

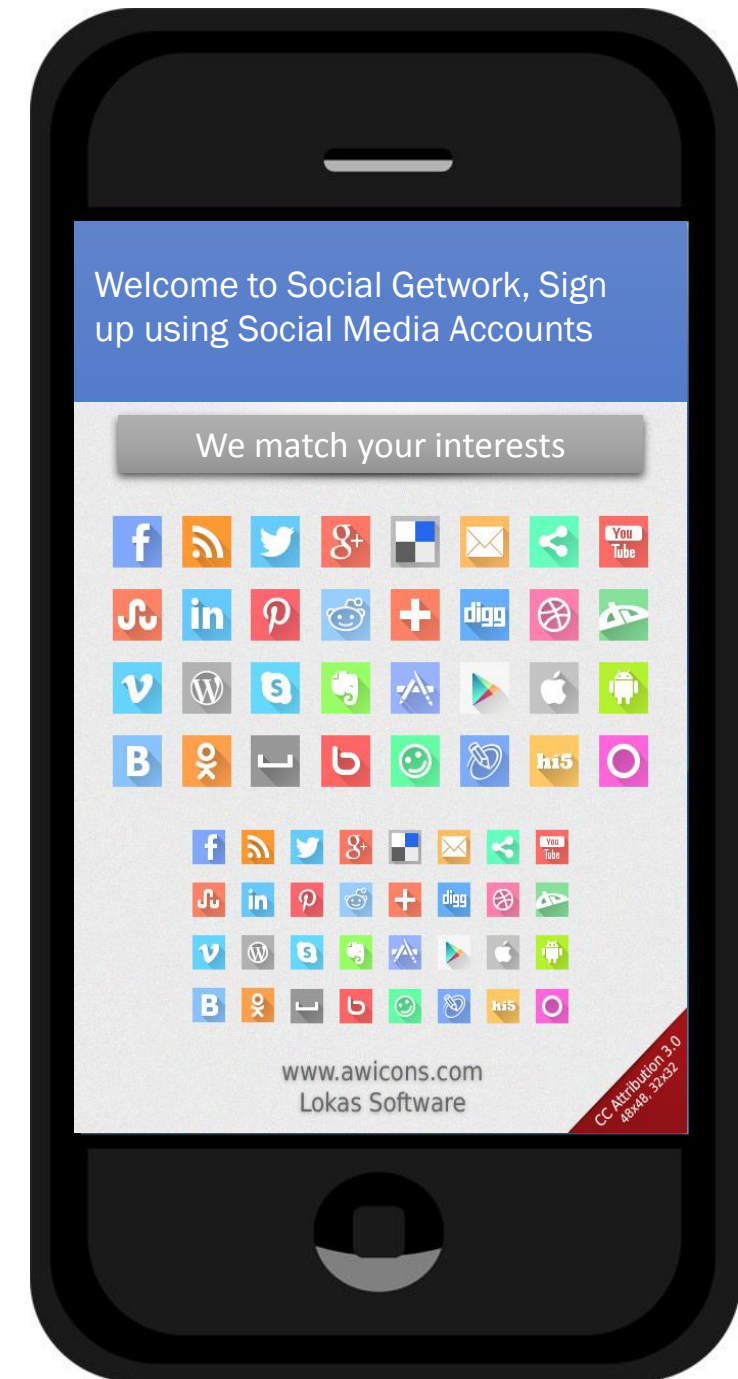
Login Page

Users can login using various networking site login username and password

Social Getwork says:

“ The login page is a welcome page for the downloaded app”

By Social Getwork.org



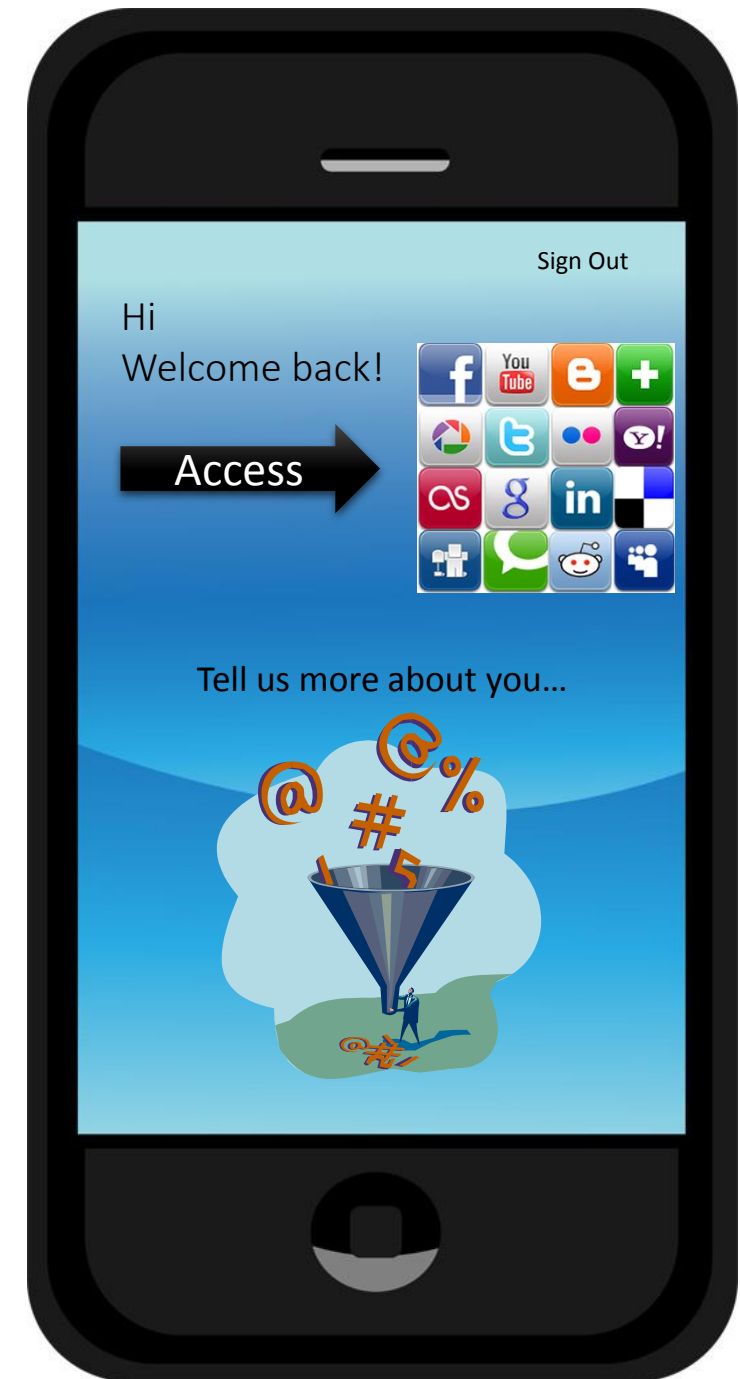
Access Page

The user will start providing access to all the other sites by clicking and providing permission to use data.

Social Getwork says:

“The app analyses the user information and records timeline of the data.”

By Social Getwork.org



Job Board

Entry level or work experience based job referrals for users based on Interests, endorsements, education, experience and the interested career goal in the form of explanation and not keywords.

Social Getwork says:

“Keywords do direct matching. But an explanation helps express attachment and passion in the social psychology aspects of the users.”

By Social Getwork.org



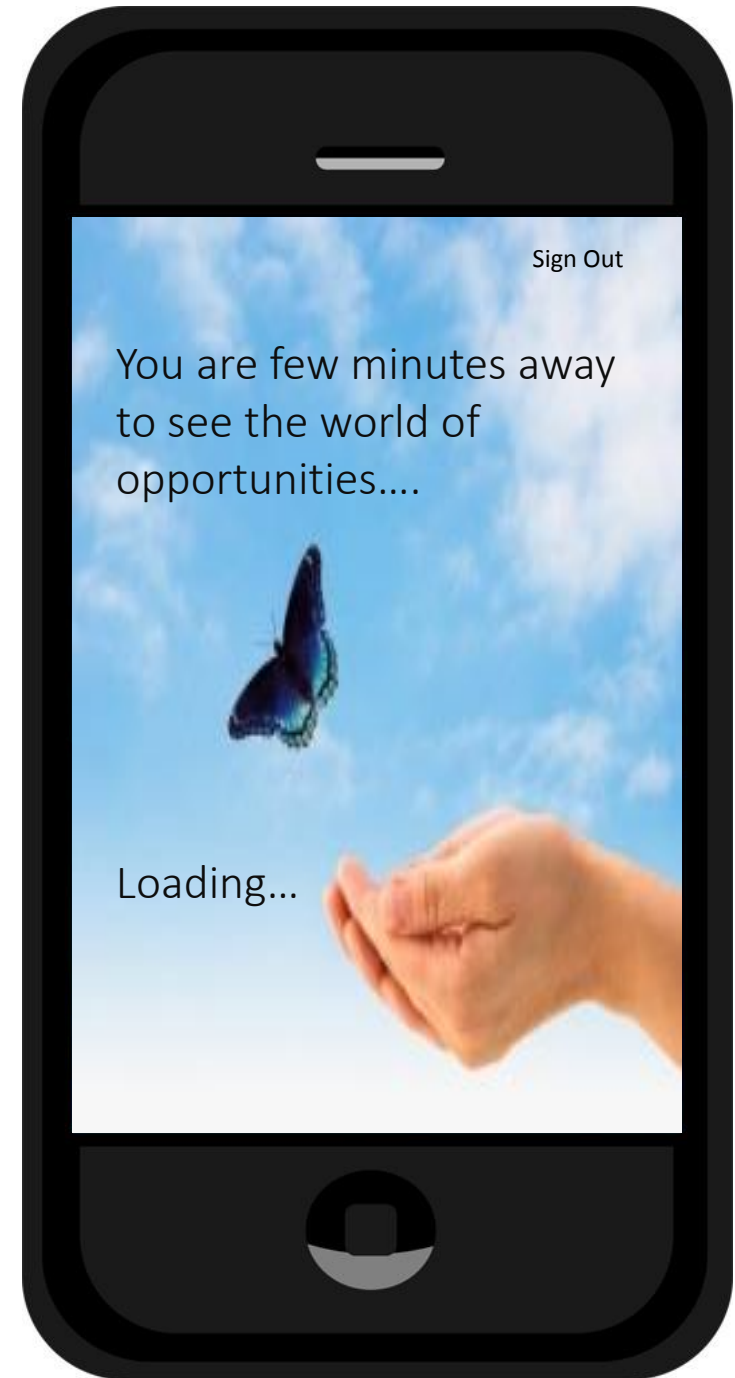
Loading Page

Analyzing user information and profile details using game theory and natural language programming.

Social Getwork says:

“The app promises the user with career opportunities links”

By Social Getwork.org



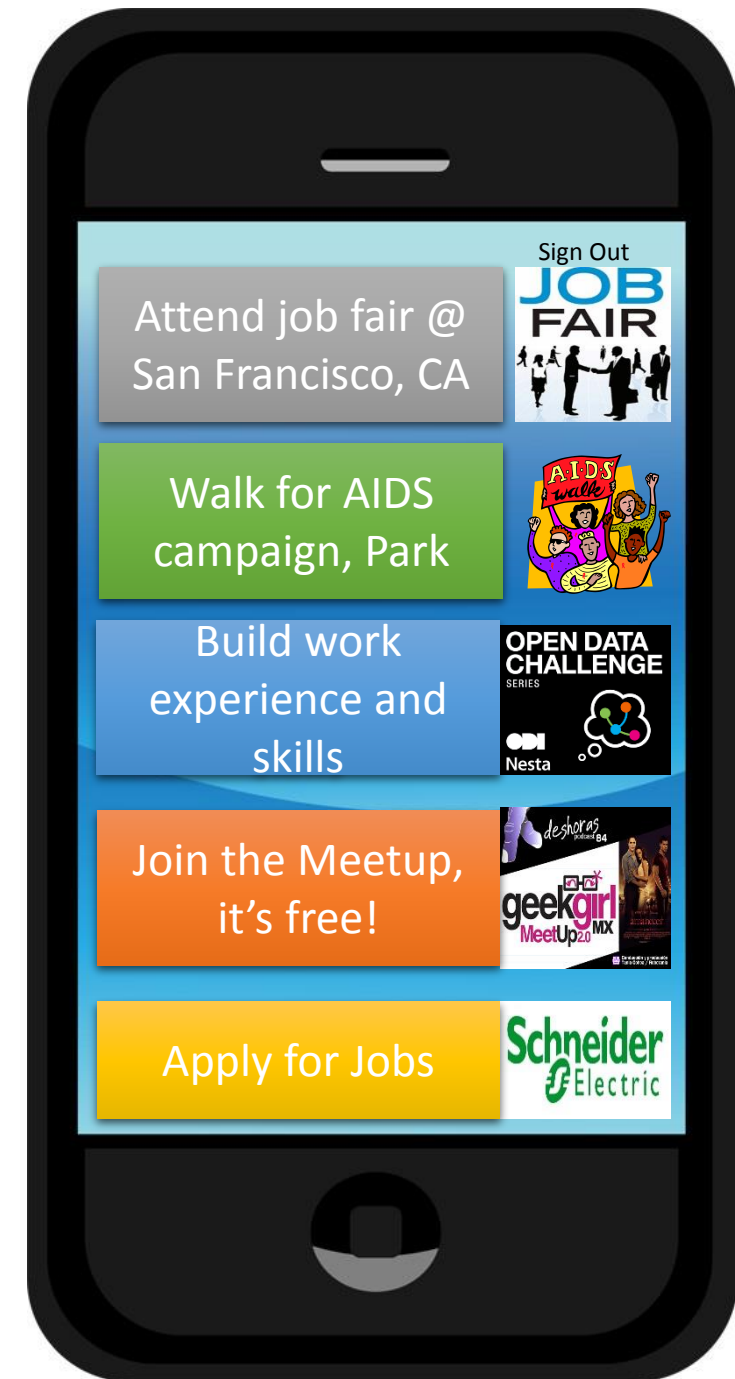
Opportunity Pathways

The app helps create career opportunities and pathways for users to enter into employment.

Social Getwork says:

“The app is simply a machine to convert profile details into useful information about employment opportunities for the user. It also focuses on the pathways for their employment opportunities as prerequisites.”

By Social Getwork.org



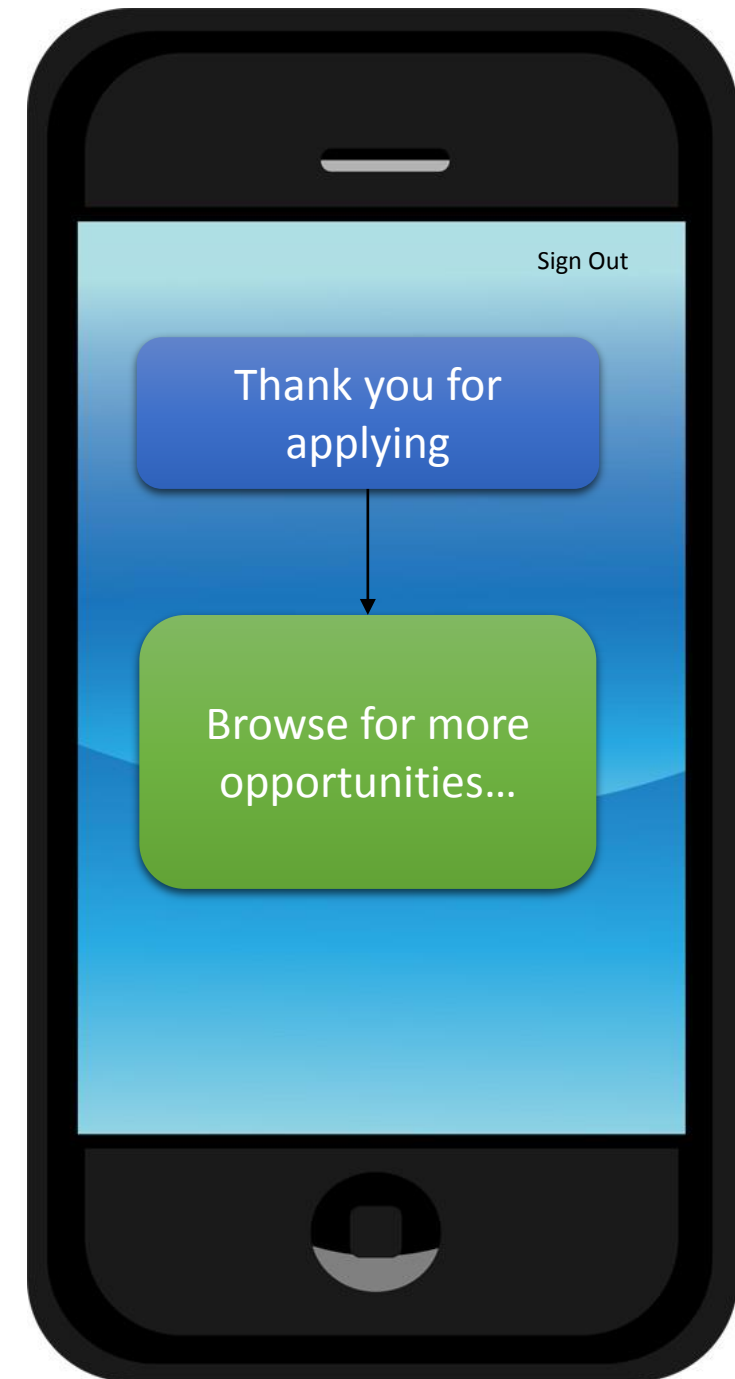
Decision and Apply

Job listings matching to an engineer living in Bangalore (entry level) who has internships experience and has interests in learning about agriculture, startups, design and development of software.

Social Getwork says:

“Travelling has become easy now cos of the low cost flight tickets. Global career opportunities must be easy too to gain the International exposure .”

By Social Getwork.org



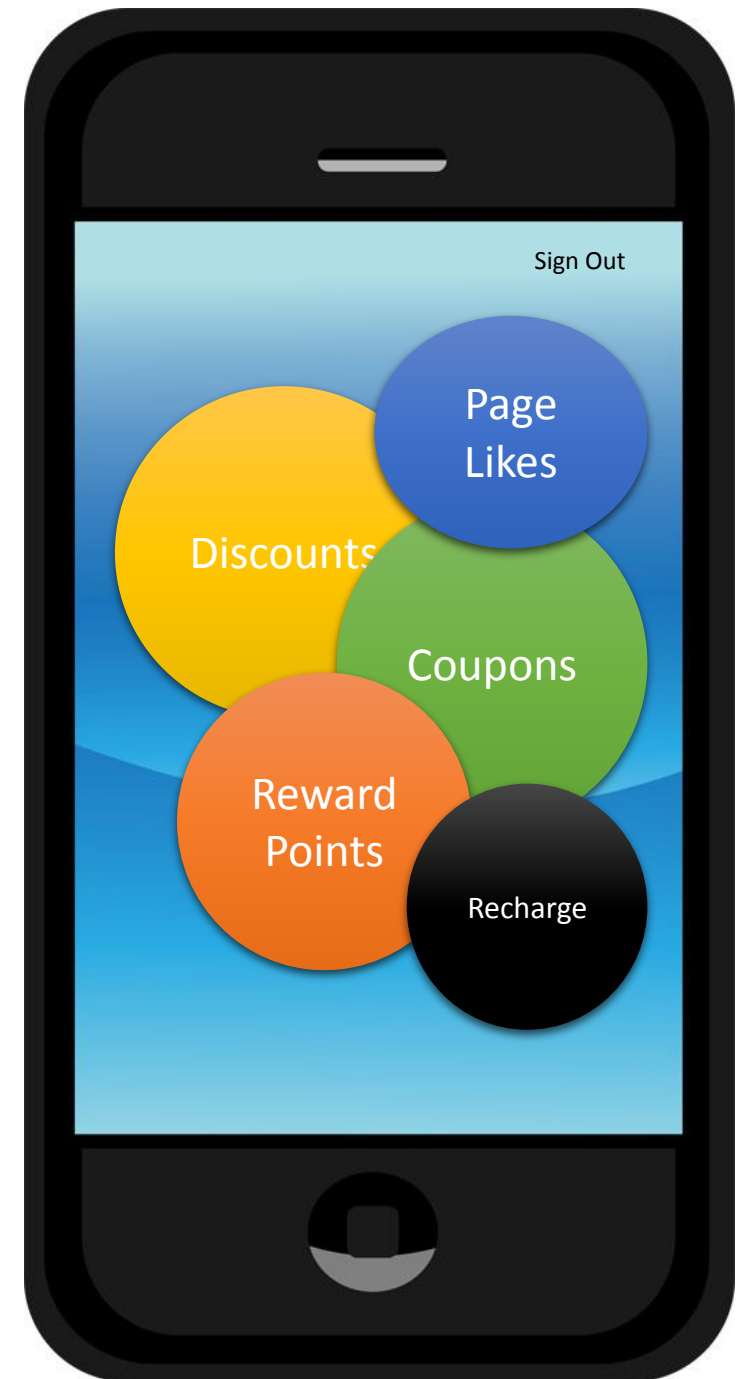
Advertisements

We have used Gamification principles in our adverts - engaging users in opting reward points for fuel, discounts for daily items, coupons for students, recharging mobile phone by service providers etc.

Social Getwork says:

“Gamification principles are designed using 6Ds by Kevin Werbach and these rewards are a part of the exciting work-help cycle. Some people can buy phones for lowcost and travel to places with low cost flight tickets etc.”

By Social Getwork.org



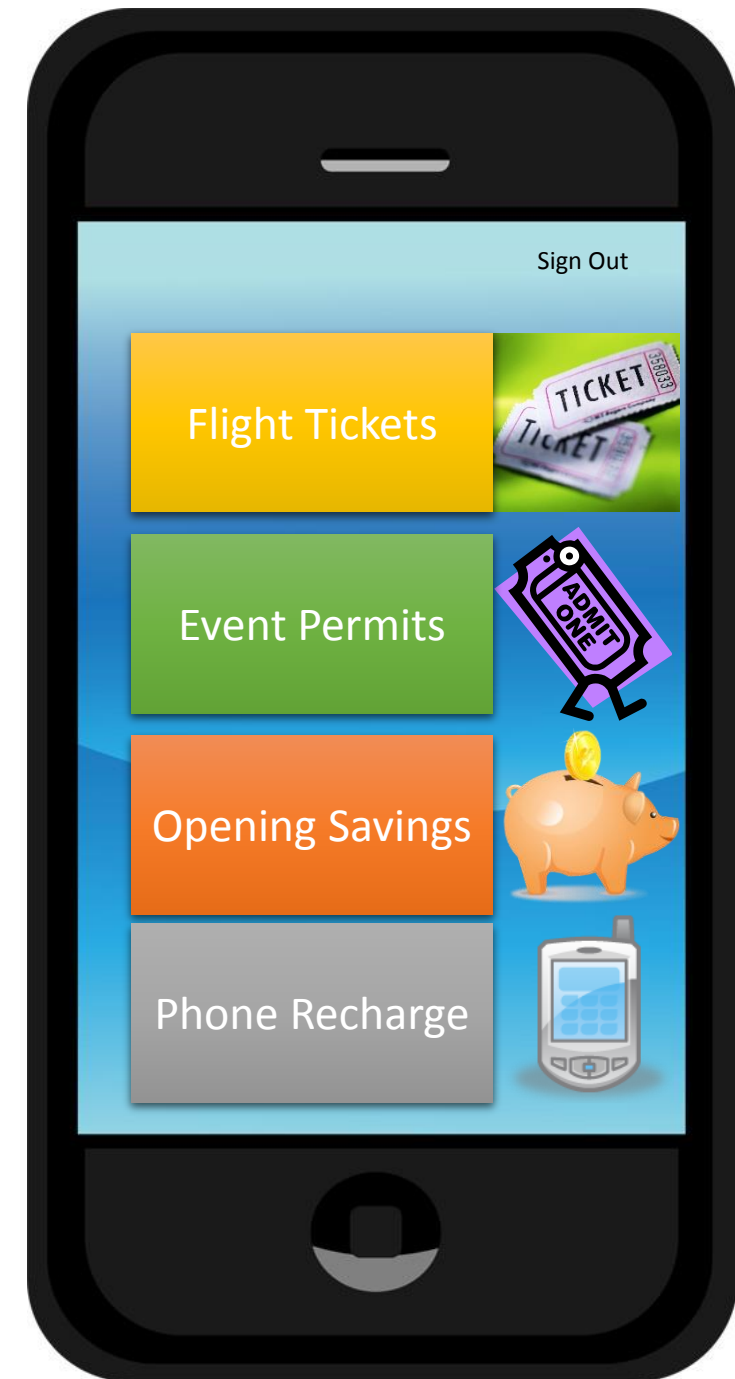
Progressive Ad-usage

Once the user is engaged in making various choices. They app helps him/her to make progressive choices that will help him/her in terms of getting student loans, flight tickets, transport, cell phone recharge etc.

Social Getwork says:

“The app is a link maker for the processes that go into the entire recruitment process and helping youth to gain employment.”

By Social Getwork.org



Sharing and more

Interviewing skills, trainings, tips for presentation, toolkits for entrepreneurs etc are add-ons to the app system to involve youth to create opportunities pathways for themselves by these resources.

Social Getwork says:

“Getting help with studies or viewing an inspirational job opportunity is a motivational journey for youth using Social Getwork”

By Social Getwork.org

