![Internet Society logo]

Internet Society
Global Engagement
2017 Beyond the Net Medium and Large Grants Programme
3/23/2017 deadline

SOFTWARE FREEDOM CONSERVANCY INC Project SugarLabs

Sugarizer Software Outreach Stipend Stimulus (S.S.O.S.S.) 2017 Design Marathon

$ 30,000.00 Requested

Submitted: 3/23/2017 1:04:40 PM (Pacific)

Project Contact
Laura Vargas
laura@somosazucar.org
Tel: 51989811117

Additional Contacts
none entered

SOFTWARE FREEDOM CONSERVANCY INC Project SugarLabs

137 MONTAGUE ST STE 380
BROOKLYN
NY, NY 11201-3548
United States

Executive Director
Karen Sandler
karen@gnome.org

Telephone+1-212-461-3245
Fax
Web   https://sfconservancy.org/

Application Questions

1. Project Name:
Use short and catchy names or acronyms.
Sugarizer Software Outreach Stipend Stimulus (S.S.O.S.S.) 2017 Design Marathon

2. One sentence description: Describe in one sentence what you're trying to achieve with this project.
You will be invited to provide full details in a separate question.
S.S.O.S.S. helps people from groups underrepresented in free and open source software get involved by offering a focused internship opportunity to contribute to development and outreach of a relevant educational internet software project (Sugarizer).

3. Project Type:
Please select the appropriate answer.
- ⊖ Chapter project
- ⊖ Multiple Chapters project
- ⊖ Projects from places where there isn't a Chapter presence, (must be pre-approved)
- ✔ Member Project with Chapter support

4. Project Owner:
Please indicate your Chapter affiliation. If your project is a multiple Chapters project indicate the name of all chapters involved. Not Chapter affiliated, please specify your country.
Peruvian Chapter

5. Project Region:
Please indicate the region where your project will take place.
- ⊖ Africa
- ⊖ Asia Pacific
- ⊖ Europe
- ✔ Latin America and Caribean
- ⊖ Middle East
- ⊖ North America

6. Project Category:
Please select one of the following project categories.
- ⊖ Access and Development

- ∈ Open Standards, Security and Resilience
- ∈ Policy Environment
- ✔ Sustainable Development Goals Support

7. Type of Funding:
Please select the option that best fits your project needs.
- ∈ Medium Scale funding (up to $10,000)
- ✔ Large Scale funding (up to $30,000)

8. Project start date: (in the format DD/MM/YYYY)
Note that your project should start after the current review deadline.
01/05/2017

9. Project Duration: If your proposal is funded, you have up to two years to complete your project.
Please select the appropriate answer.
- ✔ 12 months
- ∈ 24 months

10. Project Management:
List the names of the persons responsible for the grant application (a minimum of three people are required), indicating their role in project, background, contact details and their role in or relation to the Chapter.
[1] Laura Vargas, Project Leader, Industrial Engineer, Scientist and researcher focused on the use of appropriate technology in Education and Women development, Sugar Labs Project Oversight Board member, member of the Internet Society Peruvian Chapter. Contact at laura AT somosazucar.org

[2] Sebastian Silva, Project technical Leader, Developer and Infrastructure team member at Sugar Labs, member of the Internet Society Peruvian Chapter. Contact at sebastian AT somosazucar.org

[3] Juan Camilo Lema, Product Owner, Social Media Communications and Local co-producer, member of the Internet Society Peruvian Chapter. Contact at juancamilo AT somosazucar.org

11. Project Summary: (not more then 300 words)
Provide a brief description of the Project indicating how the project relates to the Internet Society's mission and values. See www.internetsociety.org
The Outreach Stimulus Stipend aims at allowing individuals from underrepresented groups to contribute meaningfully to technology that improves people's lives. By curating a team of contributors from applicants and their project proposals, we will create a publication in the form of a software release of a customized Sugarizer (a crossplatform learning environment evolved from the original Sugar deployed broadly in Perú). Each researcher will develop with the help of a mentor a Sugarizer Application (HTML5 and JavaScript) to be included.

This program is a welcoming link that connects talented and passionate newcomers with people working in free and open source software and guides them through their first contribution. Through S.S.O.S.S. Marathon, participants learn how exciting and valuable work with free (as in libre) software can be, while helping us build a more open and proactive community.

After detailed pre-production of the event and the supporting platforms, the call is made for proposals to start evaluation. Mentors will be invited by the project's technical leader and selected from the Sugar Labs members list. Once proposals and evaluation periods are closed, the mentor team will select 4 finalist proposals. Potential fellows will be asked to confirm availability for travel period before the grant can be subscribed.

Interns and mentors will gather for 4 Days at the "2017 Sugarizer Diseñatón Puerto Maldonado". The Summit Design Marathon will take place in October 2017 in the main city of the Madre de Dios region in Peru. Location has been selected to facilitate participation from Indigenous communities from the region. On an open space they all will meet up and work for four days defining common development goals and main publication objectives. At the end of the Summit interns return to their homes and continue working assisted online by mentors and Project Manager until January 2018. After successful completion of the project (3 months), another 1500 USD is transferred to each of them, for a total stipend of 3000 USD.

12. Statement of Need: (not more then 300 words)
Describe the problem the project will attempt to solve. Also, describe the population that will be served.
With their exposure to the Internet, today more than ever it is vital for minorities, to take part in the production of relevant and appropriable software.

There are roughly 45% of the population who identify as indigenous in Peru, and this population is just recently obtaining access to technology. On the other hand, women represent less than 10% of contributors in free and open source projects globally.

While these groups are target to technology deployments in schools, they are not participating themselves in developing Internet technology. As their territory urgently needs governance systems and solutions and a common communication space for their actors, there is an urgent need to identify and nurture talented individuals from these groups and mentor them into producing meaningful contributions to culture exchange while serving as inspiration for others to get involved and take on the tools to appropriate technology.

13. Solution Description:
Provide a description of the innovative solutions the project will provide and how it will be implemented. Include information on what will be accomplished and the desired outcome.
A Call for Proposals will be issued in order to solicit applications from students, designers, developers, artists and writers who would be interested in developing a special edition of SugarizerOS (http://Sugarizer.Org) designed in response to indigenous communities current needs. From applicants, a group of four will be selected to form a team.

The selected researchers will be invited to a Design-a-thon event where they will have the opportunity to present their projects to peers and mentors and obtain feedback as well as organize a publication release of all products.

During the 3 moths following the "Diseñatón", fellows and mentors and students collaborate for developing each of four software products that will be bundled into a special Miski Sugarizer edition that will be promoted and distributed online.

14. Goals and Objectives:
Describe general goal of the project and list the project main objectives using the S.M.A.R.T. method (Specific, Measurable, Attainable, Realistic, and Time-bound).
1. 4 x Software Products
2. 1 x Software Bundle / Publication ("Miski Sugarizer Edition 2018")
3. Project website: Applicants can become part of the community in later editions or as volunteers.
4. Expect to raise 50+ applications.

15. Project Timeline:
List the activities you will undertake to achieve the project goals and objectives. Be as detailed as you can. To help you in this task download/ complete and upload the project timeline sample in the "Documents area". You may also upload your own.
5 months at the beginning:
Call for Applications
- Develop Website
- Develop Applicant form and database
- Design and write material
- Visit universities

1 week:
Design-a-thon in the rainforest
- Travel for interns and mentors
- Coexist for four days to improve each other's projects
- Formulate Sugarizer Misky Edition 2018

3 months:
- Development time
- Interns and mentors collaborate to build project

1 month:
- Project team releases Sugarizer Misky Edition 2018 featuring everyone's contributions

16. Project Constrains and Risks:
Describe what problems do you anticipate to encounter and how do you plan to solve it.
- Some students may fail to develop the projects they propose. The second half of the stipend is retained in this case and another student is found.
- Projects may not be of excellent quality. The nature of free and open source software is that it is always subject to being improved. We will make emphasis on how the community of users will be able to provide feedback and improvements to the software products.

17. Evaluation: How will you know if the solution proposed is successful and contributes to improve people's life?
Provide information on the metrics that will be used to determine the effectiveness of the project.
Metrics:
- Four people from underrepresented groups will be dedicated and funded to work on software products.
- Downloads of the final bundle will be monitored for quantity and origin.
- Software products may include social interactions within our server platform, that will also be tracked.

18. Chapter Visibility: What will be the value of the project for the Chapter?
Indicate how the project will contribute to Chapter's local presence and Internet Society's mission in general.
The Chapter will play an active role in improving diversity within the local software development community, by empowering members of underrepresented groups to join the active contributors of a free and open source software project (Sugarizer) which promises to offer learning opportunities to children.

By promoting a localized custom edition of Sugarizer that has been curated by a community and developing materials relevant to these group's needs, ISOC assumes the leadership in offering learning materials relevant to empowering indigenous and underrepresented groups in the world of software development.

Sugarizer already includes tools for learning to program and author multimedia content.

19. Tell your story (Project Promotion):
Describe how you will share information from your project among the community.
Apply now! 3000 USD offered for proposals of Internet software projects for indigenous communities!

Use your software designer and developer skills for improving people's lives!

SSOSS is an internship programme offered to create and bond a team of developers and designers who will collaborate in building an edition of Sugarizer, a free and open learning environment. Selected applicants will be invited for a week retreat in Puerto Maldonado to take part in a 4 Day design-a-thon where Sugarizer Misky Edition 2018, a software bundle for indigenous communities, will be designed.

Then, for 3 months, interns will be able to develop further their projects under the guidance of a experienced mentors.

20. Replicabillity
indicate if the project is replicable. Describe how it could be transferred to others regions and/or deployed by other Chapters.
The project website will be itself developed as free and open source software (meaning it could be used for other such programmes).

The Sugarizer software bundle is never finished and subject to be improved further, but is by no means the only relevant free and open source project that would benefit from such a drive for development.

21. Sustainability:
How do you see the project evolving in the future? List the potential project results that might be taken forward, how will you find further financial support to make them sustainable in the long term.
The project is meant as a starting point. Similar projects have arisen from Google (Summer of Code) and Software Freedom Conservancy (Outreachy). It makes sense to have a local chapter follow the same to develop a local-relevant solution. In the future, other actors might be able to sponsor further editions in full or in part. The software project, being free and open source, and volunteer driven, will continue to offer opportunities for improvement.

22. Congratulations you have completed the first part of your application!
- ✔ Take your time to complete the budget section
- ✔ Read the programme Eligibility Criteria
- ✔ Remember that Project Management costs should not exceed 15% of the total budget
- ✔ Have you uploaded the project timeline?
- ✔ Did you consult our FAQ's
- ✔ Did you check our successful projects?

Budget

Other Sources of Support	Total amount (USD$)
-none-	**$ 0.00**

ISOC Expected Funding Breakdown	Quantity	Unity Cost (USD$)	Total amount (USD$)
10% Fiscal Sponsor donation	$ 1.00	$ 3,000.00	$ 3,000.00
Project Manager (Labour)	$ 1.00	$ 2,000.00	$ 2,000.00
Communications and Server infrastructure (Labour)	$ 1.00	$ 1,500.00	$ 1,500.00
Fellows Stipends	$ 4.00	$ 3,000.00	$ 12,000.00
Mentors Stipends	$ 4.00	$ 500.00	$ 2,000.00
Product Owner (Profesional Services)	$ 1.00	$ 1,500.00	$ 1,500.00
Travel Stipends	$ 8.00	$ 500.00	$ 4,000.00
Venue and Catering (days)	$ 4.00	$ 1,000.00	$ 4,000.00
Total	**$ 24.00**	**$ 13,000.00**	**$ 30,000.00**

Budget Narrative
Out of the total requested 10% is allocated to be donated to our Fiscal Sponsors. 15% corresponds to Labour cost as Project Manager and Communications and Server infrastructure leader will work from start to end giving support and articulating all actors and activities contemplated on the program. Once the 4 fellows are selected, venue and travel arrangements are made in preparation for the intensive developing marathon. At this point, travel stipends, initial transfers (50%) for fellows and mentors are made.

During the 4 days of Marathon, fellows and mentors are expected to present their proposals in detail, give feedback to peer participants and actively and collectively contribute to the build functionality design. Venue and catering need to be covered.

Finally, 3 months after the Marathon, developers and mentors present their final work and final transfers for mentors and fellows are made.

Documents

Documents Requested *	Required?	Attached Documents *
PROJECT TIMELINE: Please upload a detailed timeline of the project activities. download template	✔	Timeline SSOSS
SUPPORTING DOCUMENTS: Please upload any document that will support your application evaluation, such as: written support letters, sponsorship agreements, other event-related impact proof.		

ZoomGrants™ is not responsible for the content of uploaded documents.

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