

OPENING DOORS. CHANGING FUTURES.

ANNUAL REPORT 2018



Distance Teaching
AND MOBILE LEARNING

VISION

Creating pathways out of poverty by closing the digital divide.

MISSION STATEMENT

To provide kids worldwide with opportunities to build a foundation for their future by engaging them in free educational activities powered by state-of-the-art e-Learning technologies.

VALUES

People first. As we develop and promote advanced technology to teach English and digital literacy in developing countries, we make sure that the people we serve always come first; that their needs are always met; and that they will benefit directly from our services.

Respect. Keeping in mind that we want to build bridges in order to close the digital divide, we introduce our e-Learning technology in a way that respects and celebrates different viewpoints and perspectives while also establishing commonalities so that underserved communities embrace what we have to offer with open minds.

Being where needed. We focus on communities that lack resources, on locations that are in crisis, and on places where our help can make a maximum impact. We identify these opportunities and then mobilize our own resources to bring the magic of technology to them directly.

Open partnership. Eradicating poverty and opening up avenues to economic opportunities can only be accomplished when we work together. With that in mind, we welcome and encourage all types of partnerships – ranging from schools, organizations, and social service entities to municipalities and the local business community. Forging these partnerships strengthens our ability to achieve our mission and fulfill our vision.

Preserving and celebrating cultural identity. As we introduce English and/or digital literacy to developing countries, we are careful to recognize and preserve the cultural identity of everyone we serve. We believe that our success is predicated on our ability to establish a rapport with people in a way that takes into consideration what is most important in their lives, appreciates their cultural identities, and works within those parameters.

FOUNDER'S LETTER

Dear Friends and Supporters:

All over the world, we're opening doors for students in need. And thanks to you, we're changing the course of their future.

Your support enabled us to do so much in 2018. We strengthened our computer club at Shammah High School in Uganda, providing specialized training for more than 250 students. We established a game-focused program to help children in Sri Lanka develop math and English skills. In South America, we brought innovative language-learning tools to the classroom of Mari Cano School and delivered aid to communities in crisis on the Venezuela-Columbia border.



Distance Teaching and Mobile Learning continues to tackle the tech challenges of developing nations and focus its vision of creating pathways out of poverty by closing the digital divide. We are furthering our mission to develop free advanced educational technologies and benefit students around the world.

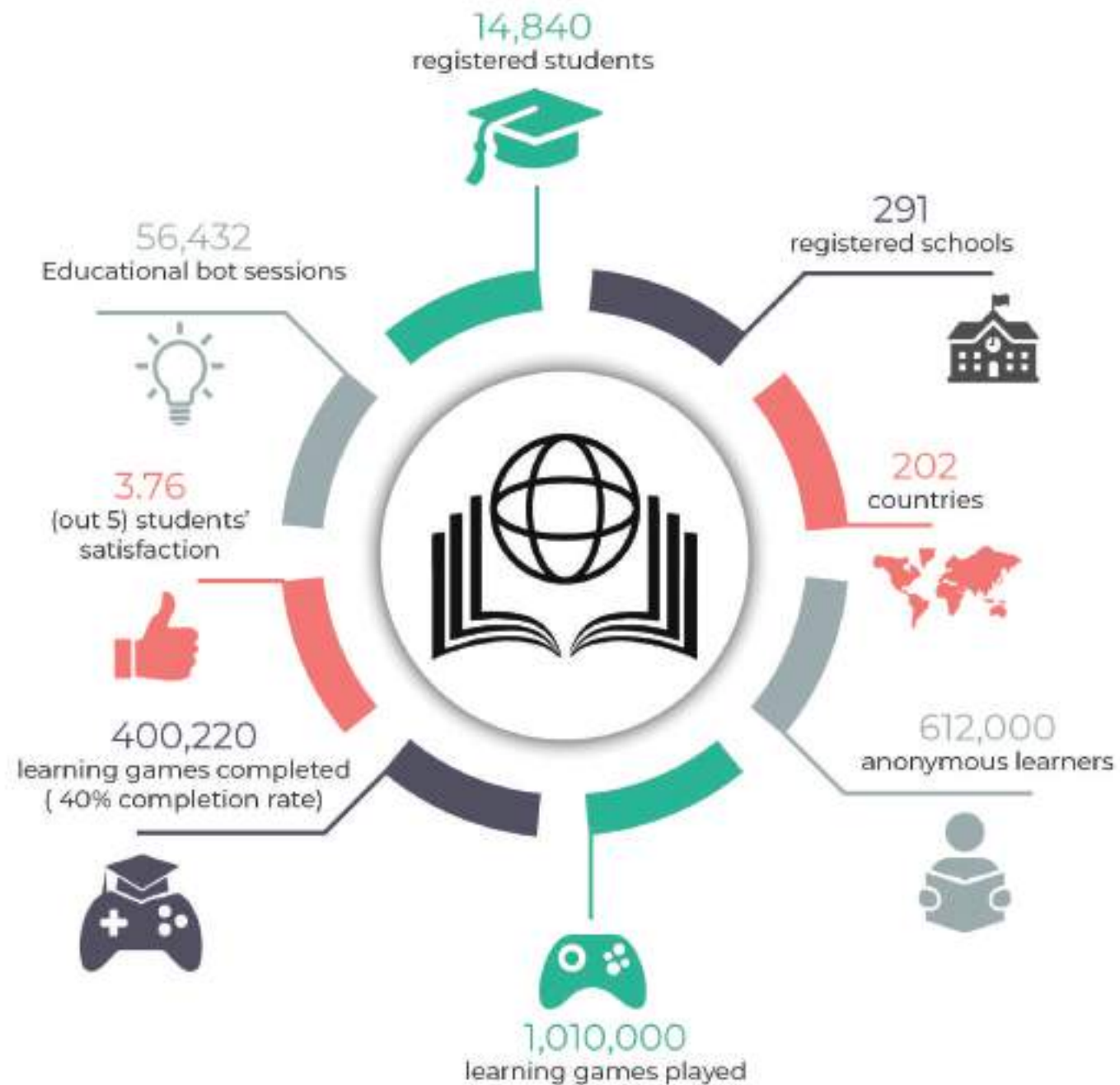
As we continue our mission, know that you're making a difference in the lives of young people who are eager to grow and learn.

With gratitude,

A Sinyagin

Aleksey Sinyagin

AS OF TODAY....



WHAT'S NEW?

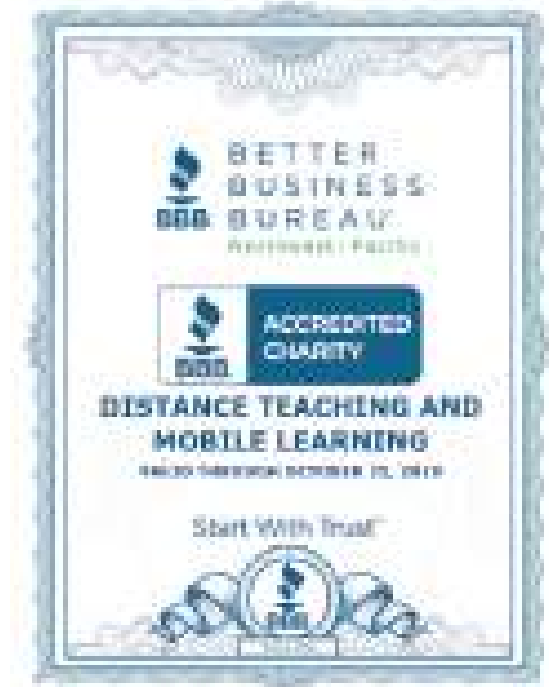
DTML accredited by BBB

We're proud to report that the Better Business Bureau (BBB) serving the Northwest and the Pacific has attested that DTML meets all 20 standards for charity accountability. The recognition is designed to help donors, businesses and others find charities that will use their funds wisely.

New volunteers, new games

More than 40 volunteers worked on DTML's platform in 2018. We released two new conversational games, Restaurant and Halloween.

A special group of volunteers (pictured below) from Bellevue High School's CS for Social Change club created an additional literacy game for K-12 students in developing communities. The team of six students designed and coded Computer Parts in Outer Space, a game using visuals, audio and keyboard commands to engage young non-native English speakers in getting familiar with common parts of a computer.



OPENING DOORS: IN UGANDA

Making technology accessible to a community in Uganda

In Kampala, Uganda, access to the Internet is a luxury. And for the students at nearby Shammah High School it's almost impossible to connect digitally—not only because of connectivity issues but also because there are so few computers that actually work.

In 2017, DTML donated one year of Internet access and a host of new, working computers. This year we strengthened the DTML computer club with 10-day outreach/training sessions in May, attracting more than 250 students from surrounding communities, as well as parents and other adults.

The program employed four facilitators and covered the most used Microsoft programs, including Word, PowerPoint, Excel and Publisher. The facilitators were available for one-on-one sessions with students needing a little extra time to master the material.

Based on the results of tests, a group of students was selected by the school to be considered for the educational grant from DTML. The grant will cover a full year of educational cost and allow the grantee to attend the school.

"There is nothing more rewarding than watching students, who are so grateful for the opportunity to learn walk away smiling and impacted by their newfound and critically important knowledge," said Victor Katarangi, Community Outreach Computer Program Coordinator from Uganda.



OPENING DOORS: IN SRI LANKA

Introducing technology as an educational tool

In Sri Lanka, the government gives high priority to improving the national education system. But technology is rarely used in the classroom; computers, tablets and other devices are scarce. And for those schools that do have such tools, they suffer from a lack of IT-literate instructors.

DTML decided to extend our goal of developing free advanced educational technologies to benefit students around the world to Sri Lanka. We reached out to Ibulahena Primary College and offered to team up with them to focus on technology as a tool for learning English. Through our AI-powered online games targeted at grades one to six and which focuses on basic math and English skills, we aim to improve the overall reception of students towards these subjects.

The games are fun, interactive and designed to be sequential, such that securing mastery in one allows the student to progress to the next game. The skills/words that are missed in a game are repeated in subsequent games to ensure accuracy.

The Ibulahena Primary College will not be the last to take advantage of these packages, as DTML looks to extend the offer to other schools in and outside Sri Lanka.



OPENING DOORS: IN SOUTH AMERICA

Fast-tracking English instruction in Venezuela

In DTML's Grupo de Creación, Recreación y Producción in Merida, Venezuela, learning English is a way to change people's dire circumstances. Venezuelans are struggling but English can be used as a way forward, a tool for travel, employment or even teaching.

In 2018, a group of 13 children learned an extraordinary amount of English in almost 80 hours of work during a three-month period. They proudly received certificates they earned by completing modules on DTML's platform, a free e-Learning platform that offers learning games in classrooms where there aren't enough teachers.

"These types of achievements may seem ordinary and to be expected in some countries. Here though they have tremendous meaning," says program leader Nestor Jerez. "Here, where many people are not able to learn and become educated, it is ground-breaking and heart-stirring. Our own personal world can change for the better."

Launching a language learning program in Medellin

Once named "the most dangerous city in the world," Medellin, Columbia is now considered one of the most innovative. And DTML is proud to be part of the movement toward new ideas. In 2018, we launched a language pilot program with Mari Cano School. The goal is to validate and prove the effectiveness of DTML's online learning system in the formal class environment.

For the pilot DTML is developing a set of self-learning activities supplemented by mentors' help where needed. The students should be able to complete most of the assignments on their own while mentors will engage after a student reaches a specific milestone. Mentor engagements will have very well-defined structure and will be limited to 15-30 minutes of active learning time.



Bringing aid to a border in crisis

DTML began to put down roots in South America in 2017. In 2018, we responded to a more urgent need for help in the region.

We traveled to Venezuela, the once-wealthy country now on the verge of economic and social collapse. Amid unrest and violence, and a worsening humanitarian crisis, DTML president and founder Dr. Aleksey Sinyagin, along with representative Nestor Jerez, visited Cucuta, a small border town that's been hit particularly hard.

There we joined forces with Andean Aid, a non-profit organization that provides educational, physical, emotional, social and spiritual development assistance to at-risk children. We delivered donated supplies, toys and a video projector to the organization's Help and Hope Centers, where Dr. Sinyagin also had a chance to give classes to students, as well as conduct a "teach a teacher" session for leaders of Andean Aid's Colombia and Venezuelan centers.



DTML wins big at hackathon

In October, DTML participated in Microsoft's Hack for Good Hackathon. Throughout the weekend, employees of Microsoft offered their valuable skills to boost charity programs like ours.

Volunteers tested games, developed new functionality and translated DTML's website into 10 more languages. A team from Microsoft and the University of Washington developed an English learning game, which we're adding to our portfolio. The word-guessing game helps kids in easy and fun ways to improve English vocabulary.

Working in the company of volunteers from Microsoft, DTML programmers built and established a complete copy of the game which is also able to recognize less used or jumped words which it then brings up later in a chat or in other activities to aid smooth learning.

DTML was crowned the champions of the event for the second year in a row, and earned an award of \$2,500 from Microsoft.



FINANCIALS

Distance Teaching and Mobile Learning

BALANCE SHEET SUMMARY As of December 31, 2018

	JAN - MAR, 2018	APR - JUN, 2018	JUL - SEP, 2018	OCT - DEC, 2018
ASSETS				
Current Assets				
Bank Accounts	14,545.81	12,123.71	7,402.64	23,297.57
Total Current Assets	\$14,545.81	\$12,123.71	\$7,402.64	\$23,297.57
TOTAL ASSETS	\$14,545.81	\$12,123.71	\$7,402.64	\$23,297.57
LIABILITIES AND EQUITY				
Total Liabilities				
Equity	14,545.81	12,123.71	7,402.64	23,297.57
TOTAL LIABILITIES AND EQUITY	\$14,545.81	\$12,123.71	\$7,402.64	\$23,297.57

Distance Teaching and Mobile Learning

PROFIT AND LOSS January - December 2018

	JAN - DEC 2018	TOTAL
Income		
Corporate Donations	50,664.77	\$50,664.77
Discounts/Refunds Given	4,880.27	\$4,880.27
Individual Donations	2.68	\$2.68
Non-Profit Donations	1,064.96	\$1,064.96
Online Donations	110.00	\$110.00
Sales	200.99	\$200.99
Total Income	\$56,923.67	\$56,923.67
Cost of Goods Sold		
Cost of Goods Sold	359.00	\$359.00
Total Cost of Goods Sold	\$359.00	\$359.00
GROSS PROFIT	\$56,564.67	\$56,564.67
Expenses		
Advertising & Marketing	991.84	\$991.84
Ask My Accountant	-142.99	\$ -142.99
Bank Charges & Fees	150.00	\$150.00
Contractors	4,365.09	\$4,365.09
Cost of Labor	24,978.29	\$24,978.29
Job Supplies	79.00	\$79.00
Legal & Professional Services	100.00	\$100.00
Office Supplies & Software	804.43	\$804.43
Other Business Expenses	1,006.04	\$1,006.04
Other Miscellaneous Service Cost	701.27	\$701.27
Program Execution	10,206.27	\$10,206.27
Supplies & Materials	1,417.92	\$1,417.92
Taxes & Licenses	85.00	\$85.00
Travel	3,235.98	\$3,235.98
Utilities	293.44	\$293.44
Total Expenses	\$48,271.58	\$48,271.58
NET OPERATING INCOME	\$8,293.09	\$8,293.09
Other Expenses		
Reconciliation Discrepancies	54.28	\$54.28
Total Other Expenses	\$54.28	\$54.28
NET OTHER INCOME	\$ -54.28	\$ -54.28
NET INCOME	\$8,238.81	\$8,238.81

BOARD OF DIRECTORS

Sara Garrison

Rosa A. Zuluaga C.

Slaivik Dmitrovich (part of the year)

Jane Sinyagin, Secretary and Treasurer

Aleksey Sinyagan, Board Chair and CEO

CONTACT US

Distance Teaching and Mobile Learning

P.O. Box 1962

Woodinville, WA 98072

425-292-7886

<https://dtml.org>

admin@dtml.org



Distance Teaching
AND MOBILE LEARNING