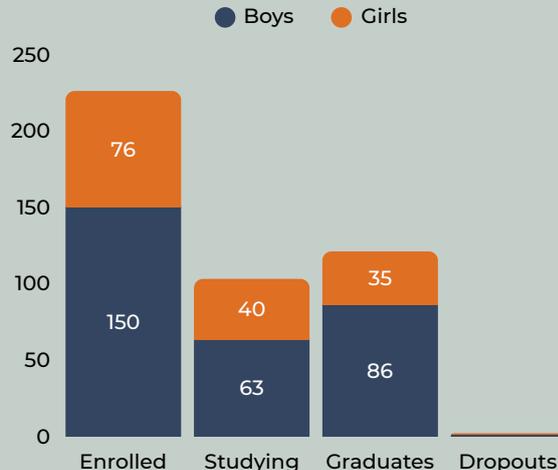
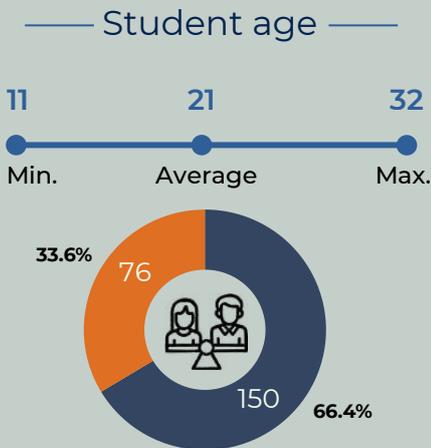
Status	Boys	Girls	Girls % of total
Enrolled	230	158	41%
Studying	134	99	42%
Graduates	92	48	34%
Dropouts	4	11	73%

# Syrdarya IT Village | Stats

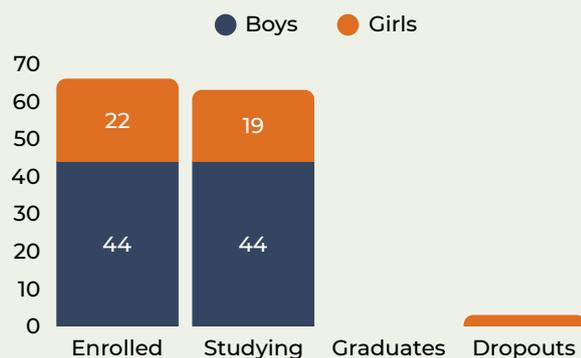
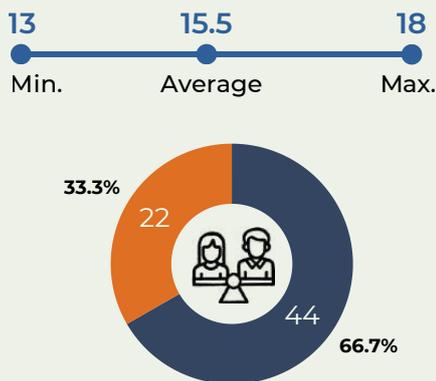
Jan - Dec 2025 | Syrdarya Region



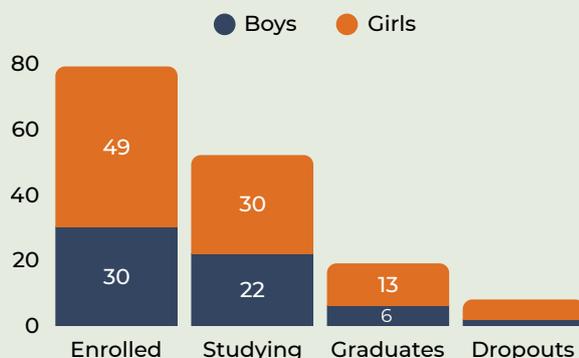
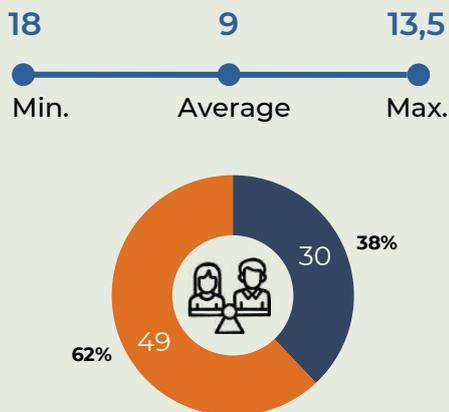
## Computer Literacy



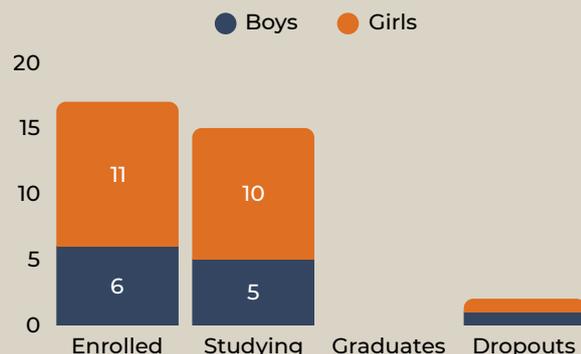
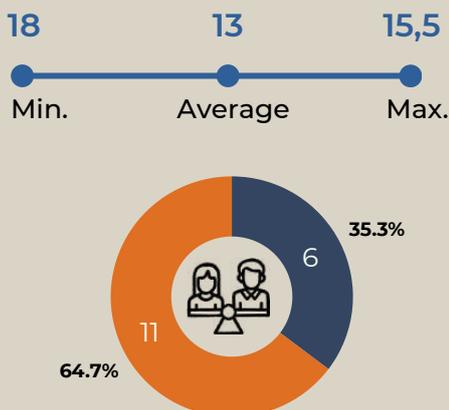
## Programming



## English

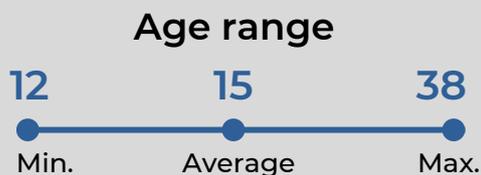


## Japanese



# Qoshrobot IT Village — Snapshot 2025

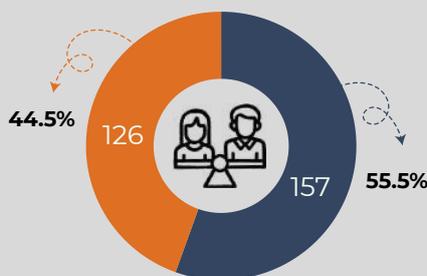
Jun - Dec 2025 | Samarkand Region



Established:  
May, 2025

**1,950+**  
training hours delivered

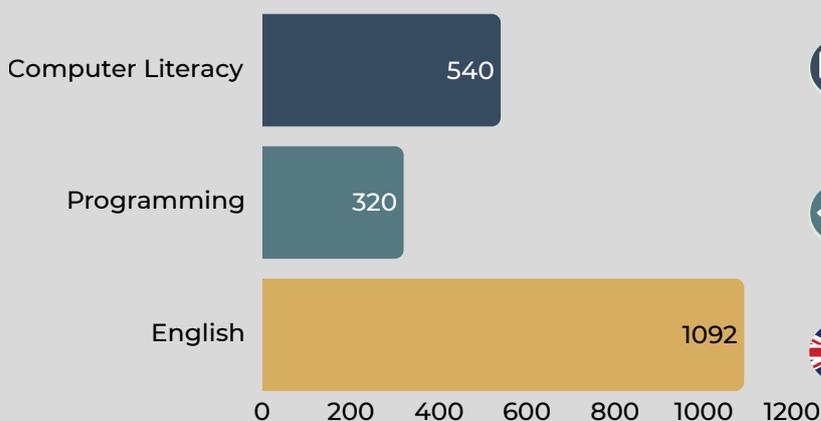
**45% of learners are girls**



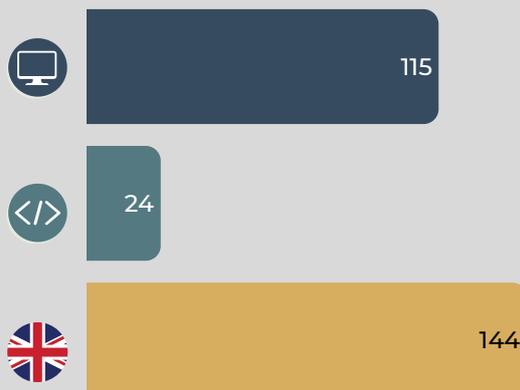
**5 GENDER EQUALITY**



**Training Hours by Subject**



**Total Enrolled**



Status	Boys	Girls	Girls % of total
Enrolled	157	126	45%
Studying	119	97	45%
Graduates	35	25	42%
Dropouts	3	4	57%

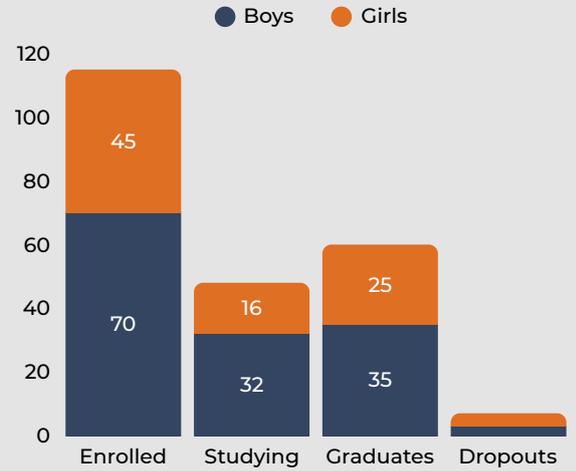
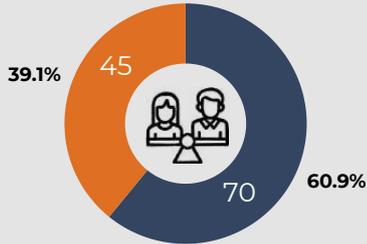
# Qoshrobot IT Village | Stats



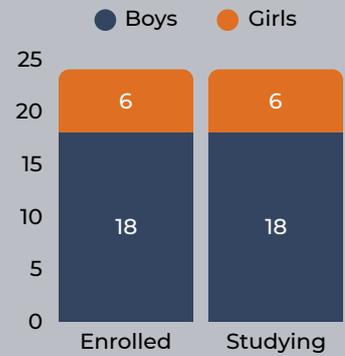
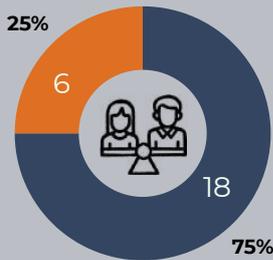
Jun - Dec 2025 | Samarkand Region

## Computer Literacy

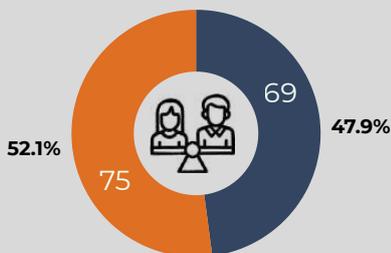
Student age



## Programming

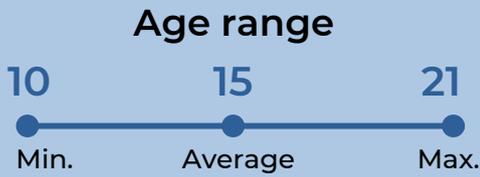


## English



# Toshloq IT Village — Snapshot 2025

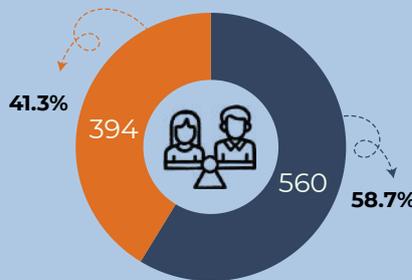
Jun - Dec 2025 | Fergana Region



Established:  
July, 2025

**2,500+**  
training hours  
delivered

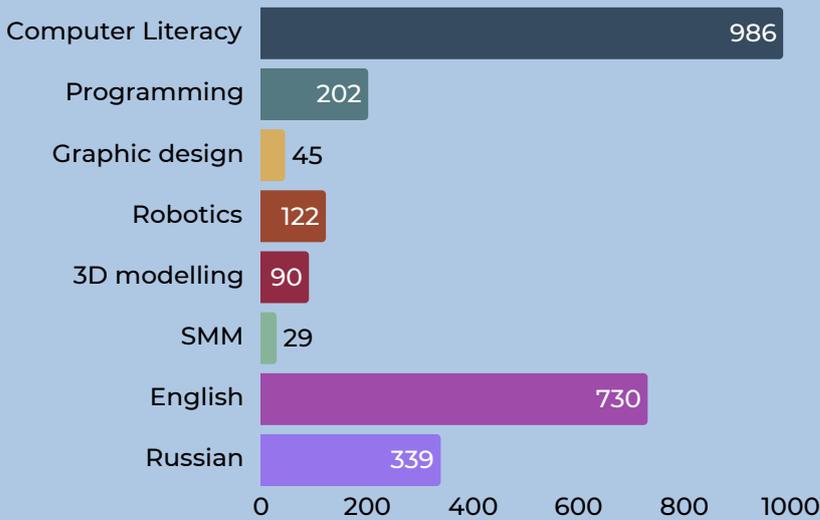
**41% of  
learners are  
girls**



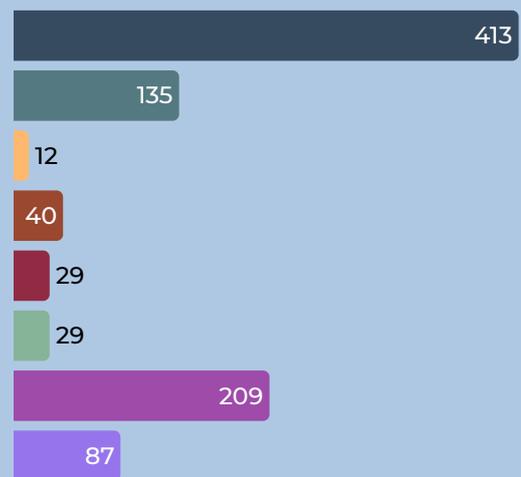
**5** GENDER  
EQUALITY



**Training Hours by Subject**



**Total Enrolled**



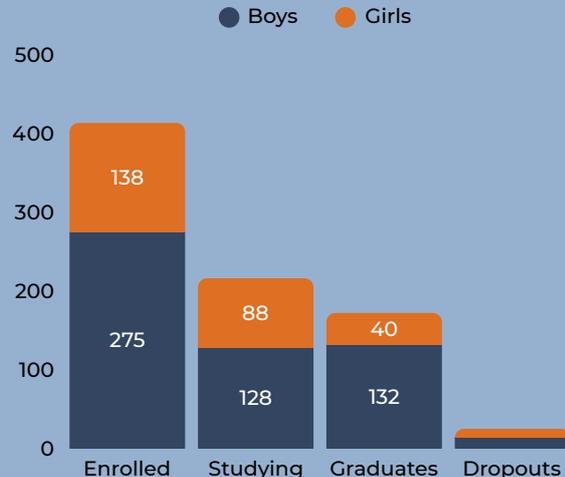
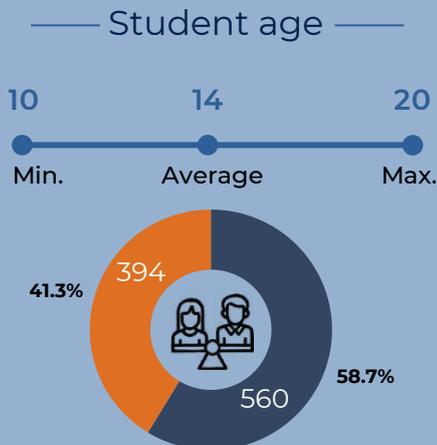
Status	Boys	Girls	Girls % of total
Enrolled	560	394	41%
Studying	383	328	46%
Graduates	132	40	23%
Dropouts	45	26	37%

# Toshloq IT Village | Stats

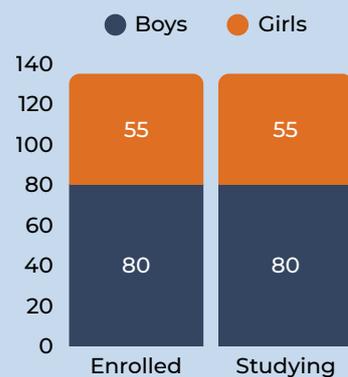
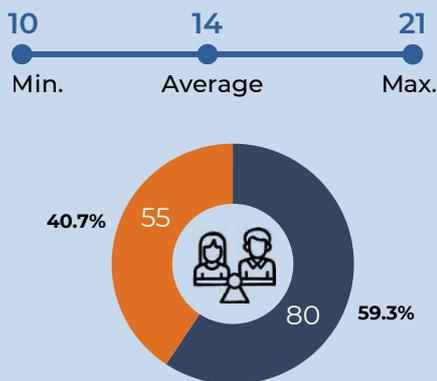
Jun - Dec 2025 | Fergana Region



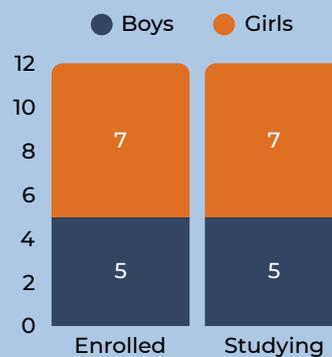
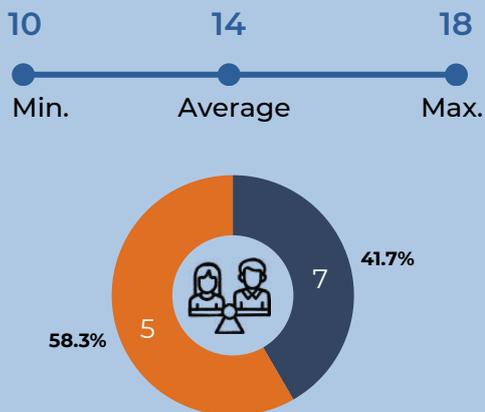
## Computer Literacy



## Programming



## Graphic design



## Robotics



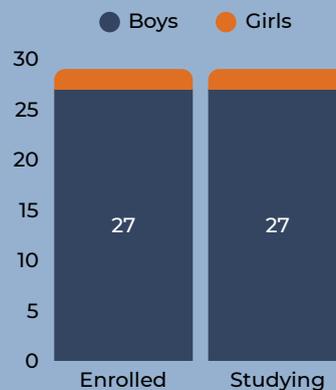
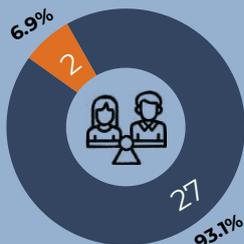
# Toshloq IT Village | Stats

Jun - Dec 2025 | Fergana Region

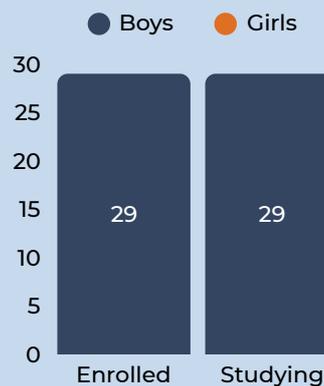


## Student age

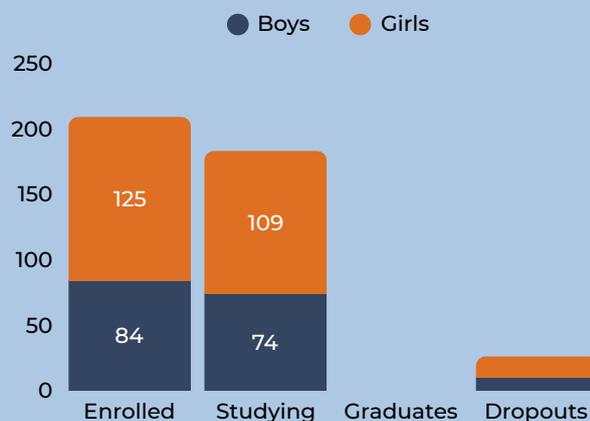
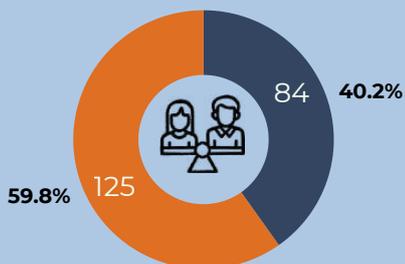
3D modelling



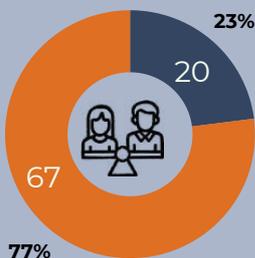
SMM



English

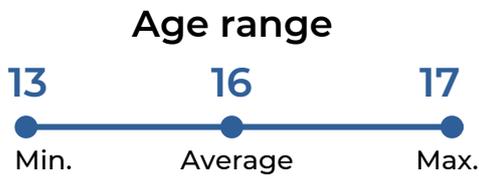


Russian



# Chimboy IT Village — Snapshot 2025

Sep - Dec 2025 | Karakalpakstan



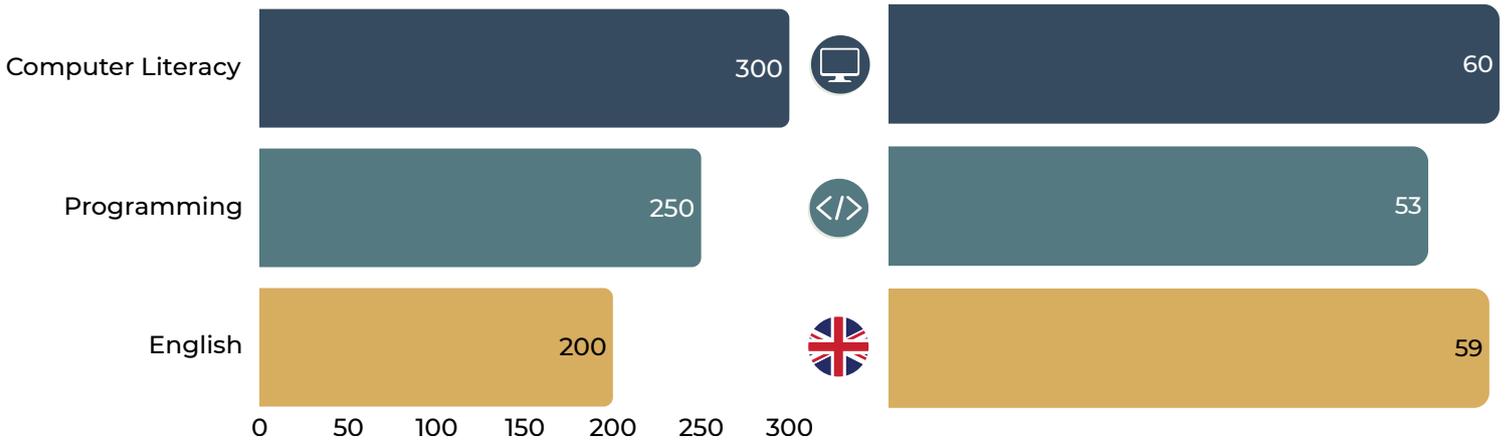
**750+**  
training hours delivered

**63% of learners are girls**



Training Hours by Subject

Total Enrolled



Status	Boys	Girls	Girls % of total
Enrolled	63	109	63%
Studying	56	102	65%
Graduates	0	0	0%
Dropouts	7	7	50%

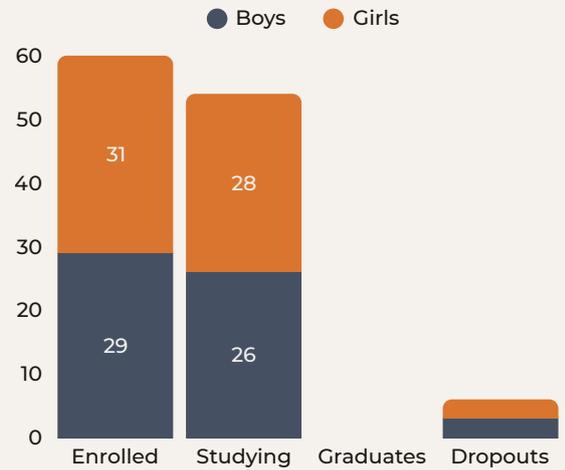
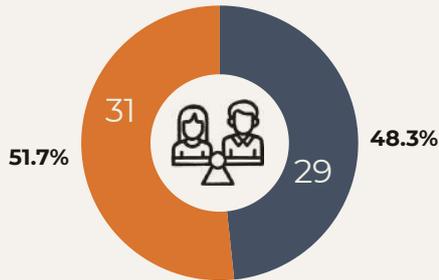


# Chimboy IT Village | Stats

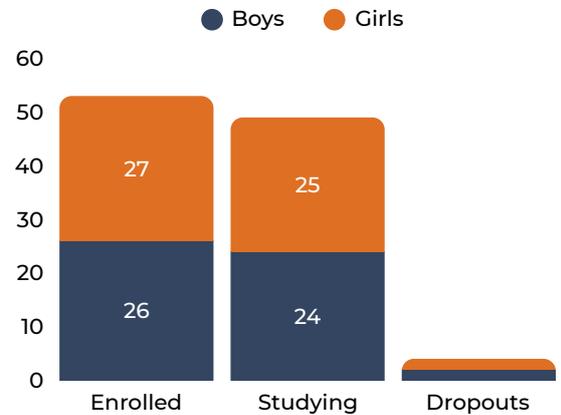
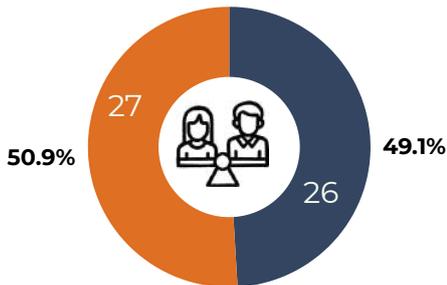
Sep - Dec 2025 | Karakalpakstan

## Computer Literacy

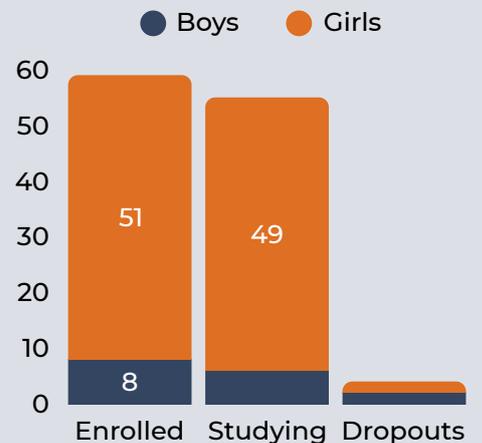
— Student age —



## Programming



## English



# IMPACT STORIES

## IT Villages Are Creating Life-Changing Opportunities for Youth

### Success Story from Fergana IT Village

**14-year-old Omadillo** spends his afternoons at the IT Village imagining how homes could think for themselves. His latest project is a smart home prototype that monitors energy use, improves safety, and alerts families in real time—an ambitious idea born not in a lab, but in an IT Village classroom filled with curiosity.



<https://www.youtube.com/watch?v=-OMDMaMsg2c>



*“At the IT Village, I learned how to turn my ideas into real projects. I am working on a smart home system that helps families save energy and stay safe. The IT Village gave me the opportunity to learn and create things I never imagined I could do.”*

— Omadillo, 14, Fergana IT Village

### Inclusivity at the Core of the IT Village Model

#### A Parent’s Voice from Syrdarya IT Village

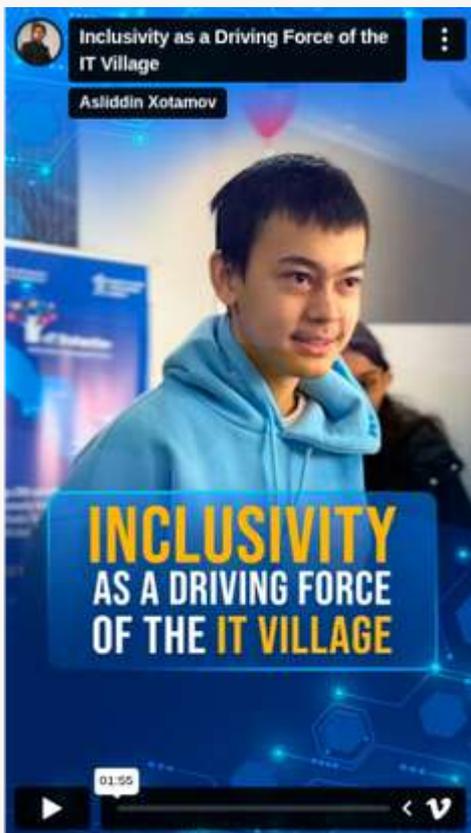
**Sayyora Ziyatova**, the mother of Bobirjon, shares how the Syrdarya IT Village became more than a learning space for her son—it became a place of confidence, inclusion, and growth.

Living with a health condition and studying from home, Bobirjon initially found social interaction challenging. With the support of dedicated mentors and an inclusive learning environment, he gradually adapted, built confidence, and discovered a genuine interest in digital literacy.



*“Every parent wants their child to study in a place with good conditions. At the IT Village, I saw care, support, and opportunity—and today, my son truly enjoys learning.”*

— Sayyora, mother of Bobirjon, Syrdarya IT Village



<https://vimeo.com/1156794678?share=copy&fl=sv&fe=ci>

# People Behind IT Village program

The success and scalability of the IT Village initiative are driven by a dedicated team of public-sector professionals who combine policy expertise with hands-on implementation experience. Their leadership ensures that IT Villages operate effectively as inclusive, community-based digital hubs across Uzbekistan.



## Ulugbek Haydarov

**Head of the Department for Coordination of IT Villages**

*Expert in education and youth policy with extensive experience spanning classroom-level teaching to national coordination roles. At DEDC, he provides strategic and operational leadership for the IT Village initiative nationwide, translating government policy into practical, community-level solutions that expand equitable access to digital and language education in remote regions.*



## Sardor Bektemirov

**Deputy Head of the Department for Coordination of IT Villages**

*Sardor brings expertise in executive coordination and institutional communications gained across national-level government institutions. He plays a key role in supporting regional implementation of IT Villages, ensuring operational discipline, timely coordination with local stakeholders, and effective communication across national and regional institutions.*



## Ikrom Toshboev

**Chief Specialist of the Department for Coordination of IT Villages**

*With over ten years of experience in the ICT sector, Ikrom contributes strong technical and regional expertise to the IT Village initiative. With a professional background spanning a major telecommunications operator and regional roles within the Ministry of Digital Technologies, supports the coordination of IT Village operations to expand digital education opportunities and strengthen local implementation capacity.*

With donor support IT Village can evolve into a benchmark model for rural digital empowerment in Central Asia — accelerating inclusion, reducing inequalities, and enabling every citizen to unlock their full potential in the digital age.



Join a movement that transforms lives through skills, empowerment, and opportunity

With your support, IT Villages can bring digital skills, opportunity, and hope to more rural communities.



**Partnership  
Opportunities**



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