Project Plan
AI's Impact on SDGs
Buddies Without Borders Online Forums
September 28 - December 7, 2024

Update as needed: August 12, 2024
Contact: BuddiesWithoutBordersOnlineForums@GlobalEducationDestinations.org
For Reference: www.GlobalEducationDestinations.org

Application Form: https://forms.gle/asRWnSEGWEv8KYHk9. *The application is now closed.*

We have a rolling acceptance policy. 4-6 seats are made available for each country until all seats are filled. Please contact BuddiesWithoutBordersOnlineForums@GlobalEducationDestinations.org to see if seats are still available for your country.

Program Fee

If accepted, the program fee is $100 usd. Merit-based scholarship seats may be available to under-represented countries.

To inquire, please email us your school's website, proof of your nationality and a copy of your current report card.   *(*All current BWB Clubs have one scholarship seat for a club representative. The representative must be nominated by the club moderator **by Monday, September 16th, 2024** while seats are available.)*

Overview

Students aged 15-18 around the world are invited to brainstorm ideas to solve challenges that impact us all.

AI tools have been used in many industries to analyze big data for business decisions and government policies, but technology divide, disinformation and data availability may lead to threats alongside opportunities. The more powerful a tool is, the more consideration it requires of us to think critically.

How can we harness the power of AI to create a more sustainable and equitable future for all? In our next Forum, we challenge the students to examine the greatest SDG needs in their assigned country that are most suitable for an AI solution for the most positive impact.

Details

Three - four students from different countries will be grouped as a team to work across the borders. Each team will be assigned a country to represent jointly.

Each team will write a summary describing their proposed potential use case and visualize a diagram to exhibit their proposed system. For example, in 2018, McKinsey Global Institute described a use case on how applying AI can help catch wildlife poachers with a six-step imagine-learning system:

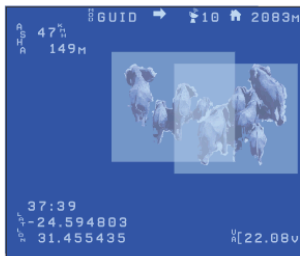**Six steps from offline training of AI model to online detection**
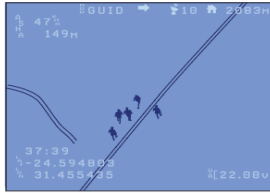
1. Offline training
A neural network is trained on 70 videos containing animals and poachers, which have been labeled. The model is tested with other videos.

2. Drone deployment
Drones are flown over wildlife sanctuaries, capturing thermal infrared images.

3. User interface
Video and still images are transmitted via radio waves to a computer.

AI-powered image classification and object detection

AI-powered image classification and object detection can be used to combat the illegal wildlife trade, worth $8 billion to $10 billion a year

4. Preprocessing
The infrared images may need to be converted to "white-hot" format, where warm objects are lighter against a dark background.

5. Detection
The video is processed in batches and sent to the cloud for analysis. Each image is treated as an input into the neural network.

6. Output
The neural network outputs annotations that are overlaid on top of the original image. This enables identification of the poachers' whereabouts.

McKinsey&Company

Global Sessions: Students meet online via Google Meet weekly for 60-90 minutes. Two identical sections are created to accommodate the time zone difference **(update: Section A Teams meet on Saturdays at 7 PM UTC and Section B Teams meet at 7 AM UTC).** We assign students to teams to create diversity. Students are allowed to visit the other section and meet more buddies if interested.

Each Global Session will feature workshops, breakouts and team meetings. There are no make-up sessions. Attendance is mandatory - if an absence is unavoidable, guardians must give early notice to their teammates and by emailing Coordinator@GlobalEducationDestinations,org, and make plans for recovery. Any participant who misses two consecutive global meetings without advanced notice will be dropped from the Forum competition.

Google Classroom and Chat Space: Students must participate in a dedicated Buddies Without Borders Online Forum Google Classroom group to find resources, receive assignments, post research and discuss ideas. Each team will have a private Google Chat Space for task coordination and documenting individual contributions. Team Coaches award Pioneer Points based on students' attitudes and behaviors toward their buddies.

Each student has the right to issue a ghosting alert to their team coach should there be any concerns. We will in turn alert the counselors and guardians. After the third warning, the nonresponsive team members will be removed from the team and be disqualified from any Awards. **A Score Sheet** will be used to keep track of each participant's status.

Future forums will feature topics based on the United Nations Sustainable Development Goals: https://www.un.org/sustainabledevelopment/sustainable-development-goals/ such as Innovation, Climate Change, Ending Poverty, Public Health and beyond.

Key Dates

- September 28 - (asynchronized) Pre-forum mingle in Chat Space (Q&A tag game)
- October 5 - (asynchronized) Google Classroom open. Post a self-introduction (why are you interested in this topic?)
- **October 12 Mandatory Global Session -**
    - Tech & Tools. Coach Workshop #1: Five-Point Structure
    - Team Time: Meet & Greet (decide your team name and share your time zone/availability)
    - Warm-up Week starts: Post Prompt (what is the view on this topic in the country where you are from?)
- **October 19 Mandatory Global Session -**
    - Kick-Off (Section A: Miao Song, Global Chief Information Officer, GLP. Section B: Lisa Brunet, CEO and Founder of DLZP Group). We Are the AI Generation discussion. Warm-up Week Conclusion (Rising Stars recognition).
    - Team Time: Decide each person's tasks for your team's October 26 landscape presentation and note them in your Team Chat Space.
    - Background Week starts: Post Prompt (research the AI use on SDGs in your assigned country)
- **October 26 Mandatory Global Session -**
    - Landscape Presentations (live): Present the current AI tools available and SDGs needs in your assigned country
    - Coach Workshop #2: What Makes Good Leaders (Pioneer Points)

- ○ Team Time: Debrief (reflection on Landscape presentations and plan for your November 2 individual presentation)
  - ○ Brainstorm Week starts: Post Prompt (what are some of the most successful applications of AI for SDGs around the world)

- **November 2 Mandatory Global Session -**
  - ○ Coach Workshop #3: Effective Brainstorming Techniques (how to listen and when to speak up)
  - ○ Individual Presentation in Breakouts: Each team member presents his/her findings on the "Successful AI applications on SDGs" to their team for feedback. Decide on tasks for your team's final deliverables and note them in your Team Chat Space.
  - ○ Ideation Week starts: Post Prompt (each student posts a 5-min personal video presentation on how AI can impact the most urgent SDGs in their assigned country)

- **November 9 Mandatory Global Session -**
  - ○ Destination Workshop (universities/ majors/career choices - *Open to all BWB students)
  - ○ Final Deliverables Q&A with Forum Director
  - ○ Team Time: review each team member's personal video posts and decide on your team's final approach.
  - ○ Final Push Week starts: Post Prompt (Final Reflection - based on your research and teamwork in this forum, what worked and can work better to improve international understanding and collaboration?)

- **November 16 Mandatory Global Session - Score Sheet Closed. Top Five Notified**
  - ○ Final Presentation Rehearsal: each team will have 5 minutes to present their proposal for live feedback during session. The rehearsals will be recorded for asynchronized feedback on Google Classroom.
  - ○ Coach Workshop #4: Effective Presentation
  - ○ Team Time: Review feedback and finalize your final deliverables

- **November 23 - no session - All submissions (recording, executive summary, best team screenshot) due by midnight UTC on Sunday November 24. Teams that cannot complete their final deliverables by midnight UTC on Sunday, November 24 will be disqualified.**

- **November 30** - **Mandatory Global Session -**
  - ○ Team Presentation / Celebration
  - ○ What's Next
- November 24 - December 4 - People's Choice Voting Online
- December 7 - Award Ceremony

Awards

All participants who complete the program successfully will receive a Program Certificate. There will be four categories of Awards:

- **The Best Team Award:**

  The total team point average will determine the top five teams in the Final round. A team of international panelists will then evaluate the final deliverables based on their proposals' 1) creativity 2) feasibility and 3) potential impact.

- **The Top Five Award:**

  Top Five Representatives are chosen based on personal points earned.

- **Best Representative Award:**

  The Best Representative is voted by their forum peers among the Top Five. If there is a tie, the final winner is determined by the ranking of his or her team's final presentation. The Best Representative will be the spokesperson for the Buddies Without Borders Online Forum and conduct an interview with a forum speaker or an official to be featured on the GED website.

- **The BWB Pioneer Award:**

  Students who have exhibited consistent leadership throughout the Forum by inspiring others to work for the common good will be nominated by their team coaches to receive the BWB Pioneer Award. One nominee will be selected to receive the Award Scholarship ($600 usd value) to launch a BWB Club in the school year of 2024-2025.

- **The People's Choice Award:**

  All proposals will be posted on our website for the public's votes. The proposal that receives the highest votes wins the People's Choice Award.

Prizes

- **Scholarship Seats for the Following Forum:**

  All award winners (Top Five, the Best Team, the People's Choice Team, Pioneer Winner) will be offered a scholarship seat for the following forum while seats last. The scholarship seat can be transferred to another teen in any school, however, a teacher recommendation letter and a current report card will be required.

- **BWB Club (2024-2025):**

  The Best Representative and the Pioneer Award recipients will receive scholarships to launch a BWB Club in their schools to put their ideas into action (up to $600 value) during the school year 2024-2025 (pending school approval). BWB Clubs are now operating in more than 20 countries around the world and enabling students to discuss globally and act locally year-round.

  BWB Club applications are by invitation only. Pioneer Award Nominees will receive an invitation to apply (without scholarships).

- **Internships (2025-2026):**

Students who have successfully completed their Forum competitions and BWB Club projects will be invited to apply for a seat on our International Internship Team.   There are three tracks of the internship opportunities (Business, Law, Public Health) organized by Leadership Initiatives and sponsored by Microsoft and Starbucks. The Internship will start in August 2025 and conclude in May 2026.

Purposes

1. If you are an IBDP student, <u>we meet your Learning Outcome Requirements.</u>
2. If you are an AP Capstone student, you may use data from the forum to base your findings.
3. Understand SDG challenges.
4. Connect, discuss and collaborate with participants around the world online, under the guidance of a college student team coach or an educator.
5. Learn how to create proposals and potentially win recognitions that may benefit the future college application process.
6. Practice English speaking, listening and writing in a formal setting.
7. Successful participants will be considered for future college student team coach jobs based on performance evaluations.
8. Be invited to establish a BWB Club which allows more students to connect and practice English during the school year. BWB Club schools enjoy Forum discounts and many other benefits to students, teachers as well as schools. [Click here for details.](#)

Specifications

Each Forum is attended by 40 - 60 students from 20-25 countries.   For more on our past participants and collaborators, please visit www.GlobalEducationDestinations.org.

- **Technical Requirements:**

Audio and Video capability to participate in the weekly live Global Sessions on **Google Meet**. Account in **Google Classroom** and **Google Chats** for asynchronized forum discussions and research posts.

- **Parental Consent:**

A parent or a guardian needs to sign off on the application form to acknowledge that the student will be communicating with other program participants on social media. A Score Sheet and a Final Outcome Report are made available to all guardians and counselors.

- **School Counselor FYI:**

The student's school teacher or counselor will be kept informed of the student's progress.

Deliverables

- Each team must submit an oral presentation with a visual aid including a diagram describing their proposal of how to apply AI for SDGs in their assigned country. (no more than 5 minutes)

- Each team must submit a Team Paper of 1000 words (3-4 pages, using a provided template for cover and citations) that summarizes the team's proposal.
- Each student must present his/her idea during Ideation Week to help build their team's final proposal.
- Each student must reflect on his/her learning via a private Google Form (Journal for My Journey) throughout the Forum.

Contributors

Please visit our "<u>About Us</u>" webpage for a full list of speakers, supporters and reviewers.

- Advisory Board/Panelist: Hon. Teta V. Banks, Ed.D, Chair, Executive Committee of World Federation of United Nations Associations
- Advisory Board/Panelist: Andrew Hand - Former Admissions and International Schools Outreach Officer, Australia
- Advisory Board/Panelist: Jamie Schlais (Ph.D), Curriculum Manager for Psychology and Creativity, Activity, Service (CAS) at International Baccalaureate Organization
- Panelist: Angolwisye Paul Mwakisu - Senior Assistant Director of Admissions, NYU, Abu Dhabi, UAE
- Panelist: Elisa Melendez Martin - Director of Global Markets, IE University, Spain
- ELL Lecturer (pre-recorded): Anh Nguyen- ELL Teacher, Hanoi Academy, Vietnam
- Inquiry Lecturer (pre-recorded): Shane Hanna- IB Coordinator, Villiers School, Ireland
- MUN Lecturer (pre-recorded): Nicole Bohannon - ESG Research Associate at ISS, USA
- Sponsor: Marshal Bailly - Executive Director, Leadership Initiatives, USA
- Forum Director - Yohana Fontenia, Economics & Politics and Business Leadership, Forward College (Germany), Spain
- Team Coach - Section B - Maitreyi Gharat, Computer Science, CSUMB, India
- Team Coach - Section B - Varad Jaideep Tawde, Computer Science, CSUMB, India
- Team Coach - Section A - Joy Yang, Yang Ming Chiao Tung University, Taiwan
- Team Coach - Section A - Pedro Ezquer, Sciences Po Paris (Campus de Reims), Spain
- Scorer - Chiedza-Matipa Banga, Sciences Po Paris (Campus de Reims), Zimbabwe
- Graphic Consultant - Sophia Chaisson, Communication Design, CSUMB, USA
- Data Consultant - Martin Nguyen, Data Science & Machine Learning, CSUMB, USA

Forum Reference Material

- https://www.mckinsey.com/capabilities/quantumblack/our-insights/ai-for-social-good
- https://unsdg.un.org/latest/announcements/harnessing-artificial-intelligence-sustainable-development-goals-sdgs#:~:text=Applied%20safely%2C%20it%20can%20accelerate,Excellencies%2C
- https://www.mckinsey.com/featured-insights/artificial-intelligence/applying-artificial-intelligence-for-social-good
- https://dashboards.sdgindex.org/rankings
- AI For Good Press Conference