Certified Ethical Technology

Proposal overview

The Institute of Technological Ethics specializes in applied ethics within the specific context of advanced computer technology.

The aim of the project is to develop methods and processes that enable technology companies to conduct ethical analysis when building new products.

The desired outcome of the practice is to develop a certification or stamp of approval - *Certified Ethical Technology*, that would indicate that a technology product has been designed and developed so as to serve people, planet and society in the best way possible.

To see full proposal, please click the following link: See full submission.

Rural Innovation Lab (B-Lab)

Proposal overview

Bangladesh Institute of ICT in Development (BIID), an inclusive business initiative, fosters ICT4D (ICT for development) as being part of a development agenda. It encourages entrepreneurship among rural youth to address the existing unemployment challenge in Bangladesh through the B-Lab initiative.

Focusing on local economic growth, **B-Lab** will facilitate virtual incubation platform to promote agro-based businesses and services. The main objective of B-Lab is to address the unemployment challenge by creating entrepreneurship and self-employment opportunities.

To see full proposal, please click the following link: See full submission.

Coding with UKE - programming learning for children

Proposal overview

The new technologies that emerge everyday offer many opportunities for development, only for those who have enough knowledge and skills to benefit from these technologies.
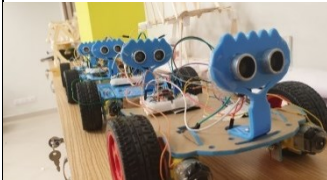Acknowledging that children are the future of society, there needs to be extra attention given to ensure they are not excluded from the digital society and given the right tools to develop their digital skills.

For this reason, the **UKE project** aims at teaching children how to use the available tools and technologies and promotes, at the same time, their digital competencies and digital literacy.

To see full proposal, please click the following link: See full submission.

Bit Bots, STEAM ed. solutions

Proposal overview

As the world is evolving at a pace faster than ever, education systems need to evolve with it.

The development in the fields of Science, Technology, Engineering, Arts, and Mathematics (STEAM) is inevitable, so to fill this gap in technological knowledge and skills, **Bit Bots** was developed, providing science, technology and robotic products and services at an affordable price.

It aims at strengthening the base of the education system in Pakistan, by introducing students to their inner professional at an early stage through workshops and DIY robotic kits.

To see full proposal, please click the following link: See full submission.

Code & Play: Coding Club & TechKids Camp for young generations
Proposal overview

Since 2016, the Authority for Info-communications Technology Industry of Brunei Darussalam (AITI), in its pursuit to generate the youths' interests in ICT, has been collaborating with the Science Technology and Environment Partnership (STEP) Centre at the Ministry of Education.

Currently, AITI has been developing the **Code & Play programme** to provide students with opportunity for early exposure and education to programming and coding, amongst others.

To see full proposal, please click the following link: See full submission.

Web Analytics Community Development

Proposal overview

Gone are the days when the only job of an online marketer was to set advertising campaigns and build partnerships. Businesses that are able to build and sustain exponential growth, choose to work with online marketers who have a solid knowledge of product, data and engineering.

To answer the new demands of marketers, **House of Progress**, based on growth hacking strategies, aims at helping companies understanding their potential customers at a very deep level as well as gathering and analyzing data easily and efficiently.

To see full proposal, please click the following link: See full submission.

Evercity - developing and accelerating smart sustainable city solutions in Russia and beyond

Proposal overview

Cities across the globe are facing urbanization challenges that can be solved by a new generation of technologies and developers.

Evercity provides early stage investment and acceleration for tech companies that help make global cities smarter and more sustainable. By selecting the best blockchain, IoT, Artificial Intelligence, biotech, and cleantech projects in alignment with UN Sustainable development goals, Everycity helps cities find further investments and deployment in smart cities in Asia and around the world.

To see full proposal, please click the following link: See full submission.

MOVENS - Technology for social movements

Proposal overview

In the last decades, digital technology has redefined the way we do things, the way we connect with each other and the way we conceive collaboration. In addition, sectors have engaged in technology and innovation to address their challenges with different capacities. However, at the bottom of the pyramid of innovation initiatives lays the social sector that lacks the capacity to build digital capabilities to transform communities.

For this reason, the idea of **MOVENS** has emerged. It is a collaboratively data collection and repository tool, built in the shape of a web and mobile app that would allow Non-Govermental Organizations to measure their activities and evaluate their performance to take strategic decisions to improve their impact in society.

To see full proposal, please click the following link: See full submission.

Gamifiying Science Education (GamiSciEd)

Proposal overview

The work of scientists is crucial, as they address various environmental and developmental issues. In developing countries, becoming a scientist means that interested candidates have to deal with various barriers such as a shortage of qualified teachers; inadequate teaching and learning materials; lack of adequate practical exposure; and curriculum deficiencies.

Creating **GamiSciEd**, a centralized learning platform, would increase scientific capacity of the developing world through interactive competitive science-based games. This project is an effective and sustainable mean to generate interest in science and, encourage scientific careers through gamification, cooperative and collaborative learning.

To see full proposal, please click the following link: See full submission.

Inspire entrepreneurs

Proposal overview

Young vulnerable people from disadvantaged backgrounds often do not go into further education or employment.
Inspire wants to help raise aspirations and engagement in education by creating a digital platform focusing on enterprising education. It will be used to help young people discover ways they can start their own enterprise, access further education and get advice about their futures.

To see full proposal, please click the following link: See full submission.

EduPoint

Proposal overview

Millions of children are unable to achieve their dreams because of a lack of quality teachers, quality content, and quality teacher to learner engagement.
In Nigeria, the average teacher/student ratio is 1/60 instead of 1/20 as recommended by the UN. This overwhelming class population density coupled with differences in student's learning pace has resulted in a significant decline in learning outcomes of students over the past 10 years.
The vision of **EduPoint** is to build Africa's largest most trusted peer to peer tutoring platform which will help millions of Africans significantly achieve their learning goals in almost any area of interest; while also creating a source of income for millions of teachers across Africa ranging from unemployed graduates, students, school teachers, trainers, and instructors.

To see full proposal, please click the following link: See full submission.

Homeschooling platform

Proposal overview

In Uzbekistan, the capacity of schools is 4.8 million students for an actual number of 6.1 million students.

In Tashkent city the population is of about 2.46 million people for 309 operating schools. 418 thousand children attend school, while the average annual growth of pupils is 68 thousand.

The **homeschooling platform** would allow addressing the school occupancy challenge by allowing children throughout the country to have access to affordable education, ensuring their possibility of mastering gadgets and advanced technologies. This homeschooling platform could indirectly contribute to the equal access to education.

To see full proposal, please click the following link: See full submission.

GifTeD

Proposal overview

The Philippines has a dream that by 2040, they will enjoy a stable and comfortable lifestyle, having enough resources to answer the people's daily needs and prepare for their children's future.

However, this cannot be achieved if the government agencies cannot act as one. One evidence is the redundant, fragmented and inconsistent data across the agencies, which leads to poor planning and decision making on the kind of projects the country needs to accomplish for the realization of the dream. **GifTeD**, provides everyone with the ability to generate trust worthy information by collecting data and using it for decision making that will lead to realize the country's 2040 dream.

To see full proposal, please click the following link: See full submission.

Energiest

Proposal overview

Using electric vehicles is expanding worldwide. This is due to several benefits and advantages related to electric vehicles that can be considered the most environmental friendly automobiles with zero emissions. However, the market share of electric vehicles is still limited all over the world and this is due to absence of public charging stations everywhere, long charging time and short driving miles/ charge. **Energiest** will address the charging problematic through a mobile application that connects electric vehicles' drivers with the nearest home electric chargers' points. The application will calculate the required money for this service according to the amount of supplied energy, in a simple way.

To see full proposal, please click the following link: See full submission.

Barter Currency

Proposal overview

In areas in which people lack money, exchange of goods and services is a common practice. In addition, poverty has been increasing in the last five years and, the job opportunities seem to become scarce.
Following this situation, the idea of **Barter Currency**, a socioeconomic and technological inclusion application, was developed.
It is made to facilitate exchanges and donations, and acts as the creator of quotes for data exchange and other information for people who have little currency availability. Moreover, the application contributes to decreasing waste of goods and services and contributes to job creation.

To see full proposal, please click the following link: See full submission.

Mission Possible: Social Innovation Labs

Proposal overview

Eritrea suffers from poor internet adoption and availability. On the other side, cities such as the Silicon Valley are creating the world changing technologies of today and tomorrow. The child living in Africa will have far less opportunities than the one in developed countries, with limited access to education, technology and innovation. In order to establish equal opportunities for young people around the world, **Social Innovation labs** were created. The aim is to reframe societal issues into opportunities through an online application and workshops where youth can enhance and learn new skills.

To see full proposal, please click the following link: See full submission.

Young IT Professional Development

Proposal overview

Businesses in Myanmar are lagging behind in the adoption of modern digital technologies in their processes. At the same time, young people and graduates are struggling to find employment opportunities and lack practical digital skills. To help modernize the country's economy and create better jobs for the country's young talent pool, the **Young IT professional development program** has been suggested. It aims at training the 127 final year students for three months per year, and at the same time, creating employment opportunities for students who will be able to help their employers modernize their internal processes.

To see full proposal, please click the following link: See full submission.

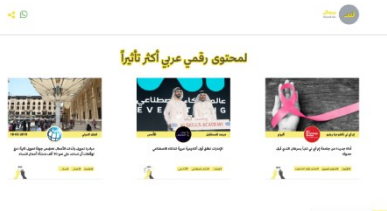**WomenLead**

Proposal overview

Women in business in Myanmar face multiple challenges that inhibit them from improving their work and economic situation. They lack business skills, and in vulnerable areas of the country, there are very few trainings and workshops that would allow them to develop precious know-how.

Following these observations, the idea of **WomenLead** was created. This proposal aims at providing digital services to equip 200 women in Myanmar with the right business skills to help them develop their careers and improve their lives.

To see full proposal, please click the following link: See full submission.

Powering digital reach to relevant Arabic information through AI
Proposal overview

In Arabic-speaking countries, 58% of the 185 million internet users struggle to find relevant information in Arabic online.

Unfortunately, Arabic digital publishers do not have the capacity, know-how, and budgets to optimize their content for the search engines or to reach targeted critical masses through digital marketing.

The ineffective reachability of Arabic information hinders the inclusion of Arab citizens in democratically participating in local and global conversations.

To empower Arab citizens online, **Sejaal**, an AI-enabled Arabic content platform allows to classify and distribute media relevant information seamlessly through a personalized feed.

To see full proposal, please click the following link: See full submission.

Empowered - eWork Solution for Persons with Disabilities
Proposal overview

Persons with disabilities are particularly vulnerable to unemployment and poverty. Disability has a significant economic and social impact on persons with disabilities and their families, as well as on their communities and society. Persons with disabilities can be paid less, hired without a formal job description, forced to take jobs that don't fit their interests or aspirations, and even engaged in undignified or dangerous work. Following this observation, **Empowered**, an accessible, online platform that connects people with disabilities to digital jobs for a 15% commission fee, was created. The solution is an accessible, virtual work platform that will offer persons with disabilities the opportunity to access employment and service provider contracts from the comfort of their homes.

To see full proposal, please click the following link: See full submission.

Pan-African Center for Autism (PACA)

Proposal overview

There is an estimated 386,000 health care home businesses for autistic children in the USA. However, in Africa there is a true lack of social workers infrastructure, health and social care information centers. In addition to the scarcity of centers in Africa, parents and relatives of autistic children make great sacrifice to care for their children, so much that some have to quit their jobs, which can degrade the household's situation.
Pan-African Center for Autism (PACA) was created in answer to the need to take care of autistic people. PACA is a Marketplace where caregivers are trained, certified and hired by care recipients, and it systematically builds a self sustaining community for young adults with special-needs.

To see full proposal, please click the following link: See full submission.

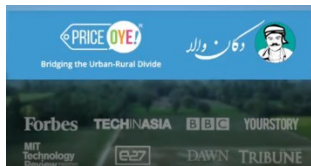**OneAcademy**

Proposal overview

Many training providers complain about the online learning platforms. A typical training company uses an e-commerce store to sell online courses. After purchase, they manually enroll learners into a learning management system to access the course material. Having to deal with the enrollment manually leads to human errors such as enrolling the learner into the wrong course, and increases the cost of the platforms.

To address this issue and enhance the elearning experience, **OneAcademy**; a platform that combines a learning management system, virtual classrooms, and an e-commerce system into one solution, was created. It helps saves 60% of the technology cost and thousands of working hours for the course managers.

To see full proposal, please click the following link: See full submission.

Bridging the Urban-Rural Divide by Digitizing the Rural Retailer
Proposal overview

Pakistan is the sixth largest country in terms of population in the world and over 60% of the total population lives in rural areas. The rural population faces many challenges on a daily basis, such as finding basic products that are often not available at their local retail shops, making them travel long distances to acquire basic goods.

For this reason, **PriceOye's DukanWala**, a technology based platform, connects rural customers to urban sellers. Customers can walk-in to any partner retailer and order products from the entire country through the internet enabled devices placed within local retailers.

To see full proposal, please click the following link: See full submission.

Save The Chicken AI

Proposal overview

In addition to having the potential to help achieve the UN Sustainable Development Goals (SDGs) by eliminating malnutrition and ensuring better health for all, chicken meat and eggs is accepted by most cultures and religions. However, despite all efforts made, poultry disease outbreaks wreck the economies of millions of farmers worldwide, who make a living from this sector.

Save the Chicken AI application helps, as its name indicate, save chicken by performing instant diagnose based on the picture of the infected bird. It provides the result and advice on the necessary treatment and has the ability to review over 200,000 scans conducted at the same time.

To see full proposal, please click the following link: See full submission.

Qumaq - Instant help

Proposal overview

Drones are everywhere nowadays, yet they mostly rely on a pilot with a remote control. Also, every company in a single industry or in multiple industries needs its own drone use case. Companies usually spend billions of dollars on infrastructure, surveying, monitoring and detection. Monitoring involving humans comes with highrisk, and safety is the primary feature of every solution.

Whether for drone operators seeking to expand, logistic services or new businesses, **Qumaq** provides affordable copter drones that are controlled using a custom automated platform, rather than relying on a pilot.

To see full proposal, please click the following link: See full submission.

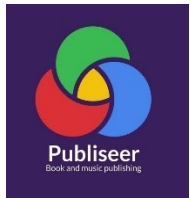**RegoPantes: Help Farmers, Get Fresher Products**

Proposal overview

Goal 2 of the UN Sustainable Development Goals (SDGs) is ending hunger to achieve food security, nutrition support and sustainable agriculture support. This point aims at ensuring everyone in the world has access to enough food to lead a healthy life. In urban areas, local governments must ensure that people are able to buy and cook foods that are safe, affordable and nutritious.

In order to achieve SDG 2, **RegoPantes** was created. This online market solution for agricultural products connects farmers and consumers and facilitates the purchase of healthy goods. Farmers will sell their products online and consumers will receive their orders at home.

To see full proposal, please click the following link: See full submission.

Publiseer

Proposal overview

Many African creators struggle to survive every day, and as such, they do not have the luxury to dream. Authors, musicians, and filmmakers earn below the minimum wage, and cannot afford to publish, promote, protect and monetize their creations. Unfortunately, all artistic works go undiscovered and unnoticed, unless they have been stolen or plagiarized by others.

To empower African artists and give them a voice, **Publiseer**, a digital content distribution platform, allows them to publish, protect, promote and monetize their creative works on 400+ partner stores in 100 countries, at no charge, with a single click.

To see full proposal, please click the following link: See full submission.

Zip Services Platform

Proposal overview

Having access to specialized service requires time and energy. First, one has to be able to express a demand and find the right person that will fulfill the job. Second, there is a pending question of trust to ensure that the service provider is reliable and trustworthy. Cost of services is also a main issue, especially when the services are necessary.

Zip Services Platform provides on demand taxi, delivery, and professional services by connecting customers with service providers by utilizing GPS technology. It offers a secure payment method and is available in six languages.

To see full proposal, please click the following link: See full submission.

DamoGO: Rescue Delicious Unsold Food Around You! Tackle Food Waste With Us!

Proposal overview

Most restaurants, bakeries, and grocery stores in Korea are throwing away up to an extra 25% in net profit and adding up to 15% to their food costs. These businesses face, every day, an inevitable problem come closing time, as to what to do with their perfectly good, unsold, surplus food.

Most of the time, it ends up in the bin because it is the easiest thing to do. Not only does this lead to more food waste, but also to more expenses, as food businesses pay for every kilo of food wasted.

For that reason, **DamoGO** mobile application allows users to find and purchase perfectly unsold goods at a discounted price to avoid waste.

To see full proposal, please click the following link: See full submission.

WaterKit

Proposal overview

Clean water and poor sanitation remain global issues with 2 Billion people worldwide using water sources contaminated with feces and lacking access to improved sanitation.
WaterKit is a social enterprise that uses machine learning and AI on community-generated big data for water resources to help governments and humanitarian organizations make real-time policy decisions for better planning and action. The first digital product (WaterKit) accurately monitors the hygiene, and available/reliability of every water-point and is currently being piloted in Northern Uganda.

To see full proposal, please click the following link: See full submission.