



Program Overview for Sponsors and “CyberGuides”



“I am Africa. This is My Story...”

African Youth Web Storytelling Contest, March 2011

Comments by: **Wandila Simon Kamukwape, Youth Action Forum for Networking, Zambia**

Sponsored by



Project Sponsorship and Country Host: ZAA-ICT



Program Design and Management: Chrysalis Campaign, Inc.

<http://globallearningframework.ning.com>



“Four things that Africa’s Youth needs:

First, Africa’s youth needs a voice that will bypass the international press and tell the stories of million of good young men and women who work hard and make a difference.

Second, all government agencies, NGOs, missions, and schools of ICT need to come together and help youth tell their story.

Third, the world needs to take notice and recognize that African youth are bright, resourceful, and driven to build a new Africa.

Fourth, we all need to guide, encourage, invest and cheer them on.

**– Richard Close
Servant-CEO Chrysalis Campaign, Inc.**

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African Youth’s Web Storytelling Contest...

Everything about poverty breathes failure, worthlessness and closed opportunities. This contest will empower African youth and demonstrate to the world that this is an illusion, if not a great lie. Africa’s youth are bright, driven, and building a new future worth investing in.

“I refuse to be another black statistic” – Kirk Franklin

The purpose of this contest is to have the youth of Africa (ages 14 to 35) prove to themselves that:

1. They have a voice worth listening to.
2. Thousands of African youth have found ways to succeed financially, ethically, and with honor.
3. That education and learning is the foundation to lifting themselves out of poverty.
4. That the doors to success are always open for those who are persistent, work hard, and do not quit.
5. That success takes teamwork and adults will help the youth achieve their goals.

DESCRIPTION

This is a youth storytelling Internet contest that leverages a variety of organizations (cyber cafes, schools, missions, and libraries) with Internet access to help youth tell their stories on YouTube.

CASE: ZAMBIA'S YOUTH

Zambia is a youthful country. Young people ages 25 years and below, account for 68 percent of the country's estimated 11.7 million people according to the Central Statistics Office 2006 projections. The 2000 Census of Population and Housing indicates that there were more than 5.5 million children and 1.3 million youth in Zambia. This bottom heavy demographic presents a major challenge with its far reaching consequences on the productive and social sectors of the country.

According to the revised national youth policy, a "youth" in Zambia is defined as any person between 18 and 35 years. The main problems that youth in Zambia face include poor information flow on issues affecting their own survival and transition into adulthood, lack of protection, limited participation in national development and decision-making, and an absence of youth rights. Youths have not been sufficiently represented in community leadership and at different levels of society. They have had fewer or no opportunities to share their development ideas and network with elders for support to turn their ideas into reality.

Moreover, most youth in Zambia are affected by high levels of poverty, HIV/AIDS infections and substance abuse as a result of peer pressure and other economic and social factors. Despite the high levels of HIV/AIDS, most of the youth have not been able to access antiretroviral medications. They are not specifically targeted in current intervention programs. They have little or no voice in the current strategies for mitigating the impact of HIV and AIDS.

The plight of the youth has been worsened by their limited access to education, which has constrained their access to formal employment. The inadequate number of skills training facilities has further limited youth access to informal employment. This has been worsened by the unavailability of youth friendly credit facilities, which are a potential source of capital for entrepreneurship development among young people. The youth also find it difficult to access land, which has constrained their attempts to enter into the agriculture industry.



GOVERNMENT'S ROLE

The government of the Republic of Zambia has taken several steps from policymaking to implementation of programs aimed at solving some of the critical problems faced by their youth. According to the Zambia Fifth National Development Plan (2006), it is the vision of the government to provide enhanced youth and child survival, development and protection through a well coordinated and multi-sector approach by 2030. It is also their goal "to achieve increased empowerment and participation of children and youth in all areas affecting their well-being and livelihood. It is also important to enhance observance and protection of their rights in order to build a sound human resource base, to contribute to wealth creation and ensure socially optimal investments and sustainable national development." Thus, the government has put in place some programs and objectives in order to achieve this goal. The government through the Fifth National Development promised to prioritize national child and youth programs through comprehensive and multi-sector plans to integrate young people as partners in development. Also, in conjunction with non-governmental organizations (NGOs), community based organizations (CBOs), and faith-based organizations (FBOs), the government will continue their interventions.

NEED FOR AFRICAN YOUTH CAMPAIGN

Youth of Africa needs a campaign and voice they can call their own, “I am Africa... This is My Story.” They need to be the generation of possibilities and positive change.

However, the institutional response to the social and economic marginalization of youth in Zambia has had only limited impact. The existing strategies and approaches do not take sufficient account of youth needs, capabilities, and potential.

Clearly Africa is doing great work, yet the demand is critical. To encourage this kind of change, we need a major inspirational event that we can repeat each year. We need a way to reach out and touch the hearts of the youth. We need to increase skills and opportunities for youth in order to enable them to effectively and efficiently participate in the transformation of their lives and attain balanced, lasting and sustainable social and economic development for themselves and the communities they live in. Lack of skills and opportunities are the causes of poverty for many, making action even more imperative. Moreover, labor in its crudest form is the only resource that the poor have, and adding value to it would be the only way out of poverty.



LEVERAGING THE INTERNET

The Internet is our youth’s free resource for extensive growth. It allows them to tap into a global world of possibilities.

Before the existence of the Internet and the rise of the so-called digital revolution, multimedia production was limited to the few in society who possessed the skills, funding, and equipment necessary to handle complex media projects.

With the arrival of affordable PCs and the Internet, multimedia production and distribution have become much more accessible. Today, the Internet offers young artists, authors, and activists an inexpensive communication tool that allows them to combine text, images, video, audio, and animation into a final product that can carry content to a global audience at a relatively low cost. Many young producers, with assistance from supportive institutions, have found creative ways to publish their civic-minded messages. The result of this media revolution is a new generation of young people empowered to speak their minds, shape their communities, and offer solutions to some of society’s most pressing problems.

LEVERAGE YOUTH AND SOCIAL MEDIA

Free social media is explosive with youth in developing nations. Social media describes the online tools and platforms that people use to share opinions, insights, experiences, and perspectives with each other.

Storytelling social media can take many different forms including text, images, audio, and video.

The common term “Web 2.0”, basically refers to the second – generation of web-based services such as social networking sites, wiki, and communication tools that emphasize online collaboration and sharing among users.

In Web 2.0, people with no specialized programming knowledge can create their own websites to self-publish, create and upload audio and video files, share photos and information and complete a variety of other tasks. In this new world, the internet becomes a platform for self-expression, education, and advocacy that the average person can use on their own without having to go to an expert to do it for them.

Therefore, social media can offer Zambia’s youth a range of opportunities:

- It will be a way for each and every person (youth and adults) to collaborate and share information.
- It will facilitate the sharing of ideas and causes that youths are passionate about.
- It makes the Internet the primary place they learn life skills.
- It becomes a place to simply have fun!

LEVERAGING LISTENING AND INSPIRING THE SPIRIT OF AFRICAN YOUTH



With social media, youth learn to question the world around them and to understand how government and society works. They become creators, raising youth voices on topics of societal concern. And through the Internet, they gain access to far broader audiences than those of traditional print outlets. Thus, social media can amplify youth voices and provide a means of expression for the marginalized. When these websites are interactive, they also create a new forum for civic dialogue -- a virtual dialogue that transforms youth from content "consumers" to content "providers." Moreover, leadership is a very powerful tool when matched with social networking. Through this we can prove that wealth grows with the knowledge that we have the resources around us to succeed. Even more importantly, we have access to other people's resources that will help us succeed in life.

CHALLENGE OUR YOUTH AND OUR NATION

Therefore, we need to challenge African youth with an awesome contest accessible to street children and/or young adults. We need to both empower them and inspire them. They also need to be inspired by what others are doing within Zambia by the power of education and personal perseverance.

Through social media, this project will nationally train and motivate more people in an innovative, efficient and effective way. Just because a person does not have access to residential technology does not mean they cannot access outlets and use them to their advantage. Together we can help them prove this point.

**- Wandila Simon Kamukwape,
Youth Action Forum for Networking, Zambia**
www.youthskills4dev.interconnection.org





CAMPAIGN GOAL AND OBJECTIVES:

WHAT IS “DIGITAL STORYTELLING”?

The second largest search engine in the world is YouTube. It has become the media of educators, self-expression, and also trash. We can debate the quality of the content of YouTube, but there is no debate on its success or impact on youth.

For thousands of years during African invasions, colonialism and tribal conflict, the youth of Africa have not had a voice. We are about to change that. We do not need another movie or a rock star’s voice to “represent” that Africa has the power, soul, drive, and intelligence to lift itself up. We need to hear from the youth, we need their story. Let them roar.

To give African youth, who have done the hard work and achieved the rewards, a voice is needed now more than ever before.

We have tens of thousands of cyber cafes, schools and people connected and ready to go. **Let us hear the youth of Africa speak out.** Let’s NOT see them become another sad NGO statistic.

This is about using the resources around us. A digital story uses free Web tools that are available all over Africa to tell about changed lives...

A YouTube Digital Story consists of a three to four minute clip that contains:

1. A statement of who you are.
2. Where you come from and the hurdles you have faced.
3. How you lifted yourself out with the help of other people.
4. The end result – where you are now.
5. Credits citing who helped you.

No professional YouTubes, direct pitching for donations or selling products will be allowed.

GOAL

To empower and inspire youth to embrace leadership and social networking skills in order to appreciate and utilize the resources and opportunities around them so African communities can be improved.

For the youth of Africa to see for themselves, that anything is possible.

To illustrate why the youth in Africa is worth investing in.

VISION

Our vision is to have communities of self-sustainable youths and citizens. Moreover, we seek to inspire and empower the youth to help themselves realize and actualize social and economic development by utilizing resources and opportunities around them.

A LOCAL COMMUNITY EVENT

To produce each YouTube, segment at least two people must be involved: A youth who the video is about, and someone with a camera and a PC with an internet connection to help them publish it.

We expect community members like schools, missions, cyber cafes, ICTs, musicians and artists will get involved. Everyone will have bragging rights. Violence or hate will be banned from the contest community.

We will encourage schools to enter the contest.

AN AFRICAN CYBER COMMUNITY EVENT

Launch: Contest Launch in March 2011.

Every registrant will be in a Social Community (Ning) for contestants and will see what others are submitting. The top five videos will be featured in the Ning.

Live in March 2011

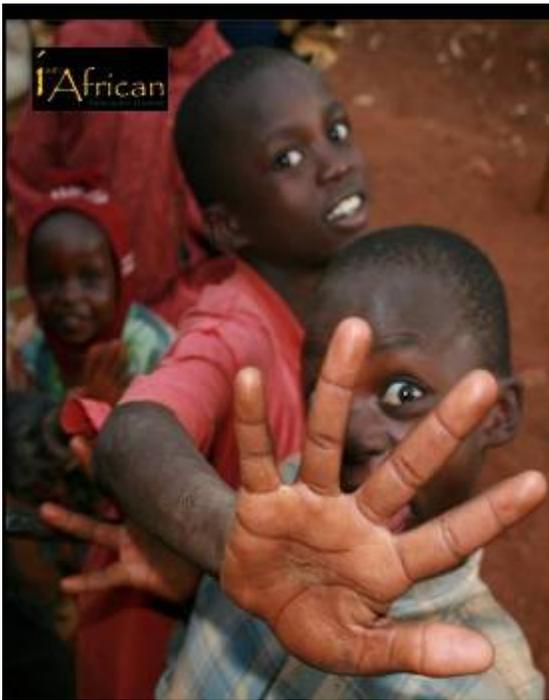
<http://i-am-the-story.ning.com>

www.i-am-the-story.org

The Chrysalis Campaign, Inc. is on a Ning.

<http://globallearningframework.ning.com>

Voting will be cast on a YouTube Channel.



OBJECTIVES:

- For Africa's youth to realize that they have a global voice
- To publish a 3-4 minute video designed to inspire, encourage, and inform on YouTube
- For youth to experience being empowered, to use their own voices and to work together
- For youth to learn how to turn to businesses and elders for help
- For youth to have pride in their culture through publishing their music and dance, and to have fun
- For youth to see learning as a way out of poverty... with great results
- For youth to see what other young adults have accomplished through education
- To learn how to use the power of technology to open the door to more opportunities
- To be encouraged and inspired
- To build a network of supporters: e.g. adult community schools, missions and businesses
- To help Africa's national brand image

EXPECTED RESULTS:

- Youths will gain leadership and teamwork skills
- Youths will gain social networking skills
- African youths will have a global voice at a relatively low cost

- Youths will experience empowerment and inspiration
- Youths will learn how to turn to businesses and elders for help
- Youths will have pride in the culture through publishing their music and dance
- Youths will appreciate learning as a way out of poverty... with great results
- Youths will learn and appreciate what other young adults have accomplished through education
- Youths will learn how to leverage ICT as an invaluable resource in realizing skills and opportunities, cultural, personal and community growth
- Youths and adults will appreciate the power of the new social media in youth development
- Youths will know the experience of working with institutions of learning, missions, mentors, businesses and the community
- Africa's national brand will be promoted
- The youth will have some honest fun
- Youths will form a new generation of young people empowered to speak their minds, shape their communities, and offer solutions to some of society's most pressing problems
- A new forum for civic dialogue – a virtual dialogue that transforms youth from content "consumers" to content "providers" will be created

BENEFICIARIES

The project targets are children and youths from the age of 14 to 35, male and female, able and disabled, urban or rural, who are citizens of Africa, regardless of their health, religion, ethnicity, gender, and political or cultural status. Street children, HIV positive and any other marginalized youths will be beneficiaries without any form of discrimination. The project will both inspire and empower the youth of Africa, creating an opportunity and environment for the collaboration between youths and elders, businesses and other stakeholders, to learn and share ideas, skills, and opportunities that will help youths to turn their ideas into action, hence becoming self-sustainable.

By combining the power of leadership with social networking, and leveraging the power of ICTs (in New Social Media and in youth development), more youth will participate, learn, and vocalize their views to the global audience. The communication of these strong civic voices will effect change.

Small and large youth support agencies and individuals will receive recognition of the work they are doing on equal ground.

WHAT THE YOUTH WILL LEARN

- How to find work with the help of community organizations
- Positive Internet community skills
- How to work with elders, tutors, and guides
- How to be encouraged by the community around them
- How to develop a sense of community pride and support
- How to use technology to communicate using: cameras, cell phones, and PC software
- How to seek out and accept help from an organization or adult mentor
- How education impacts a career and family
- Inspiration to persevere

THEME AND MAIN ISSUES TO BE COVERED

The Contest will run under the theme “I am Africa, This is my Story...”; Africa’s best stories, told by the youth of Africa for the entire world to see. It will cover the following as the main issues:

1. Best of African culture in song and dance
2. Best Inspirational video success story for a community
3. Best video of a young adult providing for a family
4. Best TV commercial video teaching people about HIV/AIDS
5. Best story on how education helped some succeed in a career
6. Best community success story

OBJECTIVES

The objective of this project will be achieved through the youth social media forum that will involve the participation of individual youths and institutions housing ICT tools, particularly computers with internet access.

Campaign success is measured by the following:

1. Number of videos uploaded
2. Number of youth in the community
3. Number of cyber cafes helping youth
4. Number of and response of sponsors
5. Media and public response to the campaign

THE FOLLOWING ACTIVITIES WILL TAKE PLACE.



- A YouTube channel to facilitate the uploading of brief, simple contest videos consisting of introductions and movie making guides. These videos can also be delivered on CDs for cyber cafes with low bandwidth.
- A Ning (social networking) site will handle registration, terms, training, video showcasing and cross community collaboration.
- Voting will be with a text messaging program.

THE AWARDS

A contest will be conducted, and participants will be required to join the social community and create and produce a (3-4 minute) video in any of the four (4) categories:

1. Youth best story about education changing their lives
2. Young adult best story about work and providing for a family, such as agricultural business or Microfinance
3. Best preventative HIV/AIDS video
4. A music video promoting peace

INTERNET-BASED CONTEST MANAGEMENT

- Everything is managed through the community Ning
- Training on how to make contest video will be on YouTube
- Voting will be on YouTube
- Promotion will be done through TV and newspapers, radio shows, social networks, posters, and T-shirts which will be made for Cyber Cafes, schools and businesses
- As each video is uploaded, everyone will have access to them on the Ning network
- There is no cost to enter

HOW WILL CONTESTANTS DO THIS?

- First, this contest will be open to everyone, including street children.
- Children will be told through the news to go to their schools, cyber cafes and business. These agents will assist the youth with video production.
- We will build a Ning network that educates youth on video production using free software.
- Children will be encouraged to find adults and even missionary vacationers to help them tell their story.
- There may be both a national TV show and a streaming Internet award show. This will depend on sponsors revenues.
- Everyone who enters will have bragging rights. We will set up a Ning profile for each person who enters the contest along with their sponsoring cyber café, school or Mission. This way everyone's video will be seen and honored.
- The rules will be simple, stressing that all must encourage fellow Africans that a new life is possible.
- Voting for this phase will be on YouTube. Perhaps judges will be added.

A SUSTAINABLE CAMPAIGN

The inspiration and empowerment that will be achieved by the end of the first contest will have an impact that will inspire the competition for the following year. Upon assessment of the impact of the first round of the contest, we shall embark on developing the project to ensure increased impact in the second round of the contest.

Thus, more partners will be called for as well as sponsors, with more categories for the contest. Moreover, we shall seek to increase the number of participants and seek a way of realizing the inspiration and empowerment creating inclusive, lasting and sustainable social development in the life of the youth.

The Ning and YouTube will remain available for a full year providing both the youth and the sponsor bragging rights.



platform that will be created.

After the contest is developed, promotion will begin with a TV show, announcements on the leading radio stations and newspapers, as well as targeted bulk phone SMSs. The contest will be launched in March 2011. While entry into the contest will open thereafter, the contestants will learn how to create the contest video and enter into the contest. Meanwhile, posters and other promotional materials will be distributed to schools, cyber cafes, telecentres, and other production venues, while contact details of producers will be made available through the media.

REQUIRED RESOURCES

PROMOTION AND AWARDS:

Every effort should be made to develop a viral marketing program that leverages local, on the ground resources, such as schools and cyber cafes. Local marketing kits and training programs will be free and downloadable.

Groups or individuals helping StoryTellers will be called CyberGuides.

We are looking for local involvement, encouragement and pride. TV and mass media will aid in this process. Sponsors will also be used to aid in the message delivery. The goal is to keep costs down and convey a strong message to the people about the aims and objectives of the contest.

Note that all Storytelling must exclude politics, violence and divisional tribalism.

INFRASTRUCTURE

The goal of the contest is to teach youth to use the resources available to them and to work with people who have access to the required technology.

Infrastructure for this program has two elements:

1. Contest system: YouTube, Ning and text voting system. Registration and hosting of the contest material will be free.
2. Production tools: Youth can use a number of free movie development tools (such as Microsoft Movie Maker) that we will recommend and provide simple training videos for. We will place them on the Ning network with contest guidelines and tutorials. With the Ning, a youth can even tell their story on a cell phone and upload it.

In that this is a free contest using Web 2.0 Internet tools, there will be no use of LMS technologies or proprietary technologies. Registration will be done through the Ning network and YouTube will be managed through the contest organization. Near zero hosting costs is a requirement.

No African agency, host or IT costs will be required outside of the text messaging voting that may be done through Frontline SMS or a Web 2.0 voting application.

SUSTAINABILITY

Once the first contest is developed, the contest can be run easily by the local country at a profit because of the sponsorship programs. All technology, social communities, and marketing programs can be replicated without programming or advanced technical skills. This budget delivers several contest manual cookbooks and Internet social communities.

The second year of running a fund raising campaign for sponsors will be easier to establish.

The YouTube Channel and Ning Social Community will be left online and accessible after the contest so publishing and community growth can continue.

At the end of the first Youth Web Story Telling Contest, we will publish the entire program guide in electronic format which can be localized by any country.

LEVERAGING EXISTING ASSETS

The Chrysalis Campaign, Inc. has partnerships that provide both physical assets, marketing, outreach on the streets and technology.

Seed Sponsors:

UNESCO Power of Peace Network Initiative:

<http://www.thepowerofpeacenet.com/>

ZAA-ICT & SATNET

<http://satnetwork.org/>

Zambia Youth Ministry:

www.youthskills4dev.interconnection.org





SPONSORSHIPS

Primary Sponsor: ZAA-ICT: Zambia Association for Advancement of Information and Communication Technology ZAA – ICT. Is a Zambian registered NGO with an overall objective of integrating information and communication technologies for social and economic development especially amongst the rural population of Zambia.

<http://www.satnetwork.org>

Sponsorship Opportunities: Sponsorship helps us staff, travel and train on this massive educational program. Contact Chrysalis for more information.

MONITORING, EVALUATION AND FOLLOW-UP

- Web analytics will be provided by reports from the Social Networking Ning that measure the level of activity and interest in the campaign.
- Measurement of success will also result from the public reaction to the campaign and evaluations of those involved in producing videos.
- Additional measurement will come from reactions in the Ning blogs and comments on the videos.

Keep in mind that the contest is a virtual 365 days 24/7 event. This being the case, it can be left open for African youth to continually tell their story and it will spill over into Facebook, YouTube, blogs, and other social media. It will be interesting to see if more schools consider using internet tools in educational programming. In addition, Chrysalis will launch a parallel educational Ning that educates teachers and cyber cafes how to use the Internet for free educational resources. It is our goal to see these activities take place.

CHRYSalis CAMPAIGN, INC.

MISSION

To provide safe community learning centers, safe social communities for collaboration with global Web resources in order to transform individuals into self-sufficient communities of purpose.

ABOUT CHRYSalis CAMPAIGN. INC.

Chrysalis Campaign, Inc. is a non- stock holding Incorporation in Connecticut, USA. We are applying for 501 C3 status with the US IRS. All sponsorship fees will not be considered tax deductible until 501 C3 is granted.

Founder Richard C. Close has 25 years of experience in learning technology, management consulting and development programs for companies such as IBM, Microsoft, Oracle and helped launch a number of eLearning companies. He has published white papers and several books. He is an International conference speaker, industry strategist and developer of the Global Learning Framework at: <http://globallearningframework.ning.com>

Richard designed and built, in the US, its first profitable commercial Technology Center in New York City called the Netlan Technology Center. He is currently developing a Community Learning Center in US rescue missions and assisting Africa and China.

In his missions to Africa, he has developed two photographic writings books for Kenya and Zambia. He continues his work to show the mercy and the beauty of the poor by building Web-based social communities, photo galleries and press for partnering missions.



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