

Who We Are:



Our mission is to provide technology access and education to under-resourced youth and their communities.

Founded in 2007, Compudopt is the largest and only 501c3 nonprofit in the country with a complete digital equity solution which is delivered at no cost to program recipients.

Our solution provides computing devices, internet access, basic digital skills training, and workforce-aligned technology education programs supported by a nation-wide, trauma-informed, multi-lingual call center and community portal. This comprehensive approach closes the digital divide, establishes a foundation for economic mobility in the communities we serve, and helps youth thrive.

Our dynamic model allows us to rapidly scale. In just 3 years we've grown from 2 locations to operating programming in 40 cities, 19 states and counting. Since inception we've impacted over 550,000 Americans.



Our vision is for a future in which all students, regardless of their economic situation, have access to the tools and skills needed to compete and thrive in a technology-driven world.



Defining the Problem:

What is the Digital Divide?

The Digital Divide is the term used to describe the gap between individuals who have regular access to technology and the internet and those who do not. To solve it, we believe it involves addressing **four** components:



Device Access



Internet Connectivity



Digital Literacy Classes



Technology Education Programs

41%

OF LOW-INCOME HOUSEHOLDS DO NOT HAVE ACCESS TO A COMPUTER OR RELIABLE HIGH-SPEED INTERNET

14M

41% REPRESENTS 14 MILLION AMERICAN HOUSEHOLDS ON THE WRONG SIDE OF THE DIVIDE

A Pew Research study in 2020 reported that 41% of low-income families in the United States do not have access to a computer at home and 41% lack a reliable broadband connection. With 31M children in the United States living in low-income households, this equates to over 14 million children without the basic tools they need.

While the world continues to transition its day-to-day operations to online modalities, with education, business and health sectors pivoting to virtual learning, zoom meetings and telehealth, the demand for computers and adequate internet access grows at a new epidemic rate.

Who We Serve:

We serve children and families without access to devices at home. Students who don't have access to quality out-of-school-time technology enrichment education, and low-income communities which lack access to connectivity.

While we do deliver programs direct to community members, we believe in collaborative and productive partnerships with schools, districts, community organizations, nonprofits,

as well as state and local government agencies to reach more community members in need.



40 cities

Atlanta | Austin | Cleveland | Chicago | Corpus Christi | Covington | Washington |
Dallas | Dayton | Detroit | Durant | Eagle Ford | El Paso | Evansville | Galveston |
Lake Charles | Henryetta | Houston | Jasper | Jupiter | Louisville | Lexington | Las
Vegas | Los Angeles | Marble Falls | Mesa | Midland | Monahans | Miami | Pearsall |
New Orleans | Pecos | Philadelphia | Phoenix | Seattle | Shreveport | Southaven | St.
Louis | Tampa, FL

Students Served

75%

of students are at risk of dropping out.

- 66% Hispanic
- 25% Black
- 5% White
- 2.5% Other
- •< 1% More than one race

100%

come from economically disadvantaged households.



Our Impact:

We plan to continue **expanding our geographic reach** across the United States by providing more programs and access while deepening our impact in the communities we serve.



75,765+ Computers

Distributed



67,278+ Students Served



262,448+
Technology
Training Hours



556,441+
Community
Members Impacted



12,974+
Households
Connected



665.8+

Tons of
E-waste Recycled

The Need



41%

of our families still lack access to a computer at home.



58%

of all stem jobs on the market are computer science jobs.



35%

of U.S. high schools teach computer science.

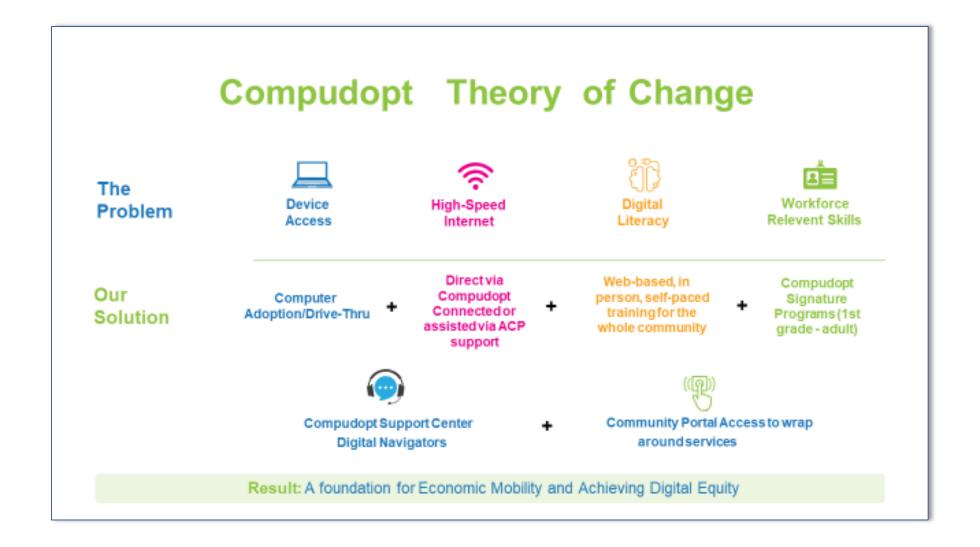


500,000

current U.S. job openings are in computer science.



Compudopt's Theory of Change: DIGITAL INCLUSION is the foundation for economic mobility



Cost Estimation:

Our programs and services can be easily customized to adapt to the size of the community need as they are priced on a per household basis.

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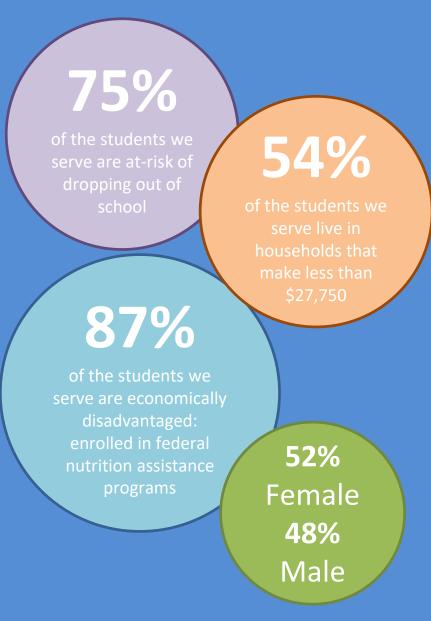
Capital Expenditure	Estimated Per Unit Cost	Case 1 Example: 1,000 household community	Case 2 Example: 5,000 household community	Case 2 Example: 10,000 household community
Devices and Distribution	\$350/hh	\$350,000	\$1,750,000	\$3,500,000
Digital Literacy Programming	\$100/hh	\$100,000	\$500,000	\$1,000,000
Workforce Skill Programs	\$650/hh	\$650,000	\$3,250,000	\$6,500,000
Digital Navigation Services	\$150/hh	\$150,000	\$750,000	\$1,500,000
Community Portal	\$5/hh	\$5,000	\$25,000	\$50,000
Total Digital Equity Cost	\$1,255/hh	\$1,255,000	\$6,275,000	\$12,550,000

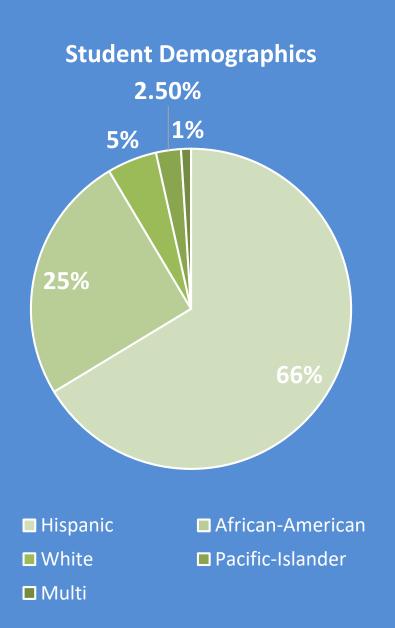
Notes and Assumptions:

- This estimate does not account for the percentage of the population who have already had their needs met (which could be significant).
- Above does not account for families who choose not to participate or do not hear about services.
- Cost estimates are relatively conservative and do not account for meaningful economies of scale which may be available.



Who does Compudopt Serve?







Thank You!



To Contact Us:

Michael Abensour CIO: michael.abensour@compudopt.org

