

RINGKASAN

Kompetisi ilmiah berperan strategis dalam mendorong inovasi teknologi dan pemberdayaan masyarakat. Keikutsertaan penulis dalam *International Youth Business Competition* (IYBC) 2024 menjadi wujud kontribusi akademik melalui pengembangan gagasan berjudul “*Enablint (Enable the Blind): Revolutionizing Inclusive Employment Opportunities for Individuals with Disability*”. Inovasi ini berangkat dari permasalahan tingginya angka pengangguran di kalangan penyandang disabilitas penglihatan yang masih menghadapi keterbatasan akses informasi dan teknologi kerja. Berdasarkan data WHO, sedikitnya 2,2 miliar orang di dunia mengalami gangguan penglihatan, dengan kerugian produktivitas global mencapai ratusan miliar dolar setiap tahun akibat minimnya intervensi.

Enablint dirancang sebagai platform digital inklusif yang memfasilitasi akses informasi lowongan kerja, layanan pendampingan, serta fitur aksesibilitas seperti *text-to-speech* dan antarmuka ramah pembaca layar. Dengan menggunakan pendekatan *Technology Acceptance Model* (TAM) dan *Technology Readiness and Acceptance Model* (TRAM), inovasi ini berupaya meningkatkan penerimaan, kesiapan teknologi, dan kepercayaan diri penyandang disabilitas dalam memanfaatkan teknologi digital.

Melalui implementasi prinsip *No One Left Behind* dalam *Sustainable Development Goals* (SDGs), *Enablint* diharapkan dapat mendukung tujuan pembangunan berkelanjutan khususnya SDG 8 (Pekerjaan Layak dan Pertumbuhan Ekonomi), SDG 10 (Berkurangnya Ketimpangan), dan SDG 4 (Pendidikan Berkualitas). Hasil kegiatan menunjukkan bahwa inovasi ini dinilai relevan dan aplikatif, sehingga berhasil meraih *Gold Medal* serta *IYSA Special Award* dalam ajang IYBC 2024.

Kata kunci: Disabilitas Penglihatan, Platform Inklusif, Inovasi Digital, Penerimaan Teknologi, SDGs

SUMMARY

Scientific competitions play a strategic role in encouraging technological innovation and community empowerment. The author's participation in the International Youth Business Competition (IYBC) 2024 represents an academic contribution through the development of an innovation titled Enablind (Enable the Blind): Revolutionizing Inclusive Employment Opportunities for Individuals with Visual Disabilities. This idea emerges from the persistent issue of high unemployment rates among persons with visual impairments, who face limited access to job information and digital recruitment platforms. According to WHO, at least 2.2 billion people worldwide experience visual impairment, resulting in hundreds of billions of dollars in global productivity losses annually due to insufficient intervention.

Enablind is designed as an inclusive digital platform that provides access to job vacancies, mentoring services, and accessibility features such as text-to-speech and screen-reader-friendly interfaces. By adopting the Technology Acceptance Model (TAM) and the Technology Readiness and Acceptance Model (TRAM), this innovation aims to enhance users' technological readiness, confidence, and acceptance in using digital platforms.

Aligned with the No One Left Behind principle of the Sustainable Development Goals (SDGs), Enablind supports SDG 8 (Decent Work and Economic Growth), SDG 10 (Reduced Inequalities), and SDG 4 (Quality Education). The results show that this innovation is considered relevant, feasible, and socially impactful, leading the team to win a Gold Medal and an IYSA Special Award at IYBC 2024.

Keywords: Visual Disability, Inclusive Platform, Digital Innovation, Technology Acceptance, SDGs