



ANNUAL REVIEW 2013-14



The Quality Education and Skills Training (QUEST) Alliance was founded in the year 2005 as a program of the International Youth Foundation (IYF), financially supported by the United States Agency for International Development (USAID) to help educators and educational institutions drive the use of technology in teaching and learning.

Since the IYF mandate ended in 2009, QUEST Alliance has been established as a not-for-profit trust, that focuses on research-led innovation and advocacy in the field of teaching and learning.

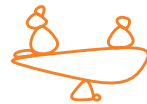
We engage with educators, civil society, government institutions and corporate organizations to demonstrate and enable scalable and replicable solutions in educational and vocational training.

OUR VALUES	4
THE YEAR THAT WAS	5
STORIES	6
OUR APPROACH	8
EDUCATION	10
EMPLOYABILITY	14
ENTREPRENEURSHIP	18
MATERIALS	20
IMPACT AND PARTNERS	22
FINANCE AND GOVERNANCE	24
TEAM	26

OUR VALUES



BEING INCLUSIVE



FINDING BALANCE



BEING COMPASSIONATE



CONTINUOUS LEARNING



FOSTERING COLLABORATION



LIVING WITH COURAGE



STRIVING FOR EXCELLENCE

THE YEAR THAT WAS

Dear Friends,

It has been a year where we have challenged the understanding of our organizational vision and identified the values we wish to uphold in our process of growth. Discovering these values as a team has given us the strength to debate, question and reinforce our relevance in our world that is under constant conflict. We strive to create an environment where our mantra of happiness, fulfillment and making meaning is experienced by our team that comes from diverse disciplines.

The backbone of our approach is formed by our goal of enabling self-learning in the lives of learners & facilitators in educational institutions. We are seeing our learners develop a questioning attitude and a drive for continuous improvement from the types of experiences they are exposed to. We have created innovative materials and systems that inculcate elements of digital learning, game design and other interactive learning methods that are engaging and put the learner in charge.

From the Government school ecosystem in Samastipur, Bihar to the Industrial Training Institutions in Bangalore, our facilitators & partner institutions have seen the value of this approach and are becoming advocates for it in their learning spaces.

At QUEST, we engage with a diverse and exciting set of partners including government schools, Industrial Training Institutes, NGOs, technology companies and global foundations to name a few. We need to pay a lot more attention to the quality of our external partnerships. They are the lifeblood of our organization. Starting with me, everybody at QUEST needs to make a concerted effort to listen more carefully to what our partners in the field have to tell us. Our solutions need to be rooted in the reality of our partners' challenges where they are involved in creating the solutions. We need to develop robust systems that help us get regular feedback from our learners about their journey. This feedback in turn can inform our choices for innovation and the values that we need to uphold in deepening our approach.

As we enter this new and exciting phase of organizational growth, we are grateful to our partners, facilitators and employees who have shown immense faith in the work that we do. This faith from our partners now means our work and approach has impacted over 8700 learners through 900 facilitators, in 180 educational institutions. What drives us everyday is the trust they place in our work and their passion to create self-learning pathways for individuals to make meaning of their lives.

We hope you enjoy reading about the impact of our work in the following pages and I look forward to hearing your feedback.

Aakash Sethi
Executive Director

STORIES

From the Field

“Through this program, I learned to respect every one and every profession” adds Ranjay, who dreams of becoming an efficient worker in a big company.”

Ranjay joined the EquipYouth program during his second year of study. Now after completing the program he says, “After the EquipYouth program, everything has changed for me. I was not able to read, write and speak in English earlier. Now I can write, speak and read in English for a certain level. This program has helped me to shape my life and my future with English, life skills and work skills. I was not good at working in a group. But now, I have overcome that and I love to work in teams. The role-plays helped me to overcome my stage fear. Now I am confident to speak in front of a group”

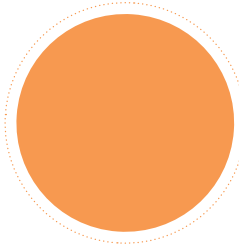
- RANJAY KUMAR,
Student, EQUIP YOUTH Programme



“It was the biggest day of my life because I got an employment on my own merit and became an earning member of my family.”

Being in the program for a year and making so many home visits and phone calls to parents, she is now confident of what she says and understands situations very well. Unlike earlier times, now she would travel from one village to another without having to wait for a male member to accompany her. Rupa is continuing to work as a community champion for this academic year as well. She is not only doing well in her work, but also at her home. Now she is involved in most decisions being taken in her family. They respect her opinion and are proud of her work and effort.

- RUPA,
Community Champion, ANANDSHALA



“We continue to see a boom in employment opportunities available in the retail sector. The objective of our Skills to Succeed program is to skill youth in order to be employable within this industry. The Retail training course developed, in partnership with Quest utilizes a “blended” learning approach. The combination of digital lessons along with classroom activities, has resulted in a more engaged learning process and a year later, we are glad to report that the students trained in this program are today preferred by several Retail majors. Quest Alliance has made a huge success of this program and we look forward to scaling up this partnership, even further.”

- KSHITIJA KRISHNASWAMY,
Lead India Corporate Citizenship, ACCENTURE



“I can see myself in my students. It gives me immense pleasure to see their learning journey and like every facilitator, I would be proud to see them successful in their career pursuits. I was part of the EquipYouth course that helped me grow from strength to strength gaining skills that are needed in today's world.”

- CHRISTINA,
Trainer, EQUIP YOUTH Programme

“I was amazed to see the levels of enthusiasm, excitement and commitment to learn. These youth were not only looking to make a difference to themselves but also to the youth they train and this was very humbling for me to see. I personally am taking away a lot more from this event than I think I gave.”

- MRINALINI RAJESH,
Microsoft India Human Capital Consultant



“I liked the attractive videos and the creative question and answers in the digital lessons.”

Vijay had to meet huge family demands, as he turned 18 years of age. Through the life skills lessons he found a job at a cafe. Vijay is now immersed in his work and has made enough clients to ensure steady revenue for him. He supervises a team of 20 people and the firmness in his voice is hard to miss. Vijay dreams of launching a philanthropic foundation to help the needy apart from starting his own cyber-center and continues to spend time at his training centre to inspire more young people like him.

- VIJAY,
Student, Skills To Succeed Programme



VISION

Enabling individuals to build self-learning pathways in order to make meaning of their lives.

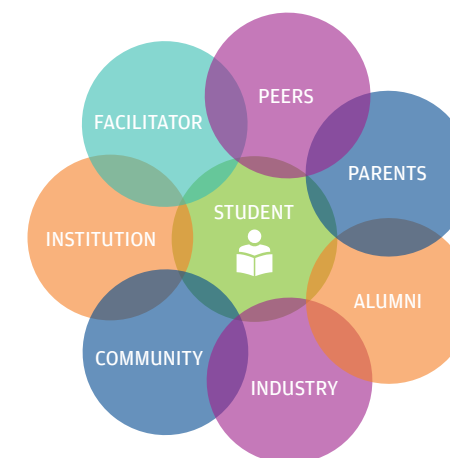
MISSION

Enhancing the quality and relevance of school education and work transitions of disadvantaged youth through knowledge creation, innovative action and supporting multi-disciplinary collaborations.

LEARNER CENTERED APPROACH

The emphasis of our approach has been on providing the learner with an independent and autonomous role. Through Knowledge Creation, Knowledge Transfer and Knowledge Assessment, QUEST aims to increase participation of learners and evoke skills and competencies through creative and thought provoking experiences.

QUEST's over arching goal is student self-improvement. Through evaluation studies, consultations and large format events, policy level dialogues are facilitated on the use of content, pedagogy and technology to improve the delivery of learning for disadvantaged groups.



Children and Youth

Developing independent thinking skills, building their communication skills and increasing their sense of awareness remain the core of QUEST's work with youth.

Educators

Engaging with educators by building their skills around effective communication, problem solving and enabling group work to create a more enriching learning environment for learners.

Educational Institutions

Advocating the role institutions play in enabling and managing an environment that is learner centred and technology enabled.

“I never got an opportunity to connect with my daughter’s school and her education in this way.”

Access to quality education has been at the core of any of QUEST’s work and it has been working with school education since its inception. In the last eight years, it has worked with hundreds of schools in the states of Karnataka, Andhra Pradesh, Gujarat, Delhi, West Bengal and Bihar to demonstrate scalable and sustainable models.

From 2006 to 2010, QUEST focused on the use of Education Technology (ET) and particularly Information Communication Technology (ICT) mediated educational solutions, to bridge the gap of learning and livelihood. The rapid development and spread of affordable technologies offered the promise of (equitably) reaching new populations of educationally under-served youth with high-quality educational content in ways unimaginable a few years ago. In 2010, QUEST entered into a multi-country program that focused on the need for a holistic approach to education where transformation depends on the levels of responsibility and participation shown by all actors collectively.

Monitoring, Research and Evaluation also forms a major component of the Education Programme. We engage in an ongoing process of collating child data records and analyzing them to make data driven decisions. Impact assessments are conducted to measure the effectiveness of our programmes and to implement strategies to establish success.

The Anandshala Model

The intervention works on three components and is designed to increase enrolment and to retain students in schools.

1) Early Warning System (EWS)

As a first step, using indicators of risk factors, EWS provides a platform to identify and track children who are at risk of dropping out from school. A Focus Child Identification process helps in recording student attendance, behaviour and classroom performances. Based on the findings and through strategic and actionable measures, a response system is set up to track progress of students and address any immediate concerns that arise during this process.

2) Enrichment Programme (EP) and Student Support System

Activities that focus on language, body movement, arts, crafts and sports are introduced in schools to attract more children and

to allow free expression within educational spaces. The aim of EP is to provide a positive school experience to students. We also have an Integrated Career Development Programme that aims to help students in secondary schools make informed choices about their career through various interventions.

3) Community Engagement

The third component of Anandshala highlights the importance of parent’s awareness on the relevance of education and their responsibilities towards their children. There are a number of interventions like voice messages, board games, home visits and open house in schools to help parents engage more effectively with their children’s education. These interventions help build a relationship between students and parents as well as bridge the gap between parents and the school.

ANANDSHALA

Supported by USAID and Creative Associates, Anandshala is a five year, School Dropout Prevention Pilot (SDPP) programme. The programme is implemented in the Samastipur district of Bihar, in agreement with the Bihar Education Project Council and targets grade five students in thirteen blocks of the district. While its primary aim is to address student dropouts, it also focuses on reducing chronic absenteeism. It ensures holistic school and home based interventions designed specifically to engage and place responsibilities on parents, teachers and children equally.

The strength of the intervention is the capacity-building programme for Teachers, Headmasters and Community Champions. It focuses on improving teacher-student relationships, building leadership, engaging in creative activities through reflective experiences and on building a strong feedback session between the stakeholders to ensure maximum impact of the programme.



BUILDING AN ENVIRONMENT OF MUTUAL TRUST AND ACCOUNTABILITY

Working with teachers to use school level data to better understand student needs and to develop individualised support strategies.

Creating spaces for children's self expression and developing innovative strategies for parent engagement.

SAFE
LEARNING
ENVIRONMENT

COMMUNITY
INVOLVEMENT

TEACHER
STUDENT
RELATIONSHIP

ONGOING
MONITORING &
SUPPORT

Sketch by Rajesh Kumar, Class V, Open House 2012

Government Partnerships for Scale

At QUEST, we believe in creating models that can be replicated and integrated with existing policies and programmes, to reach wider audiences. We focus on working with government agencies to expand opportunities for learners, to access quality education. We believe that nurturing a team of diverse individuals who want to make a difference to themselves and others, for better research and evidence, strategies and systems, helps in achieving shared goals.

Currently, QUEST Alliance is implementing the School Dropout Prevention Pilot (SDPP) programme in a multi-year collaboration with the Bihar Education Project Council (BEPC), in thirteen Blocks of Samastipur District (Classes 5 of 113 Treatment Schools and 107 Control Schools). We intend on extending this programme to all twenty blocks of the district by 2015.

Capacity Building to Multiply Impact

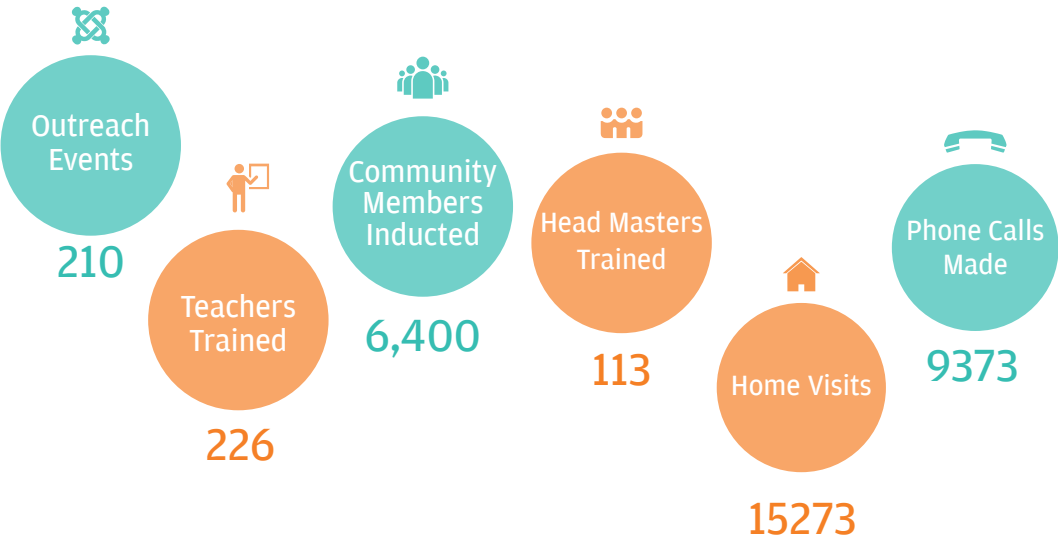
QUEST was born in 2005 out of a shared commitment to addressing the problems in the Indian education system. It emerged from discussions with several important actors, including key players in the NGO and corporate communities. They shared a common concern for the significant disconnect between India's basic education system and the needs and opportunities of its emerging economy. To achieve our mission, we work on the premise of shared responsibility and shared benefits. Capacity building, in this respect

forms a very crucial element of our work. Through our capacity-building programme, we conduct need based workshops and trainings for a wide range of organizations that work on education. We also design and conduct workshops that aim to build the capacity of teachers and head masters to create child friendly experiences in the schools.

Community of Practitioners

Sharing our learnings with a wider community of policy makers and practitioners allows us to engage in a dialogue and create relevant knowledge resources that address the issues and challenges of our stakeholders.

We convene and facilitate workshops with select and focused stakeholder groups around thematic areas we work in as well as create online knowledge communities for an ongoing dialogue and sharing of resources, strategies and lessons learnt. Through this dialogue, we identify current trends and challenges that feed into our research and development agenda.



“After attending the life skills classes, I am confident enough to face the world standing alone.”

In India, despite the increase in educated youth, there seems to be a shortage of skilled labour. Much of the problem can be attributed to our educational system, which seems to churn out quite a number of students who lack practical skills. The prevailing lack of skills poses a major hurdle for India's transition to a knowledge-based economy. Most vocational training centers do not have qualified trainers to deliver life-skills & technical trainings. Poor salaries and the lack of a defined career path do not motivate qualified individuals to take this path and create inspiring learning environments in their institutes. Therefore, higher quality education and the expansion of vocational skills training for disadvantaged youth are needed to produce a new generation of well prepared employees who can serve the driving force for innovation and growth.

QUEST believes that in order to make the interaction between industry and youth more meaningful, the young person's interest and voice needs to be kept in mind. For us, the learning to livelihood journey began in 2006 when we started two pilot projects - The Digital Life Skills Toolkit (DLST) and the other was a Distance-Learning Programme, where one qualified instructor could reach out to five remote locations at the same time.

The Digital Life Skill Toolkit (DLST) is a self-learning software designed to be used by life skills facilitators to learn the basic concepts of life skills and guide its delivery with their students. This toolkit helps entry-level facilitators with a way of teaching Life Skills based on developing a link between learning and livelihood.



SKILLS TO SUCCEED

The 'Skills to Succeed' programme creates an Information & Communication Technology enabled teaching and learning environment for vocational training, adopting tried and trusted e-learning concepts. The objective is to impart real world knowledge and skills to underserved youth across India with a special focus on enhancing their employability to seek customer interaction and retail sector jobs.

In 2009, Accenture and QUEST started working together to create an integrated employability model building on the DLST experience. We developed a blended learning module to train youth in 3-4 months for the world of work at vocational training institutes. It comprises of a set of interactive digital lessons, classroom activities, and workbooks in English, Life Skills, Work Readiness & Customer Interaction skills. The goal is to make the learning process engaging and develop confidence of youth to become life-long learners. A Learning Management System has been developed to support the tracking, data collection and analysis of the learner's course performance and attitudinal changes.

We currently work with 38 centres in the states of Gujarat, Karnataka, Kerala and Tamil Nadu. The programme will reach out to around 10,000 youth and 75 facilitators across 35 centres.



EQUIP YOUTH

Equip Youth, seeks to increase employability among disadvantaged youth in India, by enhancing skills of young people who are being trained in industrial and mechanical trades at the Industrial Training Institutes.

The programme imparts trainings to the learners to support their personal and professional growth. It includes training on life skills to enhance awareness about self along with English language training to improve their communication skills. It also provides the students with orientation and understanding of the world of work in order to get work ready and plan for their future. Ongoing engagement with industry through guest lectures and industry visits helps students set right expectations about the work world.

The main target audiences of the program are students enrolled in one or two year courses at 10 Industrial Training Institutes to

become Welders, Electronic Mechanics, Electricians and Motor Mechanics. Most of these students come from a disadvantaged socio economic background and are between the ages of 16 to 20 years old.

As part of QUEST's Equip Youth Work-Skills Curriculum, a creative, engaging, and educational board game has also been designed to address the issue of lack of adequate exposure to the possibilities at workspaces. Set in an industrial context, this game helps young adults enrolled in vocational training centers explore their career options. By providing young students with an experience of being a manager, it subtly instills the idea and importance of continuous up skilling that one needs to engage with, in order to grow.



BECOME A REFLECTIVE PRACTITIONER!

ONLINE IN - SERVICE TRAINING PROGRAMME FOR YOUTH FACILITATORS

IF YOU ARE A TRAINER AT AN ITI, POLYTECHNIC OR A VOCATIONAL INSTITUTION

UPGRADE YOUR TRAINING CAREER TO THE NEXT LEVEL

- Raise Your Professional Profile
- Get Up To date With Various Training Methods And Use Of Technology
- Learn New Perspectives On Training And Mentorship
- Raise Awareness Of Your Potential And Limitations
- Chart Your Career Path As Per Your Interest And Abilities
- Join A Network Of People To Grow Your Career

For more information, write to: mastercoach@questalliance.net

CAREER QUEST

SET IN AN INDUSTRIAL CONTEXT, THIS GAME HELPS YOUNG ADULTS ENROLED IN VOCATIONAL TRAINING CENTERS, EXPLORE AND UNDERSTAND CAREER DECISION MAKING.

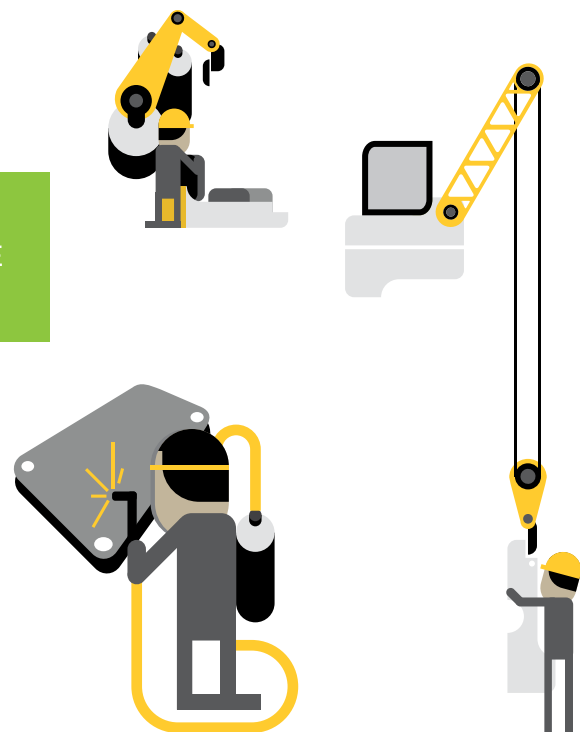
FIVE SKILLED MANAGERS! FIVE FULLY EQUIPPED FACTORIES!

Career QUEST is a creative, engaging and educational board game designed as a part of the Work skills Curriculum for QUEST's employability programme.

ONE DEADLINE!

LETS SEE WHO MAKES IT TO THE TOP

Get your copy now, write to us at: info@questalliance.net



Outreach

Over the next few years, QUEST will be actively involved in deepening existing partnerships as well as reaching out to many more civil society organizations and individuals who work on addressing the problems that youth face and vocational training. As a part of the Outreach effort, we will focus on understanding the impact our initiatives have had in the lives of our students. We will work towards strengthening our Alumni network by setting up a portal where students can stay connected with each other and understand the needs of the industry. It will also help in understanding their work preparedness and progress in their career.

Accessibility

QUEST will work towards making content more engaging and accessible to a wider range of audience. This includes a new English curriculum, which will be a combination of self-learning digital lessons and various engaging activities like role-plays, songs and other body movement activities. The curriculum will include use of dictionaries for vernacular translations, engaging media elements like games, visuals, videos to make the learning more engaging. We will also further our work skills curriculum with career games, videos and various activities that help students make informed career decisions.

Trainer Support

We will continue to work on content and methods to reach out to trainers more effectively. Through MasterCoach, our endeavour would be to create an online training platform for youth facilitators. Continuous support would be provided to trainers through our Learning Management System (LMS). The LMS would also assist in data collection and analysis of their performance and attitudinal changes.



“I hope
QUEST
keeps
providing
platforms to
empower youth
like us.”

QUEST explored the idea of entrepreneurship and self-employment in 2009, when it piloted a forty-hour experiential model for rural women. Consecutively, QUEST was selected and trained to implement the HP Life programme for young entrepreneurs to use technology to grow their businesses.

The focus is on extending this space for productive engagement with the youth, who have ideas and aspirations to build their own ventures. The program looks at creating an environment that encourages peer-to-peer learning, through workshops, self-learning content and a rich online community to connect with mentors and seed funding.

While skills and methods are things that can be provided on an ongoing basis, we believe that what these aspiring entrepreneurs need is good mentorship from people who have the experience and the expertise in various fields. The program connects selected ideas to experts from the industry and communities for specific mentorship. It also provides a platform to make pitches to get seed funding, in order to pilot their business plans and take their ideas to the next level.

Innovate for Good

Innovate for Good or I4G, is part of Microsoft's YouthSpark initiative which brings together a global cohort of young people to collaborate, inspire and support each other while using technology to make a difference in their communities.

The first ever Innovate for Good @ India event was hosted over two days in April 2013 in New Delhi. Over 120 participants came in from Kerala, Karnataka, Gujarat, Rajasthan and Delhi among other places. The participating youth were from both rural and urban backgrounds, bringing with them a rich diversity of ideas and passion fuelled by their equally eclectic geographical and social contexts. What followed was an exhilarating session where each group passionately presented their ideas for social impact to a panel comprising leaders from Industry, government and successful social entrepreneurs.



YOUTH SPARK LIVE

In 2012, Microsoft & QUEST launched the YouthSpark Live in India to provide young entrepreneurs with an opportunity to understand the scope of technology, employment best practices and entrepreneurship incubation. Given QUEST's larger mission to improve youth livelihood, the Youth Spark India initiative went beyond assisting youth in securing jobs and towards a future where they can be job creators themselves.

Participants got the opportunity to interact with Microsoft experts and mentors as well as to get a glimpse of the latest Microsoft technologies. Students addressed significant challenges affecting the country, such as Employability and Enhanced Livelihoods, Issues related to Women and Girls, Areas of Environment and Sustainability, Disability Assistance and Empowerment, and Education and Training.

Our Entrepreneurship programme works with three broad objectives:

1. Developing Entrepreneurial Attitude

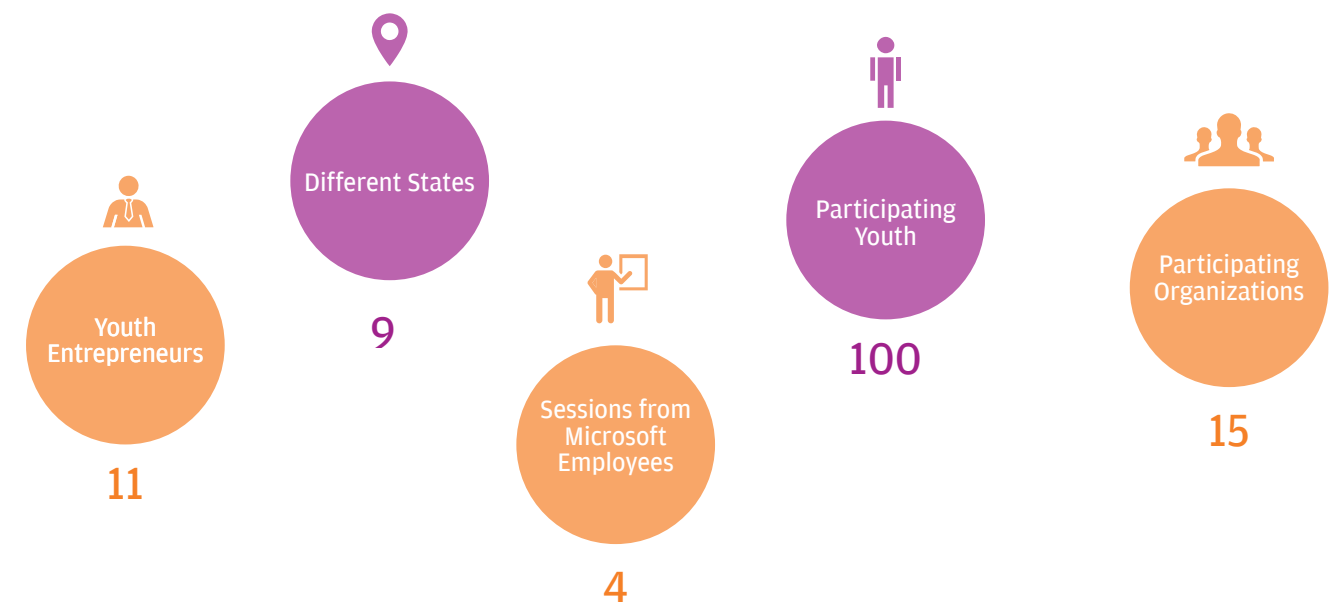
Beyond a great idea or solution, starting and being successful in running one's own business requires a core set of skills and knowledge. Through our endeavours, we make sure students have access to technology and programmes to help them run the show.

2. Blended Learning Materials

QUEST has viewed Information and Communication Technologies as pedagogical tools for creating positive attitudes and behavioural change in educating young adults. We have observed that a mix of face-to-face and digital instruction has reduced the burden of teachers and trainers and has changed their role to facilitators of learning. Young adults are extremely motivated to use the medium and take charge of their learning. Digital Learning resources are being localized through a partnership with Microsoft & the Build Your Business curriculum.

3. Mentorship and Seed Funding

Young entrepreneurs receive mentorship from the best people in the industry, access to technologies and in some cases seed funding to innovate on their ideas. Entrepreneurs pitch their ideas to experienced jurors. The jurors ask the entrepreneurs questions to think about and point them to resources. The young entrepreneurs are allotted mentors from a wide network of professionals, based on their specific mentorship need. The others have access to mentorship through the online community.



MATERIALS

Life - Work Skills Toolkit . Board games . Session Plans . Posters . Stories . Workbooks



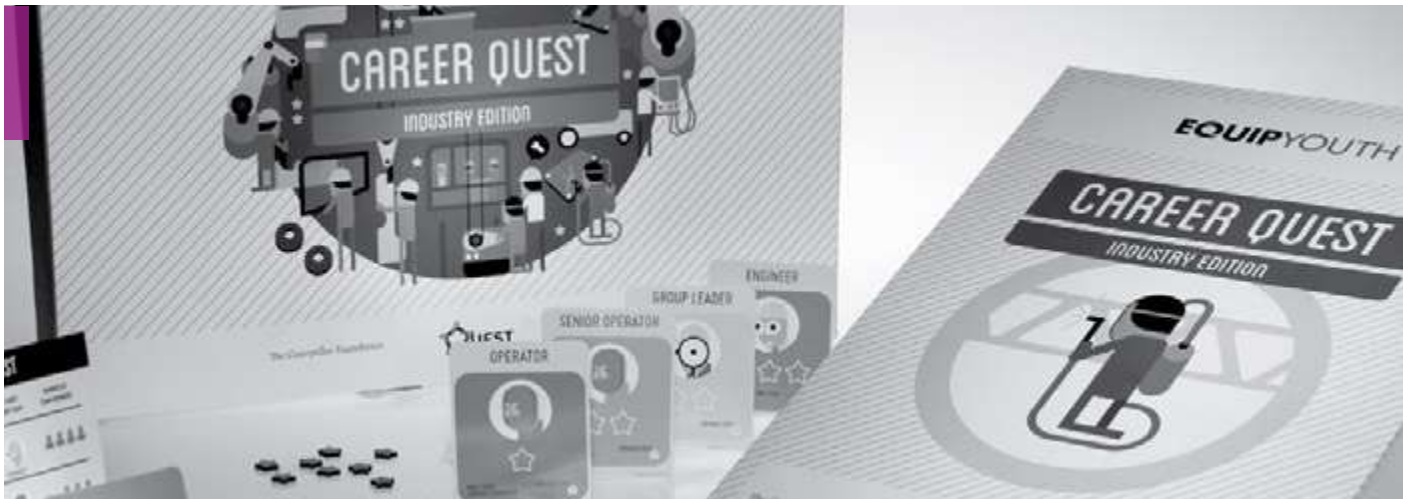
Community Engagement Toolkit - Getting parents and children to come together through board games. Highlighting parents' responsibility towards their children.



A home based tool to help parents track their children's attendance at school and identify reasons for absenteeism.



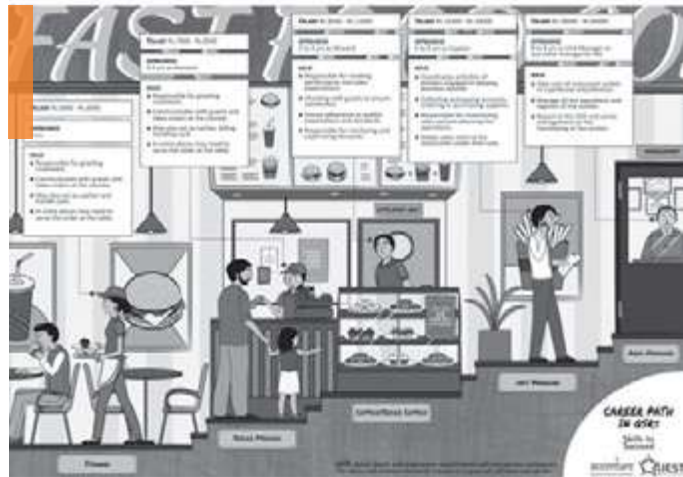
Session Plans for teachers to conduct enrichment activities on art, body movement, language and sports.



Career Quest is an engaging educational board game designed as part of the work skills curriculum for QUEST's Employability programmes.



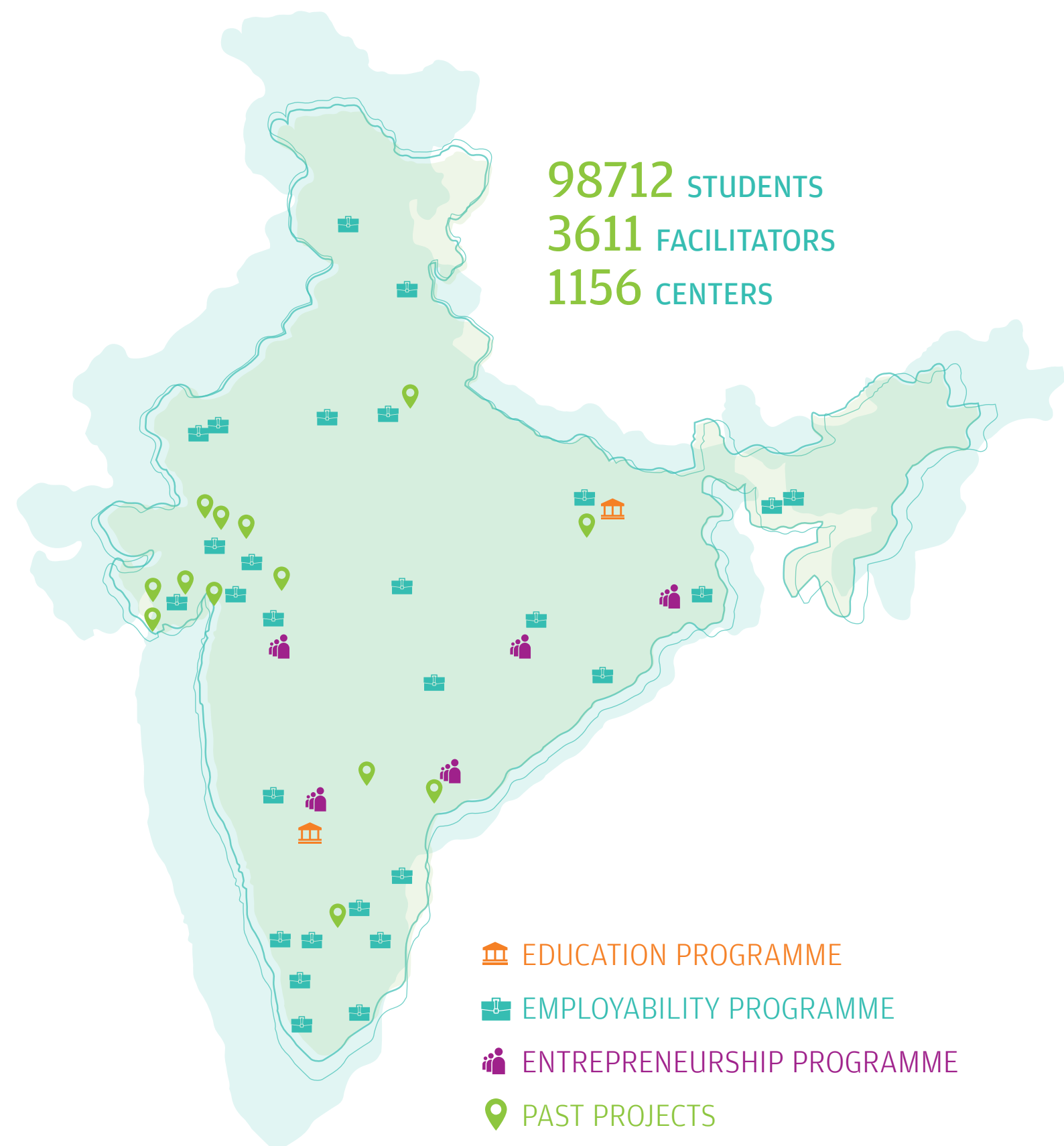
QUEST's digital Employability content is supplemented with Student workbooks, reflective worksheets and other activity material to help learners reinforce what they learn in the classroom.



Career posters are used in classrooms to present details about various roles in a sector and growth potential for a young employee.



Work skills journal helps learners make the transition from being a student to an employee and helps trainers facilitate this process.



Founding Partners

Azim Premji Foundation
 CAP Foundation
 Dr. Reddy's Foundation
 Education Development Center
 International Youth Foundation
 Pratham
 USAID
 Wipro

International Agencies & Foundations

Accenture Global Foundation
 American India Foundation
 Accenture India
 Caterpillar Foundation
 Creative Associates International
 International Youth Foundation
 Microsoft

Knowledge Partners

Design Impact
 Edulever
 Magic Bus
 Mu - Sigma
 Quicksand
 Retail Biz
 Sunai

Outreach Partners

Aga Khan Rural Support Program (India)
 Ambuja Cement Foundation
 Bihar Education Project Council
 Don Bosco Tech
 Development Alternatives
 Hope Foundation
 Institute for Development Education And Learning (IDEAL)
 Janvikas
 Saath

St. Patricks ITI - Museum Road, Sir MV ITI - Chikkaballapur,
 Govt ITI for Boys - Dairy Circle, BTL ITI - Bommasandra, Royal ITI
 - KGF, Hilal ITI - KGF, Pragathi ITI - Vijayapura, Acharya ITI - Peenya,
 PVP ITI - Mallathalli

Govt ITI Sudamnagar, Bhuvan ITI, SJCS ITI Nelmangala, RL Jallappa,
 Kolar ITI, Divya Jyothi ITI Nelmangala, Acharya ITI Tumkur,
 Raman ITI Kamakshipalya, Loyola ITI Bannerghatta road,
 HHS & HHM ITI

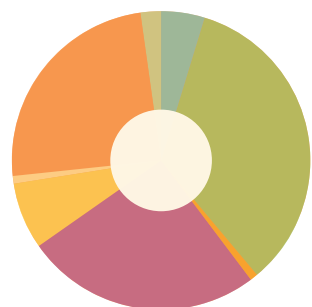
Technology Partners

Accenture India
 Azri Solutions
 Awaaz. De

We would like to thank all the individuals who have contributed to enriching our work in the last year.

We would also like to thank Mr. Ravi Raju, Mr. Ashokan and Mr. Chandna for providing us with our wonderful and creative workspace.

Where Our Money Comes From



Accenture India	5%
Accenture Global Foundation	34%
American India Foundation	1%
International Youth Foundation	25%
Microsoft	7%
Consultancies	1%
Creative Associates International	25%
Interest	2%

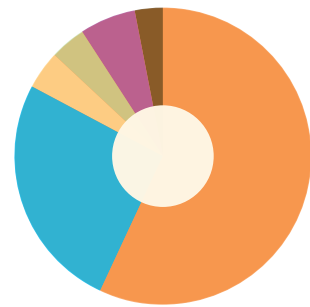
INCOME AND EXPENDITURE ACCOUNT FOR THE YEAR ENDED 31st MARCH 2014

INCOME	2014	2013
Grants, Donations & Contributions	40,341,691	1,791,277
Transfer from Donor Account	486,597	587,784
Bank Interest	1,910,271	1,557,108
Excess of Income Over Expenditure	7,614,350	
TOTAL	50,352,909	3,936,139

BALANCE SHEET AS ON 31st MARCH 2014

LIABILITIES	2014	2013
Corpus Fund	16,364	16,364
General Fund	9,306,527	7,569,411
Specified Fund	15,069,287	23,657,912
Current Liabilities And Provisions	92,220	84,270
TOTAL	24,484,399	31,327,958

Where Our Money Goes



Salaries and Benefits	26%
Programme Expenses	57%
Travel	4%
Training and Workshops	4%
Administrative Expenses	6%
Assets acquired during the year	3%

EXPENDITURE	2014	2013
Programme Expense	4,591,2332	2,442,561
Overhead & Administration Cost	3,735,663	8,008
Depreciation	704,914	579,490
Excess of Income Over Expenditure		906,080
TOTAL	50,352,909	3,936,139

ASSETS	2014	2013
Fixed Assets	1,221,625	1,358,604
Current Assets	1,927,906	1,808,531
Cash and Bank Balance	7,564,245	6,160,824
Investments	13,770,622	22,000,000
TOTAL	24,484,399	31,327,958

The board is responsible for strategy, policy, budget and results. It sees that the organization has long-term plans, approves financial statements and ensures that the organization complies with rules and regulations.

In 2013 - 14, the board met on October 21, 2013 and January 13, 2014

Details of the Board

NAME	SEX	DESIGNATION
AAKASH SETHI	MALE	EXECUTIVE DIRECTOR, QUEST ALLIANCE
AASHU CALAPA	MALE	CHIEF HUMAN RESOURCES OFFICER, RED BUS
ARVIND LODAYA	MALE	BRAND CONSULTANT
KAPIL DAS	MALE	FILM MAKER
NAGESH ALAI	MALE	GROUP CHAIRMAN, FCB ULKA, INDIA
SANJAY ANANDARAM	MALE	VENTURE PARTNER WITH SEED FUND
VIKAS GOSWAMI	FEMALE	DIRECTOR OF COMMUNITY RELATIONS, VEDANTA GROUP

Notes on the Organization

The organization is a registered trust in Bangalore- BNG (U) - VRT - BK- IV187/2008-2009

It has the following registrations:

FCRA: 094421483

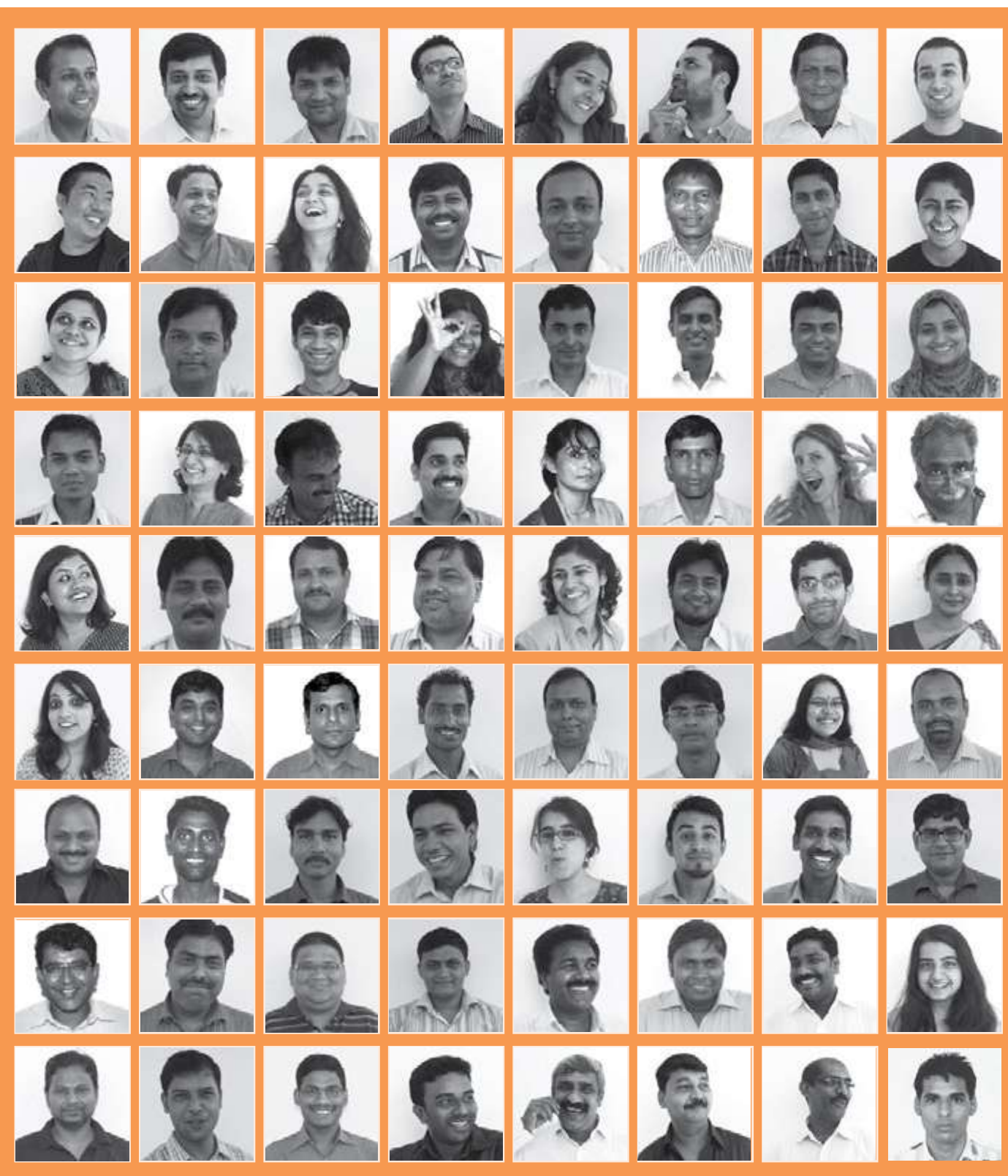
80G: DIT(E) BLR/12A/Q-1/AAATQ0135G/ITO(E)-2/VOL 2009-2010

12A: DIT(E) BLR/12A/Q-1/AAATQ0135G/ITO(E)-2/VOL 2009-2010:

None of the board members are related to each other.

Three new board members were added this year - Aashu Calapa, Nagesh Alai and Sanjay Anandaram

TEAM



We have an eclectic group of people with a wide range of expertise in Education, Employability and Learning experiences supported by Communication, Technology, Monitoring & Evaluation and Finance & Administration. We have 65 employees at QUEST Alliance, one cook and four lovely dogs. Together, we endeavor to understand and respond to diverse educational needs and challenges of students, facilitators and the community in order to make learning relevant and transformational. We wish to see a world where people are driven to self-learn and have access to high quality learning materials and networks at an affordable cost. What drives us is the youthfulness of the team and the keenness to come together to learn, create and share.

Join Us!

Organizations working on issues related to youth development and learning can leverage our modules and knowledge in the following areas:

- Career Exploration & Guidance
- Build Your Business
- School Dropout Prevention
- Life - Work Skills Toolkit
- Communicative English
- Professional Development of Trainers & Administrators

QUEST helps school systems and vocational training institutions, both government and private in facilitating powerful learning experiences by enabling:

- Curriculum Design & Delivery
- Learning Environment
- Industry Networks & Linkages

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