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UNDP Innovation Facility | 2015 Year in Review

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Contents

Stage of Initiative

Early Stage – Ideas generated, prototypes created and initial user-feedback collected to further develop the concept.

Testing & Evidence Collection – The initiative is being tested with a subset of target users, partners, and stakeholders. Evidence is being collected to support an impact assessment and feasibility analysis of the initiative before it progresses.

Scaling Up – Following testing, the initiative has solid data proving the effectiveness of the innovation and is now working with partners to expand the scope.

Innovation Approaches

Alternative Finance | Behavioural Insights | Challenge Prizes | Crowdfunding | Crowdsourcing | Foresight | Games for Social Good | Human-Centered Design | Innovation Camps | Innovation Labs | Micronarratives | New and Emerging Data | Real-Time Information Systems | Sensing

Learn more about the approaches that the UNDP Innovation Facility provides support on here.

Sustainable Development Goals (SDGs)

CROSS-REGIONAL

ARMENIA | EGYPT | KOSOVO*
FYR MACEDONIA | SUDAN | TUNISIA
Big Data Exploration
APPROACH: Big Data

SDGs: 9, 11, 16, 17

New and unconventional data sources help to analyze patterns and identify needs in real- time, which enables UNDP and partners to develop more relevant policies and programmes, deliver services more effectively and efficiently, and react quickly to shocks. This initiative comprised of six UNDP Country Offices, along with UN Global Pulse, UN Volunteers and national partners, particularly national statistics offices, regulatory bodies, data protection agencies, mobile operators, etc. It explored the possibility of integrating insights from new and emerging data sources into development plans and programmes through hands-on trials.

The six data-driven initiatives are:
1. **Armenia**- leveraging mobile phone data to generate real-time information on foreign and domestic tourists;
2. **Egypt**- using big data from a Central Laboratory for Agriculture Climate (CLAC) sensor network to improve agriculture and irrigation management;

3. **Kosovo***- mapping hotspots of demand for emergency services measured through emergency calls made to 112;
4. **FYR Macedonia** - testing mobile phone usage as a proxy for mobility patterns and behaviour to improve resilience;
5. **Sudan**- exploring electricity consumption and night illumination data as a proxy for measurement of poverty levels; and
6. **Tunisia**- testing non-traditional sources, particularly social media, for complementary data on citizens' perceptions and attitudes on SDG 16.

All six trials resulted in insights on the value of big data analysis to improve programming and triggered the interest of national partners, who were involved from inception. In 2016, four teams plan to sign MOUs with mobile operators and will continue to apply the big data analysis in their programmes and project initiatives. A Big Data Cookbook based on these experiences is being designed for UNDP and other practitioners.

*under SCR 1244

CROSS-REGIONAL

BELARUS | MONTENEGRO | SUDAN | YEMEN

Social Innovation Challenge on Technology for Citizen Engagement

APPROACH: Challenge

SDGs: 16, 17

UNDP supports the smart use of innovation and technologies to help narrow the gap between citizens and decision-makers. In the Arab States, Central Asia and Europe we saw an opportunity to challenge citizens to find the best technology-enabled solutions to help address pressing development problems in more open, transparent, and collective ways.

UNDP's 2015 Technology for Citizen Engagement Challenge invited ideas across 38 countries and territories that leveraged technology for participatory peacebuilding. This Challenge enabled UNDP to explore new avenues, partners and ideas for peacebuilding support. It leveraged

Mahallae.org, a platform scaled up from running Challenges in Cyprus to becoming the vehicle for cross-regional collaboration between teams from the Arab States, EUROPE & CENTRAL Asia.

The four winning projects out of 67 entries are -- a mobile mechanism for accessing public information in Montenegro; a cloud-based platform for increasing citizen involvement in local decision-making in Yemen; an online gamified platform for citizen interaction in Sudan; and a mobile app and web service that helps citizens to collaborate on identifying and solving problems in Belarus. All initiatives are now testing their prototypes with our support.

PACIFIC ISLANDS

Strategic Foresight for the Future of Resilience in Small Island Developing States (SIDS)

APPROACH: Foresight

SDGs: 11, 13, 16

SIDS are at the frontline of adapting to climate change. They so with limited resources. Resilience, adaptation and capitalizing on opportunities are at a

premium. Foresight strategies that build resilient and responsive structures benefit SIDS.

CROSS-REGIONAL

The foresightXchange exercise brought together decision makers and planners from 10 Pacific countries in Fiji to identify and evaluate the potential applications of strategic foresight for the localization of SDGs. It aimed to improve the planning of national development visions; help national partners acquire the required skills set while 'doing' foresight; and establish a learning network in the region.

This is the second regional edition of the foresightXchange series, and was in collaboration with Singapore's Technical Cooperation Programme for SIDS (SIDS-TEC), the Pacific Islands Forum Secretariat and the UNDP Global Centre for Public Service Excellence (GCPSE). Participants explored novel ways of planning and policy design to make implementation more resilient and adaptive to change.

Some regional leaders have adopted foresight for the identification of strategic opportunities for inclusive development; adaptive and resilient development planning; national, sectoral and organizational visioning; and ideation for public innovation in SIDS.

GLOBAL
Green Procurement Index in Health

APPROACHES: Behavioural Insights, Human-Centered Design

SDGs: 3, 8 10, 12, 13, 17

Procurement can leverage marked influence in the adoption of sustainability practices in the health sector, this is well demonstrated. The challenge is to provide policy-makers and public procurers tools that guarantee the effective implementation of green procurement criteria, and measure the positive impact made by public procurement organizations.

UNDP undertook a co-design process with key stakeholders from the global healthcare market. The Green Procurement Index Health (GPIH) initiative improves the transparency and accountability of procurement in the health sector with regard to its environmental impact. It encourages UN entities and their suppliers and manufacturers to produce, procure and supply in a more environmentally-friendly manner. The

GPIH has benefited from the SPHS network, which brings together more than 3,500 renowned institutions, global leaders, suppliers and manufacturers and technical experts.

In 2015, UNDP reached an important milestone in the GPIH initiative by developing an online engagement platform. The platform enables policy makers, procurement officers, suppliers, manufacturers and technical experts to learn about the GPIH and provide feedback to facilitate gradual product and process adjustments. The platform also introduces new products and processes in the market, and serves as a knowledge-hub on good practice examples on introducing green procurement policies and practices in the global health aid market.

AFRICA

BENIN

Leveraging Technology to Report and Reduce Gender-based Violence

APPROACHES: Foresight, Mobile Feedback Mechanism

SDGs: 5, 10

Traditional social norms and beliefs have fostered a culture that allows violent practices against women to become deeply entrenched, especially in rural areas. Despite efforts to reduce the high rate of gender-based violence (GBV) in Benin, the problem persists and is augmented by harmful traditional rituals and practices. High levels of economic dependence of women and girls and fear of repercussions from breadwinners make reporting of GBV incidents challenging.

UNDP and partners tested a solution that allows users to report GBV incidents anonymously via SMS or the internet to address the challenge of reporting. To facilitate widespread adoption and

use, the integrated digital platform accommodates the local languages of Benin and reporting will be free when sent through the networks of local partner telephone operators: Libercom, MTN, and Moov. Currently, the app is being prototyped, and we are testing the impact that user anonymity and safety has on increasing the volume of GBV reports and reducing the social acceptance of such incidents.

The initiative created a new network of partners from the private and public sector. Stakeholders in government and the police accepted the proposal for the tech-based solution to strengthen GBV reporting.

AFRICA

BOTSWANA

Mobile Access to Justice and Social Empowerment Lab

APPROACH:
Human-Centered Design

SDGs:
5, 10

Access to justice is limited in rural communities, home to some of the most vulnerable population that lack resources to travel to the city to secure legal aid. The initiative provides mobile legal representation and psycho-social support and empower to survivors of Gender Based Violence (GBV) in the Ngamiland region of Botswana -- a region with high incidences of poverty and GBV. The initiative also exploring the relationship between legal empowerment and GBV. UNDP worked with Women Against Rape (WAR), a human rights organization based in Maun. The initiative used a human-centered design approach in the development of the first prototype of the services, and continued to adjust services based on early user-feedback.

Within two months, the pilot served over a third of the villages in the Okavango Sub-District. The counsellor referred 74 cases for legal consultation. The involved partners are currently exploring a partnership with Legal Aid Botswana to scale this approach further.

BURKINA FASO

Training Female Solar Engineers

APPROACH:
Human-Centered Design

SDGs:
1, 7, 8, 9, 10, 11

As night descends in Burkina Faso, activity in many villages come to a halt due to lack of electrification. As part of an initiative promoting the use of renewable energy, we partnered with the Global Environment Facility in Burkina Faso and Barefoot College. Between 2011 and 2015, ten rural women participated in a six-month solar energy skills-building programme. The initiative targeted elderly, illiterate women from remote, off-grid villages to become solar engineers, or "Solar Grandmothers". At the end of the programme, the women were tasked with teaching others and withproviding solar energy in each of their respective villages.

In 2015, following the success of the program, we invested in adapting the model to more districts. UNDP Burkina Faso worked with 13 district governors, and with stakeholders in regional governments to scale the model.

Within four years, the ten women have electrified 1,000 households and brought light to over 14,500 villagers.

CABO VERDE

Data Integration and Visual Analytics for Climate Change

APPROACHES: Big Data, Foresight Data Visualization

SDG: 13

There is a high volume of climate change and environment information being generated in Cabo Verde through the Canada–funded climate change adaptation project, as well as other Ministry and association initiatives. However, this wide range information is not systematically captured, analyzed and shared making it difficult to quickly access, digest and use to enhance decision-making. This initiative establishes a streamlined way to consolidate and analyze knowledge generated from all programmes and projects in the area of climate change adaptation. This information can then be shared with stakeholders in Cabo Verde at the national or subnational level for improved decision-making.

The work is being done in partnership with the Canada-UNDP Climate Change Facility (CCAF), Government of Canada, University of Cabo Verde's College of Agricultural and Environmental Sciences (ECAA) and the University of Warwick's Center for Interdisciplinary Methodologies.

A beta version of the data input process is being tested, and the front end of the data visualization will be finalized in 2016. Also in the pipeline is training and experience sharing among countries implementing the CCAF project, and testing the Beta (plus) version of the visualization platform.

AFRICA

COMOROS

Exploring Eco-friendly Essential Oil Production by Women

APPROACH:
Human-Centered Design

SDGs:
5, 10, 12

The Comoros islands are known for the production of essential oil, Ylang Ylang. However, despite women constituting roughly half of the population, men dominate the production process and women are confined to gathering activities limiting their economic benefits. The initiative seeks to strengthen the role of women at all stages of the value chain, including distillation. Simultaneously, the project is exploring more eco-friendly technologies for distillation. The initiative is implemented in partnership with the Clinton Foundation, and the Government.

A cohort of 37 women have been trained in financial management, installation, distillation techniques and the use of improved distillation techniques. 2 separate home-improved distillation units have also been set-up for women.

DEMOCRATIC REPUBLIC OF THE CONGO (DRC)

Innovative, Programmatic and Operational Strategic ICT tools

APPROACH: Big Data

SDGs: 12, 17

This initiative developed a set of innovative corporate tools for UNDP (e.g., the "Tracking Resource") to facilitate both the mobilization of resources and the reduction of operating costs in DRC and other recipient countries, as many organizations have sought to do "more with less" resources.

The initiative helped to -- support 3 countries by strengthening implementation of Harmonized Approach to Cash Transfers (HACT); follow-up on donor reports; and streamline operational cost by deployment of first integrated fleet management system within UNDP. Through this initiative UNDP DRC is positioning itself to be a leader in innovation in the region.

GHANA

Visualisation of Governance and Peace Tracking Poll

APPROACH: Big Data

SDG: 16

Governance and peace indicators are typically subjective, and difficult to define and measure, making it difficult for UNDP and partners to design and implement programmes that address the root of development challenges for a meaningful impact. Thus the Governance and Peace (GaP) Poll was designed to generate baseline information and provide timely data to track progress on   public opinion and related indicators over time. Via a dashboard the Poll is being used to track, identify and visualize

the   trends, correlations and display information in a more interactive and useful way to make it easier to act upon the views and concerns of citizens. UNDP partnered with the UN Global Pulse's Kampala Lab for the visualization of GaP.

The tool complements existing data gathering and analysis methods, while leveraging the development of new technology, partnerships and capacities for big data analytics.

MALAWI

Malawi Resilience Innovation Lab

APPROACH: Innovation Lab

SDGs: 1, 2, 3, 5, 8, 9, 11, 13

Malawi is a largely rural based economy where more than 80 % of the population relying on subsistence agriculture. Food insecurity has been a recurring issue that negatively impacts the livelihoods of people and the economy. MRIL encourages citizens to generate ideas that build community resilience to disaster risks, economic shocks, disease outbreaks. It provides a platform to source solutions across a wide spectrum of thematic areas -- from economic recovery

and livelihoods to environmental and Climate Change. UNDP partnered with a partners in the Government, private sector, and the community,including FAO, UNICEF, LUANAR - technical lead on innovations, COOPI - a community mobilizer, the Department of Disaster Management (DoDMA), the National Association of Small and Micro Enterprises Association, Lilongwe University of Agriculture, and Natural Resources, and Plus One Media to set up this

Innovation Lab.

Five proposals for solutions to build lasting community resilience against floods were shortlisted for co-creation and incubation. In 2016 the ideas will be piloted; the community where the innovation will be introduced will be sensitized; CARD researchers will *undertake regular monitoring, process documentation, knowledge generation and sharing on the innovations; the innovations effects on household and community welfare and resilience will be assessed; based on the user feedback and assessment innovations will be scaled and the uptake will be discussed with partners.*

MAURITIUS
Foresight for Building an Innovative Civil Service

APPROACH: Foresight

The Government of Mauritius has prioritized building a more responsible and responsive Civil Service. Through the Mauritius ForesightXchange we an outward-looking, future-oriented and value-based process and compass for innovation in the Civil Service was developed. This initiative was designed and implemented in collaboration with the Ministry of Civil Service and Administrative Reforms and the Ministry of Finance and Economic Development in Mauritius and the

SDG: 3, 4, 8

UNDP Global Centre for Public Service Excellence.

At the Mauritius ForesightXchange 4 creative proposals were prototypes for innovating in public service delivery in Mauritius by 2025. Building on this ForesightXchange, UNDP is currently exploring opportunities with Government of Mauritius to scale this foresight initiative and the promotion of innovation approaches within the Civil Service.

AFRICA

NIGERIA
Special Target Enterprises (STEs) for Persons with Disabilities

APPROACHES:
Human-Centered Design,
Mobile Feedback Mechanism

SDGs: 8, 10

Despite the large numbers of enterprise development programmes in Nigeria, very few focus on STEs for physically challenged groups and rural women. Globally, evidence shows that persons with disabilities experience lower legal protection, higher rates of poverty, lower educational achievements, poorer health outcomes and less political and cultural participation.

With the Anambra State Government, UNDP launched the 'Special Target Enterprises Development and Monitor Initiative' for persons with disabilities. The initiative empowers 30 participants with vocational skills in four trade areas; shoe-making, tailoring, hairdressing and computer application/ management, with a periodic follow-up monitoring mechanism for each group. It is the first entrepreneurship monitor scheme in West Africa to focus on this vulnerable population.

The results of this entrepreneurial monitor is useful in determining credit worthiness of the group as well as provide key input towards the design of a national policy for STE Support. In 2016, reports of the four quarters monitoring will be aggregated for use in policy design and access to finance meetings and linkages.

RWANDA
YouthConnekt for Employment

APPROACH: Crowdsourcing

SDGs: 8, 17

Almost 65% of Rwanda's population is younger than 35 years and the majority of young women and men in urban and rural areas lack both decent work opportunities and access to productive resources. To address this challenge, in 2013 UNDP co-sponsored the launch of the YouthConnekt platform, a virtual space that facilitates

partnerships between young Rwandans, the private sector and government for employment and entrepreneurship opportunities.

In 2015, we continued investing in scaling the initiative and supported a competition for women entrepreneurs; another edition of the YouthConnekt Bootcamp; and an Award which was a joint effort with the Ministry of Youth and ICT, National Youth Council, University of Rwanda, College of Business and Economics, several non-profit organizations (DOT Rwanda, EDUCAT, and African Innovation Prize), and the private sector.

Over the last three years, YouthConnekt's Bootcamps has driven the creation of about 1,000 permanent and 2,700 temporarily jobs. YouthConnekt has reached more than 10,000 young women and men with skills building services; and a million youth through 46 TV and radio programmes on career opportunities and entrepreneurship support.

ZIMBABWE
Four Innovation Labs Accelerate Entrepreneurship and Employment

APPROACHES: Innovation Lab, Challenge

SDGs: 3, 4, 8

A crucial challenge facing Zimbabwe is the high level of poverty and exclusion. With unemployment levels for young men and women rising over 70%, entrepreneurship development has been identified as a vehicle for creating jobs and enhancing access to livelihoods for young people. In collaboration with national partners, UNDP launched an initiative to improve the livelihoods of young farmers by providing demand-driven entrepreneur skills and linking the entrepreneurs to the right networks.

Through a partnership with the Zimbabwe Farmers Union (ZFU), the initiative targeted 100 young farmers in four districts and ten young innovators from the Harare Institute of Technology to catalyze, test and scale-up or deploy promising entrepreneurship development models in a Young Farmers Innovation Lab. Initial results show that the Lab has transformed and changed the way the ZFU serves the farmers. Within one year, and across four accelerator labs the initiative has brought together more than 15 partners, including many private sector companies.

AFRICA

Four innovation labs for entrepreneurship acceleration --- Young Farmers Innovation Lab, Social Innovation Lab, Business Incubation Pilot Phase 2, and ZW9 We Film Creative Entrepreneurship Accelerator

Programme-- have been launched and the Country Office invested US$ 100,000 towards them, complementing support from the Innovation Facility and strengthening the innovation ecosystem in the country.

ARAB STATES

EGYPT

Smarter Citizens for Innovation Future

APPROACHES: Innovation Lab, Human-Centered Design, Gamification

SDGs: 1, 5, 7, 8, 10, 11

While Egypt has seen a rise in the use of innovation in development solutions, it still struggle with problems related to socio-economic inclusion and agency which are associated with unemployment, lack of technical support, lack of opportunities to international exposure and difficulties in accessing funding and credit opportunities.

UNDP Egypt's innovation lab works to empower young men and women to use various innovation tools to build capacity in tackling development challenges. Innovation tools include -- design thinking, games, big data, crowdfunding and foresight. The initiative supports collective problem identification and

co-creation of development solutions both within UNDP Egypt's programme and with national projects and partners such as UN Volunteers, Egypt ICT Trust Fund, Microsoft, Vodafone, International Development Research Center and Governments of Egypt and Sweden.

The initiative has seen the successful completion of several innovation camps that *included topics such as games for social change, reporting on Violence Against Women;social justice; startup accelerators; social entrepreneurship; street design challenge; solutions for persons with disabilities and sustainable development. In each category top ideas and teams were identified, paired with mentors and industry leaders to further to develop and scale their projects further.*

EGYPT
Foresighting on Youth Employment

APPROACHES: Foresight, Human- Centered Design

SDG: 8

Unemployment of young men and women is a pressing development challenges in Egypt. In 2014, the poverty rate in Egypt reached 13.4%. Young Egyptians constitute almost 70% of the total unemployed. Although there have been efforts to have a better understanding of the situation of unemployment among young men and women, this problem has not been adequately addressed by traditional employment initiatives. A two-phase project is currently being implemented, aims to analyze and address the youth unemployment problem. Phase 1 involves collecting data from young men and women regarding the nature of their employment through surveys which will be analyzed and fed into the foresighting plan for Phase 2. Based on the results of Phase 1, Phase 2 engages stakeholders to address the issue of unemployment. Technology Institute (ITI); Technology, Innovation, Entrepreneurship Center (TIEC); ICT Trust Fund; and the I4D team will co-develop a strategy for future activities on the issue of youth unemployment in Phase 2 of the project. The workshop will provide participants with an opportunity to imagine and think together about possible futures of the Egyptian labour force ecosystem.

LEBANON

Innovation in Vocational Training

APPROACH:
Human-Centered Design

SDG:
8

The vocational training sector in Lebanon faces major challenges in addressing the needs of both youth seeking jobs and employers looking for human resource capital. There is a mismatch between the human capital supply and demand due to the lack of linkages between the vocational training sector and private sector. Limited coordination between actors involved in vocational training has led to duplication and limited overall impact. As a result, the training curriculum being used is obsolete and relies on theoretical and traditional teaching methodologies. Therefore, Lebanon will benefit greatly from increased coordination within the sector and incorporation of innovative vocational training curriculum and teaching methodologies.

Through a series of national and local workshops in Tripoli and Tyre, this initiative leverages a human-centered design approach to improve the effectiveness of the vocational training system in Lebanon. These workshops will bring together and build the capacities of a wide range of stakeholders within the sector, so that the identified solutions can be addressed and tested at multiple levels within the sector.

MOROCCO

Gamification of Ecosystem Services within the Argane Biosphere Reserve

APPROACH: Gamification

SDGs: 11, 12, 13

Southern Morocco is facing environmental degradation and severe biodiversity losses within the Argane Biosphere Reserve. Traditional solutions involved conducting capacity development workshops and conferences or contracting communication firms to produce radio and TV spots to raise awareness -- these have proved insufficient.

To find alternative ways to change the

behaviour of citizens vis-à-vis their surrounding environment, UNDP collaborated with the Natural Capital Project Team from Stanford University to introduce university students to natural capital and design thinking. Games for Social Good were found to have a strong potential to serve as an effective medium for environmental education. Games were then developed,

building on the case of ecosystem services provided by the Argan forest.

63 students participated in the gamification lab, representing 7 universities from 6 cities. So far this initiatives has delivered 8 game prototypes and performed 2 play tests. Participants indicated that gamification was an enjoyable alternative to traditional solutions to environmental education.

SUDAN
Innovation Nucleus

APPROACHES: Foresight, Human-Centered Design, Big Data, Gamification

SDGs: 5, 8, 16

To make better decisions today, the array of possible futures must be tapped to build robust, flexible strategic plans that can anticipate future opportunities and challenges. In 2014, UNDP hosted a federal level dialogue to help Sudan with national planning initiatives to achieve both short- and long-term goals. In 2015, UNDP Sudan further developed its innovation efforts by establishing the Innovation Nucleus to coordinate and spearhead innovation across UNDP Sudan.

Several strategies are being leveraged to reveal crucial development trends,

strengthen the ideation processes, and ultimately support an inclusive dialogue processes. These strategies include, big data, design thinking, gamification, and foresighting.UNDP is partnering with the Institute for the Future and Futurescaper.

One of the outcomes of the Innovation Nucleus is Raik Shino -- an online dialogue platform geared to stimulate discussion about the future of the Sudan through a gamified process. There are now more than 800 registered users on Raik Shino, actively commenting and voting on the challenges.

ARAB STATES

TUNISIA

UnConferencing to Foster Youth Engagement on the SDGs

APPROACHES: Innovation Lab
Human-Centered Design

SDGs: 5, 8, 16

40% of Tunisians are under the age of 25. However, engagement of young Tunisian women and men in the public sphere remains low. Over 25% of 18-29 years olds have never taken part in the activities of a civil society organization or political party.

This initiative developed a modality of unConference aimed at action-oriented discussions on the SDGs to engage the youth using the design thinking methodology. To host these events, UNDP tag-teamed with the Social Media Club, BiL, GirlUp Tunisia, Ed

Camp Tunisia and other youth movements such as IIDebate and university clubs (ICMUN and INGENIM). The initiative also leveraged the support of UNICEF and UN Women in discussing Goals 4 and 5 respectively.

Over 280 students and young civil society activists participated in the 9 unConferences, held in 7 different regions (Bizerte, Mahdia, Manouba, Médenine, Monastir, Siliana and Tunis) to draw more diverse and overlooked perspectives.

ASIA & THE PACIFIC

BANGLADESH

15 Million People Stuck in Traffic

APPROACHES:
Behavioural Insights,
Mobile Feedback Mechanism

SDGs: 8, 11, 13

With 15.5 million daily commuters, Dhaka has a congested environment, often culminating in traffic jams and accidents that claim about 4,000 lives annually. It is estimated that between US$ 3 to 12 billion in GDP is lost due to traffic-related issues such as accidents, excess pollution and loss of time. Bangladesh requires urgent action on augmenting and revamping its current transportation infrastructure.

Behavioural insights revealed that unreliable bus schedule information was the key deterrent to using public transport. UNDP partnered with the Bangladesh Road and Transport Corporation (BRTC) and a local start up Go-BD to prototype GPS-tracked

buses that help commuters better predict the ebbs and flows of public transport. Commuters are able to access real time traffic data via a mobile app. As more commuters opt for public transport, the reduction in overall vehicular traffic will lead to reductions in environmental pollution and vehicular accidents.

A beta version of the app launched in December 2015 for a single bus route was used more than 200,000 times and downloaded 500,000 times in under three months. Currently, the app has 6,000 active users monthly that plan their journey times .along the single bus route.

BANGLADESH

ICT Opportunities for Slums

APPROACHES: Challenge, Sensing,
Big Data

SDGs: 1, 4, 5, 8, 10

A digital gap is prominent within urban areas of Bangladesh. Accessing skill development and subsequently employment opportunities

is difficult for young men and women living in the slums since they have lower education levels and limited or no access to IT services.

UNDP worked with CodersTrust (a Danish company in Bangladesh), Korail Community Development Committee (CDC), and the JAAGO Foundation to train 40 students in the Korail slum, the largest slum in Dhaka city, with over 170,000 dwellers. The students were taught basic English and computer skills over a six-month period to enable them to easily accomplish data entry jobs. After the training, the students received assistance with job search in freelance marketplaces such as Elance and oDesk.

The initiative successfully met and surpassed targets for average typing speed, computer application use for the students. View their personal stories here.

BANGLADESH
Leaving No One Behind

APPROACH: Micronarratives

SDGs: 1, 5, 8

Although the Government of Bangladesh officially recognized hijras (transgenders) as a third gender in 2013, the community continues to be marginalized and vulnerable within society as they experience intense discrimination and human rights abuses due to pervasive stigma and prejudice. Development projects for the hijra community have been framed mostly around HIV prevention/treatment and health. Although access to health care is imperative, stigma and discrimination affect multiple dimensions of their lives.

To promote the inclusive development agenda, "Leave No One Behind" was initiated to collect micronarratives from the hijra community in four districts of Bangladesh (Dhaka, Rajshahi, Khulna and Chittagong) in an attempt to uncover the complex development challenges facing the third gender. The pilot project develops a greater understanding of the multiple dimensions of gender identity stigma and multifaceted aspects of poverty that hinder the hijras' human development potential. Placing hijra at the center of the process both empowers the community to become agents of change and also gives them ownership over a solution model to sustainably get out of poverty. UNDP worked with the Bandhu Social Welfare Society to identify and contact hijras for the micronarratives.

From the 40+ micronarratives collected so far, a consistent theme emerges: 'recognition' of the third gender by the state has limited impact without direct interventions that account for gender identity discrimination and stigma and an intersectional analysis of how this exclusion impacts many aspects of life for hijra.

BHUTAN

Gamification for Youth Employment

APPROACH: Gamification

SDG: 8

In Bhutan it was found that a high level of education is not sufficient to secure gainful employment -- demonstrated by the high numbers of unemployed youth with Bachelor degrees. In 2014, UNDP developed a virtual platform to support the Bhutanese Government in its goal of reducing youth unemployment to 2.5% by 2018. We partnered with Emerson College in Boston, the Institute for Management Studies (IMU) in Thimphu, and the Ministry of Labour and Human Resources to implement a gamification project called 'Youth@Work Bhutan'. However, less than 2,000 participated in conversations and shared ideas on the online game.

In 2015, we prioritized improving the participation rate by lowering the barrier to access the game, through the creation of a tabletop analog game. The game will enable small group discussions within safe, non-judgmental environments; promoting problem-solving through role-play, with the ultimate goal of challenging social norms that restrict the decisions young people make about career and family.

The analog game allows the initiative to better reach young women and men living in remote rural areas -- a significant percentage of the population in Bhutan.

BHUTAN

Virtual Zomdu - Bringing Parliament to the People

APPROACH:
Human-Centered Design

SDG:
16

Due to limited road and infrastructure access, a large portion of the 70% of Bhutanese living in rural areas are disconnected from decision-making at the Parliament. The Virtual Zomdu was prototyped in the summer

of 2014 to test the feasibility of using existing infrastructure and videoconferencing facilities to connect Parliamentarians with their constituencies.

Based on its success, the programme was scaled up in 2015, and officially launched at the National Assembly and the National Council of Bhutan in August 2015. It provides real-time face-to-face interactions and discussions for MPs and their constituents on new bills, national issues and community concerns. The initiative is well suited for Bhutan considering rugged terrains which accounts for huge transportation costs for parliamentarians and the public.

Videoconferencing facilities have been installed in 47 Community Centres around the country. Community consultations have been conducted in Samtse, Trashiyangtse, Bumthang and Dagana.

CHINA
Safe E-Waste Disposal

APPROACHES: Crowdsourcing, Human-Centered Design, Mobile Feedback Mechanism, Big Data, Innovation Lab

SDG: 13

In 2014, China discarded 6,032 kilotonnes of electrical goods. Shrinking product lifespans and growing use of electronic goods has encouraged the rapid growth in the volume of e-waste. Unregulated disposal of e-waste is a significant source of organic pollutants and GHG emissions, posing direct threats to human and environmental health.

In 2014, UNDP partnered with Baidu and the Ministry of Environmental Protection to launch Baidu Recycle, an app that facilitates e-waste recycling. Within a year, the app arranged for the safe recycling of over 11,429 items, including TVs, computers, and fridges. The service has since been scaled up beyond the original pilot cities of Beijing and Tianjin to 22 cities. Version 2.0 was developed through iterative design and rapid prototyping, and is currently being rolled out in phases. This initiative has gained global recognition. It has been selected -- as a semi-finalist in the MIT Climate Co-Lab Contests, by the UAE Government to be featured in their 4th World Future of Government Summit; and as one of the winners from over 800 entries at the 2015 Solutions Summit.

Baidu Recycle 2.0 is available in 22 cities, and enables the safe disposal of an average of 5,900 electronic items per month. The app

continues to gain popularity with over 250,000 user visits per month. Recently, the team also launched the Baidu Recycle Green Service Alliance comprising Intel, ROBAM Appliances, Midea, Joyoung, Changhong, Haier, Lenovo, TCL-Aobo, and the China Resource Recycling Association to build an internet-based nationwide e-waste management ecosystem. Currently, the team is working on a built-in online payment system, B2B e-waste services, and other improvements.

CHINA

Too Cold

APPROACHES: Crowdsourcing, Human-Centered Design, Mobile Feedback Mechanism

SDG: 13

The world is using too much energy to make public spaces #toocold. During the summer in Beijing, a 2°C difference can save an estimated 400-600 million kilowatts of power, 160-250 thousand tonnes of coal and reduce carbon dioxide emissions by 350,000 tonnes.

The #TooCold campaign will urge people and institutions to set the temperature of their air conditioners to the recommended 25/26°C. Using a smartphone app and an external thermometer, citizens upload time and location-stamped pictures that note temperatures in public spaces. Crowdsourced photos then display on a corresponding website to visually map which cities are #TooCold, encouraging public spaces that are #toocold (e.g., hotels, airports, restaurants) to raise temperatures.

Currently the draft demo of the mobile application has been completed and we are in the phase of collecting test feedback from focus groups to prepare for the official launch online.

CHINA

Weaving into Happiness: E-Commerce Bridging the Digital Gap in Ethnic Minority Communities

APPROACH:
Human-Centered Design

SDG:
13

Despite improving conditions over the past 25 years over 80 million Chinese people live below the national poverty line (under RMB 2,30 per year). Of these, nearly a third are ethnic minority women -- despite making up only 9% of China's total population. Many among these ethnic minorities see weaving as an important cultural skill that symbolizes a woman's ability to provide for the family. However, industrial mass production has caused these women to lose livelihood opportunities. It has also adversely affected the community's way of life. Local shop owners are forced to sell the precious scarves and clothing at cut-rate prices in order to be competitive with mass-produced goods. An e-commerce platform can go a long way in equalizing this gap and improving the livelihood for these women and communities. The project works to enhance the existing UNDP China project "Promoting Women's Empowerment and Development in Ethnic Minority Regions" by connecting the ethnic minority artisan women directly with the designers/brands and customers through a UNDP e-commerce platform cutting out the middleman, and hence increasing their income. The key implementing, technical support, skills-building and promotions partner will be Alibaba, which is the largest e-commerce platform in China.

INDONESIA

DIY Mobile Application for Multipurpose Survey (DIY-SAM)

APPROACHES:
Human-Centered Design,
Mobile Feedback Mechanism

SDG:
13

Baseline surveys and impact assessments are critical to measure effectiveness of development interventions and to advise on

the design of development support provided. However, many Programme and Project Management Units (PMUs) have long struggled with planning, designing, and implementing these assessments due to cost and capacity limitations.

UNDP Indonesia introduced a tool (DIY-SAM) that eases the process of collecting information during surveys/assessments through a mobile app. Staff can easily build their own questionnaires on an Android Mobile interface. This was prototyped in partnership with the Akvo Foundation and the National Development Planning Agency (Bappenas) using an existing tool called Akvo Flow. The Foundation conducted skills-building programmes for UNDP staff and enumerators to use the Akvo Flow online dashboard, app in mobile devices, and existing web-based apps to analyze the data set from the online dashboard.

The tool has been successfully trialed in Malang, East Java Province, with 200 households interviewed and over 1,000 questions asked per survey. This affordable, reliable, and highly scalable survey tool dramatically improves the accuracy and ease of data collection, analysis, and sharing using a smartphone or tablet.

MALDIVES
Make My Island

APPROACHES: Crowdsourcing, Human-Centered Design, Mobile Feedback Mechanism

SDGs: 9, 11, 13, 15

The Maldives is an island archipelago with a population of approximately 350,000 people scattered across some 200 islands. Due to the dispersion, there are communication gaps and limited pathways for communities to engage with local authorities on issues concerning them. The authorities have long struggled to keep the streets of Malé free of litter and garbage bags.

In 2014, UNDP supported the creation of a platform to improve communications between local authorities and the community, by allowing community members to report their issues - via the mobile app, text messages, or the website.

UNDP continues to work with the local council of Laamu Fonadhoo, Laamu Atoll Council, Women's Development Committee of Laamu Atoll, ocal community members,

ASIA & THE PACIFIC

Maldives Police Services, Environment Protection Agency, Waste Management and Pollution Control Department, the UNDP LECReD programme coordination unit and UK's Fix My Street (mysociety.org).

Since the platform was introduced as a mobile application in December 2015 to

Malé and greater Malé region, more than 64 issues were reported and addressed during the first weeks. Building on the success of the MakeMyIsland app (prototyped on the island of Fonadhoo in Laamu atoll), the initiative was expanded to Gan, Kadhdhoo and Maandhoo and is scheduled to be re-launched in 2016.

MYANMAR

iWomen - Inspiring Women App

APPROACHES: Crowdsourcing, Human-Centered Design, Mobile Feedback Mechanism

SDGs: 5, 10

Women are severely underrepresented at all levels of public and political life in Myanmar. Emerging women leadersin rural areas in particularface significantbarriers to overcome restrictive social norms, and lack personal confidence as well as female role models in Myanmar's opening democratic space.

iWomen is a free mobile application developed by Myanmar women in tech with co-designers from the target women's community groups. It works to inspire women, foster self-confidence and channel mentorship into the daily lives of rural Myanmar women. The iWomen app is a joint

initiative of UNDP Myanmar and May Doe Kabar National Network of Rural Women which has a membership of 22,000 women. Myanmar 'Geek Girls', Gender Equality Network, Akhaya Women, and Great Women Speak Out -UK Charity are all invaluable partners of the initiative.

The iWomen app has 827 active users. The current user base has primarily been spread on a phone-to-phone basis among members of May Doe Kabar Network because it still being tested. The first public version was launched on 8 March 2016 for wider use via the Google Play Store.

NEPAL

Games for Gender Equality

APPROACH: Gamification

SDGs: 15, 10

In Nepal, gender based violence (GBV) is one of the most prevalent forms of violence. Over the past five years, the Nepali Police estimates that the number of violent incidents against women has risen many fold. These incidents and glass ceilings are often tolerated within within the prevalent patriarchal norms. During 2014 UNDP worked with the Noah's Ark animation company and the University of Chicago Gaming Lab to develop a Facebook app to deconstruct gender roles. A series of short animated videos depicting varying forms of gender-based violence, albeit in reversed gender roles, complemented an online game

that targeted 8-12 year olds in the Kathmandu valley.

In 2015, the initiative was scaled to reach more beneficiaries. The second component, a "find your way out" board game, was developed to ensure that the game reaches children and adolescents with limited digital access

Over 85% of participants said they would change their behaviour based on the understanding of the traditional roles of men and women. The flipped videos have been adapted in the #HowAbnormal campaign to fight gender stereotypes in Viet Nam.

NEPAL

Idea Factory

APPROACHES: Behavioural Insights Human-Centered Design, Big Data, Mobile Feedback Mechanisms, Innovation Lab, Crowdsourcing

SDG: 8, 10

Remote and poor regions of Nepal lag behind the rest of the country in several development achievements, and in provision of adequate employment opportunities for

young men and women. This project addresses problems of unemployment and connectivity in Parbat, one of the remote districts of Nepal.

UNDP Nepal, in partnership with Microsoft Innovation Center, developed a software-based, knowledge and innovation hub or "idea factory" to facilitate local enterprise development by connecting local entrepreneurs with potential buyers and investors through technology. This application has two features: an online "superstore" with a database of "#MADEinNepal" products for sale from a variety of local micro-entrepreneurs and an online "idea store" to help potential entrepreneurs in starting up an enterprise.

The District Micro Entrepreneurs Group Association (DMEGA) Parbat and local entrepreneurs also provided support to this initiative.

100 innovative ideas have been generated in the Idea Store, and are open for partnership and investment. Over 5,000 people have visited the Idea Factory websites and about 30 entrepreneurs were able to sell their products and make transactions through the app. Several Ministries have indicated interest in adopting this initiative.

PAPUA NEW GUINEA
Phones Against Corruption

APPROACHES: Crowdsourcing, Human-Centered Design, Mobile Feedback Mechanism

SDGs: 5, 10

Papua New Guinea (PNG) ranks 145 out of 175 countries in Transparency International's Corruption Perception Index. An estimated 40% of PNG's annual budget (approx. US$ 6.5 billion) is lost to corruption and mismanagement. In 2014, UNDP partnered with telecom providers, MobiMedia and Digicel, the Australia's Economic and Public Sector Programme (EPSP), and DPMNEC to develop an SMS-based reporting system that allows civil servants to anonymously monitor corruption. Over 6,000 text reports were received from 1,550 different users, which lead to the investigation of 251 alleged cases of corruption, and the arrests of two public officials for for fund mismanagement

of more than US$ 2 million. Five additional public officials await court decisions.

Based on the success of the prototype, the Phones Against Corruption service was rolled out to six new Departments and 25,000 government officials countrywide in 2015. By the end of December 2015, almost 22,000 text messages were received from 6,157 different users.

The SMS reporting system is being scaled-up in PNG to incorporate all 83,749 civil servants; and expanded to Fiji and Bangladesh in 2016.

SAMOA

Question of the Week

APPROACHES: Crowdsourcing, Mobile Feedback Mechanism

SDGs: 10, 16

Almost a third of the Samoan population live below the basic poverty line and have limited access to news, education and information. Many vulnerable groups (e.g., women, children, untitled men and Fa'afafine or third-gender people) tend to be excluded from traditional participatory platforms in the democratic system. Through a weekly encrypted mobile poll reaching 135,000 Samoans, citizens have the opportunity to participate in a national discussion around current socio-political issues. In this way, political feedback bypasses discrimination inherent in the traditional political process. The initiative gives a free, anonymous voice for every member of every social scale, age and gender. UNDP is collaborating with mobile operators Digicel and Bluesky for this initiative.

VIET NAM

Deconstructing Gender Stereotypes

APPROACHES: Behavioural Insights Human Centered Design

SDG: 5

Existing stereotypes in Viet Nam confine women and men to specific careers and positions. Women in v face numerous challenges, including discriminatory hiring and promotion practices, lack of support from senior leaders, and a lack of understanding and support of the demanding roles women have within the home and community. In collaboration with local social media and communication organizations, UN Women, UNFPA, UNESCO and ILO, UNDP Viet Nam launched an online video campaign aimed at challenging gender stereotypes. The #HowAbnormal campaign use a series of comics and videos featuring scenarios where gender roles are flipped, together with engaging youth via offline and online activities to raise awareness of negative gender stereotypes in Viet Nam. To expand the campaign's reach, UNDP Viet Nam worked with VTV6 (Viet Nam's Television Channel for youth), the Diplomatic Academy of Viet Nam and the

Student Magazine of the Youth Union to hold 17 festivals across Viet Nam.

Within the first two months, the videos were viewed over 30,000 times and received a *1,000 likes, shares and comments. Over 35,000 students from over 10 universities are expected to engage in these gender equality festivals in 2016, to discuss and show support for positive gender roles.*

SRI LANKA
Sensing Landslides

APPROACH: Sensing

SDGs: 3, 13, 15

Recently, a number of landslides and earth slips in Sri Lanka resulted in many deaths and widespread displacement in tea plantations and remote villages. As the effects of climate change start growl, reliable early warning systems for landslide are necessary to safeguard people's lives and investments. This initiative uses a sensor that involves low frequency acoustic waves to develop a reliable early warning system by detecting land movements. The project is coordinated and supported through the Sri Lanka Comprehensive Disaster Management Programme (SLCDMP) run by the Ministry of Disaster Management and its partners.

Testing has yielded promising results on detecting soil liquefaction using low frequency acoustic waves.

TIMOR LESTE
SMS Alerts for Securing Life

APPROACH: Crowdsourcing,
Mobile Feedback Mechanism,
Big Data, Human- Centered Design

SDGs: 3, 13, 15

Timor Leste is prone to unpredictable and extreme weather events and associated natural disasters and climate-induced risks, which are projected to increase in frequency and severity. Timor Leste did not have an effective early-warning system or a mechanism to obtain real time data from locations where climate-induced and natural disasters occur.

ASIA & THE PACIFIC

UNDP is prototyping an early-warning system using Frontline SMS which help the community and the National Disaster Operation Center to get and/or receive real time data related to disasters. This leads to enhanced ability of the government to better plan and response to disaster events. UNDP collaborated with the mobile operator,

Timor Telecom and the Ministry of Social Solidarity.

Within two months of the project's launch in a three villages, 88 messages were sent by the NDOC, and 73 messages were received from local focal points on disaster related events, including landslides and, water scarcity.

EUROPE & CENTRAL ASIA

REVERSE ENGINEERING IN PUBLIC SERVICE INNOVATION | ინოვაციები სახელმწიფო სერვისების განვითარებაში

CROATIA

Crowdfunding Academy: Innovation in Development Finance

APPROACH: Crowdsourcing

SDGs: 1, 4, 7, 8, 10 12, 13, 17

Achieving the SDGs by 2030 requires tapping into alternative financial resources. There is an increasing need for testing

alternative finance models and mobilize support from communities, the private sector

and NGOs. UNDP Croatia hosted a 5-day R&D event and skills-building course in the UNDP Istanbul Regional Hub with global experts sharing experiences on crowdfunding by mobile phones, cryptocurrencies, social impact bonds, forecast-based investment and many other alternative finance mechanisms. External partners included NESTA, BitNation, M-Changa, Sardex, Alliedcrowds, European Crowdfunding Stakeholder Forum and more.

Over 80 participants from 40 countries participated in the event; consultative services were provided to 11 selected Country Offices to support the launch of their crowd funding initiatives.

GEORGIA
Collaborative Public Service Innovation

APPROACH: Innovation Lab

SDG: 9

Evidence from innovation labs around the world has indicated that a larger and more meaningful involvement of citizens in service design and delivery increases efficiency and effectives. This insight lead to the creation of the Public Service Innovation Lab in 2014 to strategically support design thinking and innovation in public policy design and delivery by the Government of Georgia via more meaningful involvement of citizens. For the successful execution of this initiative UNDP partnered with leading global partners such as NESTA UK, MindLab Denmark, Pulse Lab Indonesia and emerging service labs from across the globe including Armenia, Moldova, fYR Macedonia and Arab States. Partners also include relevant national government agencies and ministries.

An outcome of this initiative has been the direct engagement of 6 Government ministries, 112 Emergency Services and up to a 100 representatives from the local CSO, academia and private sector organisations.

FYR MACEDONIA

Building an Innovation Ecosystem through the Social Innovation Hub

APPROACHES: Innovation Lab, Foresight, Big Data, Sensing, Human-Centered Design, Crowdsourcing

SDGs: 9, 11, 16, 17

The full potential of social innovation is just beginning to be uncovered in the country. Public institutions have not fully embraced the benefits of using innovative approaches to seek citizen engagement to co-design policies. The Social Innovation Hub was set up with the aim of being an innovation eco-system developer to use the latest technologies to tackle social challenges, advance human development and encourage higher citizen engagement. UNDP partnered with the Municipality of the

City of Skopje and the Ministry of information Society and Administration. Partners also include many national counterparts including civil society organisations, student organizations and the private sector.

In the short time that it has been operational, the Hub has managed to test and prototype more than 20 exciting new ideas, some of which turned out to be major game-changers.

MOLDOVA

Institutionalization of Innovation in the Government through MiLab

APPROACHES: Crowdsourcing, Human-Centered Design, Hackathon

SDGs: 4, 16, 17

Recent public polls show that there is a lack of trust in public institutions among Moldovan citizens. There is an urgent need to bring innovative reforms to increase citizen engagement and enable people to

become the producers of public sector reform. The Moldova Social Innovation Hub (MiLab) is a initiative of the E-Government Centre and UNDP Moldova focused on

addressing this problem via three interlinked components: (1) public services design; (2) applying crowdsourced solutions; and (3) mainstreaming social innovations.

An outcome of this initiative has been the re-engineering of 2 public services: i) *simplification of animal origin food export procedures and ii) Centre of State Information Resources "Registru" -- registration/change/ annulation of residences. Prototypes, based on ethnographic research and user feedback, are currently being tested and developed.*

LATIN AMERICA & THE CARIBBEAN

BOLIVIA

Sustainable Development Innovation Campus

APPROACHES: Challenge, Human-Centered design, Behavioural Insights

SDG: 8

Many urban Bolivians do not save for for retirement, nor do they have health insurance, a stable work contract, or work

within the legal cap for working hours. The non-monetary quality of the workforce is low, and largely remains outside of the labour protection. Furthermore, only 20% of the employed population earn more than the minimum wage and have a quality job, while 60% earn more than the minimum, but with poor conditions. There are approximately 180,000 unemployed young people, located primarily in the three principal metropolitan areas of the country: La Paz, Cochabamba and Santa Cruz.

To help alleviate this, Bolivia's first Innovation for Sustainable Development Campus was designed as a space where young men and women committed to the country's progress can propose solutions to economic, social, and environmental development challenges.

During the application phase, 10 "ideation workshops" were deployed in four cities reaching over 250 students, to share innovation methodologies, and present evidence/data about the state of the country.

Following the launch for ideas, 87 proposals were received, and 20 of the best proposals were chosen to participate in a "Seed Camp", where they learned to put their projects in action. At the Demo Day, members of the government and private sector formed a committee to grant 5 teams with Bolivianos 10,000 (~US$ 1,500) each and an assigned mentor. The initiative was launched with academic support from the Bolivian University Executive Committee, and diffusion support from the Bolivian Tech Hub.

COLOMBIA

Driving Citizen Engagement in Peacebuilding

APPROACHES: Challenge, Innovation Lab, Crowdsourcing, Behavioural Insight

SDG: 16

For over 50 years, armed conflict in Colombia has displaced more than 5 million Colombians, second only to Syria in the global displacement of citizens. Structural violence has increased over the past two decades.

In 2015, UNDP Colombia started to invest in a social innovation ecosystem for peace building, conflict mitigation, and building new reconciliation narratives. Partners included Bogota´s Chamber of Commerce, Telefónica-Movistar, Ventures, Reconciliación

Colombia, Value4Chain, the International Organization for Migration (IOM), and the Office of the High Commissioner for Peace. The innovation ecosystem supports novel ways to engage a cross-section of society through Innovation Camps and Challenges. Examples of initiatives include, PeaceStartup Meta that brought together over 60 people, to ideate and generate peacebuilding solutions through digital entrepreneurship; Ventures for Reconciliation, an accelerator programme to support social entrepreneurs working on peacebuilding, reaching 200 entrepreneurs, with 20 undertaking the acceleration programme; HacerLaPazEs, a partnership that analyzes peace narratives with a behavioural insight perspective together with Cognitive Edge; the Reconciliation Fair to be held in 2016 and supporting the Innovation for Peace Policy Platform. These pilots built up valuable recommendations for a National Policy on Innovation for Peace, currently under discussion.

Through the PeaceStartup events, some solutions generated include -- drones for mine clearance, reducing time and cost of locating anti-personnel mines (APMs) and unexploded ordinances (UXOs); Peacefunding, a crowdfunding platform that will promote the financing of rapid response initiatives for peace, while fostering reconciliation through creative storytelling of these initiatives; EduPeace, a digital platform that promotes peace education in conflict-affected regions; Obras de Paz, a job matching platform for ex-combatants specialized in the construction sector; Motto Dots, a communication platform that facilitates the promotion of social investment in conflict-affected regions; RoboTeam, promoting social cohesion in the most rural zones of Meta by engaging students in building robots; and Impacta - a peace education game that promotes conflict resolution skills among different communities. The winning initiatives received support for business plan design, access to networks and investment opportunities.

ECUADOR

Support System for Entrepreneurs and Innovative Companies

APPROACH:
Human-Centered Design

SDGs:
8, 9, 10

Despite being one of the most entrepreneurial countries in the world,

Ecuador faces high failure rates among

companies. This is mainly due to the lack of access to relevant information. In order to support entrepreneurs and innovative companies in Ecuador, UNDP developed an online platform to -- provide step by step guidance and basic procedures to get new businesses in place; link suppliers by creating networks and potential partners; and monitor Ecuador's Innovation and Entrepreneurship Strategy 2020. UNDP partnered with The Alliance for Entrepreneurship - a group of public-private actors that foster entrepreneurs and

innovative companies to grow, for the implementation of this initiative . All of the 58 members of AEI provided funds or services to the network.

About 50 actors are working together through this new space. The microsite for entrepreneurs as well as the monitoring systems are in the demo and testing phase. A practical guide for entrepreneurs, ABC of Entrepreneurship, was developed and is being widely distributed.

EL SALVADOR

DREAM: The Road to University (Camino a la U)

APPROACHES: Crowdsourcing, Big Data, Challenge, Human-Centered Design

SDGs: 4, 8

Education, especially a college education is perceived by the Salvadoran population as one of the keys to break out of the poverty cycle and contribute to society. In El Salvador the access to higher education is limited, in part due to the lack of access to the existing information about careers, universities, degrees, and scholarships available in the country. In order to foster inclusion and improve access to education opportunities in El Salvador, a web application Camino a la U (Road to University) was developed in 2014 and expanded in 2015. This application

became the first of its kind in the country, and contains relevant information from Universities, careers and scholarships, as well as an aptitude test. It is also the first time much of this information was digitized and made widely available. Beyond developing a website, this initiative fostered institutional partnerships that favour access to university education. UNDP collaborated with the National Education Institute, National Youth Institute, the Ministry of Education, and the Secretary of Citizen Participation,

National Youth Institute, the Ministry of Education, and the Secretary of Citizen Participation, Transparency and Anticorruption.

Within the first month of its launch, over 200 people created profiles on the website and over 600 became email subscribers. Furthermore, the web app was adopted by the National Institute for Youth (INJUVE), to ensure its sustainability.

PANAMA

TRAMA: Culture, Innovation and Creative Economy

APPROACHES: Challenge, Innovation Lab

SDG: 8

Panama's cultural ecosystem is considered a key employment generator through creative and inclusive business and opportunities. Though progress has been made for cultural inclusion by the government and civil society, there are no reliable statistical measurements for cultural progress and its economic impact. Recognizing that importance of creative and cultural industries' contribution to the inclusive and sustainable development of Panama, an acceleration programme was carried out in order to support the strengthening of innovative cultural and creative businesses. TRAMA: Culture, Innovation and Creative Economy works to bring together cultural and creative entrepreneurs, academics, and other stakeholders to discuss Panama's creative economy. An initial event, was focused on stimulating development of policies to support cultural and creative sectors as strategic tools for the social and economic development of the country. In order to strengthen capacities, an innovation acceleration programme was carried out in partnership with the Innovation Centre of the City of Knowledge Foundation. An open call was designed, and then a series of methodological workshops and exercises were completed to allow entrepreneurs to improve their prototypes and business projects.

More than 60 initiatives were received through the initial call, 100 entrepreneurs of 38 projects were selected and received training for business acceleration. 10 initiatives went on to the final Demo Day for a panel evaluation. A network of cultural entrepreneurs was also created.

ST. LUCIA

SocialINNOV4Change

APPROACHES: Innovation Lab, Human-Centered Design, Challenge

SDG: 16

Crime-related insecurity is a growing concern in St. Lucia for citizens, the national government and development partners. Insecurity threatens development gains. Most victims and perpetrators of crime tend to be young. Conservative estimates put the cost of youth crime at US$ 25 million. The engagement of young Lucians as partners in development solutions is vital. The SocialInnov4Change initiative, first piloted in St. Kitts and Nevis in 2014 and scaled-up to St. Lucia in 2015, brought young people together to co-create solutions to social problems within their communities.

Eighty participants joined a two-day ideation workshop on International Youth Day. A 'Call for Ideas' was launched, allowing interested youth and youth-led organizations to submit their ideas for projects that encourage positive behaviours and campaign for

conflict resolution amongst young men and women.

SocialInnov4Change in St. Lucia was a joint collaboration with the Ministry of Youth Development and Sports, the National Youth Council, and Arts-In-Action -- an NGO within the University of West Indies of St. Augustine (Trinidad) Campus that uses theatre in education methodologies to trigger conversations related to crime and violence in St. Lucia.

Ideas that continued to a second round received further support at an Innovation Camp to harness their potential and transform them into quick-impact solutions. Participants developed capacities in design-thinking methodologies, communications and project development. 6 of the best initiatives received seed funding to implement their ideas.

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