



# Four Minute Review

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## World Summit Youth Award goes Big Apple

The World Summit Youth Award (WSYA) invites young people under 30 to participate in an international competition who address in an inspiring manner the UN Millennium Development Goals (MDGs) using internet and mobile contents. On April 15th, 2010 the Online Registration will start: Any e-Content projects creating awareness of the MDGs and showing action towards reaching those goals can be submitted in six categories at [www.youthaward.org](http://www.youthaward.org) until mid of June 2010.

### Winners Events: Creative young people meet UN Leaders

It is planned to present the results of WSYA 2010 and winning youth projects at the UN Summit in September (20-22, 2010) where the leaders of the world will meet in New York to take stock and chart a new course on the MDGs.

The WSYA Winners Events in New York will be orchestrated as a four-day experience (Sept. 18-22, 2010) with workshops, exhibitions, project presentations and interactive sessions to bring winners, partners, boards, business leaders and experts from all over the world together.

Highlight of the Events will be the unique ceremony to honour a group of young multimedia professionals who - through their highly motivated, creative and future oriented work - contribute significantly to the development of a quality information society, the bridging of digital divides and to reaching the UN Millennium Development Goals. Eighteen winning teams in six categories from all over the world will be presented and receive their certificate and trophy from dignitaries of government, the private sector and the United Nations.



To get involved in global UN initiated actions on the Information Society and MDGs and specially support the best youth to demonstrate their creativity at the Winners Events of the WSYA, please ask for the respective sponsor invitation documents at [wsya@icnm.net](mailto:wsya@icnm.net)

### Participatory 3D Modelling (P3DM) - Success Story of WSA 2007 winner

Preserving and presenting cultural heritage in line with the challenges of the future is very much the foundation of the PGIS Project in Ovalau Island, Fiji.

PGIS is the creation of maps which combine a range of geo-spatial information management tools to represent peoples' spatial knowledge in the forms of virtual or physical maps. The interactive tools for spatial learning is geared towards community empowerment.

Since 2005, the year in which the project was implemented in Fiji, Participatory 3D Modelling (P3DM) has been adopted in development contexts in many parts of the world. Winning the WSA in 2007 added value and authority to the method and gave worldwide recognition to its quality and appropriateness.

In Ethiopia P3DM has been used to assist stakeholders in the Bale region to plan out sustainable management of the area, revive their bio-cultural diversity and support local environmental education.

UNESCO has been supporting the adoption of P3DM in Niger and Kenya in the context of the Convention for the Safeguarding of the Intangible Cultural Heritage paying specific attention on the opportunity for safeguarding traditional ecological knowledge as part of overall intangible cultural heritage and its integration into the education curricula. Regional capacity building exercises are scheduled in Central Africa, West Africa and Southern Africa in 2010 and 2011.

More: [www.iapad.org](http://www.iapad.org)



3D Modelling P3DM in Fiji

In this newsletter and in the next five to follow we are presenting best practice in ICT - the WSA Winners' products of 2009! Read all about the winners of e-Learning & Education on page two.

## Presentation of WSA 09 Winners' Projects: Category e-Learning & Education



### CELL (Italy)

CELL-Centre for Experiential Learning is a multimedia and interactive learning environment for medical practitioners, which delivers effective and engaging learning projects in accordance with the latest andragogy principles. The training center exploits new technologies supporting natural interaction and new media applications within the medical and scientific fields, offering physical settings for clinical simulations and thereby promotes the active participation of physicians in their vocational training. Interactive virtual reality theatres, virtual desks and clinical simulations are part of the wide range of methods and tools.



### Human and Nature (Lithuania)

It is an integrated course in natural sciences for 12-14 year-old Lithuanian pupils. Based on thorough pedagogical research and results of pilot projects, natural science meets modern IT in a comprehensive online environment. Virtual learning and teaching content is packaged in form of over 1700 learning objects, which are presented via site-demonstrations, laboratories, and quizzes. An online encyclopaedia and thesaurus complement the course content. Coordinated a department of the Lithuanian Ministry of education, the project has been integrated into the curriculum of schools throughout Lithuania. **More:** <http://mkp.emokykla.lt/gamta5-6/>



### Our Space (New Zealand)

It aims to forge communities and explore identities through a user-generated, interactive digital media experience. It guides visitors to the Museum of New Zealand Te Papa Tongarewa through virtual and physical exhibition spaces where they are able to view images submitted by the public and to work them into individual representations of national identity. In order to become a part of the exhibition, users join a web community and upload images or videos into a database. Visitors to the museum are invited to manipulate the material, completing the experience through aural, tactile, and visual stimulation and interaction. **More:**

<http://ourspace.tepapa.com>



### E-DysGate (Austria)

Dyslexia is often regarded purely as a reading and writing difficulty, but the underlying problems also impact on many other life skills. The interactive website E-DysGate provides a stimulating learning environment for a range of skills known to be important for young dyslexic adults. The material has been selected based on research that it will stimulate sections of the brain that are active in many activities, including reading. E-DysGate stimulates key areas so that neurological links will develop and the brain will be more receptive to learning and reading. The project targets specifically severe direct and indirect stimulation.

**More:** [www.edysgate.org](http://www.edysgate.org)



### Lingorilla (Germany)

Lingorilla is a broadband video community where linguaphiles from across the globe can brush up on their language skills. Offering a diverse and effective platform for language learning, Lingorilla uses interactive activities and entertaining video clips to offer glimpses of every-day life, while conveying useful vocabulary and authentic accents. Lingorilla's specially developed language-learning functions also enable its members to network and interact through video chat. The Lingorilla platform is available to log into 24/7, accommodating every single member and making over-booked classes a thing of the past. Lingorilla is designed as a solution for the global spread of languages, from those essential to international communication, to those that are more obscure or in danger of dying out. **More:** [www.lingorilla.com](http://www.lingorilla.com)



### Genomics Digital Lab (GDL)

Spongelab's award winning GDL is an integrated on-line learning environment where users experience the world of biology through discovery-based learning. After winning the WSA 2009, Spongelab has recently been awarded first prize at the Journal of Science and National Science Foundation's 2009 Visualization Challenge for the second consecutive year.

**More:** [genomicsdigitallab.com](http://genomicsdigitallab.com)



### WSA Winners Seal

WSA has now designed a new "WSA Winners Seal" which is granted to all WSA Winners as a sign of recognition for outstanding achievements in quality Content creation and innovative use of ICTs. Winners can request the seal through [wsa@icnm.net](mailto:wsa@icnm.net) for free!

Visit the new Youth Award website: [www.youthaward.org](http://www.youthaward.org)



Online Registration for WSYA 2010 will start on 15. April, 2010!

[www.wsis-award.org](http://www.wsis-award.org)

Check our Partner Websites:

[www.un-gaid.org](http://www.un-gaid.org)

[www.isoc.org](http://www.isoc.org)

[www.reportebrainmedia.com](http://www.reportebrainmedia.com)

[www.womenforpeaceinternational.org](http://www.womenforpeaceinternational.org)

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