# ONLINE IDEATHON FOR

# CHILE STEAM GIRLS

Digital solutions that improve lives

IDB
Inter-American Development Bank

Subsecretaría de Telecomunicaciones
Gobierno de Chile

Ministerio de Desarrollo Social y Familia
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# 1. OVERVIEW

The **“Online Ideathon for Chile STEAM Girls”** is an initiative that forms part of Technical Group 1 on Digital Inclusion of the "Social Plan for Digital Development”[1] (SPDD), aimed to strengthen the connectivity and telecommunications policy in an inclusive and equitable manner through institutional coordination of the public, private, social, academic, and international sectors.

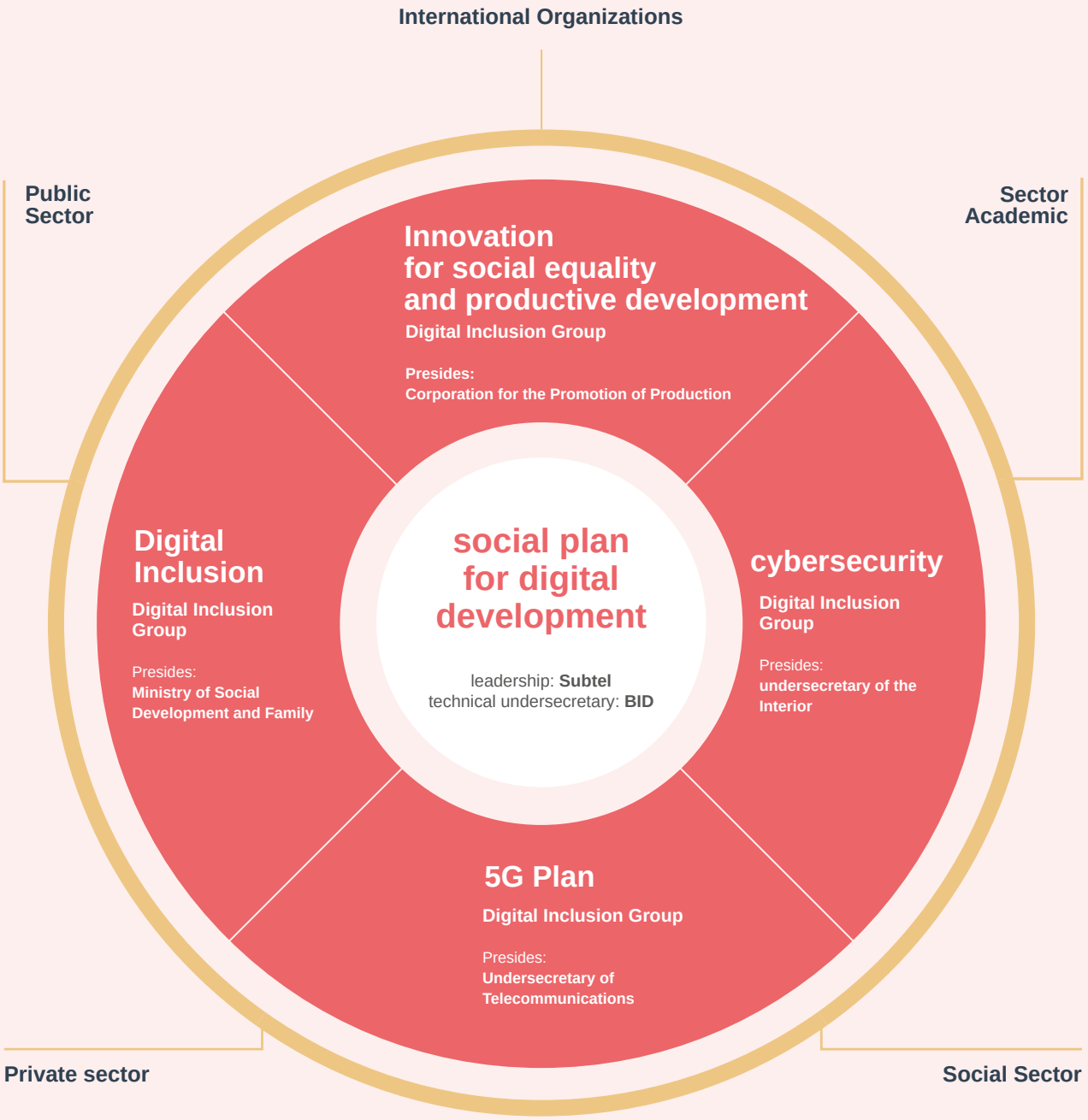
To meet its objectives, the Plan is structured around four technical groups: (i) Digital inclusion (ii) Innovation for social equality and production development (iii) 5G Plan, and (iv) Cybersecurity. The technical groups are chaired by a representative of the public sector who is accompanied by officials from the Undersecretariat of Telecommunications (SUBTEL) to lead and coordinate the initiatives arising from each group in collaboration with the Inter-American Development Bank in Chile (IDB-Chile).

The digital inclusion group is chaired by the Ministry of the Family and Social Development in collaboration with SUBTEL, involves 23 institutions[2] from the public, private, social, academic and international sectors, and aims to: (i) promote connectivity especially in more vulnerable areas, and (ii) empower people through Information and Communication Technologies (ICTs) to promote their accessibility, use and impact to bolster the social development of sectors of our population such as indigenous populations, senior citizens, people living in rural areas, people with disabilities, women and girls, youth and children.

Currently, the digital inclusion group has six projects in the pipeline, including the "Online Ideathon for Chile STEAM Girls", which was approved in the second regular meeting of the technical group held on April 3, 2020, in collaboration with institutions from the public, private, social, and academic sectors.

[1] The SPDD was established on December 5, 2019. It is led by the Undersecretariat of Telecommunications, in collaboration with the Inter-American Development Bank in Chile and has the following objectives: (i) improve the adoption, use, and exploitation of information and telecommunication technologies in our society, in an inclusive and equitable manner, especially among women, indigenous peoples, children, seniors, and persons with disabilities; (ii) encourage the best innovation in the use of 5G technology; (iii) generate a 5G Plan for Chile, and (iv) generate proposals or recommendations regarding cybersecurity and 5G. To meet its objectives, the Plan is structured around four technical groups: (i) Digital inclusion (ii) Innovation for social equality and production development (iii) 5G, and (iv) Cybersecurity See: https://www.subtel.gob.cl/plansocial/ **(Available only in Spanish).**

## Working groups of the Social Plan for Digital Development and its sectors involved.




[2] Technical group 1 participating institutions: (1) Undersecretariat of Telecommunications; (2) Ministry of the Family and Social Development; (3) Ministry of Education; (4) Ministry of Foreign Affairs; (5) Ministry of Science and Technology; (6) Fundación de las Familias (foundation). (Digital Family Centers); (7) General Secretariat of the Presidency (SEGPRES); (8) National Indigenous Development Corporation (CONADI); (9) National Disability Service (SENADIS); (10) National Service for Minors (SENAME); (11) National Service for Women and Gender Equity; (12) National Youth Institute INJUV; (13) Technovation; (15) Hack Girls; (16) Responsible Technology Foundation; (17) SENAMA; (18) Telefónica; (19) Centro Forge; (20) Laboratoria; (21) KODEA; (22) Girls in Tech; (23) COSOC.

# 2.
# WHY AN ONLINE IDEATHON FOR CHILE STEAM GIRLS?

Digital infrastructure and skills are enablers for people's human rights in the fourth industrial revolution. In the context of the global health emergency triggered by the COVID-19 pandemic, it is essential to promote initiatives that address not only the digital divide but also the gender gap.

At the international level, the International Girls in ICT Day, an International Telecommunication Union (ITU) initiative, was established by a resolution calling on member countries to promote an environment in which girls and young women are empowered and motivated to consider studies and careers associated with information and communication technologies.

Particularly for 2020 and in view of the health emergency, ITU encouraged outreach activities through social media and online events instead of face-to-face activities.

Empowering girls and women in ICTs is also aligned with the United Nations Sustainable Development Goals (SDG), in particular SDG 5, which aims to achieve gender equality and empower all women and girls through tools such as ICTs. In this context, actions need to be strengthened to ensure that the role of women is geared towards increasing labor participation; enabling them to take up more leadership positions in the ICT sector; acquiring the digital skills needed for the digital economy; and establishing a gender balance.

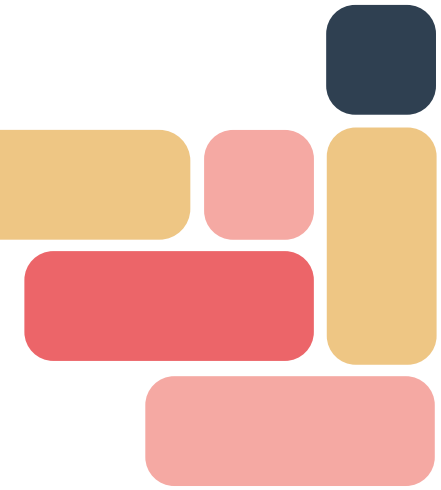
[3] UNESCO, “Cracking the code: Girls’ and women’s education in science, technology, engineering and mathematics (STEM)”, 2007, https://unesdoc.unesco.org/ark:/48223/pf0000253479
[4] IDB, “The Future of Work in Latin America and The Caribbean: What Are The Most In-Demand Occupations and Emerging Skills in The Region,” April 2019, https://publications.iadb.org/en/future-work-latin-america-and-caribbean-what-are-most-demand-occupations-and-emerging-skills-region
[5] National Institute of Statistics of Chile, https://www.ine.cl/docs/default-source/genero/infograf%C3%ADas/infograf%C3%ADas2/infograf%C3%ADa-g%C3%A9nero-y-mercado-laboral-(ene)-2020.pdf?sfvrsn=500dbfe5_3

# 2. WHY AN ONLINE IDEATHON FOR CHILE STEAM GIRLS?

For example, a UNESCO report[3] notes that only 35% of all university students enrolled in Science, Technology, Engineering and Mathematics (STEM) courses are women, and only 3% of female students in higher education choose to study in the field of information and communication technologies (ICTs). According to LinkedIn's figures, the ICT sector currently represents 48% of the world's jobs[4].

In Chile, by 2020, 52.7% represent women in the labor market and 73.8% represent men at the national level, resulting in a -21.1% labor gap[5]. According to data from the Ministry of Women and Gender Equality[6], in 2018 only 1 in 4 registrations in STEM areas are women, and for technology only 1 in 4 registrations are women. Only 9% of electrical engineering enrolments in 2018 are women, which is undoubtedly a very low percentage of participation in the country.

Therefore, in the framework of the SPDD and, on the occasion of the International Girls in ICT Day[7], the *Technical Group 1 on Digital Inclusion* proposed to carry out the “Online Ideathon for Chile STEAM Girls” thus promoting the participation of girls between 10 and 18 years old with ideas to solve a problem in their community with the use and exploitation of ICT. The activity held between April 23 in commemoration of "International Girls in ICT Day" and June 5, 2020, had the following **objectives:**



· To encourage actions that contribute to the reduction of the digital divide and gender gap in Chile, encouraging girls to approach technology and providing them with tools that will help them to have greater digital skills to support their development.

· To accompany the participating girls in proposing solutions to problems in their communities through the use of ICTs that contemplate the SDGs.

· To provide participating girls with workshops on agile methodologies (Design thinking) and prototyping solutions (Mockup) to facilitate the development of their idea.

· To promote collaboration among institutions in the public, private and social sectors to strengthen digital inclusion actions in a comprehensive and harmonized manner with greater impact and scope on the population.

[6] Facts and figures from the Ministry of Women and Gender Equality. https://minmujeryeg.gob.cl/?page_id=4080
[7] International Girls in ICT Day held every year in March, an initiative backed by the International Telecommunication Union (ITU), https://www.itu.int/es/ITU-D/Digital-Inclusion/Women-and-Girls/Girls-in-ICT-Portal/Pages/Portal.aspx

# 3.
# IDEATHON DEVELOPMENT

Great doubts arose at the planning stage of the Ideaton, such as: How many girls would apply in the context of the ongoing pandemic? Would communication between them be an easy or complicated process when carrying out the Online Ideathon? How would we manage to provide content in a schedule that does not affect their online classes? What platform could be used to communicate? What content could we offer them?

All these questions were discussed in the framework of the Digital Inclusion Roundtable and the conclusion was that an effort was necessary as a team to promote the use of ICTs among girls. The pandemic required joint actions that would provide an opportunity to develop ideas and creativity, demonstrate that technology is a tool that benefits people, and today more than ever building the digital capacity required in the digital economy is a must.

In this way, the contributions to the project were an example of collaboration and commitment to bring technology closer to girls in which Laboratoria[8] proposed to carry out a workshop to introduce them to the methodology for designing person-based services called *Design thinking* and a workshop to teach them how to create prototypes of web and mobile displays using free software (*Figma*). These are the contents that they provide to the women in their programs and they would share them with the participating girls. They also disseminated the call for mentors so that the graduates of Laboratoria could apply and guide the girls during the Ideathon.

Fundación Kodea[9] made the digital platform *Los Creadores*[10] available to the project so that the girls could upload their projects, make modifications online and work as a team with their mentor in a collaborative, digital space. In this way, the project's applications and documentation were monitored in collaboration with the Kodea team.

[8] Laboratoria represents a movement of more than 1400 women in technology, their learning model encourages the development of these skills, which they hope will be useful to students for life. It is under this vision that hey voluntarily offered the workshop to the girls to share an innovative view of addressing a problem and turning it into a solution https://www.laboratoria.la

[9] For more information, visit http://www.kodea.org/

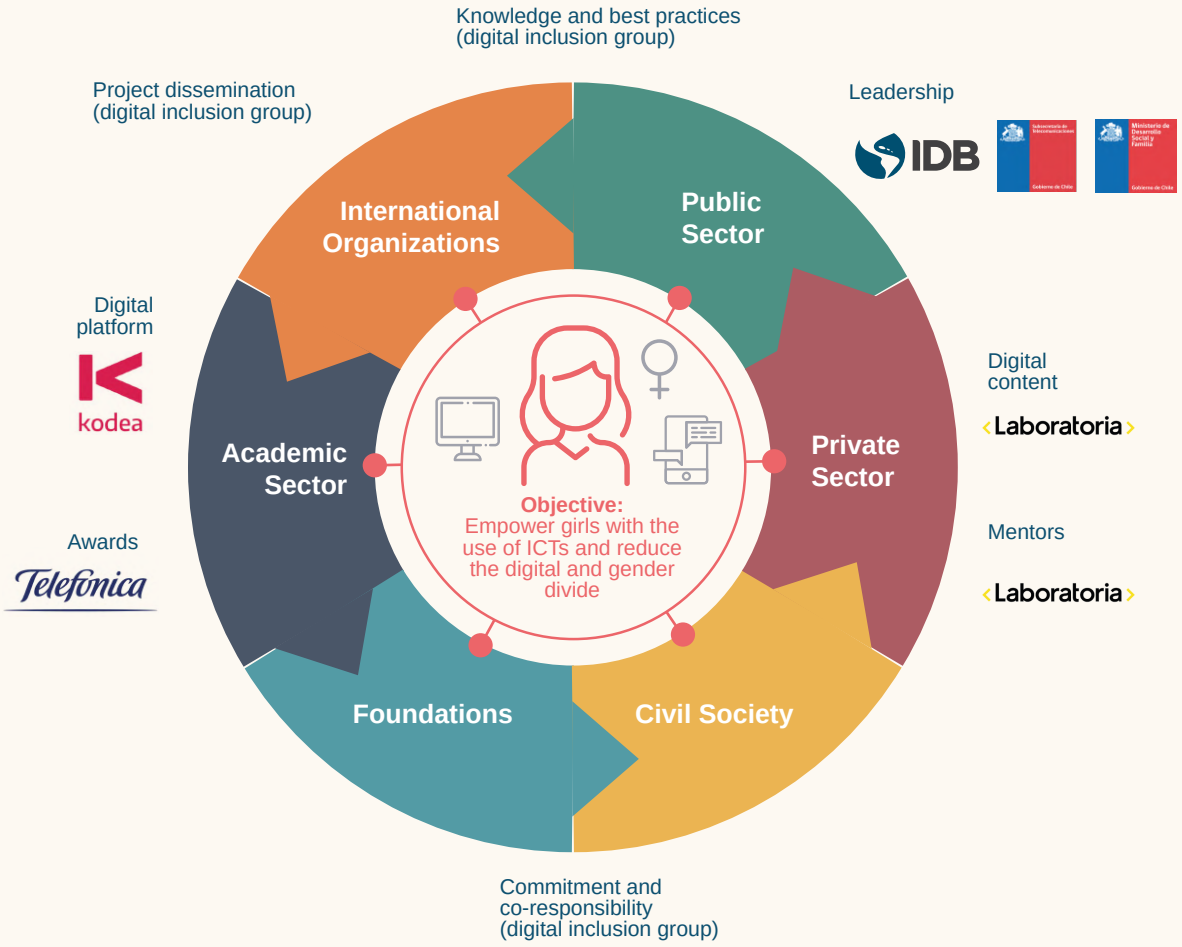
[10] Plataform Los Creadores, recipient of the Digital Talent Award: http://www.loscreadores.cl/

Fundación Telefónica Chile sponsored the prize by giving each girl on the winning team an electronic tablet to encourage them to continue generating innovative ideas and empowering them with the use of technology. The other organizations and institutions that make up the Technical Group disseminated the call from their social networks and websites in order to reach the greatest number of girls throughout the country, a challenge that required the support of all those who were turning the Ideathon into a reality.

The contributions in kind, in content, time, knowledge and experiences were a successful combination and a clear example that when you have a common vision and co-responsibility such as improving people's lives through the use of technology, there are no barriers that can stop cooperation, innovation, creativity and the development of better opportunities in society.

The project is the result of an ecosystem in which everyone contributed and committed themselves so that girls in Chile could have access to technology and with it, more and better opportunities. Everyone's commitment and willingness facilitated teamwork, communication and the realization of the project in such a short time and with very few resources available.

## Enabling Ecosystem of the Online Ideathon for Chile STEAM Girls.



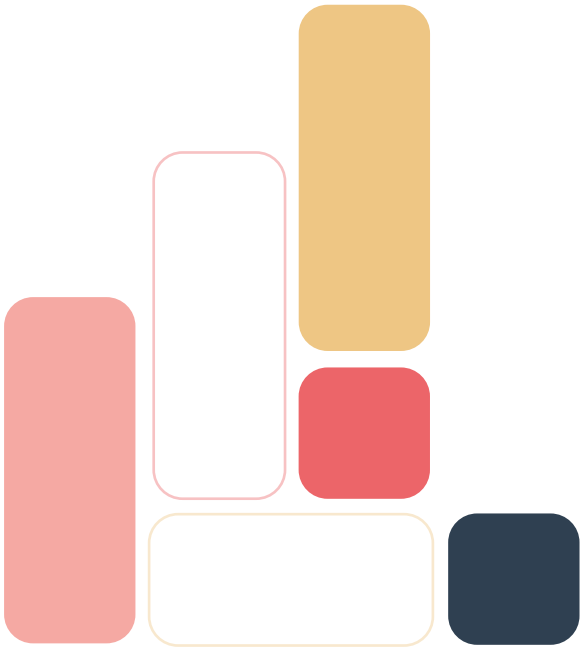
# 3. IDEATHON DEVELOPMENT

The Ideathon was carried out online in its entirety and was structured in eight stages consisting of (i) Registration of Participants, Integration of Teams, and Promotion of a Safe Environment through ICTs; (ii) Dissemination strategy; (iii) Welcome to participants; (iv) Workshops offered to participating girls; (v) Mentoring sessions; (vi) Reception of ideas; (vii) Review, Presentation and Deliberation of the Jury on the Ideas of the Participating Teams; (viii) Winning idea.

The **work schedule** of this stages was as follows:

**WORK SCHEDULE**

| April 23 | May 11 | May 13 | May 15 | May 18 | May 20 | May 27 | June 05 |
|---|---|---|---|---|---|---|---|
| Launch of the call | Closing of the call | Training on Platform use for girls | Design Thinking Workshop offered by Laboratoria | Workshop on use of FIGMA for development of a mockup offered by Laboratoria | Session 1 with mentor to work on the challenge | Session 2 with mentor to complete the challenge | Session to present output and award |

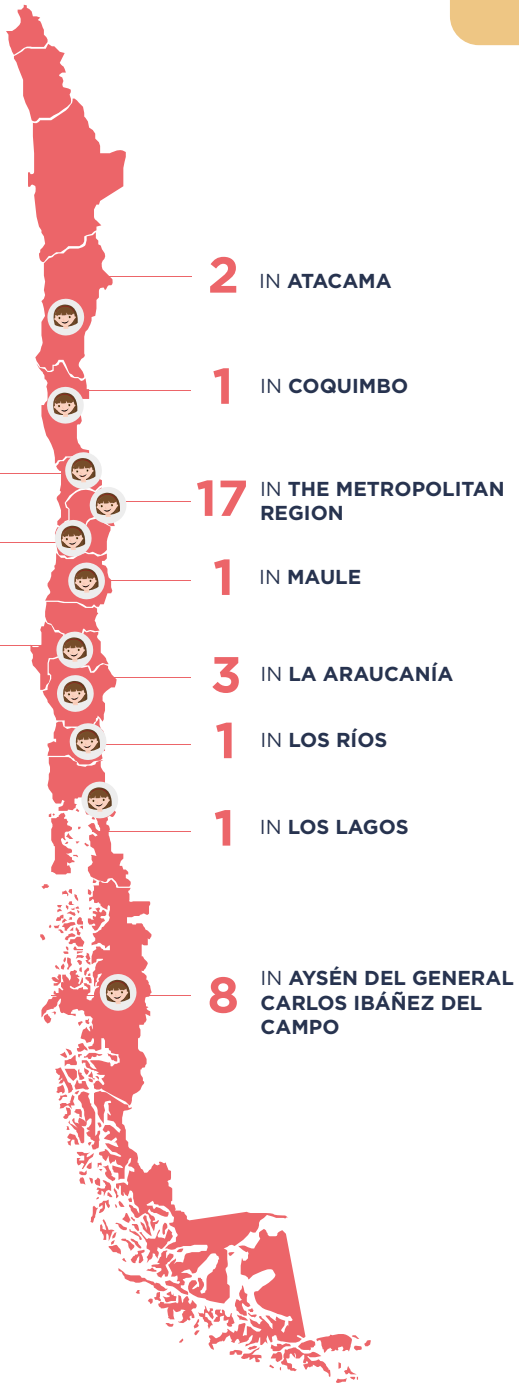


(i)

## Registration of Participants, Integration of Teams, and Promotion of a Safe Environment through ICTs

The registration period was from April 23 to May 11, 2020. Dissemination was carried out on social networks and on the websites of the institutions participating in Technical Group 1 on Digital Inclusion.

At the close of the call, a total of 88 participants were registered, covering the entire country from north to south. After a process of identity validation, security and consent from the minor's guardian, the registration of 45 participants was successfully completed and 11 teams were formed.




To achieve this validation process, and due to the social lockdown due to the COVID-19 pandemic, based on the documentation provided in the register – guardian's identity card and written authorization – a video call was made individually with the aim of certifying the guardian's identity and consent before the organizing authorities who would attest to the legality of the entire Ideathon. The above, in order to ensure a safe environment along the activity process.

Public officials attached to SUBTEL, accompanied by staff from the IDB Country Office in Chile, corroborated the guardian's physical characteristics in relation to their ID card and proved that the guardian was aware of the initiative and consented to their daughter's participation in the Ideathon.

Accordingly, out of a total of 88 applications for registration, 45 girls were correctly accredited as participating in a total of 11 teams. The teams were set up based on geographical proximity since the challenge was to identify an innovative solution to a problem in their community. A balance was also sought by considering the various ages of the participants, which ranged from 10 to 18.

Dissemination Strategy

(ii)

The call was launched on April 23 to mark the International Girls in ICT Day through a release that Subtel published on its website and that was sent to the local media in Chile.

Subsecretaría de Telecomunicaciones

¿Qué es SUBTEL? Autoridades Sala de Prensa Oficinas de Atención MTT Transparencia SUBTEL Contacto

Usuarios | Concesionarios y Permisionarios | Palabra clave..

Atención Ciudadana | Participación Ciudadana | Preguntas Frecuentes | Estadísticas | Estudios

Inicio » Sala de Prensa » Noticias »
MTT, Mineduc y Desarrollo Social impulsan junto al BID la "Ideatón Virtual Niñas STEAM Chile" con el fin de reducir la brecha digital y de género

Escuchar

23 de Abril de 2020

## MTT, Mineduc y Desarrollo Social impulsan junto al BID la "Ideatón Virtual Niñas STEAM Chile" con el fin de reducir la brecha digital y de género

- **La iniciativa, que se estrena en el marco del Día Internacional de las Niñas en las TIC, busca que niñas entre 10 y 18 años generen una propuesta de idea innovadora para enfrentar o responder a una necesidad en su comunidad a través del uso de la tecnología.**

**SANTIAGO, 23 DE ABRIL DE 2020.-**

Los Ministerios de Transportes y Telecomunicaciones, Educación y Desarrollo Social, junto al Banco Interamericano de Desarrollo (BID), dieron inicio esta mañana a la denominada "Ideatón Virtual Niñas STEAM Chile". Esta iniciativa, que va dirigida a niñas entre 10 y 18 años, y se llevará a cabo del 23 de abril al 03 de junio de 2020, tiene por objeto acercar a las niñas al uso y aprovechamiento de las tecnologías de la información y comunicación (TIC). Asimismo, busca resaltar la importancia de estudiar una carrera STEAM (acrónimo en inglés que comprende los campos de Ciencia, Tecnología, Ingeniería, Arquitectura y Matemáticas) para afrontar tanto la brecha digital como la brecha de género.

La Ideatón es resultado de un esfuerzo coordinado entre instituciones públicas, privadas, sociales y académicas en Chile que integran la Mesa Técnica de Inclusión Digital, la cual es parte del "Plan Social de Desarrollo Digital" liderado por la Subsecretaría de Telecomunicaciones con el apoyo del BID.

De esta manera, entre las instituciones que integran la Mesa Técnica de Inclusión Digital e hicieron posible esta iniciativa se encuentra Laboratoria; KODEA; Fundación País Digital; Telefónica; Centro Forge; Consejo de la Sociedad Civil de la SUBTEL; Girls in Tech; Hack Girls; Fundación Tecnológica Responsable; Technovation; el Ministerio de Relaciones Exteriores; el Ministerio de Ciencia y Tecnología; la Fundación de las Familias; el Ministerio Secretaría General de la Presidencia; la Corporación Nacional de Desarrollo Indígena; el Servicio Nacional de la Discapacidad; el Ministerio de la Mujer y la Equidad de Género; el Instituto Nacional de la Juventud; y el Servicio Nacional del Adulto Mayor.

No obstante, la "Ideatón Virtual Niñas STEAM Chile" contribuye a las acciones mundiales que se generan con motivo del "Día internacional de las niñas en las TIC", celebrado hoy y organizado por la Unión Internacional de Telecomunicaciones (UIT), fecha mediante la cual se busca apoyar la educación de las mujeres y las niñas en el sector de las TIC. De hecho, la iniciativa está alineada a los Objetivos de Desarrollo Sostenible (ODS) de las Naciones Unidas, en específico, el ODS 5 sobre "Igualdad de Género" que está destinado a lograr la igualdad entre mujeres y hombres, además de empoderar a todas las mujeres y niñas a través de herramientas tecnológicas.

Para conocer las bases de participación de la Ideatón acceder a subtelgob.cl/plansocial

https://www.subtel.gob.cl/mtt-mineduc-y-desarrollo-social-impulsan-junto-al-bid-la-ideaton-virtual-ninas-steam-chile-con-el-fin-de-reducir-la-brecha-digital-y-de-genero/

Dissemination Strategy

(ii)

https://www.adprensa.cl/cronica/mtt-mineduc-y-desarrollo-social-impulsan-junto-al-bid-la-ideaton-virtual-ninas-steam-chile-con-el-fin-de-reducir-la-brecha-digital-y-de-genero/

https://www.elperiodista.cl/mtt-mineduc-y-desarrollo-social-impulsan-junto-al-bid-un-plan-para-reducir-la-brecha-digital-y-de-genero/

http://www.vivepais.cl/2020/04/23/100809/

http://www.extranoticias.cl/ideaton-virtual-iniciativa-impulsa-acercar-a-ninas-a-las-tic/

https://www.itu.int/net4/ITU-D/GICT/2020/index.asp

For the social media, infographics were designed inviting the girls to sign up for the Ideathon and a video where they were motivated to participate with their Ideas to improve a problem with the use of ICTs. Key to the dissemination was the collaboration of all the Inclusion Technical Group partners who continually disseminated the Ideathon. In addition, as part of the dissemination strategy, the communication kit was sent to other organizations in the public and private sectors, which at all times supported the sharing of information from their social networks.

## Online Ideathon for Chile STEAM Girls' campaign on social networks.

Dissemination Strategy

(ii)

(iii)

## Welcome to the Participants

On May 13, once the records were duly validated, the 45 girls were welcomed to work in teams of 4 girls and one team of 5 girls to complement the 11 teams that participated in the Ideathon. The objective of the initiative and the activities to be carried out were shared with the participants, and it was explained to them that their project would be presented through the platform https://premio.loscreadores.cl/.

In this session, Pamela Gidi, Undersecretary of Telecommunications; Yolanda Martinez, IDB Representative in Chile, Victoria Paz, Head of the Social Development Division of the Ministry of Social Development, as well as representatives of institutions such as Fundación Telefónica Chile, Laboratoria and the Ministry of Women and Gender were in attendance. This session represented the first virtual contact between the authorities, the girls and the mentor(s), where activities were officially launched. The presentation of the welcome session can be found in Annex 1.

Because not all the girls were able to attend the welcome session, on May 14, 2020, a second welcome session was carried out by Susana Mata, IDB's Digital Transformation Consultant in Chile.

For the development of the Ideathon, the following principles were shared with the participating teams: Treat your teammates and mentors with respect; listen to and respect your teammates' ideas; consult information on official websites; communicate only through the Microsoft Teams platform, administered by the IDB, avoiding communication through personal email and whatsapp; avoid sharing personal data; share project information only with your teammates and assigned mentor.

(iv)

## Workshops Offered to Participating Girls

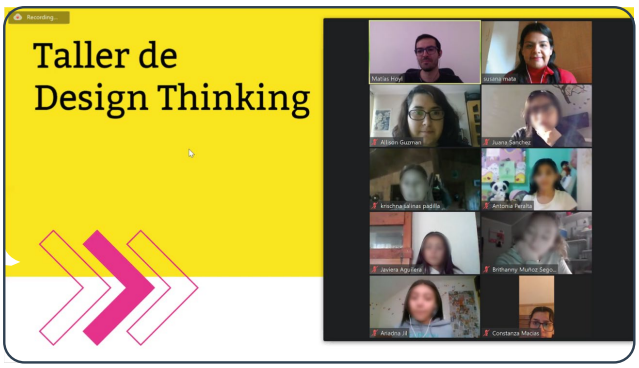
To implement their idea and present it to the jury, the girls received two workshops offered by Laboratoria. The first workshop dealt with the Design thinking methodology, and the second with the development of web screens using the Figma *Figma* tool:

*Workshop on Design thinking.*

The Design thinking workshop offered by Allison Guzmán, UX Coach and Matías Hoyl, Country Director of Laboratoria, was held in Santiago de Chile on May 15, 2020. This workshop addressed the stages of design thinking (i) empathizing, (ii) defining (iii) devising (iv) prototyping, (v) testing (vi) implementing and enforcing, as well as the design of people-centered services. These elements gave them a better vision to achieve an idea based on the Co-creation process that became evident upon project completion. The presentation of the workshop session can be found in Annex 2.

*Workshop on web display development using the Figma tool.*

The second workshop offered by Catalina Margozzini, UX Coach, and Matías Hoyl, Country Director of Laboratoria, was held in Santiago de Chile on May 18, 2020. This workshop was aimed to teach the girls how to generate web interfaces with a free software tool called "FIGMA". Its main purpose was to ensure participants could learn basic elements for the design of their website or web application in a more interactive way and show the steps to the end user from a video or through the prototype screens.



Design Thinking Workshop

(v)

## Mentoring Sessions

Similarly, 13 mentors accompanied the teams in the development and prototyping of their idea, as well as the final presentation to the jury. The time, motivation and knowledge that the mentors passed on was entirely voluntary and intended to bring the girls closer to technology and enjoy better opportunities for their academic and personal lives.

As an Ideathon to generate ideas to common challenges, the criterion for the conformation of the teams was geographical proximity, which led to a solution to a common problem and allowed participants to voluntarily expand their creativity and thus develop the final Idea.

Session with the mentors

· Similarly, on May 20 and 27, 2020, the teams participated in two online sessions with their mentor(s)[11] to guide them in the development of their idea, its prototyping and the preparation of their presentation to the jury.

· During this space of virtual interaction in work teams they presented their different ideas, worked collaboratively, and applied the knowledge acquired in the workshops. Some participants generated surveys, testing and came up with better results for their idea than initially envisioned.

· The mentors guided them with examples of how to present their project, which aspects should stand out in the implementation of their idea and how to feature the usefulness, sustainability and benefits for their community of their technology.

[11] In addition to the two online sessions, mentors supported their teams through collaborative tools (Teams).

## Reception of Ideas

On May 27, 2020, the teams presented their projects through the platform https://premio.loscreadores.cl/.The documentation of their project and the collaborative work was carried out through the *Microsoft Teams* platform, administered by the IDB.

Each team developed an idea that consisted of the following elements: (i) identify a problem or need in their community; (ii) propose an innovative technology-based solution; and (iii) link their idea to one or more of the 17 SDOs. Following is a brief description of the projects presented:

**TEAM 1. EMERGENCY SYSTEM**

The project seeks to provide a solution to the problems faced by hearing impaired people (deaf) who are unable to communicate directly, independently and quickly with an emergency body from their homes. For this, we have designed our device that has 3 buttons. When one of these buttons is pressed, a signal is sent via text message (SMS) and email to one of the first responders: Paramedics, Fire Fighters or Police Department. The message contains details of the user who needs help: Name, address, cell phone number of a family member. At the same time, a message is sent to a family member so that they are aware of it.

Alignment with SDOs:
The project is aligned with SDOs 9, 10 & 11.

**TEAM 2. SENSOR JACKETS HY&PM**

In the digital age, the challenge is to collect and use data that will enable governments at both the central and regional levels to make better decisions to improve the lives of their people and at the same time allow citizens to be better informed so that they can make better decisions for their health. In this sense, what we propose is a solution of rapid implementation that, by means of a vest and an app in the mobile telephone, allows each citizen to know the levels of particulate material to which they are exposed. In turn, this data can be used by the government to improve environmental policies. The prototype will be built with 2 key elements: A vest and a mobile phone (app) for the data repository. The prototype vest is designed to measure data on heart rate levels and blood oxygen saturation. The app allows the data of the vest to be stored for later use by the citizen or the municipal government of our city, who will be able to see the information of level of georeferenced particulate material and the time of greater concentration or environmental saturation.

Alignment with SDOs:
The project is aligned with SDOs 3, 13 & 11.

**TEAM 3. HUERTO-MAT**

Huerto-mat is a sustainable, intelligent and inclusive garden project. It consists of an app that teaches you a number of things, including: Making a garden with sustainable materials and connecting them to an intelligent and programmable system, provides information about the types of plants you can have depending on the environment in which you are and the benefits of these including an exclusive area for all women. It also allows interaction between the garden and children with diverse functionality, either by creating the garden or by interacting with the application's animations. Finally, this application allows the user to contact others close to him in order to generate a network of contacts and an exchange of food and ideas. On the other hand, it is also composed by an Arduino prototype, which will allow control of temperature, humidity, illumination, germination and ripening of the plantations by means of the connection with the mobile application.

Alignment with SDOs:
The project is aligned with SDOs 2, 5, 11 & 12.

**TEAM 4. BIODELIVERY**

It is an application that allows you to sell and buy fruits and vegetables to people within your community and exchange eco-friendly information enhancing the development of self-sustainable communities.
The problems they seek to solve are those of leaving homes during the pandemic, the increase in the carbon footprint and the possible unemployment arising from the crisis, while promoting a system of circular economy.

Alignment with SDOs:
The project is aligned with SDOs 2, 5, 8 & 11.

## Reception of Ideas

### TEAM 5. ABUELITOS CONTIGO

Abuelitos Contigo aims to help seniors pay their bills, get supplies, take care of their health, all of it online. Given the current circumstances, it is essential that senior citizens stay home and rely on Abuelitos Contigo to run their errands online.
The team decided to focus on the elderly since research based on data from the last Casen survey in 2017, indicates that 459,686 adults over 60 years of age live alone, either independently or in single-person households. Many of them have a caregiver but that caregiver is far away; therefore, with this system seniors will be able to call their caregivers by simply pressing a button.

Alignment with SDOs:
The project is aligned with SDOs 3, 10, 11 & 17.

### TEAM 6. STOP AND GO

"Stop and go" is a project that aims to avoid crowding in public spaces, such as supermarkets, hospitals, banks, etc.

The idea was developed through an app and addresses one of the main problems arising from the COVID-19 pandemic: Social distancing. The app helps users identify the flow of people in each place, it also signals which places are crowded and which are not. This app works together with a thermal radiation sensor that counts the number of people in each room. The project as they describe it is unique and innovative since at present there is nothing like it. Moreover, it is focused on the current Chile and with the outburst of the Covid-19 pandemic this project is perfect to avoid the uncontrolled expansion of this virus.

Alignment with SDOs:
The project is aligned with SDOs 3, 9 & 11.

### TEAM 7. PRECISION FARMING AND HEALTHY LIVING

It is addressed to people in charge of selling agricultural products and to all citizens who are looking for good nutrition and organized food or to be able to promote those areas in their lives.
The challenge of the project is to reach as many people as possible in order to bring about significant changes in the health of the population. In addition, the fairgrounds are encouraged to get a little closer to technology by using this more planet-friendly and waste-free mode. Our goal as a project is to subsequently obtain data on the traceability of the organic product since it was planted by increasing the accuracy of the app for the user.
Using an artificial intelligence algorithm and QR codes –deemed indispensable as a tool to carry out a correct logistics–, we aim to turn the world of the farmers' markets into something more quantified and that consumption patterns of the population can be taken into consideration to increase the efficiency of this process. In addition it is an easy and comfortable method for the users because nowadays most of the society's development relies on technology.

Alignment with SDOs:
The project is aligned with SDOs 2, 3, 8, 12 & 17.

### TEAM 8. NATURE COMMUNITIES

The project consists of helping the well-being of our communities through contests that contribute to the environment. The team sought to use more than one SDO; however, ideas did not always fit among themselves. That's why they came up with this idea that includes the SDOs that are most important to us: SDO 3 (health and well-being) and SDO 13 (climate action). In terms of innovation, they want to provide a platform where skills aim to strengthen empathy and teamwork, rather than toxic competitiveness. The latter concept refers to when one's goal is only to win and not to collaborate and help others.
The challenge as a group is to bring happiness and relief to people in different communities by helping the environment. Whereas creating the connection between these is crucial as it is vital to the success of the project and the well-being of its participants. Another equally important aspect/challenge is education. Through the contests the participants will have instances to acquire new knowledge and then apply it in real life.

Alignment with SDOs:
The project is aligned with SDOs 2, 5, 11 & 12.

Reception of Ideas

**TEAM 9. EMERGENCY HEALTHCARE**

Given that heart disease is one of the main causes of death in our country, Emergency Healthcare aims to provide first aid knowledge so that the user can give immediate assistance to people who are suffering from an attack, whether it is a heart attack, cardiorespiratory arrest or cardiovascular accident. Through a series of short and specific questions, you will be able to distinguish more clearly these three conditions and know which procedure is more appropriate to follow in each case and where to go. Emergency Healthcare relies on a defibrillator geolocator to provide assistance to someone suffering from cardiorespiratory arrest. The system has an emergency button to send a message, without the need for an internet connection, to the user's priority contacts, and a locator and record of the capacity status of the nearest care centers. In this way, Emergency Healthcare is the application that can save thousands of lives.

Alignment with SDOs:
The project is aligned with SDO 3.

**TEAM11. GO TECHNO GIRL'S**

This project seeks to solve the lack of a platform that provides us with updated information on STEAM (science, technology, engineering, art, & mathematics), that supports the creation of a community that allows women to show what they are capable of. The main objective of this project is to demonstrate the capabilities of women within the STEAM areas, to make known what we can achieve, that we are not inferior or less capable of participating within these activities and thus end the gender gap that has existed for years. The project also seeks to encourage women under the age of 18 to study university programs related to the STEAM areas create a community within each area, in order to provide a space for different women to express themselves, be supported and be informed, promote social activism and recognize and highlight women within the STEAM areas.

Alignment with SDOs:
The project is aligned with SDO 5.

**TEAM 10. JSF WOMEN'S SAFETY PROJECT**

Juntas Somos Fuerza –JSF (Together we are strength) is a free mobile application that aims to empower women against gender violence and other adversities. The project seeks to offer help to all those who face different risk situations in their daily life through an application concealed inside a menstrual calendar app, in which, by pressing a selected part of it, the user is taken to the primary function. where a panic button is found that, when activated, will inform previously selected contacts as well as give them the GPS location in real time. This button can also be added to other devices, such as necklaces or earrings, to facilitate the range and speed of the device. This mechanism is included within the same application and will be sent to the user days after downloading. It should also be noted that the menstrual calendar part is functional and serves as a complement. Concealing the app inside another app seeks to protect all those women who live with their oppressor and have their cell phones checked. The security part of the app has an easy design that facilitates its use in moments of emergency, such as robbery, assault, rape, among others.

Alignment with SDOs:
The project is aligned with SDOs 3, 5 & 10.

(vii)

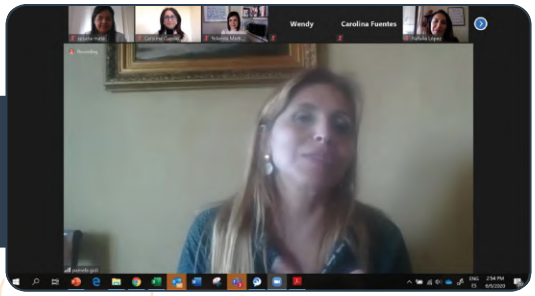
## Review, Presentation and Deliberation of the Jury on the Ideas of the Participating Teams

The projects were previously reviewed by the jury and each team presented their idea virtually on June 5, 2020. The jury was made up of five institutions: (i) the Ministry of Transport and Telecommunications, through Pamela Gidi, Undersecretary of Telecommunications; (ii) the Ministry of the Family and Social Development through Victoria Paz, Director of Social Innovation; (iii) the Inter-American Development Bank in Chile, through its representative Yolanda Martínez; (iv) Laboratoria, represented by Marisol Alarcón, and (v) Fundación Telefónica Chile, represented by Olga Alarcón.

The girls had 7 minutes to present their idea to the jury, for which they were supported by an executive presentation of the project that included the proposed web displays of the solution. All teams were clear, agile, concise and motivating in explaining their project. Even at their young age (10 to 17) all the girls showed knowledge of the digital tool used to share the content of their presentation, did not need to read and kept the jury's attention at all times, which proved that they have great potential and the capacity to be future leaders in the ICT sector.

Message from Doreen Bogdan-Martin

Director of the Telecommunications Development Office of the International Telecommunications Union during the award ceremony.

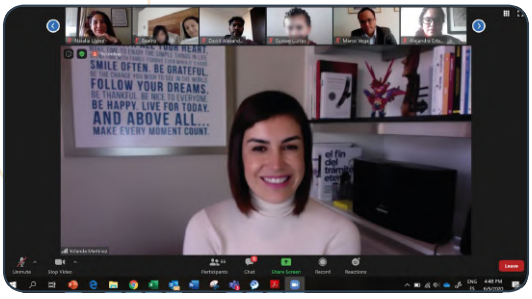



Message from Pamela Gidi

Undersecretary of Telecommunications in Chile during the award ceremony.

Message from Carolina Cuevas

Undersecretary of Women and Gender Equity in Chile during the award ceremony.




Message from Yolanda Martínez

Representative of the Inter-American Bank in Chile during the award ceremony.

(vii)

Review, Presentation and Deliberation of the Jury on the Ideas of the Participating Teams

As regards the jury's evaluation criteria, five criteria were defined and each was assigned a value of 20%, as shown below:

| Criterion | Description | Value |
|---|---|---|
| **1. Issue/Need** | There is evidence that the issue or need is relevant and aligned with the purpose of the challenge. | 20% |
| **2. Solution** | The value generated by the solution to the identified need is communicated. In addition, the solution considers its link to the United Nations Sustainable Development Goals. | 20% |
| **3. Context** | The potential that the solution may have in a real context is identified. | 20% |
| **4. Team** | Teamwork and the importance of each of the members in the development of the solution is evident. | 20% |
| **5. Final presentation of the project** | Ability to communicate and attitude while presenting the project. | 20% |

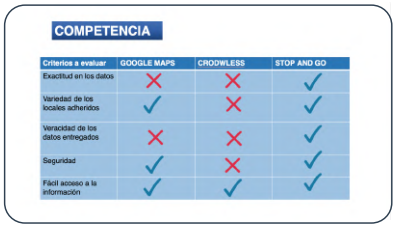
The evaluation of the jury can be seen in the Excel document named "Evaluation Ideaton", in annex 3.

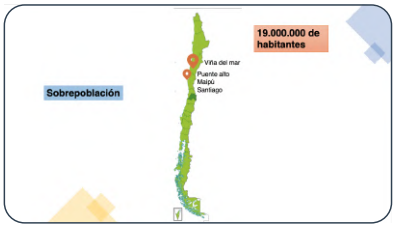
## Winning Idea

The winner was Team 6's idea called *"Stop and go"*, a project that aims to avoid crowding in public spaces, such as supermarkets, hospitals, banks, etc.

The idea will be developed through an app and addresses one of the main problems arising from the COVID-19 pandemic: Social distancing. The app helps users identify the flow of people in each place and it also signals which places are crowded and which are not. This app works together with a thermal radiation sensor that counts the number of people in each room. The project, as they describe it, is unique and innovative since at present there is nothing like it. Moreover, it is focused on Chile as the country is today and with the outburst of the Covid-19 pandemic this project is perfect to avoid the uncontrolled expansion of this virus.

The team expressed that "as young people they want to generate high impact in our society and country with a project that uses technology in their favor and focuses on crowding, a highly worrying problem these days."



(vii)

Winning Idea

The winning team of girls of the Online Ideathon received: (i) Online recognition for obtaining first place, and (ii) the condition of entrant in other competitions such as (a) Kodea's "Los Creadores" http://www.loscreadores.cl/; (b) Digital Country's "Soluciones para el futuro" https://solucionesparaelfuturo.cl/, and in (c) Technovation's challenges https://technovation.cl/.

## Digital recognition awarded to the winning girls.

Additionally, each team member received an electronic tablet offered by Fundación Telefónica Chile. Following are the answers and statements of each winning team member about their experience in the Ideathon:

Brithanny (17):

**What motivated you to participate in the Online Ideathon for Chile STEAM Girls?**
"I was very interested and looking forward to working with women because as we know the gender gap in STEAM is big and seeing that other girls could work with me and do social impact projects with digital technology was very exciting and motivated me even more to sign up and participate."

**What did you learn from your Online Ideathon for Chile STEAM Girls experience?**
"What I liked most was the Design thinking model, an innovation methodology that caught my attention and did not know before. I also learned how to design my app and my idea with the Figma platform. I had never used it before and it was something totally new for me. I also had the chance to work in a team, I had already done so before, but I learnt a lot in this Ideathon because it was a challenge to work online and I loved that."

**What was your experience of working as a totally virtual team?**
"I can say that I was very lucky to be chosen for that team, although it was random, the girls who worked with me were super motivated and wanted to work hard, they were excellent teammates, know how to listen, we could reach an agreement and work in schedules where we could have time and put everything of us to get better results. Working online was a great success, a little hard, but it led to a successful outcome".

**How important do you consider technology to be in our society?**
"I think that technology in our society plays a totally important role. It is extremely positive if we use it to our advantage- We developed an application to avoid crowding in public spaces and in this way we could stop the COVID-19 infection curve. This is an idea that was made thinking about our society and a problem that is affecting us all. Then it plays a totally important role if we use it in our favor, it helps us solve problems and I feel that it is the present and the future and it is very real, and young people have a tighter relationship with it every day".

**What did you like best about the Ideathon?**
"That I had the opportunity to share with all the girls at the meetings we were all in, and I was glad that there were so many girls interested in STEAMs. I liked the team and the mentors who were there to teach us. The experience was unique because it was a challenge regarding work, motivation, desire to make a change with all the tools that were given to us. So it's great that there are initiatives like this and there should be many more in the country and around the world that help us young people develop skills that are related to technology".

**What advice would you give to girls like you about learning and studying technology?**
I would tell girls to believe in themselves, to dream freely because nothing is impossible. This is not the first time that I work with projects that are related to STEAM areas, so I'm speaking from my personal experience. No area will be more complicated than another but if you want it and dream of it and want to learn something you can do it, don't put up barriers or get carried away by stereotypes. That is a piece of advice that has served me well: if you believe, you can do anything. As girls you can make the impossible possible, there is no age, there is no gender, nothing matters except your desire to contribute to our society. Thank you for the opportunity to participate and to be there and learn and for the experience. Thank you for everything."

Laura (13):

**What motivated you to participate in the Online Ideathon for Chile STEAM Girls?**
"For some time now I had been thinking about developing the ideas I had and I just had the opportunity to participate in the Ideathon and I found that it was the perfect place to do it."

**What did you learn from your Online Ideathon for Chile STEAM Girls experience?**
"I learned to be more open-minded, to work as a member of a team and to use the Figma design platform that was a key tool for the development of the project."

**What was your experience of working as a totally virtual team?**
"At the beginning it was a bit complicated because getting to know each other from a computer is not easy and it took a little while for us to feel comfortable but in the end we became a great team."

**How important do you consider technology to be in our society?**
"Technology is very important today and we can no longer live without it, starting with cell phones, so it has a great importance and great impact on our society."

**What did you like best about the Ideathon?**
"What I liked most was that they brought together girls from all over the country and not just from one specific region, because each one had different points of view so being able to bring them all together in one place was very good."

**What advice would you give to girls like you about learning and studying technology?**
"If you are interested in learning and studying about technology, then try it because technology is a very large resource with which we can create many things and make a positive impact on society, then try it because you can create something very big."

Juana (17):

**What motivated you to participate in the Online Ideathon for Chile STEAM Girls?**
"My main motivation for participating was to contribute and develop an idea that could solve a problem in the society in the midst of the health crisis we are experiencing."

**What did you learn from your Online Ideathon for Chile STEAM Girls experience?**
"I was able to develop new technological skills, for example, I learned to design a prototype through the Design thinking methodology and the Figma application. But above all I learned to work as a team making this a completely unique and unforgettable experience for me. I had never participated in this type of project before, much less virtually."

**What was your experience of working as a totally virtual team?**
"During the whole process we were accompanied by our mentor and by people who were fully trained to address all the concerns we had. They were always just a click away."

**How important do you consider technology to be in our society?**
"For me technology is a fundamental pillar of society because it allows us to enhance processes to improve our quality of life, and today it is essential in our daily lives because it allows us to communicate and interact with others. STEAMs are completely exciting programs that are often not properly encouraged".

**What did you like best about the Ideathon and what advice would you give to girls like you about learning and studying technology?**
"The best advice I can give to all the girls who are interested in studying in technology-related careers is not to underestimate themselves because each of them has millions of skills that they can exploit and they're just in time for this, plus don't let anybody make them feel inferior and demonstrate with facts all that they are capable of achieving.
Finally, I would like to thank the Inter-American Development Bank, Subtel and all the people who were involved in this project, since this program perfectly fulfills its objective of motivating girls of all ages to start on this path as rewarding as technology is. Thank you very much."

# 4. LESSONS LEARNT

**Teamwork, exchange of ideas and experiences is key for the development of projects in a short period of time.**

We realized that when there is a multidisciplinary team working in the various public, private, social and international sectors, it provides a source of knowledge and experience that enriches the planning, implementation and development of the project because it shares good practices, recommendations and ideas that translate into a successful project.

The members of the Digital Inclusion Roundtable made contributions that enabled better decisions to be taken, such as: (I) leave an open challenge to further encourage girls' creativity. (II) instead of making a co-ed Ideathon, focusing on girls represented a better option. (III) they also recommended a very collaborative dissemination with educational institutions to strengthen the legality and participation of girls.

The knowledge of the partners, an effective communication and an excellent disposition to collaborate in the realization of the project were ever-present characteristics. Team commitment motivated and generated confidence in the organizers to carry out the project even in a COVID-19 pandemic situation.

**Social networking has great dissemination potential even to girls.**

Initially, there was a lot of uncertainty about how many girls would apply to the project because they were not attending school in person and communication between schools and students would be difficult because the priority was to provide online learning. However, the key to dissemination was that all the institutions scheduled the publications from their social networks and there were constant mentions of the project.

**The participation of different organizations generates efficiency and savings.**

We learned that when you are willing to collaborate it is possible to do so with the tools you already have. Having organizations such as Laboratoria and Fundación Kodea at the Digital Inclusion Roundtable that already have experience in digital projects for children, young people and women made it easier to have a digital platform, digital content for girls, all thanks to their commitment to share it with the girls of the Ideathon. This way it was no longer necessary to generate a syllabus or hire a teacher or develop courses that could take a lot of time and cost.

# 4. LESSONS LEARNT

**Providing a safe environment builds confidence in parents and guardians to support girls to apply to the project.**

For security purposes and to reassure the parents, guardians and the girls, the necessary measures were taken that allowed us to establish previous communication and to explain the objectives of the project through video calls. The parents, guardians and girls expressed their excitement to participate and their peace of mind with the registration process, turning this verification process into a digital security measure in view of the lockdown that existed throughout the development of the Ideathon and that modified the process of registration and delivery of physically signed consents.

**The time for the development of the Ideas should be at least 2 months so that the girls can have more time to work on their project.**

We realized that the project had little time for the girls to work together and develop an Idea that considered all the creative ideas they had and wanted to realize. Faced with the challenge of collaborative work and virtual communication it was more difficult for them to agree on times to connect and work as a team. We learned that it is better for them to have more time to respond to each other's activities and agree on what they want to do. The Idea that each team presented met the evaluation criteria, however, if they had had more time they could have incorporated more elements that could have improved their Idea.

**The quality of connectivity is key for them to be able to take advantage of online sessions.**

Some girls had connection problems at home and this led to their continual disconnection from the sessions. To avoid participants from missing contents, the sessions were recorded and shared with them for later consultation. However, during sessions with their mentor (a) it was difficult for some of them to stay connected during the hour and a half of the session and due to the real time exchange of ideas in the team, taking full advantage of the session was difficult. In order for the girls to have the opportunity to have a collaborative work space, work sessions were planned according to the schedules they agreed upon with their mentor and this is how they advanced in the development of their projects.

**Girls have great potential for learning and development even at the age of 10.**

The girls' way of expressing themselves and learning was very rewarding for all those involved in the project. The ages of the girls ranged from 10 to 17 and this was not an impediment for them to use the digital tools for the video calls; to interact between them and their mentor(s); to present their project with a clear language and according to the concepts of the technology they were proposing; they were always attracted by the contents and concerns that were aimed at improving their projects.

This confirms that girls have great potential to be future leaders in the ICT sector or in the sector of their interest. It also stresses that we must provide more spaces so that they can have the opportunity to demonstrate their capacity and take advantage of the tools they can benefit from.

It is now that we must strengthen their capacities and provide them with the tools so that they can develop for their present and future. They have the interest and capacity to face the great challenges that the digital era poses, however, the role that organizations play is key to bring to them technology in a timely manner and to empower them in the STEAM areas.

# 5.
# ACKNOWLEDGMENTS

We would like to express our gratitude to the Undersecretariat of Telecommunications of the Ministry of Transport and Telecommunications, the Inter-American Development Bank in Chile, and the Ministry of the Family of Social Development for organizing the "Online Ideathon for Chile STEAM Girls" initiative.

Special thanks to **Doreen Bogdan-Martin, Director of the Telecommunication Development Bureau of the International Telecommunications Union** who gave an inspiring message to the STEAM girls during the award session.

*"You have shown that even at a distance it is possible to connect ideas and play a participatory role in finding solutions, you STEAM girls took a step forward and can now inspire other girls and show them that reality can be changed by making use of technology. I encourage you to continue innovating to improve people's lives by transforming their environment to enjoy a better world; you are an inspiration to us all and I thank you for your dedication. Congratulations to you all."*

# 5. ACKNOWLEDGMENTS

**To the jury:**
The Undersecretary of Telecommunications, Pamela Gidi, the Director of Social Innovation, Victoria Paz, the Representative of the Inter-American Development Bank in Chile, Yolanda Martínez, the Executive Director of Laboratoria, Marisol Alarcón, and the Manager of Fundación Telefónica Chile, Olga Alarcón.

**To mentors:**
Catalina Antu Campos Cáceres, Francisca Ignacia Mora Paredes, Valentina Gloria Neira Olivares, Scarlett Alejandra Burboa Garate, Leila Natalia Ojeda Millahueque, David Alexander Bernal Díaz, Alejandra Estay Arancibia, Camila Ignacia Campos Rodríguez, Alejandra Chaparro Ibarra, Paula Pinochet Goic, Andrea Karina Ochoa Méndez, Camila Eliana Maira Maira, and Verónica Isabel Herrera.

To the parents and guardians who supported the girls so that in addition to their daily and school activities they could allocate time to the development of the Online Ideathon Chile STEAM Girls.

To Laboratoria's team for carrying out the workshops: Matías Hoyl, Country Director at Laboratoria Chile, Catalina Margozzini, UX Coach and Allison Guzmán, UX Coach.

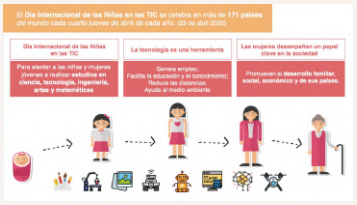
To the Subteal team, for their cooperation in the development of the Ideathon: Gisselle Aeta Valenzuela, Cabinet Management Control Advisor, Fabiola Gajardo Nuñez, Organizational Development Advisor and Sylvia Priscilla Navarro Espinoza, Administration and Finance Division Advisor.

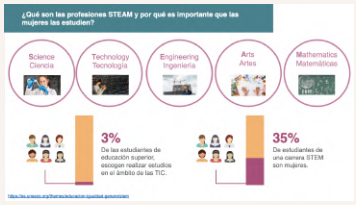
Special thanks to Laboratoria tor their special collaboration in providing the contents of the workshops; to Fundación Kodea for their willingness to use the online platform and to Kodea, Fundación País Digital and Technovation for continuing to promote the projects in their calls.

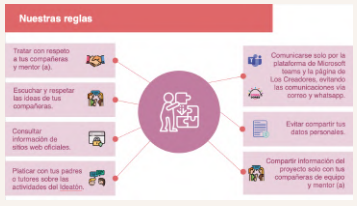
To Fundación Telefónica Chile for its sponsorship of the winning girls who received an electronic tablet as a donation; and to all the organizations in the different sectors who contributed ideas and constant dissemination among their social networks: Finally, our gratitude to Centro Forge; SUBTEL Civil Society Council; Girls in Tech; Hack Girls; Fundación Tecnológica Responsable; Ministry of Education; Ministry of Women and Gender Equity; National Disability Service; National Indigenous Development Corporation; National Youth Institute; Ministry General Secretariat of the Presidency; Government Laboratory; National Service for Senior Citizens; Family Foundation; Ministry of Science, Technology, Knowledge and Innovation; the Ministry of Foreign Affairs and the United Nations System in Chile.

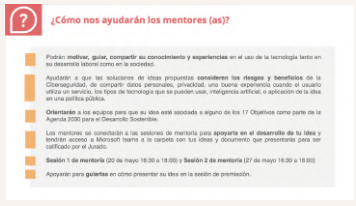
THANK YOU

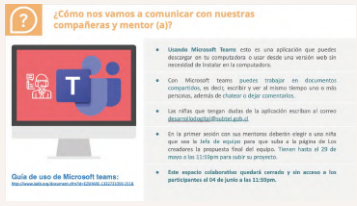
## Welcome Presentation

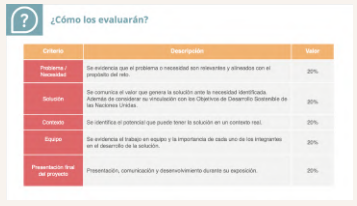


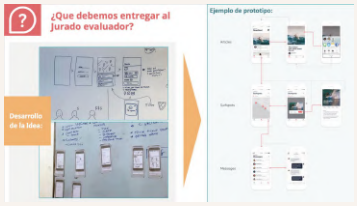



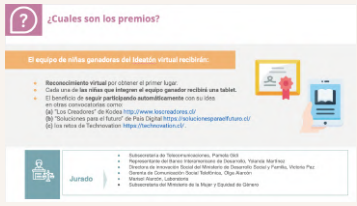




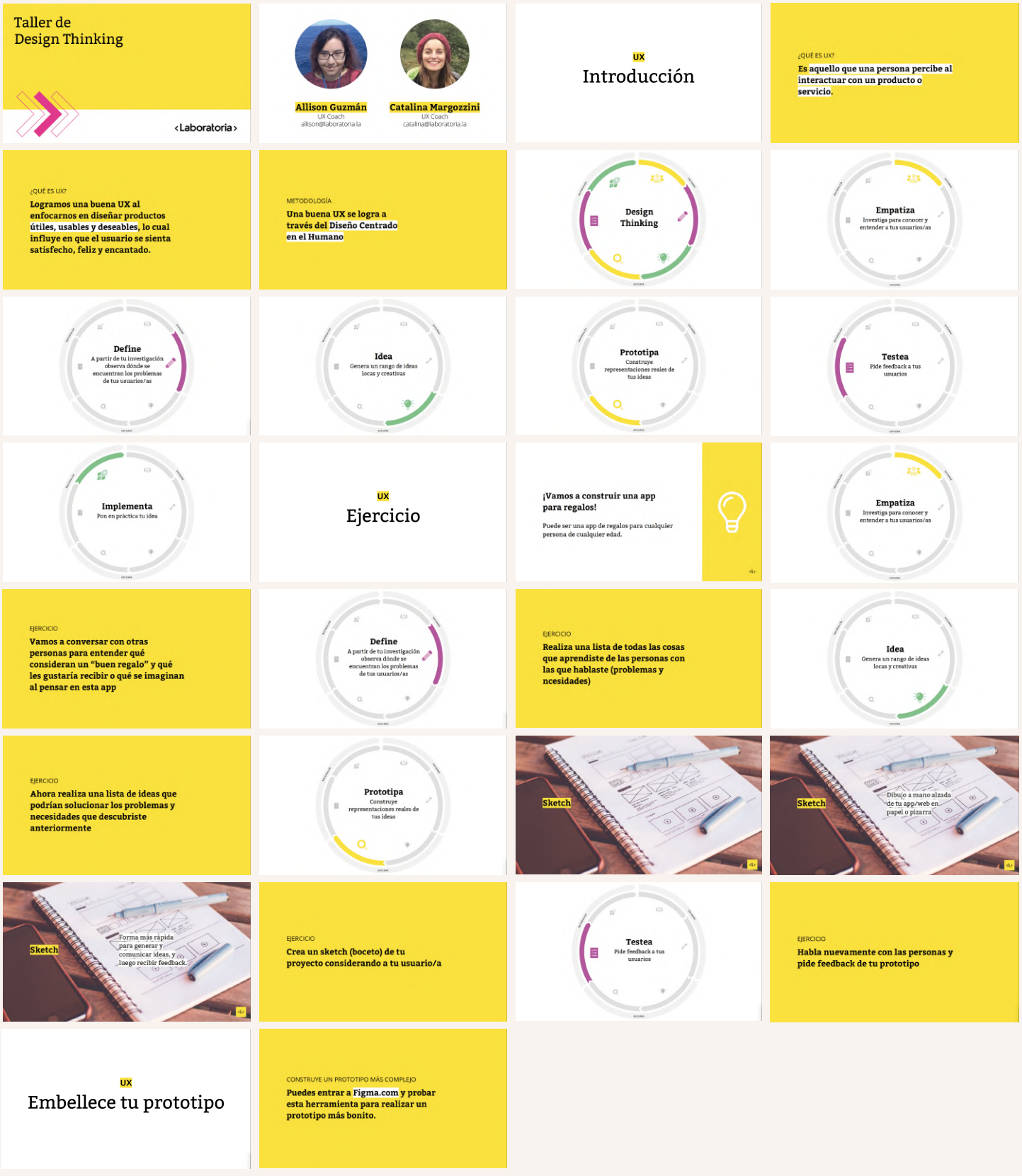





## Presentation of the Design Thinking Workshop



| | | | Nombre del proyecto | Equipo 1 | Observaciones | Equipo 2 | Observaciones | Equipo 3 | Observaciones | Equipo 4 | Observaciones |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | Criterio | Descripción | Valor % | E.S.-DEAF | | Sensors Jacket H&PM | | Huerto-mat | | Biodelivery | |
| | EVALUACIÓN | | | | | | | | | | |
| 1 | Problema/ Necesidad | Se evidencia que el problema o necesidad son relevantes y alineados con el propósito del reto. | 20 | 20 | Sin observaciones | 20 | Sin observaciones | 20 | Sin observaciones | 20 | Sin observaciones |
| 2 | Solución | Se comunica el valor que genera la solución ante la necesidad identificada. Además de considerar su vinculación con los Objetivos de Desarrollo Sostenible de las Naciones Unidas. | 20 | 20 | Sin observaciones | 20 | Sin observaciones | 20 | Sin observaciones | 20 | Sin observaciones |
| 3 | Contexto | Se identifica el potencial que puede tener la solución en un contexto real. | 20 | 20 | Sin observaciones | 20 | Sin observaciones | 20 | Sin observaciones | 15 | Ante la anonimización de a quien le estás comprando o vendiendo por el temor de que la persona vaya directamente al negocio se genera incertidumbre para el usuario, no hay transparencia, además de que en la actualidad todas las aplicaciones brindan información al usuario. |
| 4 | Equipo | Se evidencia el trabajo en equipo y la importancia de cada uno de los integrantes en el desarrollo de la solución. | 20 | 10 | Se observó en la herramienta colaborativa de teams que si hubo compromiso por parte de las 5 niñas, sin embargo, en el registro no aparece el nombre de las 5 niñas. Se tiene un antecedente de una de ellas que no la tomaron en cuenta lo suficiente, aún cuando ella mostró interés. Ante la era digital se requiere fomentar un ambiente colaborativo que se refleje en un equipo multidisciplinario y que trabaja por un objetivo en común, si bien se requieren habilidades técnicas, lo cierto es que, para afrontar los desafíos es necesario el trabajo en equipo. | 20 | Sin observaciones | 20 | Sin observaciones | 20 | Sin observaciones |
| 5 | Presentación final del proyecto | Presentación, comunicación y desenvolvimiento durante su exposición. | 20 | 13 | N/A | 15.6 | N/A | 18.6 | N/A | | N/A |
| | | Pamela Gidi-Subtel | | 15 | | 18 | | 20 | | 15 | |
| | | Yolanda Martínez-BID | | 15 | | 15 | | 15 | | 15 | |
| | | Alejandra Ossandon-MDS | | 10 | | 15 | | 18 | | 15 | |
| | | Marisol Alarcón-Laboratoria | | 10 | | 15 | | 20 | | 15 | |
| | | Olga Alarcon-Telefónica | | 15 | | 15 | | 20 | | 15 | |
| | | Total | 100 | 83 | | 95.6 | | 98.6 | | 75 | |

| | | | Nombre del proyecto | Equipo 5 | Observaciones | Equipo 6 | Observaciones | Equipo 7 | Observaciones | Equipo 8 | Observaciones |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | Criterio | Descripción | Valor % | Abuelitos contigo | | Stop and go | | Agricultura y vida saludable de precisión | N/A | Nature Communities | N/A |
| 1 | Problema/ Necesidad | Se evidencia que el problema o necesidad son relevantes y alineados con el propósito del reto. | 20 | 20 | Sin observaciones | 20 | Sin observacioenes | 20 | Sin observaciones | 20 | Sin observacioenes |
| 2 | Solución | Se comunica el valor que genera la solución ante la necesidad identificada. Además de considerar su vinculación con los Objetivos de Desarrollo Sostenible de las Naciones Unidas. | 20 | 20 | Sin observaciones | 20 | Sin observacioenes | 20 | Sin observaciones | 20 | Sin observacioenes |
| 3 | Contexto | Se identifica el potencial que puede tener la solución en un contexto real. | 20 | 17 | En los documentos no se lográ identificar con mayor detalle si la solución tiene un potencial en su comunidad en específico, o si requiere algún tipo de costo adicional al uso de Internet que tenga en casa. En aquellos casos en que los abuelos no cuenten con internet que alternativa se podría tener. | 20 | Sin observacioenes | 20 | Sin observaciones | 17 | Se observa que existe un área de oportunidad respecto del sustento sobre el potencial de la solución. Quiza se deberia reforzar la Idea de como podría ser un potencial proyecto y de interés para replicarse ante la nueva normalidad de COVID-19. |
| 4 | Equipo | Se evidencia el trabajo en equipo y la importancia de cada uno de los integrantes en el desarrollo de la solución. | 20 | 20 | Sin observaciones | 20 | Sin observacioenes | 20 | Sin observaciones | 20 | Sin observacioenes |
| 5 | Presentación final del proyecto | Presentación, comunicación y desenvolvimiento durante su exposición. | 20 | 16.2 | N/A | 20 | N/A | 14 | N/A | 14.4 | N/A |
| | | Pamela Gidi-Subtel | | 18 | | 20 | | 15 | | 15 | |
| | | Yolanda Martínez-BID | | 15 | | 20 | | 18 | | 18 | |
| | | Alejandra Ossandon-MDS | | 15 | | 20 | | 15 | | 15 | |
| | | Marisol Alarcón-Laboratoria | | 18 | | 20 | | 12 | | 12 | |
| | | Olga Alarcon-Telefónica | | 15 | | 20 | | 10 | | 12 | |
| | | Total | 100 | 93.2 | | 100 | | 94 | | 91.4 | |

| | | | Nombre del proyecto | Equipo 9 | Observaciones | Equipo 10 | Observaciones | Equipo 11 | Observaciones |
|---|---|---|---|---|---|---|---|---|---|
| | Criterio | Descripción | Valor % | Emergency Health | N/A | Proyecto Seguridad Femenina JSF | N/A | Go TechnoGirls | N/A |
| 1 | Problema/ Necesidad | Se evidencia que el problema o necesidad son relevantes y alineados con el propósito del reto. | 20 | 20 | Sin observaciones | 20 | Sin observacioenes | 20 | Sin observaciones |
| 2 | Solución | Se comunica el valor que genera la solución ante la necesidad identificada. Además de considerar su vinculación con los Objetivos de Desarrollo Sostenible de las Naciones Unidas. | 20 | 20 | Sin observaciones | 20 | Sin observacioenes | 20 | Sin observaciones |
| 3 | Contexto | Se identifica el potencial que puede tener la solución en un contexto real. | 20 | 20 | Sin observaciones | 20 | Sin observacioenes | 20 | Sin observaciones |
| 4 | Equipo | Se evidencia el trabajo en equipo y la importancia de cada uno de los integrantes en el desarrollo de la solución. | 20 | 20 | Sin observaciones | 20 | Sin observacioenes | 20 | Sin observaciones |
| 5 | Presentación final del proyecto | Presentación, comunicación y desenvolvimiento durante su exposición. | 20 | 19.6 | N/A | 11 | N/A | 19.2 | N/A |
| | | Pamela Gidi-Subtel | | 20 | | 15 | | 18 | |
| | | Yolanda Martínez-BID | | 20 | | 10 | | 20 | |
| | | Alejandra Ossandon-MDS | | 18 | | 10 | | 18 | |
| | | Marisol Alarcón-Laboratoria | | 20 | | 10 | | 20 | |
| | | Olga Alarcon-Telefónica | | 20 | | 10 | | 20 | |
| | | Total | 100 | 99.6 | | 91 | | 99.2 | |

Inter-American Development Bank

Subsecretaría de Telecomunicaciones
Gobierno de Chile

Ministerio de Desarrollo Social y Familia
Gobierno de Chile

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