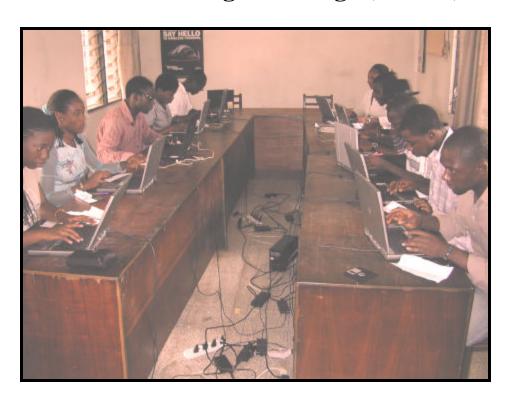


YOUTH FOR TECHNOLOGY FOUNDATION (YTF)

PROJECT PROPOSAL

Building a Solar-Powered, Environmentally Sustainable Center for the New Owerri Digital Village (NODV)



August 2009

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PROJECT SUMMARY

The "New Owerri Digital Village" (NODV) is an embodiment of YTF's mission to transform communities into enriched learning environments in which technology used appropriately enhances and expands opportunities for rural disadvantaged people.

The Owerri Digital Village was established 10 years ago by Youth for Technology Foundation (YTF) as a multi-stakeholder partnership between the Imo State Government, YTF and Microsoft Corporation. While the Imo State Government provided housing for the project, Microsoft provided seed funding. YTF developed innovative community based programs for youth.

Until recently, the Owerri Digital Village (ODV) was located on Okigwe Road in Owerri, Imo State. In April, the ODV team was asked to relocate to a new building as the state government was in dire need of office space for their ministries and civil servant employees. The suggested relocation site was not appropriate for our staff, students or YTF as an organization for many reasons. First, it was not in the center of town hence a drastic increase in the cost of transportation for our beneficiaries and secondly moving would require that YTF spend thousands renovating a very dilapidated building that it did not own and there was no guarantee that we wouldn't be asked to move again. YTF had to make a very difficult decision, but one that our team and the people we have positively served over many years consider the best long-term option.

YTF's decision was made based on consultation with the people we have served over the years; our program beneficiaries and their communities. They knew our work, they voiced the real impact that YTF's work provided, they voiced that if not for YTF opening up doors for them, they never would have had an opportunity to succeed. Long-term, they construed that the best option would be to build a sustainable facility that YTF owned. Sustainable construction, our beneficiaries thought, would be the key as it would mean more comfortable surroundings, more reliable power supply, less computers malfunctioning due to heat and good water supply.

The "New Owerri Digital Village" will continue to embrace YTF's mission by providing for its staff, students and community, a newly-constructed, fully-owned facility that is energy and water-efficient, uses low-cost, sustainable building materials and techniques, and through its construction and use, contributes to socio-economic needs such as job creation, employment, education and entrepreneurship capacity building. By the students learning in an energy-efficient building, and taking classes that educate them on sustainable technology, they will increase their awareness that a more comfortable learning and sharing environment can be an integral part of a community's commitment to the environment.

NEEDS ASSESSMENT

YTF has worked in Owerri and its surrounding areas for nearly a decade. South-eastern Nigeria has historically been considered an underserved region due to the effects of the Nigerian Civil War (Biafra) that still linger in the minds of many. The war, caused by irreconcilable ethnic tensions, led to the starvation and deaths of at least one million people, most of whom were children. The average population in rural areas in Imo State is mostly aged and rural development has collapsed. In over a decade of working in this region, YTF has empowered young people to see the value of staying in their local communities and developing them through the acquisition of technical skills and competent manpower.

Until only a few years ago, one of the major barriers to social inclusion was illiteracy. Although this continues to be so, we are also faced with another kind of illiteracy that is related to the acquisition of information and communications technologies (ICT) skills. Not just ICT's, though, but technologies that have a positive impact on the environment. With ICT's constantly changing the world as we know it, these technologies are now becoming the fundamental pillars of social change, education, economic growth and global competitiveness.

The collaboration between Renewable Real Estate Development Services (RREDS) and Youth for Technology Foundation to build the "New Owerri Digital Village" as a sustainable, ecologically conscious development will address social and economic deficits plaguing rural areas in the developing world - erratic electricity supply, lack of potable water and unemployment

1) Lack of stable electric power: The Nigerian power sector operates well below its estimated capacity, with power outages being a frequent occurrence as a result of poor technology, transmission losses, illegal tapping of lines, and no investment in technology. Only 36% of the country's total population, and 10% of the rural population, is connected to the national power grid system, and these users are short of power supply over 60% of the time. There is insufficient power generated to support the entire population. Although the Nigerian power generation capacity is at 6,000 MW as of 2006, less than 4,000 MW is actually produced, and demand from off-grid generators exceeds 10,000 MW. The electricity crisis is the most important infrastructure bottleneck, crippling industry growth and significantly increasing cost of housing, goods and services. Approximately 85% of commercial firms in Nigerian use diesel-powered generators as an alternative source of power generation, and in many cases, the cost of fueling and maintaining these generators is prohibitive to business success.

NODV will provide its users – students, staff and community – with uninterrupted

electricity supply using renewable solar energy to supplement the incessant power supply from the national grid, and ensure reduced operating costs. Solar panel technology will be used to collect, store and dispense solar energy used to power energy-efficient appliances and lighting in the center. In addition, the NODV students will have access to a curriculum that provides them training on the green science and technology behind harnessing renewable sources of energy. They can then use this knowledge and experience to start businesses in the sustainability sector if they choose.

2) Lack of reliable, potable water and sanitation: In Nigeria, only 65% of urban dwellers and 30% of rural dwellers have access to improved source of drinking water, Nigeria is not on track to reach the MDG target of 75% coverage for safe drinking water and 63% coverage for basic sanitation by the year 2015. A lack of clean water and sanitation contributes to epidemic acute and chronic diseases in the region such as diarrhea, cholera, and typhoid. In addition, improved sanitation in schools in Africa has been shown to decrease absenteeism and increase enrollment of female students.

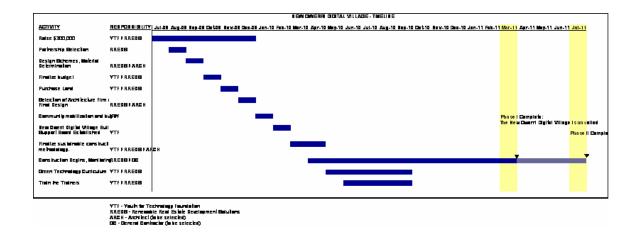
The NODV will provide sanitary conditions and clean water supply to its users, in addition to conserving water by recycling water and harvesting rainwater for building and tenant use.

3) Another important mission of the NODV is to educate local community members with the concepts, materials and methods used in the construction of a green building. YTF anticipates the NODV will indirectly impact over 400,000 people in the first two years of operation. Community members will be trained daily as part of the construction process. Unemployed and unskilled workers will learn marketable skills about constructing buildings using sustainable technology, materials and techniques, creating a "hand up" for local citizens.

PROJECT OBJECTIVES AND GOALS

- 1. YTF's capital campaign addresses the need for a state-of-the-art, teaching facility that will house the "New Owerri Digital Village". The center will serve as the Africa headquarters for YTF and will train the next generation of youth leaders, providing them with the best technology and teaching facilities available anywhere. The center will be equipped with six classrooms, an i-Café, a library, a multimedia training hall, an indoor gym, three administrative offices and a computer refurbishing room. The facility will be a center for research and teaching, fostering the creation of new knowledge, the training of a highly skilled workforce with the potential to drive economic development in the region, state and the nation.
- 2. The total budget for the "New Owerri Digital Village" is \$300,000 and the goal is to raise this amount from individual donors, like you, who want to partner with YTF to make a difference in the lives of these young people. YTF is optimistic that with your help, we can achieve at least one-third of our goal (\$100,000) on the Global Giving platform.
- 3. The "New Owerri Digital Village" will be designed and constructed according with the tenets of a sustainable, environmentally-conscious design. Sustainability strategies to be employed include: the use of a solar panel electrical system to supplement the irregular power supply provided by the national grid; rainwater harvesting and greywater recycling; the use of passive systems enabling the building to require less electricity; and the use of locally-available construction materials and local labor. These sustainability concepts will benefit the YTF by providing efficient management of energy consumption, lower utility and operating costs, and provide a more reliable supply of water and electricity, hence passing down cost-savings to program beneficiaries. In addition, The NODV will be a model for replication and will showcase to the students and their communities the lasting environmental, social and economic benefits that such construction will provide.
- 4. The "New Owerri Digital Village" will incorporate sustainable materials, use local labor and materials to stimulate the local economy, consume little energy and create a strong sense of ownership for local people.
- 5. The "New Owerri Digital Village" will serve as a "hub" where community members can hold meetings, educational events or just learn from and share with each other. It will be a center of learning, entrepreneurship and health and well-being for families, youth, small business owners, women, educators and students and all who live in the community. The center will be a replicable catalyst for the local economy and will provide an economic base for rural dwellers.

DELIVERABLES AND TIM	IELINE		
Timeframe	Deliverable	Activities	Responsibility
	Raise \$300,000 for the		
	building of the "New Owerri Digital Village", West Africa's	Word of mouth, employee	
	first green community	giving campaigns, letters to	
	technology and learning	funders and grant applications	
July 2009 - December 2009	center.	to donor agencies.	YTF / RREDS
		Identify experienced partners	
		and like-minded stakeholders	
1	Destruction and extens	including architects and	PPEDE
August 2009	Partnership selection	developers. Prototypes and sketches	RREDS
		designed. Estimates	
		determined for construction	
	Design and construction	materials based on various	RREDS (in collaboration with
September 2009	materials determined	vendors.	local manufacturers).
		Review proposed budget to	
O-A-h 2000	Finalian budant	incorporate stakeholder and	VTE / DDEDO
October 2009 November 2009	Finalize budget Purchase Land	partner feedback Audit zoning requirements	YTF / RREDS YTF / RREDS
November 2005	Furchase Land	Bid project out to final list of	TIF7 RREDS
December 2009	Selection of Architecture Firm		RREDS
		Organize focus groups with	
		community members and	
		meet with local leaders to	
		gain input on building design	
	0ia	to ensure its economic and	
January 2010	Community mobilization and buy-in	technical viability with respect to local tradition and culture.	YTF
January 2010	buy-iii	to local tradition and culture.	111
		Board will disseminate	
		information to the local	
	New Owerri Digital Village	community about the benefits	
	Building Support Board	of sustainable construction	
February 2010	Established	and timing for development.	YTF
		Review and sign off on	
		construction documents and	
February 2010 - April 2010	Finalize sustainable constructi	schematics.	YTF / RREDS/ARCH
		General Contractor begins	
		construction of Phase I for the	
		NODV, construction	Architect and General
Apri 2010	Construction Begins	monitoring and reporting Begin authoring and	Contractor)
		compilation of green	
		technology curriculum -	
		teacher training guides and	
May 2010 - September 2010	Green Technology Curriculum	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	YTF / RREDS
	<u> </u>	Training for local community	
		members and YTF staff on	
June 2010 - September 2010	Train the Trainer	green technology.	YTF / RREDS
			RREDS (in collaboration with
March 2011	Phase I Construction	Ongoing occupturetion	Architect and General
March 2011	Complete The New Owerri Digital Village	Ongoing construction	Contractor)
April 2011	is unveiled	Project construction complete	YTE / Community -at-Large
	4.170.104		RREDS (in collaboration with
	Phase II Construction		Architect and General
September 2011	Complete	Ongoing construction	Contractor)



ORGANIZATIONAL BACKGROUND

Youth for Technology Foundation (YTF)

YTF is an independent, non-governmental, non-profit organization. Founded in 2000 by Njideka Harry, YTF is registered as a non-profit/charitable organization in the United States and Nigeria.

YTF's mission is to transform rural communities into enriched learning environments in which technology used appropriately enhances and expands opportunities for marginalized people, specifically youth and women. YTF sees technology not as an end in itself, but as a *means*, focusing on its use in researching, documenting and disseminating information about a concrete social issue such as health, economic sustainability, employment, human rights and civic responsibilities. All YTF programs start with identifying an issue and then using appropriate technology tools to bring that issue to the forefront of the minds of decision makers. YTF provides youth the tools to help them convert their ideas into action.

YTF pioneered the digital village 'movement' in West Africa, with the establishment of the Owerri Digital Village (ODV), a Microsoft Corporation funded project, a decade ago. Digital villages are rural community technology and learning centers that serve as hubs for villagers to converge, learn and share. To date, YTF has worked with like-minded grassroots organizations to establish additional digital villages in Nigeria and Uganda with additional centers planned in Cameroon and Ethiopia in 2009 and 2010 respectively. YTF's core programs are TechKids, TechTeens, TechCommunities and TechEnhancement. In addition, YTF partners with other agencies to design and implement other programs, such as Program Offering Women are Empowerment Resources (POWER) and the Young Nigerians Health Tele-Academy.

Since YTF's founding, more than 30,000 young people have participated in YTF's innovative technology and entrepreneurship programs and more than 240,000 community members have been positively affected by this work.

Njideka Harry's vision for developing countries, beginning on the continent of Africa, is one that brings the benefits of information and communication technology to rural communities, is systemic and starts with the youth. She is regarded highly as a social entrepreneur amongst Africans in the Diaspora. Mrs. Harry has B.B.A Finance from the University of Massachusetts, Amherst, and received a Post Graduate Fellowship from Stanford University.

Renewable Real Estate Development Solutions, Inc. (RREDS)

Founded by Nnema Byrd, Renewable Real Estate Development Solutions, Inc. (RREDS) is a woman-owned, social entrepreneurship, start-up venture that focuses on developing and providing consultancy in the construction of quality, integrated, and holistic solutions to environmentally-sustainable buildings in communities across Nigeria. RREDS aims to develop buildings that self-generate the bulk of their electricity supply (using solar panel technology) for lighting, cooling and appliance use, utilizing less energy through passive design and energy efficient and solar appliances, collecting rainwater for use by the inhabitants, and recycling grey water. The opportunity is significant given the country's fast growing population, deteriorated building stock, erratic power supply, limited clean water supply, and need to reduce environmental pollution. RREDS leverages a team of experienced partners both in the U.S. and Nigeria, access to cutting edge research, and support from sustainable development experts.

Mrs. Byrd has over eight years experience in architecture, real estate development and finance. She has worked at various institutions on projects totaling \$800 million, such as the redevelopment of a school in Manhattan and an investment in a LEED-certified office building in Baltimore. She has a B.Sc. in Architecture and an MBA in Finance from Massachusetts Institute of Technology.

Budget - the New Owerri Digital Village (NODV)					
Бийдег	- the New Owern Dig	gitai viiiage (ivo) 	Cost per	Estimated Total
Budget Description			# of Units	Unit (USD)	Cost (USD)
Land					
Lond Barristin					47.50
Land Acquisition Total - Land			-	-	17,500 \$ 17,50 0
Total - Land					\$ 17,50C
Hard Construction					
Building Construction			_		50,00
Solar System			-	-	40,00
Landscaping Total - Hard Construction			-	-	\$ 92.00 (
					9 32,000
Soft Construction					£ 20
Architectural, Engineering, Permits Selection of Architects and Engineer			-	-	5,20 3,00
Legal & Insurance Prototype development			_	_	1,20 2,40
Total - Soft Construction			-		\$ 11,800
Total - Land and Construction					\$ 121,300
Implementation					
Budget Description	Room Use Classification	Need	# of Units	Cost per Unit (USD)	Estimated Total Cost (USD)
Classroom Block	Room ose classification	Neeu	# OI OIIIIS	Ollit (OSD)	Cost (CSD)
Technology Training Room 1 - TechKids	Lab Space	Laptop Computers	15		4,50
		Printer Networking	1		40 50
		Student Tables	10	100	1,00
		Student Chairs	20		80
		Smart Boards Airconditioning Unit	1		80 80
		Mouse Pads	20		41
		Ceiling Fans	2	250	50
Technology Training Room 2 - TechTeens	Lab Space	Laptop Computers	15		4,50
		Printer	1		40
		Networking Student Tables	10		50 1,00
		Student Chairs	20		80
		Smart Boards	2		80
		Airconditioning Unit Mouse Pads	1 20		80i 4i
		Ceiling Fans	20		50
Technology Training Room 3 - TechCommunities	Lab Space	Laptop Computers	15	300	4.50
		Printer	1	400	40
		Networking	1		50
		Student Tables Student Chairs	10		1,00 80
		Smart Boards	20		80
		Airconditioning Unit	1	800	80
		Mouse Pads Ceiling Fans	20		41 50
Technology Training Room 4 - TechEnhancement	Lab Space	Laptop Computers Printer	15		4,50 40
		Networking	1		40 50
		Student Tables	10	100	1,00
		Student Chairs	20		80
		Smart Boards Airconditioning Unit	1		80 80
		Mouse Pads	20		41
		Ceiling Fans	2		50
After School Extramural Lesson Class 1		OL L. T. L.	5	100	50
After-School Extramural Lesson Class 1	Classroom Space	Student Tables		100	30
After-School Extramural Lesson Class 1	Classroom Space	Student Benches Smart Boards	10	80	80 40

Budget Description Classroom Block (ctd.)	Room Use Classification	Need	# of Units	Cost per Unit (USD)	Estimated Total Cost (USD)
Classic Com Dioon (c.a.)	Room Use Classification	Need	# OI Units	UNIT (USD)	Cost (USD)
After-School Extramural Lesson Class 2	Classroom Space	Student Tables	5	100	500
		Student Benches	10		800
		Smart Boards	1	400	400
		Ceiling Fans	1	250	250
i-Café	Business Center / Lab Space	Desktop Computers	15	800	12,000
	·	Printers	1	400	400
		Networking	1		500
		Student Tables Student Chairs	20 20	150 40	3,000 800
		Laminating Machine	1	250	250
		Xerox Machines	1	800	800
		Airconditioning Units	2		1,600
		Ceiling Fans Microphones/Ear Phones	2 50	250 5	500 250
		Mousse Pads	20		250
Library	General Use Space	Student Tables	5	100	500
		Student Chairs	30	40	1,200
		Desktop Computer Printer	1	400 400	400 400
		Airconditioning Units	1	800	800
		Ceiling Fans	2		500
		Bookshelves	8		1,600
		Carrel	1	50	50
Multi-Media Seminar / Training Hall	General Use Space	Student Chairs	40	40	1,600
mana-media Seminar / Hailling Hall	Oelielai Ose Space	Lecture Style Tables	5		500
		Podium	1	80	80
		Microphone /			
		Multimedia Equipment	N/A	400	400
		Overhead Projector Airconditiong Units	1		650 1,600
		Ceiling Fans	4		1,000
		Smart Boards	2	400	800
					6,630
Indoor Gym / Work-Out Room	General Use Space	Floor Mats	25	25	625
		Weights	N/A 1	N/A 700	1,000 700
		Treadmills Elliptical	1	800	800
Total - Classroom Block					\$ 76,625
Administrative Block					
Registration Center	General Use Space	LCD Screen / Set Up	1	200	200
		File Cabinets	3	200	600
		Tables	3		300
		Chairs	6		300
		Reception Seating	3		450
		Airconditioning Units	2		1,600
		Bookshelves	10	200	2,000
Career Counseling Office	Administration Space	Round Tables	2	80	160
J		Counselor Table	1	100	100
		Counselor Chair	1		50
		Student Chairs	6		240 500
		Coiling Fanc	٦.		200
		Ceiling Fans	2	230	
Staff Room	Support Space	Ceiling Fans Tables	3		300
Staff Room	Support Space	Tables Chairs	3	100 50	150
Staff Room	Support Space	Tables Chairs Ceiling Fans	3 3 1	100 50 250	150 250
Staff Room	Support Space	Tables Chairs Ceiling Fans Smart Board	3 3 1 1	100 50 250 400	150 250 400
Staff Room	Support Space	Tables Chairs Ceiling Fans	3 3 1	100 50 250 400	150 250
Staff Room Computer Refurbishing / Recycling Center	Support Space Lab Space	Tables Chairs Ceiling Fans Smart Board	3 3 1 1	100 50 250 400 800	150 250 400
		Tables Chairs Ceiling Fans Smart Board Desktop Computers Tables Student Chairs	3 3 1 1 3 3	100 50 250 400 800 100 40	150 250 400 2,400 300 240
		Tables Chairs Ceiling Fans Smart Board Desktop Computers Tables	3 3 1 1 3	100 50 250 400 800 100 40	150 250 400 2,400 300
Computer Refurbishing / Recycling Center	Lab Space	Tables Chairs Ceiling Fans Smart Board Desktop Computers Tables Student Chairs Bookshelves	3 3 1 1 3 3 6 5	100 50 250 400 800 100 40 200	150 250 400 2,400 300 240 1,000
		Tables Chairs Ceiling Fans Smart Board Desktop Computers Tables Student Chairs Bookshelves Table	3 3 1 1 3 3 6 5	100 50 250 400 800 100 40 200	150 250 400 2,400 300 240 1,000
Computer Refurbishing / Recycling Center	Lab Space	Tables Chairs Ceiling Fans Smart Board Desktop Computers Tables Student Chairs Bookshelves	3 3 1 1 3 3 6 5	100 50 250 400 800 100 40 200	150 255 400 2,400 300 240 1,000
Computer Refurbishing / Recycling Center Server Room	Lab Space Lab Space	Tables Chairs Ceiling Fans Smart Board Desktop Computers Tables Student Chairs Bookshelves Table Server Cabinet Student Chairs	3 3 1 1 3 3 6 5	100 50 250 400 800 100 40 200 100 250 40	150 255 400 2,400 300 240 1,000 100 250 120
Computer Refurbishing / Recycling Center Server Room	Lab Space	Tables Chairs Ceiling Fans Smart Board Desktop Computers Tables Student Chairs Bookshelves Table Server Cabinet Student Chairs	3 3 1 1 3 3 6 5 1 1 1 3	100 50 250 400 800 100 40 200 100 250 40	150 255 400 2,400 300 240 1,000 100 250 120
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Computer Refurbishing / Recycling Center	Lab Space Lab Space	Tables Chairs Ceiling Fans Smart Board Desktop Computers Tables Student Chairs Bookshelves Table Server Cabinet Student Chairs	3 3 1 1 3 3 6 5 1 1 1 3	100 50 250 400 800 100 40 200 100 250 40	150 250 400 2,400 300 240 1,000

Budget Description	Need	# of Units	Cost per Unit (USD)	Estimated Total Cost (USD)
PROGRAM COSTS	-			
EQUIPMENT	Digital Cameras	2	250	500
	Video Camcorder	1	500	500
	Voice Recorder	2	200	400
	Flash Drives	50	5	250
CLASS/OFFICE SUPPLIES	Notebooks	500	1	250
	Printer Toner	10	80	800
	Books - Shipping Costs	N/A	N/A	1,000
ADMINISTRATION	NODV Center Manager	1	7,500	7,500
	Program Managers	2	4,500	9,000
	Program Coordinators	2	2,500	5,000
	i-Café Manager	1	4,000	4,000
	i-Café Staff	2	2,500	5,000
	Technology Manager	1	7,000	7,000
	"Green" Curriculum			
	Manager/Trainer	1	7,000	7,000
	Scholarships	20	100	2,000
COMMUNITY AWARENESS	Mini Bus	1	5,000	5,000
	T-Shirts	1,000	2	2,000
	Refreshments	N/A	1,500	1,500
	Radio / TV	N/A	1,000	1,000
	Hand-Bills/Print Material	N/A	500	500
OPERATIONS	Mailing	N/A	N/A	1,000
	Telephone	N/A	N/A	800
	Internet	N/A	N/A	7,205
				9,005
TOTAL BUDGET FOR NODV				\$ 300,000