

**QUED-UP**  
(Quality Education & Design United for Progress)

**Phone: 872.212.0477**  
Email: [info@qued-up.org](mailto:info@qued-up.org)

Website: [qued-up.org](http://qued-up.org)

# Impact Report



## Executive Summary


In 2024, QUED-UP continued its mission of using animation, virtual reality, and technology to educate,

empower, and inspire youth across underserved communities. With a steadfast commitment to equity in

STEAM (Science, Technology, Engineering, Arts, and Math), we reached over 3,500 students across

Chicago and beyond, launched new educational initiatives, and expanded access to career pathways in animation, gaming, and emerging technologies.

## Key Highlights

Educational Reach & Program Delivery	
<ul style="list-style-type: none"><li>• Delivered over 400 hours of instruction in animation, coding, game design, and virtual reality.</li><li>• Operated 30+ in-person and virtual programs across schools, libraries, and community centers.</li><li>• Served students in CPS schools including Morgan Park HS, Englewood STEM, and more.</li><li>• Launched the QUED Academy Online Platform for remote and hybrid learning.</li></ul>	

## Strategic Partnerships

- Partnered with Build Chicago, LOTUS Chicago, HOPE Coalition, and the Springboard Foundation.
- Collaborated with Nexlore USA to scale QUED-UPs Animation curriculum.
- Developed AR/VR robotics training modules for Yaskawa.
- Sullivan High School



## **Curriculum & Innovation**

- Developed a beginner 2D Animation course using Anime Studio Pro 8.
- Introduced certification pathways in IT, cybersecurity, and other Google Career Certificates.
- Piloted a VR Exploration program for adults and seniors.
- Created STEAM sessions for kids aged 3-5 blending arts and tech.

## **Workforce Development & Impact**

- Trained and employed college juniors/seniors as instructors.

## **QUED-UP 2024 Impact Report**

- Provided soft skills and job readiness workshops.
- Launched QUED Crafts, enabling students to run digital storefronts.

## **Community Investment**

- Provided over \$75,000 in sponsored programming to low-income communities through donations of hardware and software, as well as grants that enabled free access to animation, VR, and tech education for underserved youth.
- Offered scholarships and free enrollment to over 500 students.
- Delivered one-hour VR experiences to over 1,200 children in daycares and youth centers.



## Looking Ahead to 2025

- Scale QUED Academy nationally.
- Launch AI-powered learning avatars.
- Establish certification tracks in data science, creative tech, and animation.

## Conclusion

2024 was a year of growth, innovation, and community impact for QUED-UP. We remain committed to

bridging the gap between creativity and technology and building inclusive pipelines for young people to thrive

in the digital economy.

Together, we are shaping the future, one frame at a time.