

UNICEF / OLPC Story Jam New York

Dateline: New York, NY. March 28th-31st

This weekend, **UNICEF** hosted a **unique gathering of computer programmers, designers, content developers and hardware experts**, all of whom volunteered their time and paid their own way to help on UNICEF youth communications projects.

In addition to people sitting in the UNICEF Danny Kaye visitor center, **virtual participants from Kenya, Egypt and around the world worked collaboratively** with the group in New York using **UNIWiki technology, video streaming and chatrooms**.

Work included: developing schematics for a **Digital School in the Box**, connecting global programming communities, **recording stories** and finalizing a free and open-source system for **collecting data from the field using mobile phones**.



A group of developers work together to come up with new ways of taking the stories and pulse of youth communities.



The event was coordinate using UNIWiki's RapidSMS tool, which allows data collection and monitoring and evaluation of large groups of people through their mobile phones.

<http://rapidsms.mepemepe.com>



Hardware and engineering experts produce schematics and best-practices for a Digital School in the Box.



Developers work on a system for pulling UNICEF and youth videos onto a Google Map

<http://www.unicef.org/maps>



UNIWiki collaborative workspaces combined with online chat and video conference connected participants from Africa and the Middle East.

<http://www.mepemepe.com>



Ambassador Luis Gallegos of Ecuador records an interview for the Google/UNICEF Our Stories partnership.

<http://www.ourstories.org>



<http://www.unicef.org>



<http://unisay.org>



<http://www.mepemepe.com>