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DICE DIGITAL R&D FUND

Background and Project Portfolio

March 2021



Welcome

We are pleased to introduce here the 19 Digital Experiences and 40 Digital Partners and advisors that collectively form the British Council's DICE Digital R&D Fund. In the following pages you will find a summary of the portfolio, details of the projects, our research, and the guiding principles and context for this new Fund.

Although our partners hail from different types of organisations in six different countries and 40 unique communities, they are collectively addressing economic exclusion through creativity, enterprise and social impact with panache and generosity.

A critical ingredient of the Fund is the community of practice, a space we are co-creating to experiment with ways of connecting online and working internationally. Our intention is for the community to be a safe and trusting space where Digital Partners and the British Council can learn together, bringing all of themselves – successes, doubts and questions.

Essential to building this community and infusing it with these principles are the facilitators, also introduced in these pages, whose experience in digital convening, creative social enterprise, group therapy and values-based leadership, are crucial to realising the spirit of the Fund.

We look forward to sharing our collective learning with you in due course.

The DICE Team



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About British Council

The British Council builds connections, understanding and trust between people in the UK and other countries through arts and culture, education and the English language.

We work in two ways – directly with individuals to transform their lives, and with governments and partners to make a bigger difference for the longer term, creating benefit for millions of people all over the world.

We help young people to gain the skills, confidence and connections they are looking for to realise their potential and to participate in strong and inclusive communities. We support them to learn English, to get a high-quality education and to gain internationally recognised qualifications. Our work in arts and culture stimulates creative expression and exchange and nurtures creative enterprise.

We connect the best of the UK with the world and the best of the world with the UK. These connections lead to an understanding of each other's strengths and of the challenges and values that we share. This builds trust between people in the UK and other nations which endures even when official relations may be strained.

We work on the ground in more than 100 countries. In 2019-20 we connected with 80 million people directly and with 791 million overall, including online and through our broadcasts and publications.

About DICE

'I now have a belief that a few people can make a big difference. I was going to retire in a few years. I can't see that happening now. My role as an activist and change maker has been greatly enhanced by DICE.'

– Paul Talliard, Founder, Hands of Honour, South Africa, and DICE entrepreneur

'It is hardly surprising that rising inequalities have translated into growing political disaffection, anti-market sentiment and disenchantment with globalisation. If we want to save openness and interconnectedness of people and places, we need to re-write the rules of the economic system to make them work for everyone. We also need to bring back fairness to the heart of the policy debate.' – OECD – Time to Act – Making Inclusive Growth Happen (2017)

"The most challenging debate in international development currently is the paternalism inherent in any external intervention. DICE presents a model situated in creativity for assisting the marginalised in finding a voice to connect with the global economy. It goes without saying that the payoffs for everyone in such ODA practices are enormous. The development communities will take notice."

– Professor JP Singh, DICE and The Cultural Relations of Negotiating Development (2021)

Launched in March 2018, Developing Inclusive and Creative Economies (DICE) is a British Council global programme that imagines and activates new forms of cultural and economic agency. DICE does so by placing creativity, entrepreneurship, experimentation, co-design, social purpose, action research, and international connection at the heart of its work. DICE's primary focus is to work with and for women, young people, those disabled by society, and those otherwise excluded from economic opportunity – with exclusion / inclusion defined by the communities in which we work in Brazil, Egypt, Indonesia, Pakistan, South Africa and the UK.

A solution to economic and social exclusion: creativity and entrepreneurship?

DICE's solution has been to harness creativity, which we have come to define in three ways:

- (1) artistic creativity across the cultural spectrum
- (2) entrepreneurial creativity – the ingenuity and motivation to address social issues in our communities
- (3) creativity in our hearts and souls.

We have found that these types of creativity are united by a clear sense of social purpose.

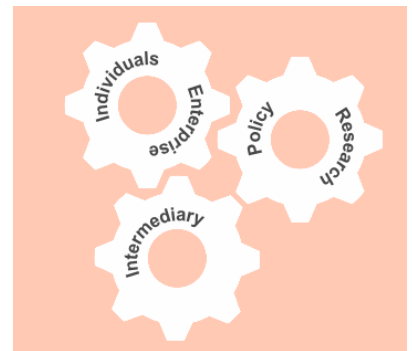
Our research across all six DICE countries confirms that creative and social enterprises

- have low barriers to entry, generating jobs especially for women and young people, harnessing human creative, emotional and social skills – making them more future-proof and more resistant to automation
- bring new, disruptive ideas to tackle the challenges we face, providing agile, environmentally and socially sustainable solutions that address market failure, contributing to the SDGs
- are inclusive, challenging the over-concentration of wealth and capital by spreading ownership, enabling democratic leadership and governance, distributing the benefits of innovation and technology,
- bring new energy and pride to communities and countries, reflecting a country's culture, and changing how people feel about themselves.

DICE systems building: entrepreneurs, intermediaries and policy makers

Through our ecosystem approach we have co-designed and delivered capacity-building initiatives for 15,900 creative social entrepreneurs (51% female, 32% youth) in Brazil, Egypt, Indonesia, Pakistan, South Africa and the UK.

DICE has worked with over 1700 people working in intermediaries - including incubators, accelerators, creative hubs, networks and universities - to nurture their confidence, strategic outlook and international connections. This included the £1.8m DICE Fund, where we connected 28 UK intermediaries with 28 counterparts in DICE countries to deliver capacity building programmes for creative social entrepreneurs in their communities in 2019. Today the 56 intermediaries co-design and host our monthly virtual global gatherings – attracting over 1,500 people from 40 countries.



We have also worked with 1400 policy makers, impact investors and funders to create a conducive environment for creative social enterprise. We are currently exploring with Nesta, Upstart Co-Lab and Fundación Compromiso the potential for a new global investment fund dedicated to creative social enterprise. The project aims to boost the amount of impact investment directed towards creative enterprises, so that they can play a greater role in the world's recovery from Covid-19 and help to create a fairer, more sustainable economy.

Cultural Relations

But as important as these outcomes are, we are as interested in the 'cultural relations' issues that sit beneath and connect them. DICE is driven by questions such as: how do we co-design? What is the art of collaboration? Do we have a shared vision for our economies? What are the inter-cultural dynamics and power dynamics as we work together, particularly in post-colonial contexts? How can we experiment in a safe, yet bold, way? What does inclusion mean to you, to me? How does the language we use exclude or include? Is it possible to teach creativity or entrepreneurship? What is the process of building trust and how can we nurture quality relationships as we imagine a more inclusive economy? The DICE Digital R&D Fund builds on our learning from 2018-2020 and continues to beg these questions.



About the DICE Digital R&D Fund

The DICE Digital R&D Fund is supporting the co-development and delivery of 19 Digital Experiences, co-designed by 19 pairs of organisations ('DICE Digital Partners'). Although these partners hail from different types of organisations in six different countries, they are collectively addressing economic exclusion through creativity, enterprise and social impact.

Together the 19 Digital Experiences are led by and for women, young people, people disabled by society and those otherwise excluded from economic opportunity because of race, ethnicity, religion, sexuality, gender, geography or likely some combination thereof. Ultimately 'exclusion' has been defined by the Digital Partners.

Detailed on the pages to follow, the 19 initiatives aim to directly serve 2,500 people by:

- introducing and developing new technical skills for creative social entrepreneurs
- strengthening individuals to be 'change makers' and
- facilitating artist and entrepreneurial collaboration, co-creation and dialogue.

True to the experimental spirit of DICE, these projects range widely in their approach, but cumulatively they enable us to test various technological platforms, build expertise for digital collaboration and convening, and explore what international cultural relations looks like online.

The DICE Digital R&D Fund supports research and development for both the partners and the British Council, enabling us to

- explore how we foster values such as inclusion, connection, experimentation and co-design in online environments
- foster genuine international camaraderie and generosity
- consider a range of ways to foster economic inclusion through creativity, enterprise and social impact

We will do this through our DICE Digital community of practice, which will bring together our 40 Digital Partners and the DICE team between March – June 2021 to explore our learning in this space.

About the Community of Practice

The community of practice is a space to experiment with ways of connecting online and working creatively. We will be providing the DICE Digital Partners with a variety of spaces to be together and learn from the wealth of experience and expertise that they bring. Our intention is for the community to be a space where Partners can bring all of themselves: successes and also doubts and questions, safe in the knowledge that they can trust their fellow community members.

We aim to co-design ways to connect meaningfully and strengthen relationships so that partners can develop their projects and partnerships with the support of the whole community of practitioners, drawing on everyone's collective wisdom. It will be action learning, where we can all see the emerging themes and we can think of new ways to tackle challenges. All of our Digital Partners provide spaces for others to learn and thrive. We want to make sure they have that opportunity also, a place to recharge their energy and find reflective support.

About the Research

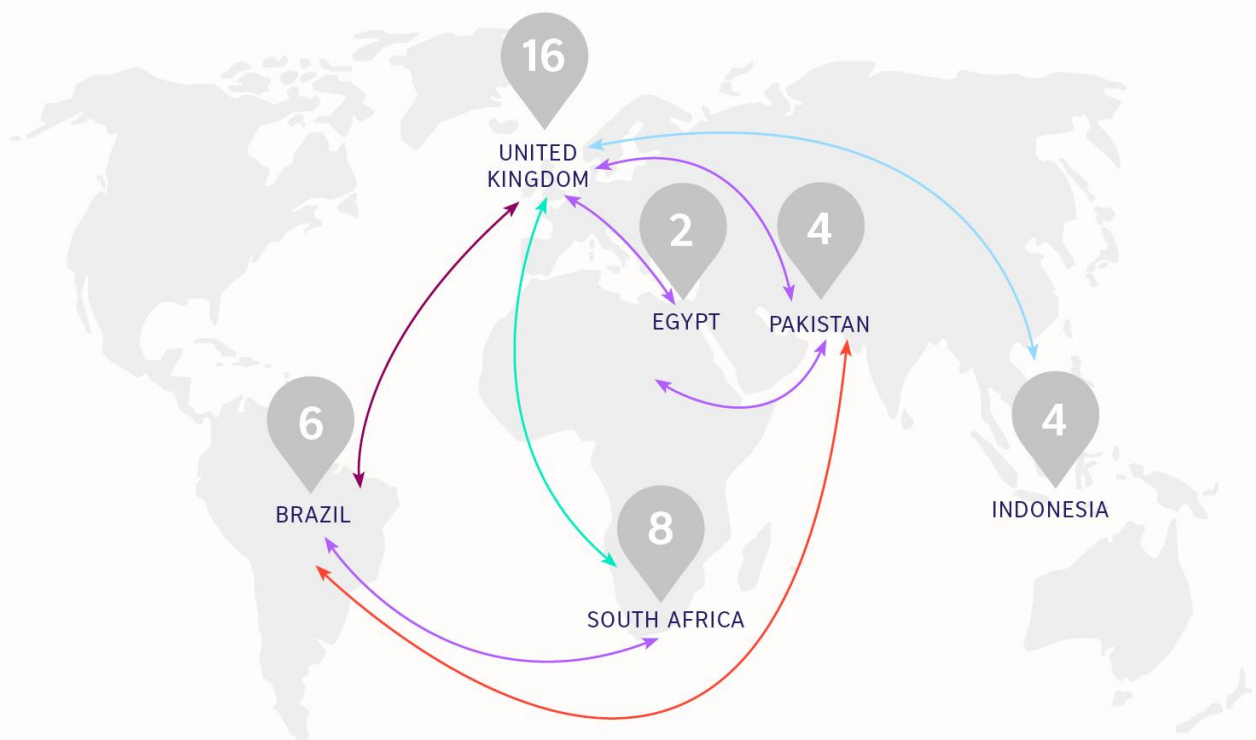
We are interested in learning what international cultural relations can look like online based on the 19 Digital Experiences. The research will be based on two similar definitions of cultural relations (CR) - by Tim Rivera and by the British Council and the Goethe Institut:

- “The mutual exchange of culture between peoples to develop long-term relationships, trust and understanding for the purpose of generating genuine goodwill and influence abroad”. (Rivera, 2015, 12)
- ‘Reciprocal transnational interactions between two or more cultures, encompassing a range of activities conducted by state and/or non-state actors within the space of culture and civil society.’ (British Council – Goethe Institut, 2018, 7).

The study is being undertaken by an independent researcher, Floresca Karanasou, of INTRAC in close collaboration with the forty partners. We aim to publish this study following the completion of the Fund.

DICE Digital R&D Fund Portfolio in Summary

We are pleased to share the details of the 19 Digital Experiences and 40 Digital Partners on the pages to follow. First we provide a summary based on information we received through the application process.



Combinations of partners working together
as part of the DICE Digital Fund:



We are supporting 16 UK/'south' partnerships and 4 'south'-'south' partnerships.

Our Digital Partners are...



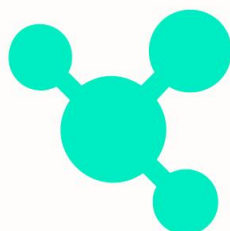
13%

A CREATIVE ENTERPRISE (5)



18%

A SOCIAL ENTERPRISE (7)



43%

**AN INTERMEDIARY
ORGANISATION (17)**

(Includes hubs, accelerators,
incubators, networks, training
organisations)



5%

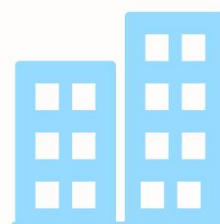
AN ACADEMIC INSTITUTION (2)

(College, university)



20%

AN ARTS ORGANISATION (8)

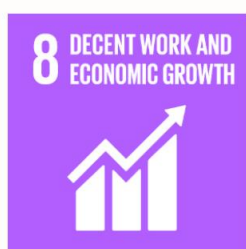


3%

**AN ADVOCACY / POLICY /
RESEARCH ORGANISATION (1)**

Our Digital Partners and the Sustainable Development Goals (SDGs)

All Digital Partners identified as being aligned to one or more of the SDGs. The most common (top 5) SDGs were:



65%

Promote productive employment and decent work for all



63%

End poverty in all its forms



48%

Ensure inclusive and quality education and life-long learning



43%

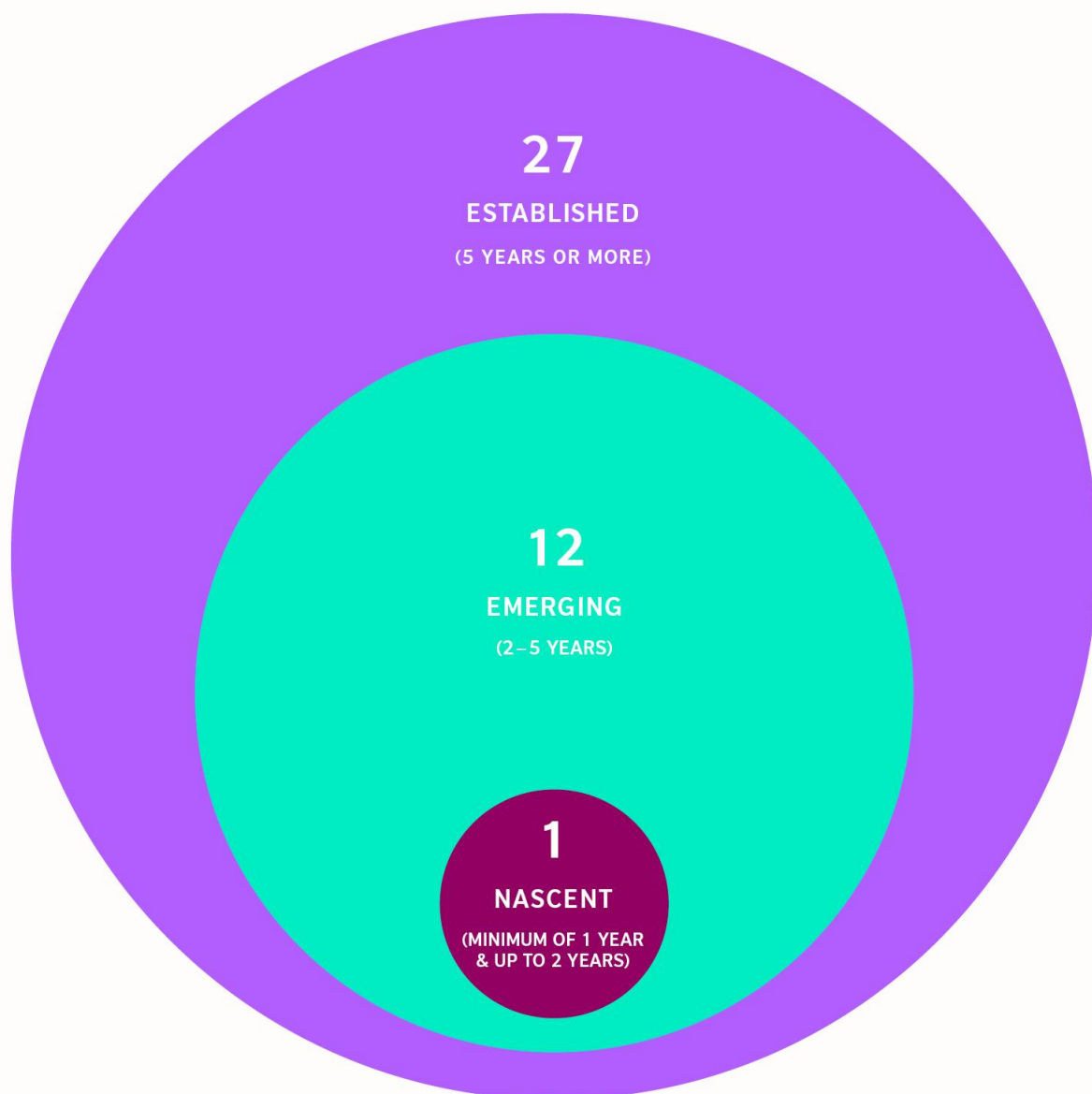
Promote gender equality and empower women and girls



33%

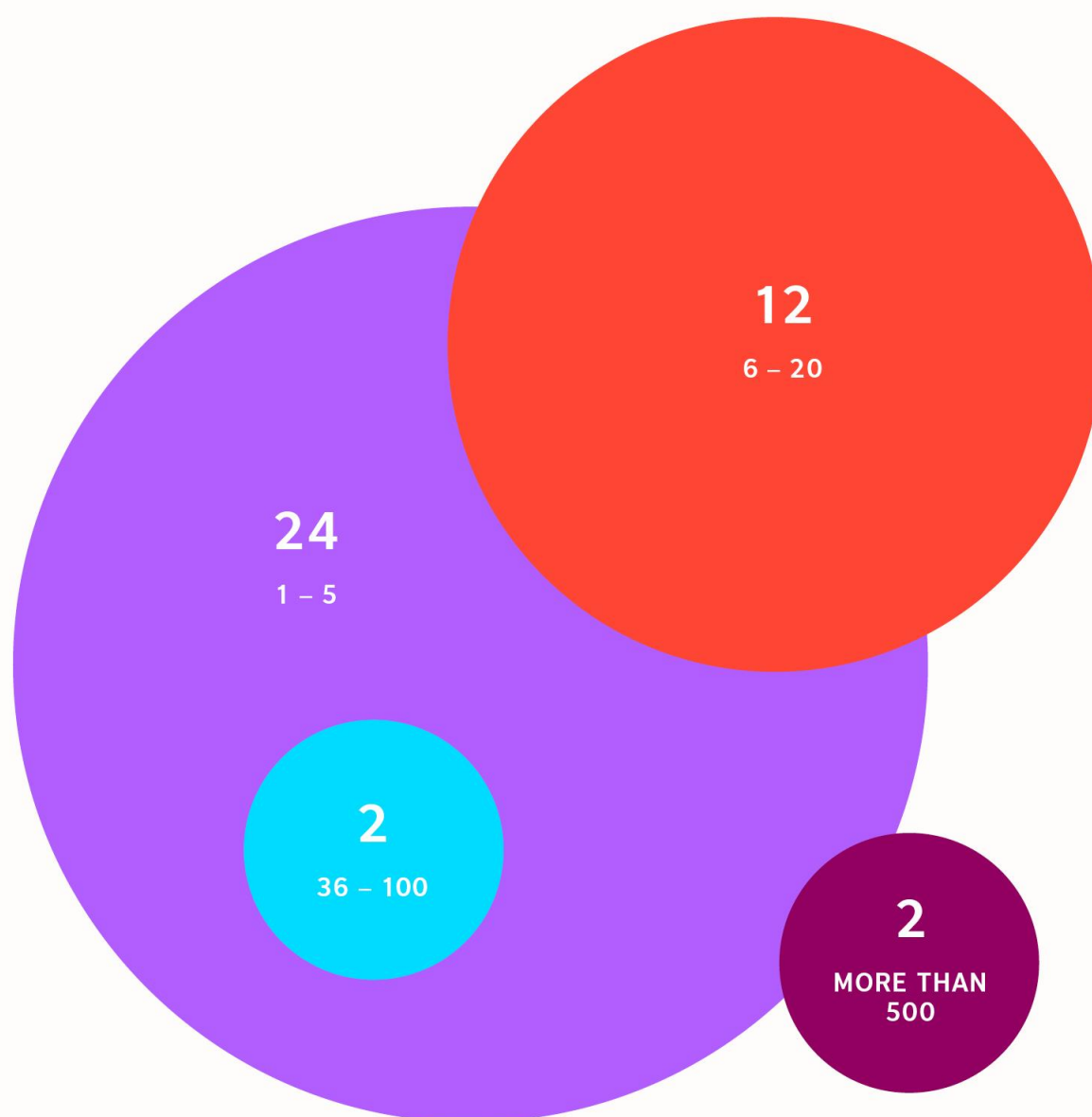
Reduce inequality within your country

Our Digital Partner organisations have been in operation for...

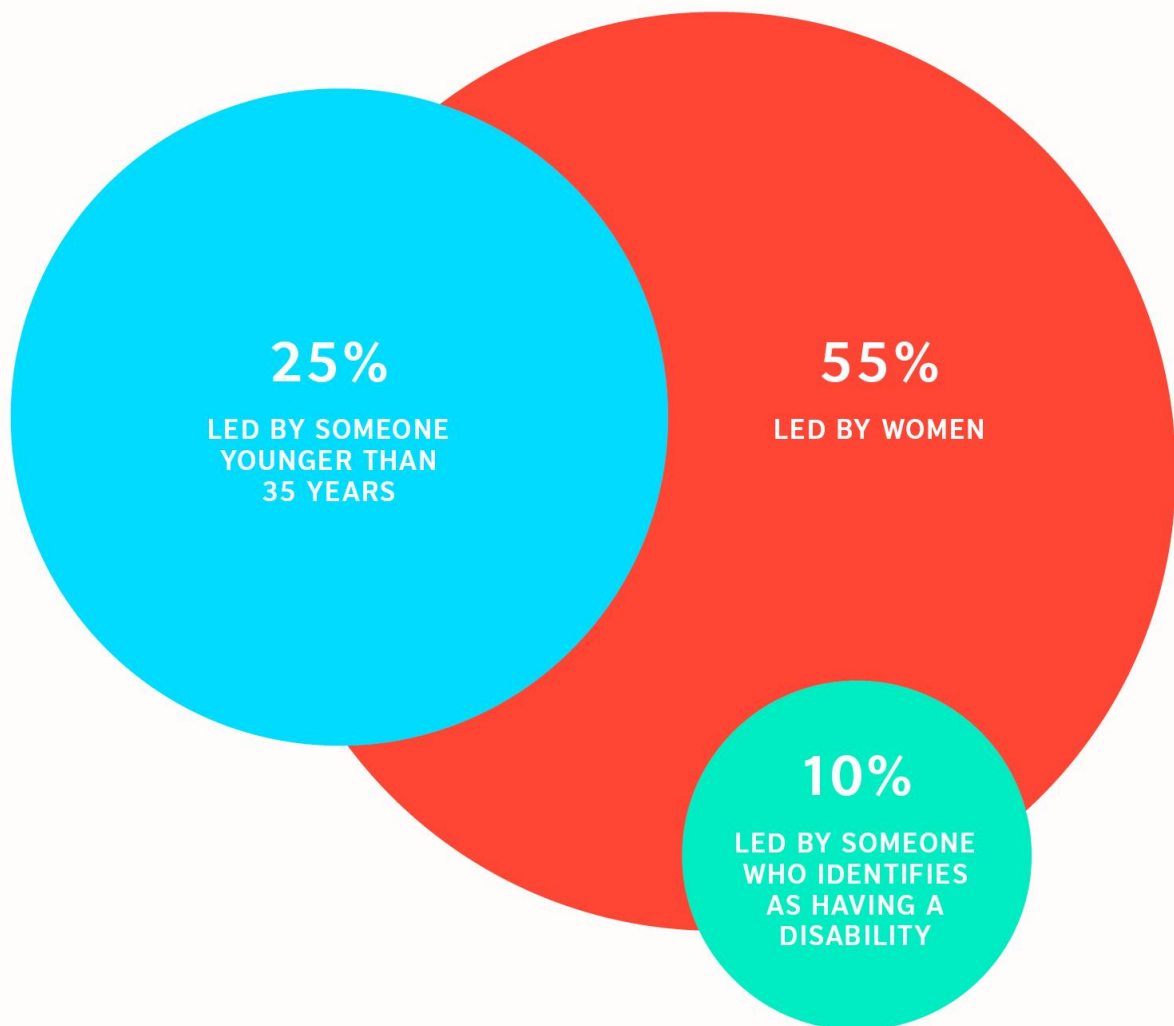


Half of our 40 partners are matched in terms of how long their organisations have been operating. For the other half one organisation has operated for longer than the other.

Number of staff working for each Digital Partner organisation...

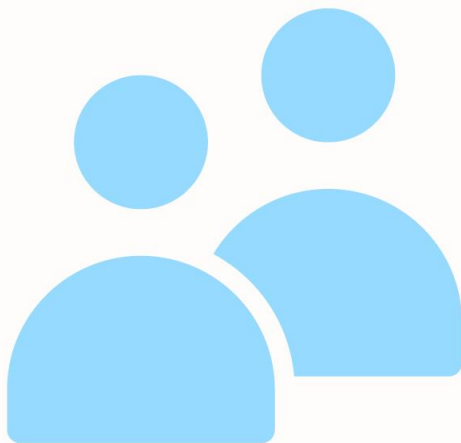


The leaders of our Digital Partners are...



60% of the Digital Partners organisations are small, with staff levels of 1-5 FTE people (see above). For these Digital Partners it is likely that all/majority of staff are on the leadership team and therefore the profile of staffing and leadership profile are the same.

The proportion of our Digital Partners who employ people from a priority group..



38

DIGITAL PARTNERS:
WOMEN



12

DIGITAL PARTNERS:
PEOPLE WHO IDENTIFY
AS HAVING A DISABILITY

For 27 of our Digital Partners (68%) 50% or more of their employees are women.

We asked our Digital Partners to share what other typically excluded groups work on their team. They identified...



17

**DIGITAL PARTNERS:
PEOPLE OF COLOUR AND/OR
ETHNIC MINORITY**



10

**DIGITAL PARTNERS:
LGBTQIA+**



4

**DIGITAL PARTNERS:
ECONOMIC INEQUALITY**

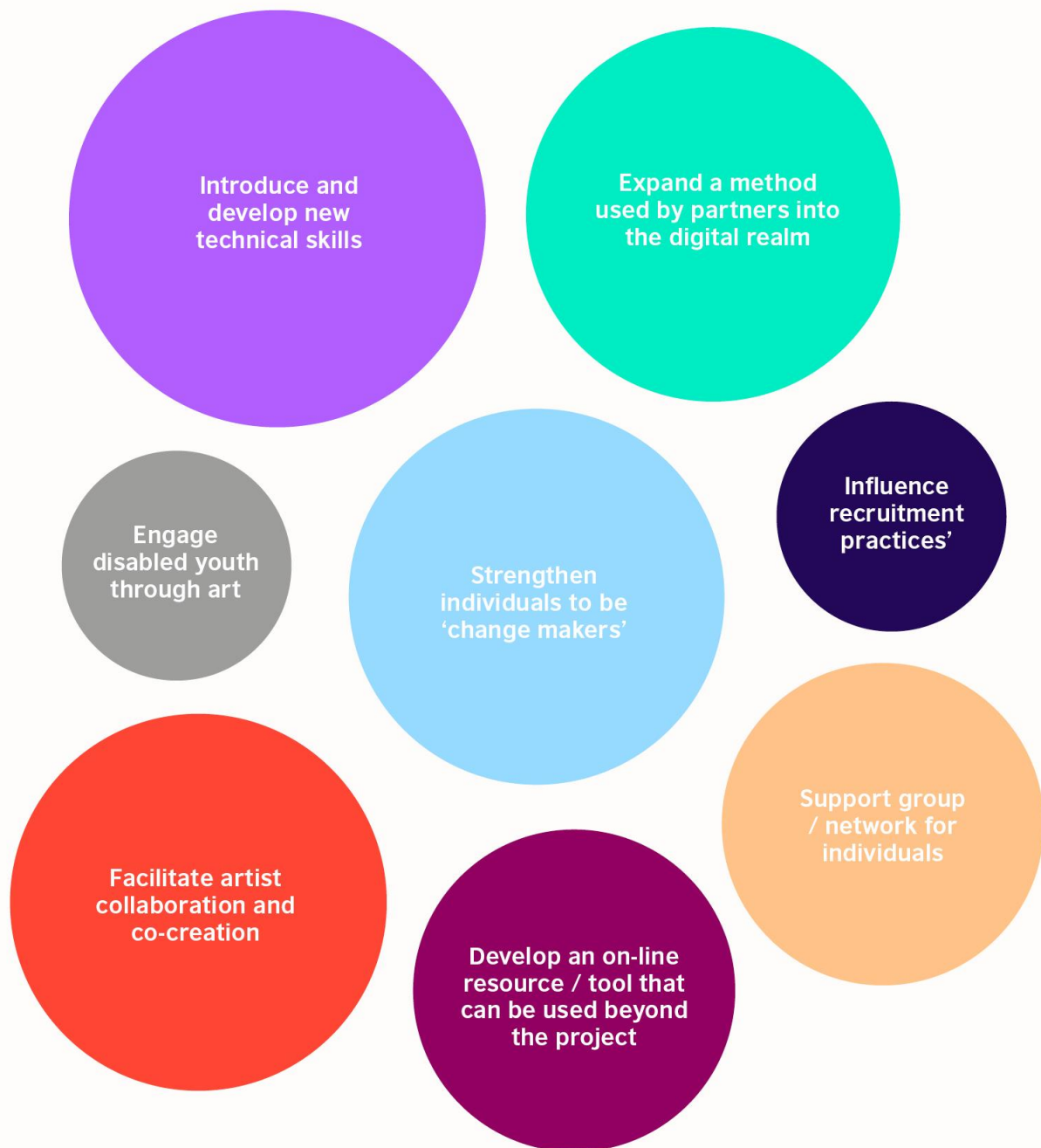


3

**DIGITAL PARTNERS:
OTHER**

This data is derived from partners who employ people who self-identify as being from marginalised groups (24 organisations). 'Economic inequality' and 'other' comprise specific ethnicities and economic classes.

Collectively the Digital Experiences...



Our Digital Partners are working with...



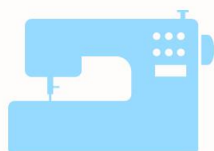
6

**CREATIVE SOCIAL
ENTREPRENEURS**



4

ARTISTS



2

ARTISANS

(including creative designers and
makers, and seamstresses)



5

CONNECTED INDIVIDUALS

(having shared issue, experience
and/or identity in common)



2

**STUDENTS
(UNIVERSITY)**



1

**HR PROFESSIONALS
AND COMPANIES**

Priority Groups: Digital Partners ...



4

ARE TARGETING
DISABLED PEOPLE



1

IS TARGETING
LGBTQIA+ PEOPLE



8

ARE TARGETING
YOUNG PEOPLE



3

ARE SPECIFICALLY
TARGETING WOMEN

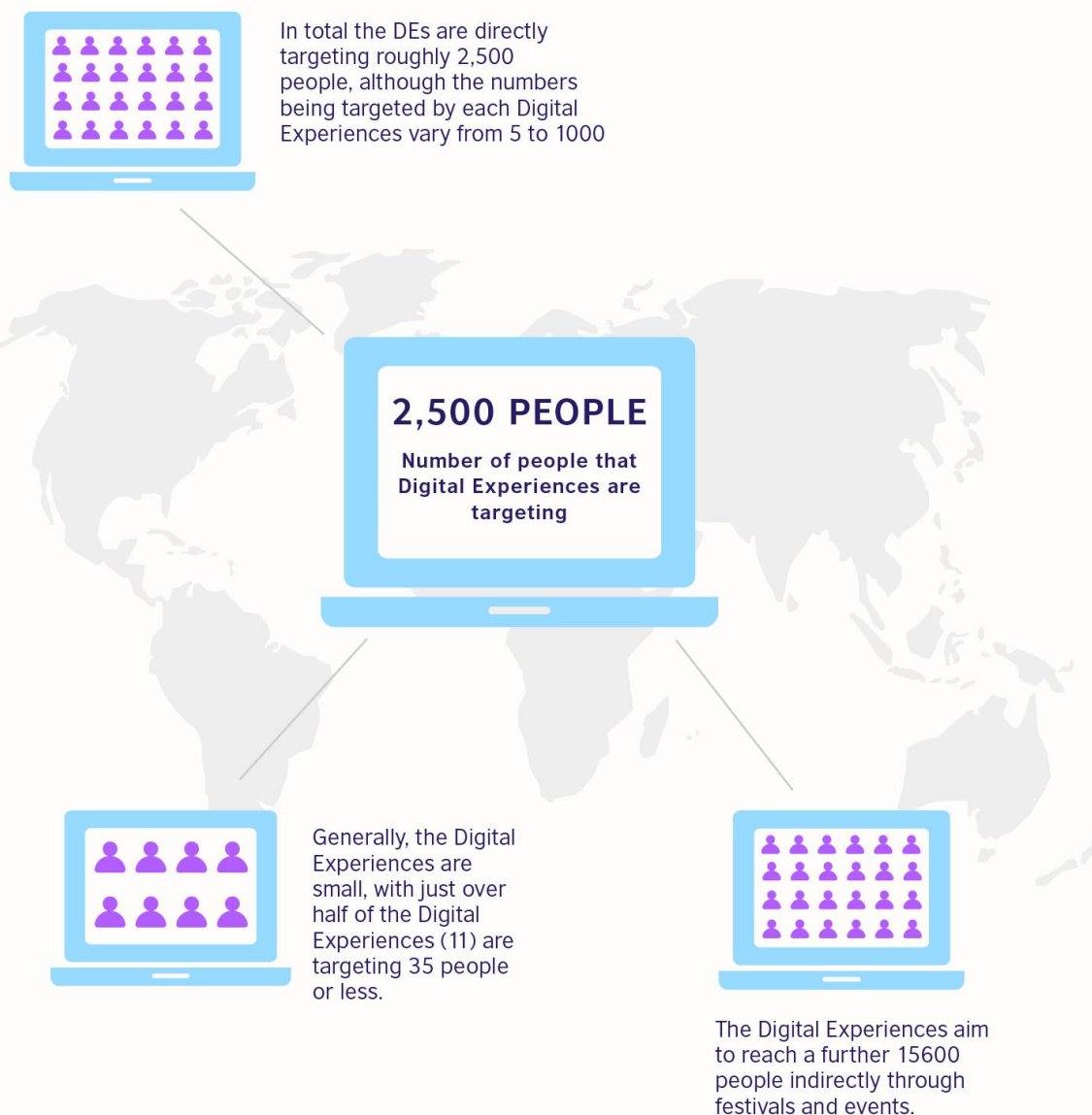


6

ARE TARGETING PARTICIPANTS
FROM ACROSS A COMBINATION
OF PRIORITY GROUPS

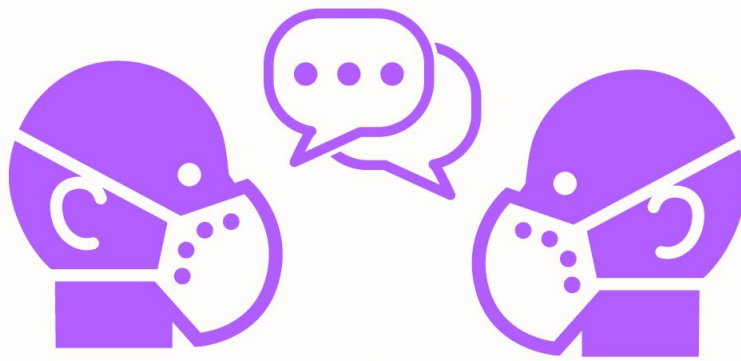
Most Digital Experiences are aiming to also select people who fall into one or more other priority group. For example, Make an Impact CIC + Hub Belo Horizonte Ltda are targeting women from marginalised communities, and include women from black and other minority ethnic community groups, with long term chronic health conditions, disabilities (physical and sensory), as well as many younger women and older women who face discrimination). Enterprise Academy International Limited in the UK and Further Impact Pty Ltd in South Africa are targeting creative social enterprises aiming to select a cohort of participants spanning several disadvantaged groups including young people, women and disabled people.

Digital depth of engagement versus breadth



Digital is often seen as a means of reaching large audiences – sharing content at scale. In contrast to this, many of the DICE Digital Experiences focus on using digital with small (almost intimate) groups in order to foster cross-cultural (international) exchange and exploration of ideas within a safe space.

The format of the Digital Experiences...



6

**OF THE DES HAVE
OFF-LINE ELEMENTS**

(i.e. people are meeting in person/learning digital skills in person)



14

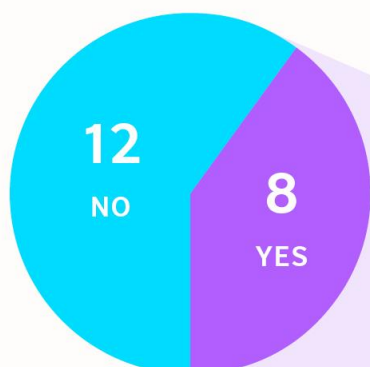
**ARE ENTIRELY ON-LINE USING
A RANGE OF DIGITAL TOOLS**

The Digital Experiences that are taking place with an offline element include those projects where participants do not have access to appropriate technology at home; and those projects where participants are learning a digital skill (e.g. 3-D printing).

Our Digital Partners' histories...

Have you worked together before?

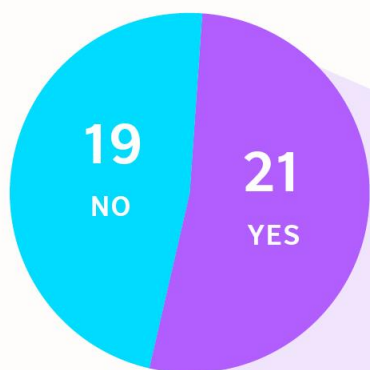
Of those that have worked together before, six have worked together for less than three years, so most of our partnerships are relatively new



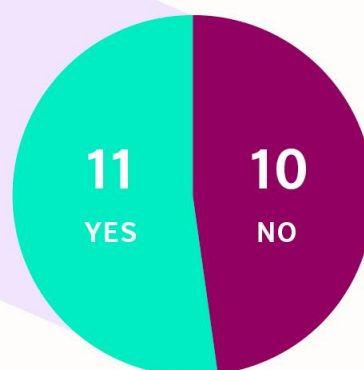
How did you meet your partner



Have you worked with British Council before?



Have you worked with DICE before?



Six partnerships (12 organisations) met through the DICE Matchmaking sessions in December 2020, two met through the DICE Fund 1.0 (2018-2019) and other networking events.

DICE Digital R&D Fund – Project portfolio

Digital Partner 1	Country	Digital Partner 2	Country	Page
Amava Oluntu	South Africa	InsightShare	England	24
The Arts Development Company CIC	England	Ketemu Project	Indonesia	25
Casa do Povo Instituto Cultural Israelita Brasileiro	Brazil	Social Innovation Lab & Saltaire World Heritage Site	Pakistan /England	26
Derby Quad	England	Regional Economic Development Foundation (REDEF)	Indonesia	28
Enterprise Academy International Limited	England	Further Impact Pty Ltd	South Africa	29
Hatch Ideas World Wide	England	Instituto Vereda	Brazil	30
Instituto Feira Preta	Brazil	The Hive Network SA	South Africa	31
Lefika La Phodiso - Community Art Counselling & Training Institute	South Africa	The Art Machine	England	32
Make an Impact CIC	England	Hub Belo Horizonte Ltda	Brazil	33
Migraflif	Brazil	_SocialStarters	England	34
Mobile Moment	South Africa	AdamStart Global Projects Limited	England	37
MYMACOM	Pakistan	Crossing Borders Education	Scotland	38
rearts pvt ltd	Pakistan	Linha 3 produções	Brazil	39
Rumah Harapan Mulya	Indonesia	Coventry University	England	40
SICK! Productions	England	Klein Karoo National Arts Festival (KKNK)	South Africa	41
Simsara Music	Egypt	Music Ally	England	43
Think.Web	Indonesia	Birmingham Open Media (BOM)	England	44
University of Hertfordshire	England	The Craft and Design Institute	South Africa	45
YouthBank International Network	Northern Ireland	The Initiative for Community Advancement	South Africa	46

Amava Oluntu (South Africa) and InsightShare (England)

Contacts:

Theresa Joy Wigley – Director, Amava Oluntu

Grace Hutchison – Programme Development Officer, InsightShare

DICE Digital Experience:

The Living Cultures Indigenous Fellowship is InsightShare's ground-breaking strategy for opening access to Indigenous Peoples to use participatory video as a tool for community development and creating a community of practice in Africa. InsightShare has co-designed an online/offline programme with Indigenous youth using a design-thinking approach, which allows radical collaboration and social innovation, by ensuring design is led by end users. Amava Oluntu and InsightShare are partnering to deliver this programme with marginalised urban youth in Cape Town. Using a flipped classroom approach, Fellows will use offline resources to learn about participatory video and come together with the rest of InsightShare's Fellowship network in monthly live Zoom events to consolidate learning and develop ideas and networks.



About the partners:

Amava Oluntu is a collective of individuals and groups working together to create spaces that encourage reconnection of individuals to themselves, each other and the world. We seek to create spaces of learning that honour differences and recognise the multiple forms of wisdom we all have to share with each other. We build partnerships and networks of knowledge holders, experts, mentors and teachers. Together with these networks, we create context specific learning experiences that offer practical skills and knowledge to equip participants with the ability to create solutions to the growing challenges faced by individuals, communities and the natural environment. We mentor and support champions who emerge from these learning experiences in their endeavours to create change, and link them to networks that can further their learning in displayed fields of interest. These champions act as agents of change within their communities. www.amava.org

InsightShare is a social enterprise using participatory media to achieve change. InsightShare works closely with communities, and especially Indigenous Peoples, to establish locally led and driven media hubs, that respond to critical issues within the community. We have established a network of media hubs in Mexico, India, Tanzania, Kenya, Cameroon, Namibia and South Africa; over 15 years we have worked with many other Indigenous communities on multi-year media capacity programmes. Our globally connected network puts media at the heart of processes of social change. We develop relationships of trust at the local level, using participatory media, and particularly participatory video, as a tool to allow groups and individuals to: generate local sources of information and response, develop their confidence and build skills to act towards change. We also work with development, humanitarian and academic agents with conflict resolution, gender equity, culture, inclusive economies, and human rights.

<https://insightshare.org/>

Arts Development Company CIC (England) and Ketemu Project (Indonesia)

Contacts:

Hannah Baker – Inclusion and Wellbeing Lead, Arts Development Company

Dewi Mayun – Social Enterprise Manager, Ketemu Project



DICE Digital Experience:

This will be a programme for 15 disabled artists from Indonesia and 15 from the UK to connect and co-develop their artistic and business development skills. The groups will co-create a final shared digital experience that will showcase their ideas, any work produced, thoughts, feelings and celebrate the collaboration.

About the partners:

Arts Development Company is a social enterprise and nationally recognised sector-support organisation for arts and culture, supporting groups and communities to action creative solutions for social change. We support communities to improve wellbeing, reduce inequalities and strengthen the creative economy.

We do this by:

- commissioning new arts events, experiences and public spaces
- exploring and sharing innovative ways to fund arts and culture in the U.K
- connecting arts and culture with business, tourism, health and environment sectors.
- supporting the development of the arts and culture sector through networks, resources and mentoring
- sharing our experiences and expertise to develop new arts development companies
- advocating for the enormous impact and value of arts and culture.

<https://theartsdevelopmentcompany.org.uk/>

Derived from the word '**Ketemu**' (meaning 'to meet' in Bahasa), we want to build an art and social movement that is infused with the open spirit that comes from meeting, forming connections and starting conversations with people bring out the spirit. Ketemu Project is a hybrid of transnational art collective and social enterprise which aim to create a dynamic art experience for positive social changes. Founded in 2015, Ketemu continually initiates art programs or activities which encourage and foster the awareness of social issues through visual arts. www.ketemu.org

Casa do Povo | Instituto Cultural Israelita Brasileiro (Brazil), Social Innovation Lab (Pakistan) and Saltaire World Heritage Site (England)

Contacts:

Mayara Vivian – Community Leader, Casa do Povo

Zarene Zuberi – Country Manager, Social Innovation Lab

DICE Digital Experience:

We envision this project called 'Weaving Pathways' to be a unique collaborative exercise in connecting two marginalized artisanal communities with global markets through digital platforms. Bringing together partners from Pakistan, Brazil, the UK and beyond, we hope to unravel common threads in seemingly disconnected realms. We intend to create a new range of products based on the design of new patterns that can be easily downloaded. We will provide skills development training for women artisans and seamstresses delivered by engaging fashion designers who will help create these fusion products. Besides the co-creation, the project will expand the horizons of both groups, showing the broad range of possibilities that the use of digital tools can provide, a universe that most of them still aren't confident in using. Showcasing the project with Saltaire taps into a UK audience interested in artisan products, processes and contemporary crafts, further expanding the market for the two communities.

About the partners:

Casa do Povo is a cultural centre that revisits and reinvents notions of culture, community and memory. Home to a dozen groups, Casa do Povo (the 'People's House' in Portuguese) develops an interdisciplinary, process-based program and socially-engaged activities. It sees art as a critical tool in an ongoing process of social transformation. Casa do Povo adapts to the needs of each project in order to support neighbourhood associations and unconventional artistic projects.

Its work axes (memory; collective and socially-engaged practices; dialogue and involvement with its surroundings) stem from contemporary contexts in direct relation with Casa do Povo's historical, Jewish and humanist premises. <https://casadopovo.org.br/en/>

The Social Innovation Lab (SIL) enables change-makers to build sustainable social enterprises, create ecosystems that support social innovation and push for human-centered policy-making at the highest levels. As part of this effort we run the Hatchery, an early stage social enterprise incubator; the Social Innovation Consultancy (SIC) that offers M&E audits and impact assessment services to organisations dedicated to improving and measuring their footprint; Beyond the Buzz (BTB), a research wing that promulgates data-driven, evidence-based strategy and policy making; and SILSkills, a series of knowledge workshops and immersion programs that seek to benefit the entrepreneurial ecosystem in Pakistan. To date, SIL, its consultants and incubated start-ups have together been able to impact over 3.8 million people across the globe. We hope to continue our efforts in promoting socially innovative

organisations to work together to create a more equitable distribution of resources and a healthier society. <http://socinnlab.org/>

Saltaire World Heritage Site is a complete and well-preserved industrial village of the second half of the 19th century in West Yorkshire, England. Its textile mills, public buildings and workers' housing are built in a harmonious style of high architectural standards and the urban plan survives intact, giving a vivid impression of Victorian philanthropic paternalism.

Today, Saltaire is a village where people live and work. There are shops, places to eat, private businesses, a lovely park and of course, Salts Mill. The Village is situated on the Leeds-to-Liverpool canal which runs adjacent to the River Aire. <https://saltairevillage.info/>

Derby Quad (England) and Regional Economic Development Foundation – REDEF (Indonesia)

Contacts:

Abbie Canning - QClub Programme Curator, Derby Quad

Santi Nining Susanti - Founder & General Secretary,
REDEF

DICE Digital Experience:

QClub will share best practice and equip artists with the skills to engage disabled young people in creative digital activities. The aim is to provide a unique opportunity for artists and disabled young people of Indonesia to develop and learn transferable skills that could help them gain employment in the creative industries.

About the partners:

QUAD is a charity focused on intercultural dialogue through supporting diverse audiences to engage, develop skills and contribute to contemporary culture. Year-round, our learning, education and participation programmes involve people and communities locally and worldwide in innovative arts programmes. www.derbyquad.co.uk

Regional Economic Development Foundation (REDEF) was founded by five social entrepreneurs. The foundation was established with a big dream to support national economic growth by optimising development at the regional level. Our foundation works on CORE principles, an acronym which stands for Competence, Organizational, Reliable, and Experience. Our focus is on education (including training, coaching, mentoring and technical assistance), research and development, and network building. These activities support small and medium enterprises (Entrepreneurs), disabled children and youth, and senior citizens (retired / pensioner). www.redef-foundation.org



Enterprise Academy International Limited (England) and Further Impact Pty Ltd (South Africa)

Contacts:

Anthony William Catt – Managing Director,
Enterprise Academy

Ian Calvert – Founder, Further Impact

DICE Digital Experience:

When trying to learn and develop, often the best teachers are our peers and in turn ourselves. However, when we experience problems, we often overlook this approach to problem solving either because we lack the confidence or tools. Yet for creative social entrepreneurs, where self-expression, storytelling and collaboration versus competition are key, this learning and development method is so impactful. Enterprise Academy and Further Impact will bring together and empower a group of creative social entrepreneurs (CSEs) from the UK and South Africa to foster a digital self-learning and development environment. Through a series of skills workshops, peer-to-peer mentoring and research challenges these CSEs will use their knowledge and experiences to co-curate a playbook of best practice to build sustainable impact initiatives and communities.



About the partners:

Enterprise Academy is a collection of individuals with experience in founding and supporting businesses across some of the world's leading entrepreneurial and startup ecosystems. Our mission is to leverage that experience and network to support the development and growth of newly emerging ecosystems across the globe with a focus on unrepresented communities.

We are determined to push boundaries and open borders through enterprise education. We design, develop and manage training programmes for early-stage entrepreneurs, whether that be someone with just an idea or a business with a validated product/service looking to grow. We use applied learning techniques where every training element or insight is actionable and acted upon in the moment of teaching. This enables entrepreneurs to develop their business throughout the training whilst building their capacity to do so independently in the future.

www.enterpriseacademy.com

FURTHER designs and implements integrated development programmes for Impact Entrepreneurs and their organisations in order to grow them into high performing leaders and sustainable businesses. Our starting point is the personal capacity-building and wellbeing of the entrepreneur, combined with the technical business support needed to grow a sustainable impact enterprise. We combine proven methodologies and tools, a team of multi-disciplinary, multi-cultural experts, and strong peer-to-peer engagement and support. At the heart of our approach to development is the belief that the people closest to the problem should be the people closest to the solution. www.furtherimpact.co

Hatch Ideas Worldwide (England) and Instituto Vereda (Brazil)

Contacts:

Yemisi Mokuolu – CEO, Hatch Ideas

Daniela Gebenlian – CEO, Instituto Vereda

DICE Digital Experience:

Through the **Power of Play** our aim is to support creative social entrepreneurs (at any stage of business) to investigate and overcome their barriers with money management in order for them to be able to better access and manage finance – the life blood of business – in order to address economic exclusion for themselves and in their communities. Our focus will be to support female entrepreneurs and businesses from marginalised communities both in Brazil and UK. Through this digital endeavour we aim to bring together creative social entrepreneurs and experts in the fields of business, finance, App development and social game making from both countries, in order to create the methodology of a Game that can develop financial competency and confidence.

About the partners:

‘Supporting amazing people to turn their ideas into reality’. Founded in 2002 by award-winning social entrepreneur Yemisi Mokuolu, the mission of **HATCH Ideas** is to support people and organisations release their social and cultural change projects by providing them with bespoke, high-quality, state-of-the-art consultancy, concept development and project management support. HATCH's core services include ideas/concept development and delivering enterprise and professional development programmes. HATCH works across the creative, cultural and social sectors bringing to life initiatives that have the potential to drive inclusion and diversity, generate greater wealth for communities, as well as improve social environments. Clients include: Arts Council England, BBC London, British Council, City University, Department for Industry & Trade (UK), Goethe Institute, Historic England, Institut français, the Nigerian-British Chamber of Commerce, Old Mutual (Zimbabwe), Royal Borough of Kensington & Chelsea and Social Enterprise London. www.hatchideas.co.uk

Instituto Vereda offers human development and business transformation, through a wide range of services: coaching and mentoring (entrepreneurs, professionals, leadership), corporate education and team development (training, workshops, team coaching, team building), organizational development and change management and business consulting (business coaching for entrepreneurs, strategic planning, business model design, design sprint, OKR [objectives and key results] implementation, customized programs).

Our customers include Hyundai (Design Thinking), resenius-Kabi (leadership development, executive coaching, team building, OKR implementation), Takeda (design sprint), Google (team building and team planning with LEGO® Serious Play®), Servier (leadership development), Honda (communication skills) www.institutovereda.com.br (workshops)

Instituto Feira Preta (Brazil) and The Hive Network (South Africa)

Contacts:

Adriana Barbosa – Founder, Instituto Feira Preta

Daniel Manjarrés – Executive Producer, Instituto Feira Preta

Sibongile Musundwa – Director, The Hive Network

DICE Digital Experience:

We are both renowned creative hubs that work to create opportunities for entrepreneurs. We support women, youth and LGBTQ digital entrepreneurs that have been excluded systemically from economic opportunities in South Africa and Brazil. We are a connection platform that fosters friendly relations between intermediaries and entrepreneurs through a journey that led us to an untold digital ideas portfolio. Our digital partnership will let us test various platforms thanks to our digital-first approach.

About the partners:

The Instituto Feira Preta is an accelerator and incubator for black-owned businesses. The Institute's activities are delivered throughout the Brazilian territory. The Institute's main initiative is the Feira Preta Festival that will mark its 20th anniversary in 2021. It is an annual event which brings together black entrepreneurs from different sectors: art, fashion, beauty, gastronomy, audio-visual, journalism, among others. The Institute also seeks to expand markets for black-owned businesses in the finance, food, games and technology sectors. Instituto Feira Preta was founded by Adriana Barbosa, an African Brazilian woman, who was named one of the 20 most powerful women in Brazil in 2020 by Forbes, and named one of the world's 51 most influential black persons under 40 by the UN in 2017. <http://pretahub.com/>

The Hive Network consists of a for-profit agency, The Hive Network SA, and a non-profit accelerator programme, The Hive Network NPC, for creative enterprises in South Africa. Our creative agency is designed to connect talented and experienced creative entrepreneurs with opportunities to drive economic growth, for both themselves and the creative sector. Profits generated from the agency are donated to support the work of the non-profit. We believe that supporting enterprising creatives lays a cornerstone in bolstering and bridging a gap in Southern Africa's social and economic development, while ensuring a culturally rich society. Having launched in 2015 we are currently home to 58 early-stage start-ups and micro-enterprises founded by young urban creative entrepreneurs.

<https://www.thehivejohannesburg.com/team/>

Lefika La Phodiso - Community Art Counselling & Training Institute (South Africa) and The Art Machine (England)

Contacts:

Rozanne Myburgh – Managing Director, Lefika La Phodiso

Urbain Hayo – Artistic Director, The Art Machine

DICE Digital Experience:

Our project will be working with socially and digitally excluded LGBTQIA+ young people in the UK and South Africa, offering holistic training to overcome social isolation through creative production. Using Zoom, mobile applications and traditional art materials, participants will have the chance to reflect, learn and share in a safe and innovative environment. The project will create a holistic and creative space for participants and practitioners to explore and share together, culminating in an online exhibition of creative content. This will be a celebration not only of the participants' individual journeys but also of the digital community space which has been created.

About the Partners:

Established in 1994 by Dr Hayley Berman, **Lefika La Phodiso 'The Rock of Holding'** is Africa's first psychoanalytically informed Community Art Counselling training institute. Our vision is to build national capacity for empathy by training groups of Community Art Counsellors dedicated to psychosocial transformation and our mission is to create safe creative spaces. Our Community Art Counselling training focuses on creative group work and psychodynamic thinking, as they relate to community, education and counselling work, increasing access to mental health services through creative arts. Lefika facilitates community-based art counselling programmes that offer an integrated therapeutic safe space. Our services include after school art counselling, art skills and creative literacy programmes. Lefika also facilitates tailor-made programmes for team building, corporate events and once off workshops.

<https://lefikalphodiso.co.za/>

The Art Machine is a non-profit organisation working with artists from underprivileged backgrounds to create work that will ignite social change: We help them to tell stories that are rarely heard by mainstream society about people whose voices may have been suppressed or unheard in modern society. We employ a fresh and innovative approach, using arts as a tool for social and political change, and empower and support up and coming artists from underprivileged backgrounds to develop their careers.

Make an Impact (England) and Hub Belo Horizonte (Brazil)

Contacts:

Heidi Fisher – Director, Make an Impact

Virginia Nunes Alfenas Giffoni – Director, Hub Belo Horizonte

Flávia Reis – Team Lead and Project Manager, Hub Belo Horizonte

DICE Digital Experience:

We are co-designing an abbreviated acceleration programme for creative women entrepreneurs who have a validated product to sell (e.g. artisanal, medicinal, food, hair and beauty, clothing and textiles), but have been hit by Covid-19, and need to transition from selling locally to online. The programme will cover how to reformulate the business model to work online based on the principles of the creative economy (importance of social capital, exchange of services, collaboration, connectivity and creation of networks). The digital experience will connect two groups of women (eight from Brazil and eight from England), who do not share the same context or language, through an online space where they can exchange ideas and resources.

About the partners:

Make an Impact CIC supports social entrepreneurs to start and grow their social enterprises by developing trading income (through creating products and services) and by effectively measuring, managing and communicating their impact. This support is delivered through workshops, mentoring and consultancy services, including start up, accelerator and investment ready programmes, including specifically for female founders. Make an Impact CIC has been operating since 2016, and as well as working across the UK has also worked in Thailand, Cameroon and Europe. Our vision is a world where all businesses are social enterprises that positively impact people and the planet. www.makeanimpactcic.co.uk

Impact Hub is an entrepreneurs' global network which believes in business and people acting consciously to create a fair and sustainable world. Our mission is to inspire, connect and empower our members to develop their entrepreneurial ideas with a positive impact. We support the construction of innovation ecosystems to boost collaboration and entrepreneurship with our partners and networks and support progress towards the global Sustainable Development Goals (SDGs).

Our collaborative actions for positive impact using creative economy principles are:

- vibrant community: passionate and entrepreneurial people who share an intention to bring positive change acting in community and collaborating to develop and grow each other's business
- meaningful content: we provide that through thought-provoking events, innovation labs, co-learning spaces, projects, programs and meetups
- inspiring space: each impact hub around the world has its physical space that offers a flexible and highly functional infrastructure to work, meet, learn and connect people.

belohorizonte.impacthub.net

Migraflif (Brazil) and Social Starters (England)

Contacts:

Camila Batista Pinto – Vice-Director, Migraflif

Andrea Gamson – CEO and Head of Learning, Social Starters

DICE Digital Experience:

We aim to connect migrants in Brazil with British social entrepreneurs. Our purpose is threefold. Firstly, we will create an optimistic environment for entrepreneurs who have suffered during the Covid-19 pandemic. With social distancing, it is inspiring to connect different people through digital means. Secondly, the project will introduce the concept of interculturalism, an online exchange which gains greater importance given that social media can be filled with toxicity and hate speech. Finally, our digital encounters will bring economic benefits to the participants because of the value of cultural economics – the influence of culture in economic outcomes. Indeed, sharing learning on how to increase sustainability through cultural factors is extremely important for cosmopolitan cities such as London and São Paulo. Through community practice, the project will foster the concept of cultural entrepreneurship, valuing the art, dance, music and gastronomy of multiple nationalities.



About the partners:

Migraflif is a social startup founded in 2015, with headquarters in São Paulo, that promotes the economic and social inclusion of migrants. The organization stands on two pillars: 1) entrepreneurship and employment programs; 2) bridging the gaps between migrants and the host community, by shaping a balanced public narrative on migration and recognizing its positive impact on social cohesion, support for diversity, economic growth and innovation.

So far Migraflif has impacted directly over 1,000 migrants and over 50,000 Brazilians. Due to the current Covid-19 crisis, Migraflif is adapting its approach and deploying new strategies. We are providing training courses to migrants through an online platform, called MigraLab, and connecting them to digital channels for market inclusion, enabling them to scale much faster and empowering migrants by embracing technologies in their path towards self-sustainability. The platform is fully functioning and already helping migrants to increase their monthly income.

<https://www.migraflif.com.br/>

_SocialStarters are a social enterprise who exist solely to support other social enterprises to thrive and be more sustainable. We do it through provision of pro bono mentors and low bono consultants who assist founders with core business growth challenges, freeing them up to focus on delivering impact. We focus on supporting female entrepreneurs and social entrepreneurs who have lived experience of the issues they aim to tackle. www.socialstarters.org

Mobile Moment (South Africa) and AdamStart Global Projects (England)

Contacts:

Adam Bradford – CEO, AdamStart

Mark Van Den Bergh – Founder, Mobile Moment

DICE Digital Experience:

We want to set up an app and website that creates the space for members to be business and mind ready for the real-world as they explore alternatives to their budding professional careers. The training includes mentorship, a buddy system, and various lesson plans with engagement to bring about a direction and focus for the attendees. We will deliver self-development training tools, shared community experiences, and key capacity development training in professional skills, entrepreneurship and business to enable beneficiaries to explore meaningful pathways in the social and creative economies. This will take the form of interactive elements, digital sessions and peer learning.

About the partners:

AdamStart is a youth engagement platform which provides access to mentorship, training, networking and engagement opportunities globally with a focus on providing programmes for underserved groups of young people. Established in 2010, the organisation has formed networks in over 100 countries and has a network of over 8,000 young impact leaders, professionals and entrepreneurs. We work in partnership with others to increase development opportunities and provide engaging platforms for impact and professional development.

<https://adamstart.com/>

Mobile Moment brings to life digital experiences, combining a multidisciplinary approach to an outcome. Our focus includes IoT (Internet of Things) controls, web and app experiences and systems to assist in processes that are used often. As a group we collaborate on projects and enable seamless integration into an ecosystem.

MYMA Communications (Pvt) Ltd – MYMACOM (Pakistan) and Crossing Borders Education (Scotland)

Contacts:

Yasir Masood Afaq – CEO, MYMACOM

Arnd Wachter – Director, Crossing Borders Education



DICE Digital Experience:

We aim to deliver a series of inter-connected activities including workshops for 48 students on the topics of ‘Resilience, Creativity, and Belonging’ and ‘Well-being’ to create deep social connections, practice the art of listening, and share deeply. We will also offer virtual training for peer facilitators, peer counsellor training; and a series of virtual open mic sessions on creative digital experiences with 90 students on social and intercultural topics.

About the partners:

MYMACOM is the leading specialized knowledge enterprise established by distinguished organizational psychologists and psychological wellbeing practitioners with significant expertise in organizational development consulting with an emphasis on authentic application of clinical/organizational psychology, behavioural economics, management diagnostics and psychometric interventions. www.mymacom.com

Crossing Borders Education sponsors and helps to create intercultural resources, films, and travel programs that empower individuals to view the world from multiple perspectives. We work for a world where differences are welcomed as learning opportunities and where intercultural understanding develops naturally through intentional cross-cultural interactions. Our training resources and products are designed to enrich society by initiating intercultural dialogues and enhancing critical thinking skills. <https://crossingborders.education/>

Rearts PVT LTD (Pakistan) and Linha 3 produções (Brazil)

Contacts:

Najam-UI Assar – Founder & Head of Op, Rearts

Julieta Regazzoni – Company Partner, Linha 3

DICE Digital Experience:

‘Dreaming The Cities: Lahore x São Paulo’ is an experimental digital project that proposes the exchange and co-creation between emerging artists from the periphery of the distant countries of Pakistan and Brazil. It will provide an international stage to promote emerging artists in Brazil and Pakistan and establish a platform for digital arts in both countries by creative online sessions and three digital art performances. The contributing artists will showcase their works at the Lahore Digital Arts Festival closing ceremony. This will be a ‘first of its kind’ project that will connect Pakistan and Brazil in a creative exchange.

The activities proposed by the project are based on three pairs of artists matched together, building a co-design experience through digital media. In three major meetings, they will have focus on how the creative economy works in each locale and on imagining possibilities for their cities and creative economies. The final performance will be a 90 minute "jam-like" live session showcasing the collective work of each pair. The session will be held as a performative session, with titles and closing with an inspiring message to the audience to think of possibilities for creativity in adverse scenarios and the development of co-designed futures for their own cities.

About the partners:

Rearts Pvt. Ltd. is a technologically progressive performing arts company. The vision of the company is to help artists build a sustainable career in the arts ecosystem by connecting them to organisations and corporations that require their services. The company operates through rearts arts management, rearts records and REMIX subsidiaries. <https://rearts.pk/>

Linha 3 is a creative business that works in the fields of music, exhibitions and circus, for which the company creates, manages and executes projects with different artists or creative entrepreneurs.

Rumah Harapan Mulya (Indonesia) and Coventry University (England)

Contacts:

Rochmat Purnomo – Assistant Professor, Rumah Harapan Mulya

Richard Tomlins – Assistant Professor, Coventry University

DICE Digital Experience:

This is an unparalleled opportunity for us work with the 94 residents of the ‘Kampung disabilitas Ponorogo’ (‘Ponorogo Disability Village’) which pejoratively known as the ‘Idiot Village’. Our aim is to develop their economic independence and affirmative senses of self and external identity through digital tools. We will enhance their wi-fi connectivity to develop their digital curiosity. We will digitally co-create with them to augment their connection with other communities including through the development of easy-to-use and accessible commercial platforms to increase the reach of their batik and other artisan products. We will playfully ‘sprint’ with the community to ‘draw’ and ‘draw out’ new digital products such as digital batik kits to diversity their income streams. Most importantly we will use digital competence as an affirmation of the villagers’ abilities rather than disabilities and as a pathway to a positive identity and a local and respectful renaming of the village.

About the partners:

Rumah Harapan Mulya is a community that is committed to helping disabled people enhance their self-reliance and entrepreneurial mindset in order to alleviate poverty and malnutrition. One of the flagship programs of Rumah Harapan Mulya focuses on batik ciprat, a type of batik (i.e. a traditional dyed textile). People with disabilities are provided with knowledge, training, capital, and intensive assistance in making batik ciprat, so that they become economically independent, and not only depend on their limited crop yields.

Coventry University is a regional cultural civic anchor and a modern global university with a track record of delivering projects in Indonesia including a current ESRC grant around playful learning and resilience. As such it has a commitment to the inclusion of disabled people in society, tackling pejorative language and enabling empowering identity. Its significant impact on the cultural and creative sectors includes as a core partner of Coventry UK City of Culture 2021 which encompasses strong equality and diversity themes. The University has a proud tradition as a provider of innovative education and impactful research and is again Shortlisted for University of the Year in The Times and Sunday Times Good University Guide 2021. Richard Tomlins, the Coventry lead for this project, has lived experience of disability and is passionate about the need for this proposal and to challenge the economic context and ‘labelling’ of the ‘Idiot Village’. www.coventry.ac.uk

SICK! Productions (England) and Klein Karoo National Arts Festival / KKNK (South Africa)

Contacts:

Celia Makin-Bell – Executive Director, SICK! Productions

Hugo Theart – Artistic Director, Klein Karoo National Arts Festival

DICE Digital Experience:

We will connect two groups of young black/POC female leaders from neighbourhoods of Harpurhey (Manchester/UK) and Oudtshoorn (Western Cape/SA) to explore important issues, empower them to develop solutions and influence change in their communities and own lives. These very different neighbourhoods have many shared challenges: economic deprivation, lack of employment for young people, divided communities and social fragmentation.

The groups will work separately and collectively through a programme of digital experiences/workshops, facilitated by UK and South African black cultural leaders who will use creative methodologies inspired by their theatre and performance poetry backgrounds and experiences. The participants will be inspired to co-curate their journey through the project, developing their leadership skills and identifying inspiring guests to attend and participate in workshops. This project will be a springboard for long-term cultural collaborations between the project partners, with the voices of young leaders at the centre.


About the partners:

SICK! Festival is a Manchester based, diversity-led arts organisation which shines a light on complexities of mental and physical health. We give voice to experiences of diverse and often marginalised communities by presenting an outstanding international arts programme, which encourages participants, audiences and partners to learn from and talk about difficult and challenging issues that are so often hidden from public view. We have presented four international festivals since its first edition in Brighton in 2013. In 2017, we relocated SICK! to Manchester, drawn by the city's thriving arts scene, its appetite for radical thinking and its very real health and social challenges.

We also deliver an innovative cross-art form commissioning programme which brings artists together with local communities with lived experience, the health sector, community groups/charities and researchers and a growing year-round programme of community engagement in local Manchester neighbourhoods. www.sickfestival.com

Klein Karoo National Arts Festival (KKNK) is a family event, attracting visitors from across South Africa and the world. The programme encompasses all genres of performing and visual arts, as well as the rich cultural history of Oudtshoorn.

Through the annual festival and other projects, KKNK wants to make a constructive contribution to nation-building by being a credible and honest player in the arts. The company accomplishes this through sustainable platforms, innovation, building and maintaining networks, and contributing to economic and social development, as well as providing opportunities for the transferring of skills, through the arts.



KKNK also presents Klein Karoo Klassique (a classical music festival) now in its 12th year, and the award-winning Teksmark (platform for the development of scripts and playwrights). It produces performing arts productions and strives towards establishing the Klein Karoo Arts Academy (a multi arts community development and training academy). Kknk.co.za

Simsara Music (Egypt) and Music Ally (England)

Contacts:

Sarah El Miniawy – Director/Founder, Simsara Music

Anthony Churchman – Commercial Director, Music Ally



DICE Digital Experience:

Over the years, Simsara Music has been regularly approached by young musicians and bands from across Egypt asking for artist and project management support. The small nature of the agency meant that we often could not support these artists reaching out to us. While attempting to recruit more new team members, we were always faced with the reality of the dearth of trained or experienced arts and music managers in the region.

These realities that we witnessed and experienced led us to prioritise the creation of a self-contained platform for skills development and capacity building to help us support the many artists who reach out to us. This resulting project is called Tarkeza where we will provide engaging and valuable content from local and international experts in the music business.

About the partners:

Simsara is an artist management, music PR and special projects agency working with an intimate roster of artists at the forefront of alternative and experimental music in the Arab world. We have developed, tried and tested management blueprints with an understanding of the creative process, and the social, political and economic realities facing independent Arabic music today. One of our main goals is achieving economically sustainable careers for musicians, allowing them to focus on their art only, over long periods of time. We support their uncompromising artistic practises, through partnerships with the right entities, thoughtfully developed PR and communication activities, and a symbiotic long-term management relationship.

The agency's objective to pick artists and projects with high artistic merits informs its boutique nature. We conceptualize and produce our own music development projects, feeding into the long-term goal of stimulating and supporting quality artistic production. www.simsara.me/

Music Ally is the London-based global leader in digital training for the music industry, having trained thousands of industry professionals and artists in digital marketing and beyond. A knowledge and skills company, it provides insight into the major labels, indies, publishers, as well as artists and managers. Music Ally's mission is to help the music industry embrace digital platforms and build sustainable careers for artists across the globe. Publishing its well-respected reports since 2002, Music Ally's research at the intersection of music and technology, thought-leading conference events, as well as hands-on work with global artists, give the company a unique handle on the latest best practices and most effective strategies to build and monetise artist-fan connections. www.musically.com

Think.Web (Indonesia) and BOM - Birmingham Open Media (England)

Contacts:

Anantya Von Bronckhorst – Co-Founder, CO-CEO, Think.Web

Karen Newman – Director, BOM

DICE Digital Experience:

We aim to co-design and deliver a half day virtual festival for inclusive work in Indonesia, called Workable Virtual Festival. The aim is to give a space for HR professionals/psychology students, companies/star-ups/social creative enterprises, community leaders and also disabled people across Indonesia to meet in the middle to create an inclusive employee-employers relationship in the future.

About the partners:

Think.Web is a creative agency that has a deep understanding of, and provides support for, the social and creative improvement of social entrepreneurs, women and disabilities. It has managed several social activities, community, and mentoring programs since 2012. To foster women's empowerment, Think.Web has managed Girls in Tech Indonesia since 2012, offering mentoring, workshop and meet ups. In 2018 we started Think.Women as the new initiative to empower women through education, technology and creative social entrepreneurship. We will run online workshops/mentoring for 500 women and in 2020 we ran online classes and mentoring for more than 1,000 women. To foster accessibility for people with disabilities, we regularly host a Whispering Cinema program and have started a YouTube channel for the blind (video watching platform for visual impaired). We are also active participants in discussions and community initiatives that support empowerment for people with disabilities especially in the workforce. think.web.id, perempuanmajudigital.id

Founded in 2014, **BOM (Birmingham Open Media)** is a world-leading centre for art, technology and science dedicated to creative innovation with purpose. We develop award-winning interactive experiences that spark curiosity and debate with global audiences. Examples include 'Beholder', a stunning virtual reality experience exploring autistic perceptions of beauty, selected for the European ST+ARTS Prize which toured from BOM to Ars Electronica (Austria) and Quebec National Museum (Canada); and Mood Pinball, a virtual pinball machine commissioned with the Open Data Institute which toured from the V&A Museum to Somerset House.

BOM collaborates across the STEAM sectors to deliver innovative digital public engagement with research, particularly in the fields of environmental science, technology and art. We have worked extensively with British Council to support their ODA goals, including the £2 Million DICE programme (Developing Inclusive & Creative Economies) where we upskilled 500+ women across Indonesia with creative digital skills. www.bom.org.uk/

University of Hertfordshire (England) and The Craft and Design Institute (South Africa)

Contacts:

Shaun Borstrock – Associate Dean, University of Hertfordshire

Erica Elk – Chief Executive Officer, The Craft and Design Institute

DICE Digital Experience:

This Digital Experience, a 3D PowWow, aims to clarify the often confusingly broad range of technologies within 3D printing and additive manufacturing, and make it clear to overlooked and disadvantaged groups that this form of digital activity is not beyond their reach, and to enlighten by the potential of digital making. The event is a programme of webinars broadcasted to beneficiaries in the UK and SA. Most will participate in the programme using their own technology (laptop, mobile phone); in SA we will also host groups of 10 people in three locations to accommodate those who have no access to their own computer / no access to uncapped data for live streaming. We will, through our extensive network engage with and enable a broad pool of disadvantaged beneficiaries. These include disabled designers, women and emergent talent from different creative disciplines including jewellery design, interior design, fashion and product design.

About the Partners:

The University of Hertfordshire is the UK's leading business-facing university and an exemplar in the sector. It is innovative and enterprising and challenges individuals and organisations to excel. The University was created as an independent Higher Education Corporation in 1989 under the terms of the Education Reform Act (1988). The institution achieved university status in 1992 under the provisions of the Further and Higher Education Act (1992). www.herts.ac.uk

The Craft and Design Institute (CDI) is a small business development agency with an organisational mission to advance craft and design and build creative and skilful practitioners who can prosper in a digital world. The CDI is a membership-based organisation, with a current total of 6042 members registered in various categories: business members, individual members, student members and employee members.

The CDI delivers integrated and holistic services to individual creative practitioners, as well as SMMEs (small, micro and medium-sized enterprises), to stimulate business growth. The CDI also plays a role in promoting the craft and design sector as a whole to expand market opportunities and demand for the products and services from CDI members. The CDI offers non-financial support to its members in the form of training, mentoring and coaching, as well as financial support through access to various funding products (e.g. grants and loans).

www.thecd.org.za

YouthBank International Network (Northern Ireland) and The Initiative for Community Advancement (South Africa)

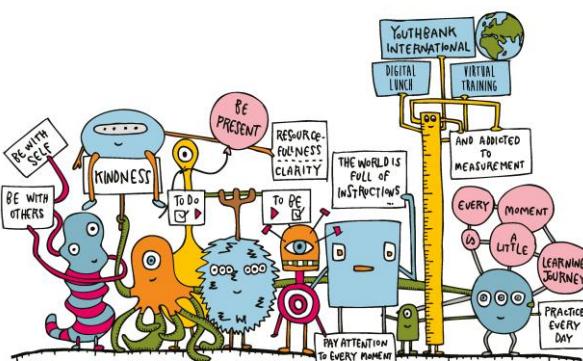
Contacts:

James Vernon Ringland – Director, YouthBank

Jeremy Maarman – Director, Initiative for Community

DICE Digital Experience:

Sheba Bokamoso ('Looking towards the future') is a blended learning approach inspiring 50-60 young changemakers from eight local communities in South Africa to run their own sustainable hometown fund to address issues that matter to them. Young people from these areas experience restricted access to opportunities to gain authentic leadership and community building responsibilities that are genuine. In part, it is a digital learning campaign and a practical call to action for a young people's agenda for change, where youth philanthropy, social entrepreneurship and youth development combine within one initiative. It will be run in three phases of activity, including online and offline challenges incentivised by a small grant, mentoring, and virtual classroom activities in which participants pitch their creative ideas to generate income and where every Rand raised is matched with a further five Rand for their fund. They will also receive access to key piece of infrastructure – a funding platform to sustain their hometown fund.



About the Partners:

YouthBank International is a values-led organisation that supports, grows and scales the YouthBank Model, facilitating and connecting the Youthbank global network.

We are empowering young people worldwide to create their own future by giving them the power to make decisions, develop opportunities and change their communities.

Our aim is to create an enduring solution to support new methods and innovation in youth philanthropy, entrepreneurship and personal development as a contribution to improving engagement and opportunities for young people. <https://www.youthbankinternational.org/>

The Initiative for Community Advancement (ICA) is a Community Foundation (CF) that has as its main aim the promotion of community philanthropy in rural communities. We believe that community philanthropy is a fantastic yet often unused way to get rural people involved in leading and contributing towards their own development. Community foundations (CFs) are instruments of civil society designed to pool donations into a coordinated investment and grant making facility dedicated primarily to the social improvement of a given place. The ICA therefore utilizes the vehicle of the Community Foundation to give local communities a mechanism through which they can give towards their own communities and the causes that they care and are concerned about the most. The people have the power to transform their own conditions.

<https://theinitiative.org.za/>

Meet the DICE Team



DICE has been co-designed, defined and delivered by a global team of 25 in close partnership with our growing DICE network over the past three years. The team aims to work in collaborative lock-step and embody the inclusive principles the programme itself is seeking to explore and realise in our societies.

The team is committed to action-learning and agile planning, constructive dialogue, and collaborative, generous and shared (non-hierarchical) leadership.

The team is driven by questions such as: how do we co-design? What is the art of collaboration? Do we have a shared vision for our economies? What are the inter-cultural dynamics and power dynamics as we work together, particularly in post-colonial contexts? How can we experiment in a safe, yet bold, way? What does inclusion mean to you, to me? How does the language we use exclude or include? Is it possible to teach creativity or entrepreneurship? What is the process of building trust and how can we nurture quality relationships as we imagine a more inclusive economy? The DICE Digital R&D Fund builds on our learning from 2018-2020 and continues to beg these questions.

External Advisors

We are pleased to introduce our external advisors, who were chosen because of their interdisciplinary skills and perspectives. They have wide-ranging experience in creating safe and joyous spaces; and expertise in measuring, reflecting and understanding what it is we are doing so we can continuously improve. Ultimately their collective perspectives enable us to work together toward more inclusive and creative economies through trusted international relationships.

Floresca Karanàsou is researching what cultural relations can look like online, working with animator and illustrator **Eileen Lemonie**.

Emily Rogers is providing the monitoring and evaluation (M&E) guidance, reflection and analysis.

Marcela (Marci) López Levy is convening the community of practice with fellow facilitators **Isla Brown**, **Joanna Pieters** and **Mutsa Samuel**.

Floresca Karanàsou (Researcher) is a principal consultant at INTRAC. She has worked for more than 22 years with civil society organisations in the Middle East and has been involved with the region for over 30. Her professional experience spans the fields of human rights, advocacy, peace and justice and international development as well as academic research.

She has managed programmes in the Middle East for Christian Aid, Quaker Peace and Social Witness and the American Friends Service Committee and she has also worked for the University of Edinburgh.

She has a D.Phil in Oriental Studies for the University of Oxford and a BA in Politics from the School of African and Asian Studies of the University of Sussex. Since the mid-1980s, she has also lived, studied, researched or worked in Tunisia, Egypt and Jordan. She speaks Greek, Arabic and French. <https://www.intrac.org/>

The Research will be animated by **Eileen Lemonie**, an illustrator, writer and 2d animator based in the U.K, who will be joining some of the community of practice sessions. She loves telling stories- especially those with elements of whimsy and dark humour, and doing crazy things like large scale paper engineering and animating through knitting. She studied Illustration with Animation at the Manchester School of Art, where she made several animated short films and music videos. Her film 'Double Knit' was shortlisted for the Screening Award at New Designers 2019. <https://www.evdbart.co.uk/>


Emily Rogers is a specialist in programme design, planning, monitoring, evaluation, accountability to affected communities, and evidence utilisation, with over fifteen years working with national and international NGOs and the Red Cross as part of emergency response, recovery, and longer-term development programmes. She has extensive experience of supporting partners both to deliver programmes and to work on organisational development initiatives. She is motivated by influencing how organisations can better use evidence to improve the quality and effectiveness of humanitarian and development programmes, and put communities at the centre of processes and decision-making.

Marcela López Levy is a group facilitator who creates social learning spaces for groups online and in real life. She has always worked internationally and brings a deep understanding of group dynamics to cross-cultural communication, learning and transformative work, based on her training in psychology and anthropology. She has spent over 20 years working remotely and learning how digital encounters contribute to cultural evolution (often not positively!) and how positive online communities can be supported. She researches how to create safe spaces for reparative work that acknowledges power dynamics and the psychological effects of inequality and power relations, and she also practises clinically as a group analyst.

Isla Brown is an independent Director, Producer and Consultant creating events, spaces and collaborative projects across social action, campaigning, arts and culture. Having worked as a Festival Director & Programmer for over 15 years she now plans, manages and creatively develops a range of events, spaces, networks and community engagement projects for clients all over the world. She lives in the Peak District hills near Manchester in the U.K., and works internationally.

Joanna Pieters has spent decades in creative and business roles across the creative industries, convinced by the power of creative and collaborative work to make the world better. An MBA and qualified coach, she works as a coach, mentor and trainer to professional creatives and creative professionals, supporting them to get their creative energy out into the world, without burnout or overwhelm. On her podcast, The Creative Life Show, she talks to successful creatives about overcoming creative adversity and uncovering inspiring stories of resilience and triumph over challenge. She's also a violinist, writer, mum and lover of walking in the hills, while her bookshelves creak with an eclectic mix of poetry, business strategy, art and psychology. www.joannapieters.com

Mutsa Samuel is the Founder of UbuntuLab, Africa's first and only Personal Growth Hub that deals with the holistic development of emerging market entrepreneurs, influencers and institutions. Mutsa is also the National Coordinator for the Presencing Institute, partnering with them to create and facilitate social innovation labs, deliver capacity building programs and conduct action research projects in Africa. He has trained young teachers in Kenya's national Youth Empowerment Initiative, is a founding member of the TedX Harare organising committee, www.britishcouncil.org



a Seedstars Africa mentor and is Creative Director of IbuHub, a Pan-African co-working space in Harare. Mutsa has recently published his first book: *30 Days of Transformation- A Guide to Your Authentic Self*, which encourages the upcoming generation of African's to use authenticity as the new currency for lasting change.



For more information

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