

Annual Board Report for the Year 2016

Table of Contents

Introduction	4
1. Sponsorship Program	6
1.1. Outcomes from 2016	7
2. Wiki Editathon	10
1.1. Participants	11
1.2. Outcomes	11
1.3. Organizers	12
3. Girls in ICT	14
3.1. Outcomes	17
3.2. Organizers	17
4. Design Challenge	18
5. RobotiKS	20
6. DOKU:TECH	22
6.1. Description	22
6.2. Participants	23
6.3. Activities	24
6.3.1. Masterclasses	24
6.2.2. Local Open Houses	25
6.2.3. DOKU:TECH Special Edition	26
6.2.4. Agenda	27
7. BarCamps	30
7.1. BarCamp Prishtina	30
7.1.1. Outcomes	31
7.2. BarCamp in Your City	32
7.2.1. BarCamp Ferizaj	32
7.2.2. BarCamp Peja	34
7.2.3. BarCamp Gjakova	35
7.2.4. BarCamp Prizren	36
7.2.5. BarCamp Mitrovica	37
7.3. BarCamps Facebook Activity	37
	2

8. International Day of the Girl Child	39
9. Open Datathon	41
9.1 Description	41
9.2 Participants	41
10. Game Over, Corruption!	43
11. Supported activities	50
11.1. Action for Mothers and Children 2016	50
11.2. BONEVET	52
11.2.1. Peter Corbet in BONEVET	52
11.2.3. BONEVET Workshops	53
11.2.4. BONEVET European Maker Week	53
11.3. Software Freedom Kosova Conference	54
12. IF Website	56
13. Social Media	56
13.1. Facebook	57
13.1.1. IPKO Foundation	57
13.1.2. DOKU:TECH	57
13.1.3. BarCamp Prishtina	
BarCamp Prishtina page during this year was enriched with 729 New Likes, reaching the total number of likes into 5,324 Likes. During 2016 there have been 100 New Posts published on this page which have effected in the general success of the page.	57
13.2. Twitter	57
13.3. LinkedIn	58
13.4 Instagram	58
13.5 Snapchat	58

Introduction

IPKO Foundation is closing a wonderful year. 2016 has marked days filled with an enthusiastic team working tirelessly, new team members and many fruitful and successful projects.

2016 has been the year of 15 articles edited and translated that represented history, cultural, heritage, demography, sports, ethnology, geography, architecture, health care, environment, and economy of Kosova, specifically the regions of Gjakova, Peja, Prizren, Prishtina, Mitrovica, Gjilan, Ferizaj and Shterpca. 21 editions of BarCamps and BarCamps in Your City, with an overall participation rate of 1437 only in Prishtina, offered the community of Kosovo a place to network, inspire from success stories and innovate.

This year, IPKO Foundation started with the Sponsorship Program that included three main support categories, Individual, Organisation/Event and Activities and Scholarship. The overall amount given for the Sponsorship Program is 31,015 EUR, in order to help young creative people on education and contribute in advancing future leaders of Kosovo.

Furthermore, 32 young students (grades 7-9) from 19 schools around Kosovo whom had the opportunity to learn more on LEGO robots and programming, all the while enjoying the beautiful nature of the Germia National Park and participating in sports activities organized by Klubi Alpin Prishtina.

In addition, 2016 was the year of the third edition of DOKU:TECH, which included several international speakers, more than 400 participants, from them 37.50% were Female and 62.50% Male coming from more than 15 countries. The theme for DOKU:TECH 2016 was Reflection, participants had the chance to listen inspirational speeches from Aral Balkan, Sebastian Mitchell, Mike Butcher, Valto Loikkannen, Uri Aviv and others talking about changes and revolutions in the today's world, privacy, technology, innovation, and many other interesting topics were raised.

2016 continued with other project as International Girl Child Day on 11 October 2016 in Shkolla e Gjëlber, Prishtine in which 20 young girls (grade 6-9) participated in 5 practical workshops organized by our partners BONEVET and Girls Coding Kosovo. In November we worked in a new project Open Datathon (visualizing data that are open for the public) together with **FLOSSK**, Open Data Kosovo, Prishtina Hackerspace, Girls Coding Kosova and TDI A.U.K. Open datathon gathered 6 teams with around 13 participants.

Several other co-implemented activities including International Day of Females in ICT on April gathering International and Local speakers as Nele Kapretz and the project of UNDP, GAME Over, Corruption in December. We had the chance to support and be partners in projects and events as the speech in Hacking Consumer Experience by Peter Corbet in BONEVET, Action for Mothers and Children event, Software Freedom Kosova (SFK Conference), UPSHIFT KMUNA, Anibar International Animation Festival, TOKA - 'Coding meets nature'. IPKO Foundation supported also individual courses and conferences as courses in BONEVET, participation in Open Data Academy in Croatia, 33C3 Conference in Hamburg, participation in New Technologies in Education 2017 in Belgrade and other.

Also, the staff participated in A MAZE Conference in Berlin in April 2016, a conference that gathers international independent game developers, digital creatives and game enthusiasts.

2016 has been another year well spent where IF has contributed to the community in a positive way and helped Kosovo's youth through several projects. This report shows the significant impact which IPKO Foundation has extended on the whole of Kosovo's society.

1. Sponsorship Program

In 2016 was decided that instead just the Scholarship Program, the program to be expanded in other categories also, specifically support for Individuals, NGOs and Students. Sponsorship Program aims in supporting young people by providing them with the necessary tools to further develop both academically and professionally, as well as put ideas into practice. The Foundation has supported organizations in the form of sponsorship for events and activities.

IPKO Foundation supports events where young people can innovate, gain digital experience, create connections, share knowledge and work together to bring about change in their communities. In addition to providing scholarships, we also encourage the participation of IPKO scholars and staff in all the events we sponsor.

For almost 15 years, we have supported numerous tech and cultural events including App Camp, Wiki Academy, Bar Camp and Bar Camp in Your City and DOKU:TECH.

Over the next 15 years, we want to support individuals, events and organizations whose goals align with our mission. Our young population is in need of support for to attend events and undertake initiatives, such as: tech camps, IT related conferences, innovative tech events and cultural events, startup weekends and alike.

Sponsorship Program is divided in three categories:

- Individual Support
- Support for Organizations / Events / Activities
- Scholarships

1.1. Outcomes from 2016

First Phase opened in 1 April/May - Total given 15,530 EUR

Category	Applicants	Successful applicants	Total amount
<i>Individual</i>	30	2	€1,330
<i>Organizations</i>	25	7	€8,200
<i>Scholarship</i>	31	6	€6,000

Second Phase opened in 15 August /15October - Total given 15, 485 EUR

Category	Applicants	Successful applicants	Total amount
<i>Individual</i>	27	10	5,335
<i>Organizations</i>	16	6	6,150
<i>Scholarship</i>	18	4	4,000



63

Applications received



20

Successful Applicants



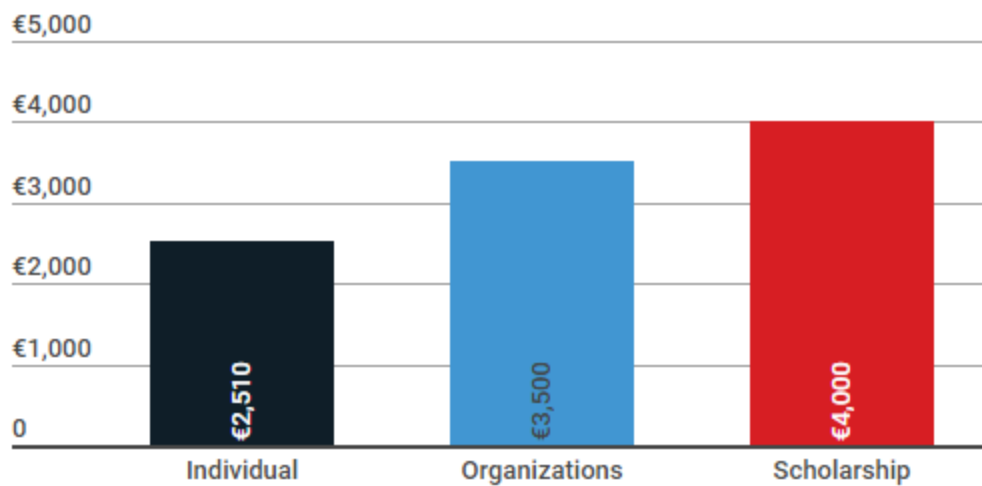
€15,485

Amount of sponsorship



40%

Of sponsorship benefiting women specifically



1st round infographics



86

Applications received



15

Successful Applicants



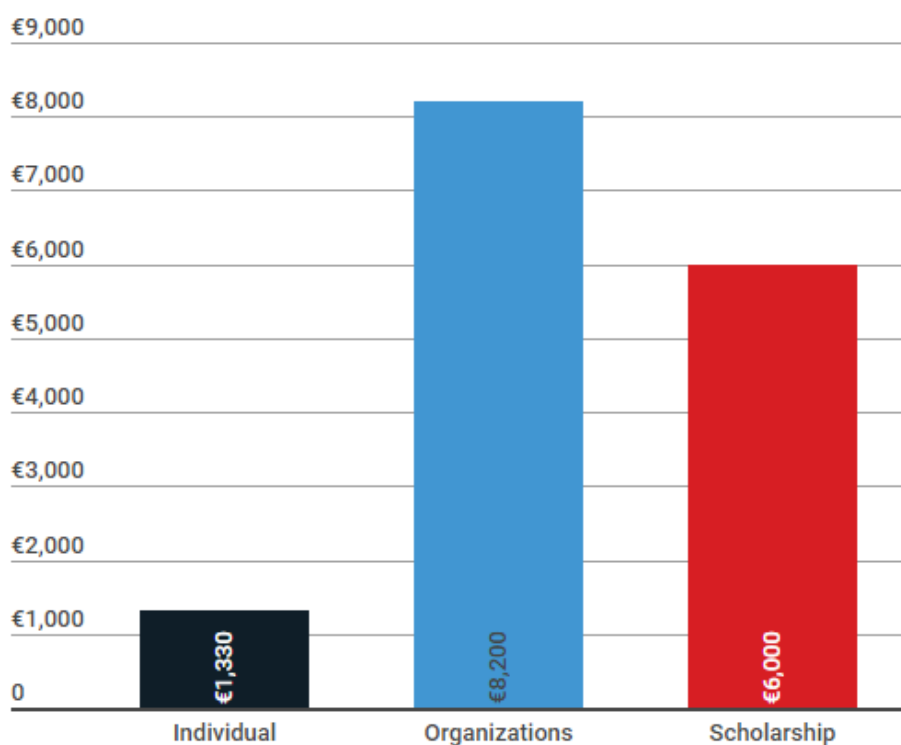
€15,530

Amount of sponsorship



60%

Of sponsorship benefiting the community outside of Prishtina



2nd round infographics

2. Wiki Editathon

Wiki Editathon comes as an inspiring initiative between IPKO Foundation, Girls Coding Kosova, and Prishtina hackerspace to create an interactive event that allows Wikipedians all around Kosovo to edit and update Wikipedia Articles regarding Kosovo with the latest information. These articles have come as a result of the work from Wiki Academy I and Wiki Academy II, and participants had the chance to edit articles and multimedia materials available to the public through the world's largest encyclopedia - Wikipedia.



Participation was not limited, as the event was open to every Wikipedian who was passionate about creating content regarding Kosovo which will be available to the whole world. Participants from all around Kosovo took part in the event and edited/translated 16 Wikipedia Articles regarding Kosovo, covering the cities of Gjakova, Peja, Prizren, Prishtina, Mitrovica, Gjilan, Ferizaj, and Shtepcrca! Topics covered economy, culture, historical monuments, demography, important events in the cities, electricity and much more!

1.1. Participants

Participants of Wiki Editathon is make up the most important factor of the whole project, and as such, we are proud to say that the last edition has hosted 23 participants in the comfortable space of Prishtina Hackerspace! Inspiration towards writing and editing articles about Kosovo was one of the key factors to create the outcomes of Wiki Editathon!

Participants came from all over Kosovo, and were targeted primarily based on their love for writing Wikipedia articles regarding Kosovo, with topic edited in many areas of importance to the state of Kosovo.

1.2. Outcomes

As a result of tireless work throughout the energetic day, the 19th of March 2016 became the date of 15 articles of high informational value regarding Kosovo, with topics ranging from economy, culture, historical monuments, demography, important events in the cities, electricity and etc., covering cities like Gjakova, Peja, Prizren, Prishtina, Mitrovica, Gjilan, Ferizaj, and Shtepcrca.

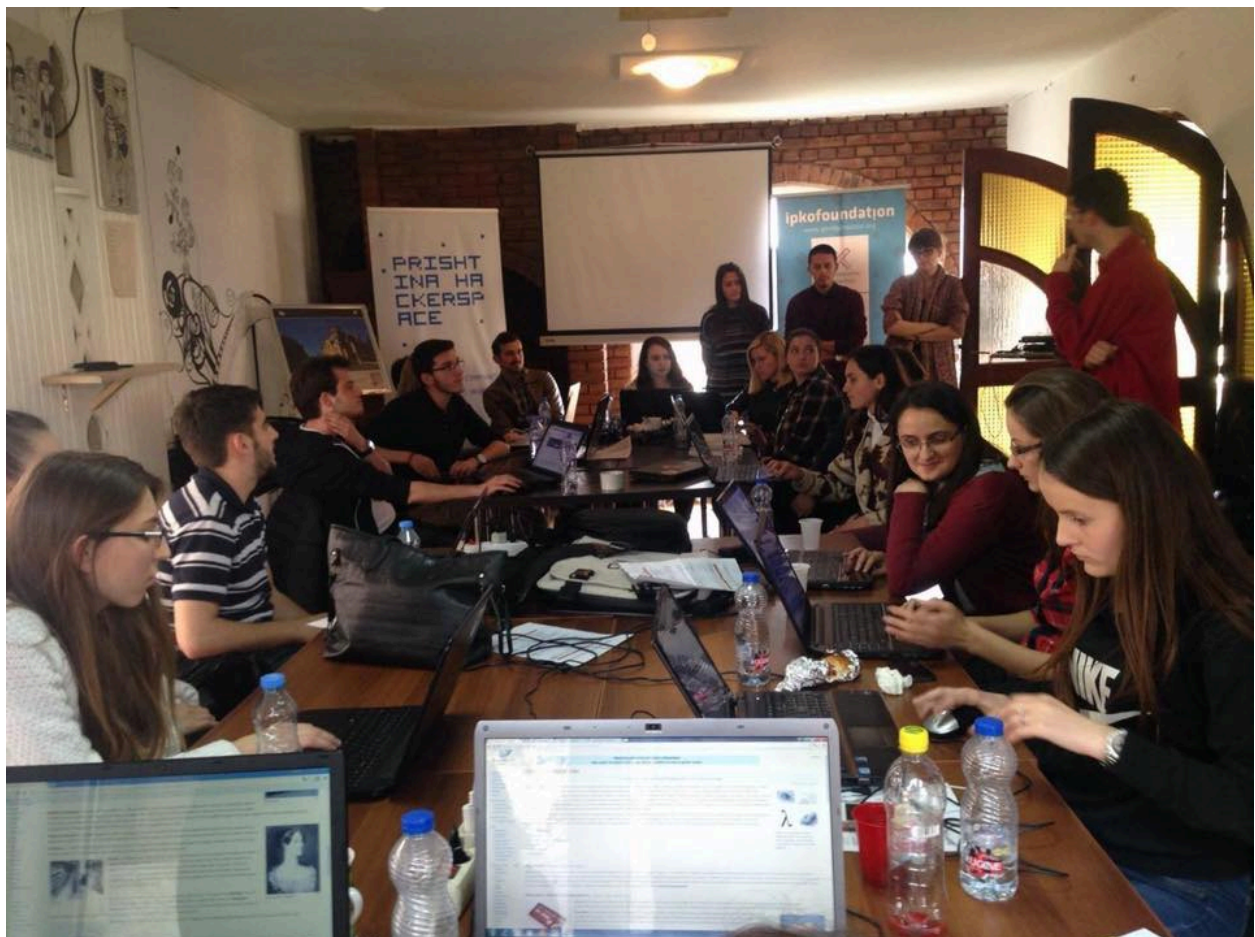


Today's world is a world governed by technology, and information overflows us on a daily basis. Most of the world now is at the tip of people's fingers when they are seeking information, and Wikipedia is largely used throughout the world by people seeking information and by people who want to contribute their efforts in presenting information free of charge online. For a list of articles edited through Wiki Editathon, visit [Wikipedia here](#).

Kosovo citizens who are Wikipedians are in one way or another contributing towards the wellbeing of Kosovo's online presence, and Wiki Editathon remains one of the projects of high values to the IPKO Foundation.

1.3. Organizers

WikiEditathon would not have been possible without the inspiring cooperation of Girls Coding Kosova and Prishtina Hackerspace, who helped towards a smooth event with only the best possible outcomes.



[Girls Coding Kosova](#) mission is to reach out a community by organizing different activities that will encourage and empower girls to start a lifelong process of developing in them a true love for technology and a self-confidence that comes from understanding the greatest tools of the 21st century. Girls Coding Kosova seeks to empower women to feel comfortable learning beginner-friendly technical skills in a collaborative way.

[Prishtina HackerSpace](#) is a co-working open experimentation space established exclusively for technological, educational, cultural and scientific purposes. The aim of the space is to provide workspace, equipment and other resources for communal use by all members. Also to encourage continued and after-school learning through workshops, classes, seminars and mentoring and create a safe and open environment for experimentation in technology and art.

3. Girls in ICT

The International Day of Girls in ICT was celebrated on April 28, 2016 in Kosovo, and it was the gathering of the most influential people coming from different backgrounds, who brought diverse opinions on the current status of women in the technology department. This event in Kosovo brought together more than 200 participants at A.U.K Campus.



This event was a rare opportunity for girls and young women living in our country to get an insight into the ICT sector, consider ICT careers, meet women role models, and get hands-on experience in technology through practical workshops. The day was fully packed with multiple activities through which the participants had the chance to get involved and be active. The conference was opened by Ms. Gjyljeta Mushkolaj – A.U.K board member, and

from the Minister of Economic Development, Mr. Blerand Stavileci, who welcomed the audience and shared the Ministry's latest plans related to IT.

The first activity on the agenda was the conference where five panel members were invited to talk on the topic of Gender and ICT. The round-table panel was a collective discussion between the Ambassador of the United States to Kosovo, Greg Delawie, Norway's Ambassador to Kosovo, Jan Braathu, Deputy Minister of Economic Development, Besa Zogaj, Minister of Diaspora, Valon Murati, and Lundrim Aliu from the World Bank, who highlighted the importance of the involvement of women in ICT sector.



The next activity brought in front of the audience presentations from successful international and local speakers, who inspired the audience regarding many opportunities available out there for well-prepared and ambitious individuals. Nele Kapretz, from Impact Hub Berlin, Mergim Cahani from Gjirafa.com, and Ferdinand Kjærulff from Coderstrust unveiled their personal stories of success.



The last part of the agenda was dedicated for interesting workshops, which gave practical examples on different topics from "Social Media tips" to "How to build an app for smart phones," from JCoders, Girls Coding Kosova, Prishtina Hackerspace, A.U.K and Girls in ICT. Last but not least, a Job Fair took place, which matched job seekers with local companies and where instant job interviews were held!



3.1. Outcomes

Kosovo was among 150 countries worldwide that marked the Girls in ICT International Day by organizing different activities.

Since the conference was the first of its kind in Kosovo, and as an initiative it started a new paradigm in the ICT sector. The Girls in ICT initiative has raised awareness, while empowering and encouraging girls and young women to consider studies in ICT, and to see technology in a whole new dimension!

3.2. Organizers

IPKO Foundation together with A.U.K – Training and Development Institute, Ministry of Economic Development, USAID Kosovo, Girls in ICT, Girls Coding Kosova, and many more partners and friends organized many activities during the day with dedication and effort.

4. Design Challenge

Design Challenge was held at the Zahir Pajaziti Square in Prishtina on May 20th, 2016, and hosted an exhibition of the creations which was the collection of the products of the Design Challenge project. The venue was set up in the center of Prishtina with the aim of engaging the audience in order to see the unique and interesting projects from young creative scientists-to-be. The youngsters were involved in this project since April 2016, when they got the instructions and the challenges for the 2016 edition. The tasks were challenging but attractive, because they required a mix of skills including creativity, problem-solving, engineering and tech skills.

The event was lead with a musical point from the students of the elementary schools, followed by keynote speakers of the event.

"The most valuable resource of Kosovo is its people, and that is the exact reason why USAID is cooperating with IPKO Foundation and Basic Education Program, to bring such valuable knowledge to these aspiring young minds" – said Brian Fahey, Acting Director of Economic Development at USAID in Kosovo, in the opening ceremony of Design Challenge. While similar thoughts were shared from Arsim Bajrami from Ministry of Education, Science & Technology, who said that "the main reason why the Ministry cooperated with BEP, IPKO Foundation and USAID is to help develop technological skills that will follow the students through their entire life as crucial knowledge of the 21 Century."

Soon thereafter the winners were called on stage and presented their certificates and trophies with ear-to-ear smiles on their faces, all the while encouraged by the attentive and supporting audience. After the award ceremony, the participants and audience were invited to take a look and satisfy their curiosity as to what the interesting contraptions actually did. Both the Minister of Education, Science & Technology and the Acting Director of Economic Development at USAID Kosovo were carefully presented the details by the encouraged creators of each project.

Having inherited the Design Challenge project from Basic Education Program in 2016, IPKO Foundation is honored and proud to have come together with such a colorful event, all thanks to the help and partnership of USAID and Basic Education Program. We are excited to see what next year will bring, and hope to develop Design Challenge to include even more practical knowledge that the young upcoming scientists can benefit from in their future careers.

The winners of Design Challenge 2016 were as follows:

Software "Alice":

1. "Vellezerit Frasheri" School in Lipjan
2. "Bajram Curri" School in Drenas
3. "Zekeria Rexha" School in Gjakove

Automata:

1. "Naim Frasheri" School, in Banje Malisheve
2. "Vellezerit Frasheri" School, in Lipjan
3. "Isa Boletini" School in Rahovec and "Ahmet Delija" School in Skenderaj

Control Box:

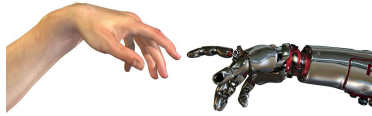
1. "Vellezerit Frasheri" School in Lipjan
2. "Halil Bajraktari" School in Glogovac

LEGO Robot:

1. "Avni Rustemi" School in Mramur
2. "Vellezerit Frasheri" School in Lipjan
3. "Naim Frasheri" School in Prishtine

Logo:

1. "Halil Bajraktari" School in Glogovac
2. "Naim Frasheri" School in Prishtine
3. "Eqrem Çabej" School in Mitrovice



5. RobotiKS

With the aim of bringing knowledge about robots to children in a practical way, the RobotiKS camp facilitated 38 children from 12 municipalities in during five days of interactive and fun programming. Participants were driven by the love and passion for technology, and the need to improve the world they live in. With this goal in mind, [IPKO Foundation](#) with the help of [Prishtina Municipality](#) and Germia Recreational Center have brought together the tools, teachers, staff, and participants in a week full of fun, learning, and recreational activities. All of the above were facilitated by the green beauties of the Germia National Park.

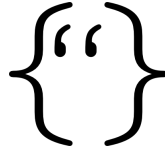
The robots built during RobotiKS were motivated by intentions for the betterment and help of mankind. There were robots designed to help people with the disability of vision to better find their way through their everyday life, and others were designed to defend their territory and even follow lines on the ground and find their way through rooms. Using LEGO parts, the participants were able to employ programmable motors connected to sensors and controlled remotely through cable buttons and the LEGO Phone application which used bluetooth connection.

Sports and recreational activities were planned each day and implemented by [Klubi Alpin Prishtina](#), in order to give the participants thrilling adventures in nature and to challenge them outside the rooms and away from technology as a bit of relaxation. Activities included practical learning about nature, need-to-know preparations for when walking in the woods, orientation skills using compasses, maps, and GPS systems, emergency procedures for when a team member gets lost or injured in the woods, and even climbing alpine walls with belaying equipment. Part of the simulation performed by [Klubi Alpin Prishtina](#), consisted of finding someone who has been lost and possibly injured during a hike in the mountains, taking care of them and transporting them to safety using special transportation gear. Each hiker was advised to never go unprepared, notify the Police Station of the hiking area, and always keep count of the team members. Even a whistle was part of the lessons, and the

group learned the international way of emergency whistling to inform people near you that you are in trouble!

RobotiKS also involved discussions with a dentist about oral hygiene, and math-talk was all about motivating the youngsters to find ways in which math helps with everyday life and tasks.

RobotiKS was designed and implemented to create a five day long informational package about robots, nature and life for its participants, and has been a great experience from start to finish. Inherited from [Basic Education Program-USAID](#), RobotiKS would not have gone so smoothly without the help of our supporters and sponsors. We take the opportunity to thank the [Municipality of Prishtina](#), Gërmia Recreational Center, [Basic Education Program-USAID](#), [AdaptivIT Engineering](#), [UBT – Higher Education Institution](#), [Lumi Bakery](#), [Kosovo ICT Assosiation-STIKK](#), [BOTEK](#), Mr. Gzim Ramizi, and a special thank you to the media coverage from [RTV 21](#) and [KlanKosova TV](#).



6. DOKU:TECH

6.1. Description

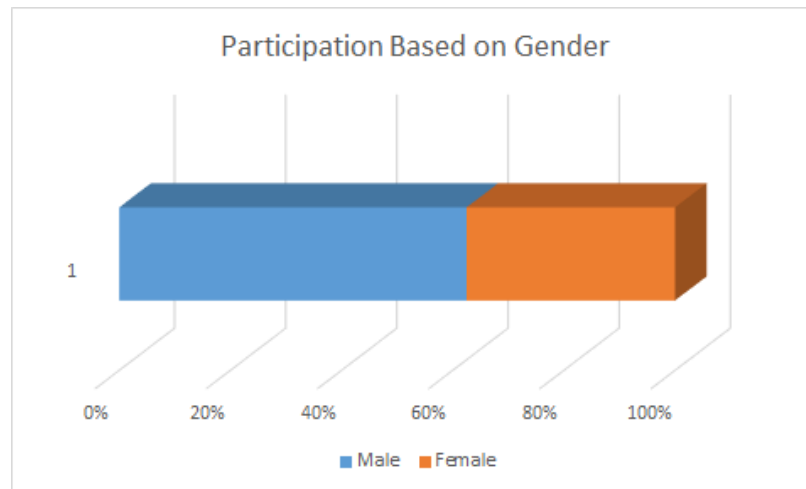
In the digital landscape that develops each day in great strides throughout the world, IPKO Foundation has seen it as an event of great importance to gather key change-makers and digital entrepreneurs in one place and discuss revolutionary ideas and concepts. Many of the global discussions and conferences where IPKO Foundation has taken part play a crucial role in the direction of modern advancements in technology and in bringing those advancements in front of an interested and interactive audience. Such an audience can be found massively in Kosovo as well. Taking in consideration that the biggest percentage of youth in Kosovo have access to technology and internet in one way or another, IPKO Foundation has seen that creating such an event with world class speakers and bringing it to Kosovo is vital to the digital development of the country.

The DOKU:TECH conference shares the same beliefs and ideology, and for the third year now has brought renowned speakers on stage in Prizren, who through personal stories of their successes and failures in their professional areas have had the opportunity to motivate and inspire the future generations of digital leaders and change facilitators. The process of interactive sharing and communication throughout the DOKU:TECH conference will help start a wave of technological breakthrough in ideas and practice, initiated by the DOKU:TECH audience and supporters.

6.2. Participants

The target audience of DOKU:TECH 2016 included mostly participants from Kosovo and the Balkan region, but also from different parts of the world.

The audience profile based on this year statistics included tech entrepreneurs, innovators, online activists, social entrepreneurs, marketers, business leaders, artists, bloggers, movie enthusiasts, media, DIY makers, and students.



Out of participants, 37.50% of them were females and 62.50% were males. Hence, the outreach of the conference was evident in Prizren and complied with the partnering organizations' cooperation

6.3. Activities

The conference consisted of three main activities: talks, workshops and open discussions. Each day consisted of five key notes, ten workshops, and one open discussion. The main speakers of this edition were as follows:

6.3.1. Masterclasses



Masterclasses were a valuable addition of the conference, which grabbed the community's attention from the beginning and engaged them more into conference mood. Masterclasses were held on August 06-07, 2016 at Hamam, Prizren and were open for the audience but specifically were designed for: developers, government employees, civil society activists, architects, engineers and managers. Some of the key topics were: *PGP Encryption and VPN Protection*, *Facebook Algorithmic Factory*, *Secrets to a successful interview*, *Understanding Metadata: What we can learn from your metadata*, and *Geolocation Mapping organized from UNDP /Anticorruption*. The facilitators of DOKU:TECH Masterclasses were: Simone Cortesi,

Vladan Joler, Markus Kopimi, Oli Solis, and Vullnet Latifi, who ensured that the participants got all the necessary practical skills regarding the aforementioned themes.

6.2.2. Local Open Houses

This year, in cooperation GIZ/ Youth Employment Promotion in Kosovo (YEPIK), DOKU:TECH team brought the audience together before the event, in order to learn the sneaky peeks of the preparations regarding the conference. These open houses were organized in the major municipalities of Kosovo, with a focus on Ferizaj, Gjakova, and Vushtrri. Apart from learning this year's theme, speakers and topics of masterclasses, the audience had also the opportunity to learn more about 3D printing, as there were workshops organized by Prishtina Hackerspace and BONEVET.



These informational sessions were organized in cooperation with the local Youth Centres, who helped on promotion of the event and gathering of the audience.

6.2.3. DOKU:TECH Special Edition



This special edition started the illumination and theoretical discussions through the talk of the Albanian-American cosmologist, Laura Mersini-Houghton, thereby officially opening the third edition of DOKU:TECH 2016 in Prishtina. The pre-event held on July 21, 2016, unveiled all the details regarding the conference scheduled on August 6-7, 2016, the theme, speakers, and topics.

Physicists, professors, students, curious minds, and science enthusiasts filled the venue to welcome the cosmologist who has challenged the world's knowledge about the universe. Laura Mersini-Houghton is an Albanian/American Scientist and Theoretical Physicist, whose recent work has raised a lot of questions and involves mathematical proof that there might be alternate universes (known as The Theory of Multiverse).

6.2.4. Agenda

Masterclasses		
Day One - August 6 (Saturday)		
Location: Hamam		
Time	Presenter	Masterclass
11:00	Arta Shehu Zaimi / Fiona Shehu	jCoders Academy Building a culture of innovation by youngsters to create technology
13:00	Vladan Joler	SHARE Foundation FACEBOOK ALGORITHMIC FACTORY: HOW YOUR BEHAVIOUR IS TRANSFORMED INTO PROFIT
15:00	Markus Kopimi	Flattr / Piratbiran PGP ENCRYPTION AND VPN PROTECTION

Workshops		
Day One August 6 & 7 (Saturday)		
Location: Hamam		
Time	Organizer	Workshop
17:00-21:00	UNICEF Innovations Lab Kosovo	Science for Youth Eco-Solution Science and Cultural Fair AstroFER Youth Empowerment Platforms Making Sense BONEVET Girls Coding Prishtina Prishtina Hackerspace

Table 1: The agenda of the day one

Day Two - August 7 (Sunday)		
Location: Hamam		
Time	Presenter	Masterclass
11:00	Oli Solis	SHARE Foundation UNDERSTANDING METADATA: WHAT WE CAN LEARN FROM YOUR METADATA
13:00	Vullnet Latifi	L'Oreal HQ SECRETS TO A SUCCESSFUL INTERVIEW
15:00	Simone Cortesi	OpenStreetMap GEOLOCATION MAPPING / UNDP ANTICORRUPTION

Workshops		
Day One / Two August 6 & 7 (Saturday)		
Location: Hamam		
Time	Organizer	Workshop
17:00-21:00	UNICEF Innovations Lab Kosovo	Science for Youth Eco-Solution Science and Cultural Fair AstroFER Youth Empowerment Platforms Making Sense BONEVET Girls Coding Prishtina Prishtina Hackerspace

Speeches		
August 7, Sunday		
Time	Speaker	Topic
16:50 - 17:00	Kushtrim Xhakli	Opening / Welcome
17:00 - 17:20	Aral Balkan Ind.ie	EXCUSE ME, YOUR UNICORN KEEPS SHITTING IN MY BACK YARD, CAN HE PLEASE NOT?
17:20 - 17:40	Sebastian Mitchell Ushahidi	USHAHIDI
17:40 - 18:00	Thorsten Wiedemann A-MAZE	DISCONNECTED - A 48H VIRTUAL REALITY (VR) TRIP OR THE BEGINNING OF VR TRAVEL

18:00 - 18:30	Music / Networking	
18:30 - 18:50	Mike Butcher Tech Fugees	TechCrunch / TechFugees
18:50 - 19:10	Valto Loikannen Grow VC	RAISING ECOSYSTEMS FROM THE GROUND UP
19:10 - 19:30	Lama Mansour Bold Gadgets	THE JOURNEY OF HARDWARE AND CROWDFUNDING FROM SCRATCH
19:30 - 20:00	Music / Networking	
20:00 - 20:20	Tobias Stone E-Residency	INNOVATION, ACCELERATORS, E-RESIDENCY
20:20 - 20:40	Uri Aviv Utopia Festival	RED INK: SCIENCE FICTION AND THE VOCABULARY OF THE FUTURE
20:40 - 21:00	Music / Networking	

Table 2: The agenda of the day two



7. BarCamps

7.1. BarCamp Prishtina

BarCamp Prishtina is an informal conference which aims to bring practical learning through adept speakers, and gives its' audience a chance to connect with experienced people in the field being discussed so that they can share and use practical advice. The BarCamp Events are organized online in cooperation with the community, and the attending participants are all targeted online through social media.



With IPKO Foundation as the general sponsor, the year of 2016 has marked an incredibly interesting journey on the BarCamp Calendar! Always on the lookout for interesting topics to discuss, BarCamp Prishtina has discussed scientific research, sarcasm, pioneers, organizations that have contributed towards people's dreams, kids successes and achievements during BarCamp Kids Edition #2, tourism, the internet of things, and entrepreneurship!

The year of 2016 marked a lower number of BarCamps, but also an increase in topic quality and speaker selection, having hosted pioneers in business, internationally successful individuals and even entrepreneurs who have traveled to Kosovo from states that are economically more advanced!



7.1.1. Outcomes

BarCamp Prishtina, in the year of 2016 has successfully managed achieve 8 successful editions, an audience of 1,437 participants, and 25 speakers throughout the year, expanding the size of it's community and managing to maintain a 50% returning rate of the audience.

Edition	Date	Theme	Attendance
34	27-Jan	Scientific Research	214
35	24-Feb	Sarcasm	430
36	30-Mar	Firsts	256
37	27-Apr	Opportunities by NGO's	137
Kids Edition #2	1-Jun	Kids Edition #2	40
38	29-Jun	Tourism	54
39	20-Sep	Internet of Things	128

40	16-Nov	Entrepreneurship	118
Attendance in Average			172.125
Attendance in Total			1377

Another positive outcome from 2016's BarCamps has been the creation of the networking community comprised of speakers and audiences alike, who have continuously connected through BarCamps and have benefitted from the opportunity to connect and interact.

7.2. BarCamp in Your City

BarCamp editions have been most inspiring, and as such, the IPKO Foundation is continuously seeking partners in different cities and municipality to help spread the spirit of BarCamps and create a community of thinkers, sharers and doers. Hence, BarCamp in Your City has been targeting and engaging other communities and cities.



7.2.1. BarCamp Ferizaj

The city of Ferizaj, also one of the more active cities to have organized BarCamps through 2016, has organized 6 successful editions, with one of them even being open-air and attracted a diverse audience. Topics discussed by BarCamp Ferizaj involved education through technology, economy, surgery, and education campaigns.



One year and 6 amazing editions later, BarCamp Ferizaj is able to close the year of 2016 with quite few inspirational BarCamps!

Edition	Date	Theme	Attendance
23	30-Jan	Education through technology	60
24	1-Mar	Economy	61
25	23-Apr	Technology	65
26	9-Jul	Medicine	75
27	17-Sep	Internet of Things	53
28	22-Oct	Education	55
Average Attendance			61.5
Total attendance			369

7.2.2. BarCamp Peja

In the small but comfy city of Peja, BarCamps have been a treat for the citizens and all editions were organized in the comfortable, well-known coffee shop called Dio. The hot topics for the Peja BarCamps were Programming with the talk lead by women in the field of IT, activism, and mountaineering.



Altogether, BarCamp Peja organized 3 editions of BarCamps with a total attendance of 177 people, and an average attendance of 59 people.

Edition	Date	Theme	Attendance
#3	13-Feb	Programing	60
#4	2-Ap	Activism	80
#5	17-Dec	Mountaineering	37
Attendance on Average			59
Attendance in Total			177

7.2.3. BarCamp Gjakova

BarCamp Gjakova during the year of 2016 has tackled topics like opportunities outside of Kosovo, creative activities for tourists in the region of Gjakova, human rights, and even interacting with people while respecting their gender diversity.



With a total attendance of 168 participants, and an average attendance of 42 persons per Edition, BarCamp Gjakova closed the year of 2016 with 4 successful editions!

Edition	Date	Theme	Attendance
16	6-Feb	Opportunities outside Kosovo	43
17	21-May	Creative Activities	40
18	30-Jun	Human Rights	40
19	10 Jul	Interact while respecting diversity	45
Attendance on Average			42
Attendance in Total			168

7.2.4. BarCamp Prizren

With active audiences throughout the year, BarCamp Prizren has had 5 fruitful editions, with interesting topics like winter sports, rituals and human psychology, all-turka, cultural heritage in prizren, and internet of Things. With a total participation of 210 people, the average participation for BarCamp Prizren has been about 42 people per edition.



Edition	Date	Theme	Attendance
23	12-Feb	Winter Sports	35
24	18-Mar	Rituals and Human Psychology	43
25	28-Apr	All-turka	65
26	24-Jun	Cultural Heritage in Prizren	35
27	23-Sep	Internet of Things	32
Attendance on Average			42
Attendance in Total			210

7.2.5. BarCamp Mitrovica

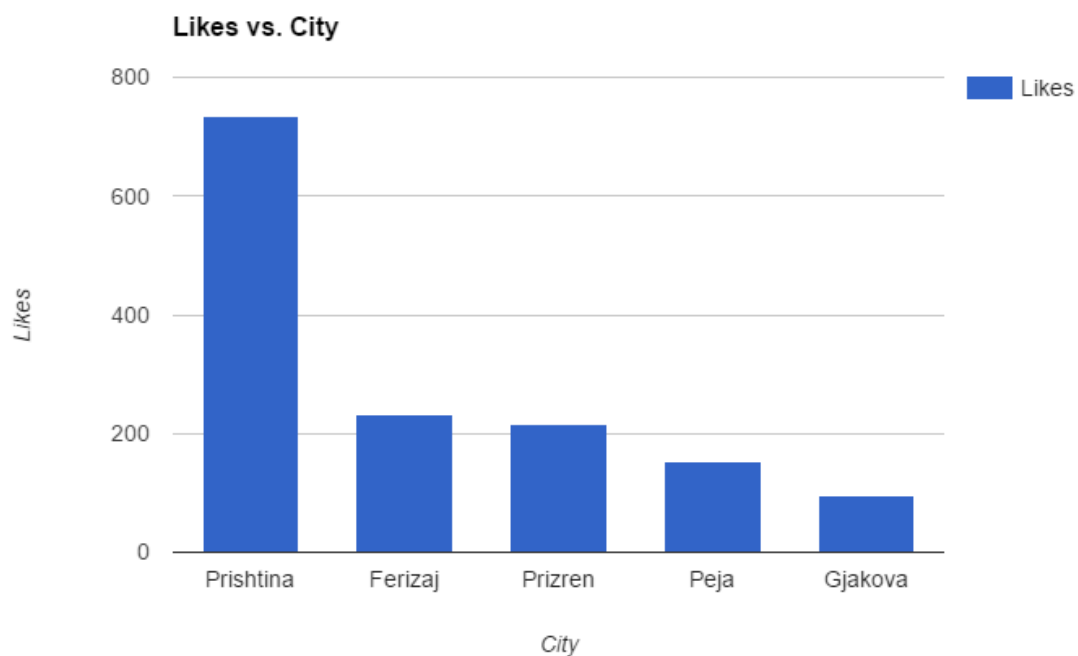
BarCamp Mitrovica organized 1 edition throughout the year of 2016, and that edition concentrated on music and sports, hosting 2 famous celebrities in the region of Kosova, gathering an impressive crowd of 141 people!



7.3. BarCamps Facebook Activity

As can be seen from the graph below, all BarCamps have been highly active on social media, and most of the invitations and information about BarCamps has been spread through social media and word of mouth.

Throughout the year, BarCamp Prishtina is one of the most active BarCamps on Facebook and social media, averaging at around 750 like per year with minimal finances spent on boosts and promotions. Ferizaj and Prizren mark 200+ likes, where Peja and Gjakova mark below 200 likes for the year of 2016.



The BarCamps of other cities come lower with social media activity in the year of 2016, but nevertheless, all of the events and participation were targeted and realised through social media channels.



8. International Day of the Girl Child



On the occasion of the International Day of the Girl Child, IPKO Foundation in cooperation with Girls Coding Kosova and BONEVET makerspace, organized the “Girls and Technology” event, which kicked off on October 11, 2016 in “Shkolla e Gjelbert,” Prishtine.

Mentors from BONEVET and Girls Coding Kosova got together to tutor young girls from lower secondary schools of 5 municipalities of Kosovo (Prishtina, Gjakova, Peja, Ferizaj and Mitrovica), in learning how to use the technology. The “Girls and Technology” event ignites the passion of young tech lovers who dream of someday building a career in IT. A lot of our work includes raising curiosity in the young, bright minds to further explore the field of technology.

IPKO Foundation has contributed to this date in the past two years as well, by organizing talks and workshops to inspire young girls about their future in the fields of science and technology. During these workshops the participants have had the chance to build functional circuits, configure Lego Robots, develop applications, and learn the essentials of graphic design and animation.



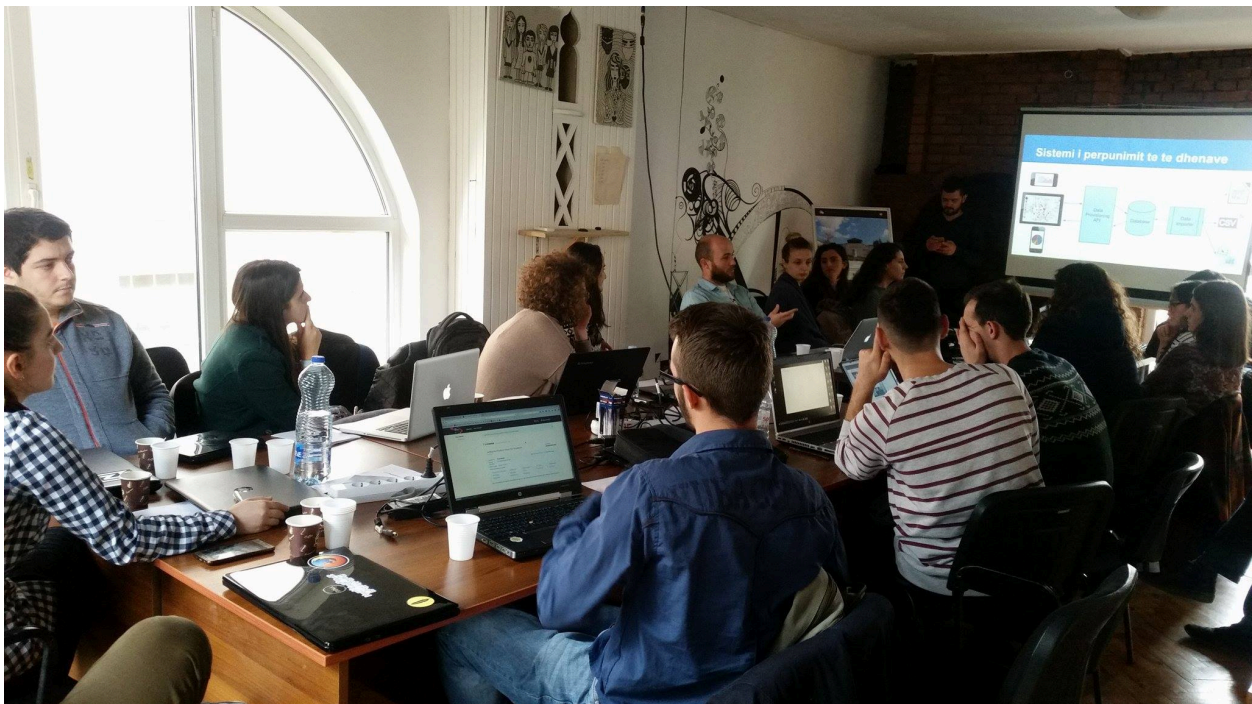
Students also got the chance to listen to an inspiring speech from a successful woman, Fiona Beqiri, who shared her story and experience on how girls can be involved as developers and programmers, inspiring girls to continue pursuing education in the field of technology in the future.

At the end of the day, IPKO Foundation distributed certificates and the girls also received gifts from our partner A.U.K TDI.

9. Open Datathon

9.1 Description

The objective of Open Datathon was to gather active citizens of the community, who would use the available datasets to address different research questions or social problems that are currently prevalent in Kosovo. In addition, this activity aimed to improve the skill sets of the participating teams by training them in subjects related to the visualization of data. In the end, the final products produced by the participating teams would present the social problem in a more clear visual manner, either through visualizations, applications, on web, or other forms.



9.2 Participants

A total of 13 teams applied for partaking in this activity. 8 of those teams were selected for Open Datathon, out of which 6 teams were present at the training. The training, which took place on November 5, 2016 at Prishtina Hackerspace, included 4 different subjects, specifically techniques on how to gather data, data processing, presenting data on web, and through visualizations. The groups were then given two weeks to continue working on their ideas. The finalization of their projects was done during November 19-20 at Prishtina Hackerspace. Out of the 6 teams present at the training, 4 of them participated in Open

Datathon. After intensive work during the weekend, the teams presented their ideas in front of a panel, which ranked teams based on their performance and their final products. The 4th placed team was given an incentive to continue their engagement in this field by taking part in courses organized by Prishtina Hackerspace; all 3 winning teams were given the chance to apply for Ministry of Data, thereby skipping the first selection phase; the members of the 2nd placed team earned a 4-month membership at Prishtina Hackerspace each; and the 1st ranked team earned vouchers for trainings at A.U.K. TDI.

9.3 Outcomes

One of the winning teams from Open Datathon made the final cut for the Ministry of Data after being given an exclusive opportunity to pass the first round by IF. They are going to participate in the event which will take place in Zagreb in February among other students from Balkan countries.

For this event, IPKO Foundation has collaborated with [FLOSSK – Free Libre Open Source Software Kosovo](#), [Open Data Kosovo](#), [Prishtina Hackerspace](#), [Girls Coding Kosovo](#), and the trainers: Arianit Dobroshi, Endrit Bytyqi, Partin Imeri, and Visar Arifaj, who motivated the enthusiastic participants for an excellent collaboration and start of Open Datathon.



Winners of Open Datathon

10. Game Over, Corruption!

10.1 Project Description

Game Over, Corruption! is a game development challenge focused solely on the theme of corruption. This project is a part of **UNDP's** Support to Anti-Corruption Efforts (SAEK) project in cooperation with **IPKO Foundation**. It is funded by **Swiss Agency for Development and Cooperation** (SDC) and the **Danish Development Agency** (DANIDA).

Game Over Corruption! competition aims to use the ever-growing mobile-app gaming sector as a way of transmitting the anti-corruption message and educating the public. In other words, this project seeks to counter this negative social occurrence by spreading the message through games, as a form of entertainment.

This game development competition is open to game developers and enthusiasts all over Kosovo, from freelancers to professionals. It is expected that the applicants incorporate an innovative and holistic approach towards anti-corruption in their game development.

The application deadline for this event is **December 18th, 2016 at midnight**.

The event will take place at ODA Theater, on December 23rd, 2016 from 18:00, during which selected teams will have the chance to pitch their idea in front of the judging panel.

The games will serve as an educational and awareness-raising tool about the topic of corruption and anti-corruption efforts. The winners will be announced after the pitching of the ideas is completed, with the winner's expected to fully-develop the game and release it within the agreed time-frame.

After the event on December 23rd, the two most successful teams will win 4,000 EUR to implement their idea.

10.2 Target Audience

The target audience for this competition were individuals from 18-30 years who are developers and designers that live in Kosovo. The plan was to target this demographic with online media, such as Facebook, Twitter and the mailing list of our databases. There was a 2-week period during which game developers applied with their idea. After a reviewing process, only selected teams were invited for pitching their ideas on the main event date.



10.3 Branding

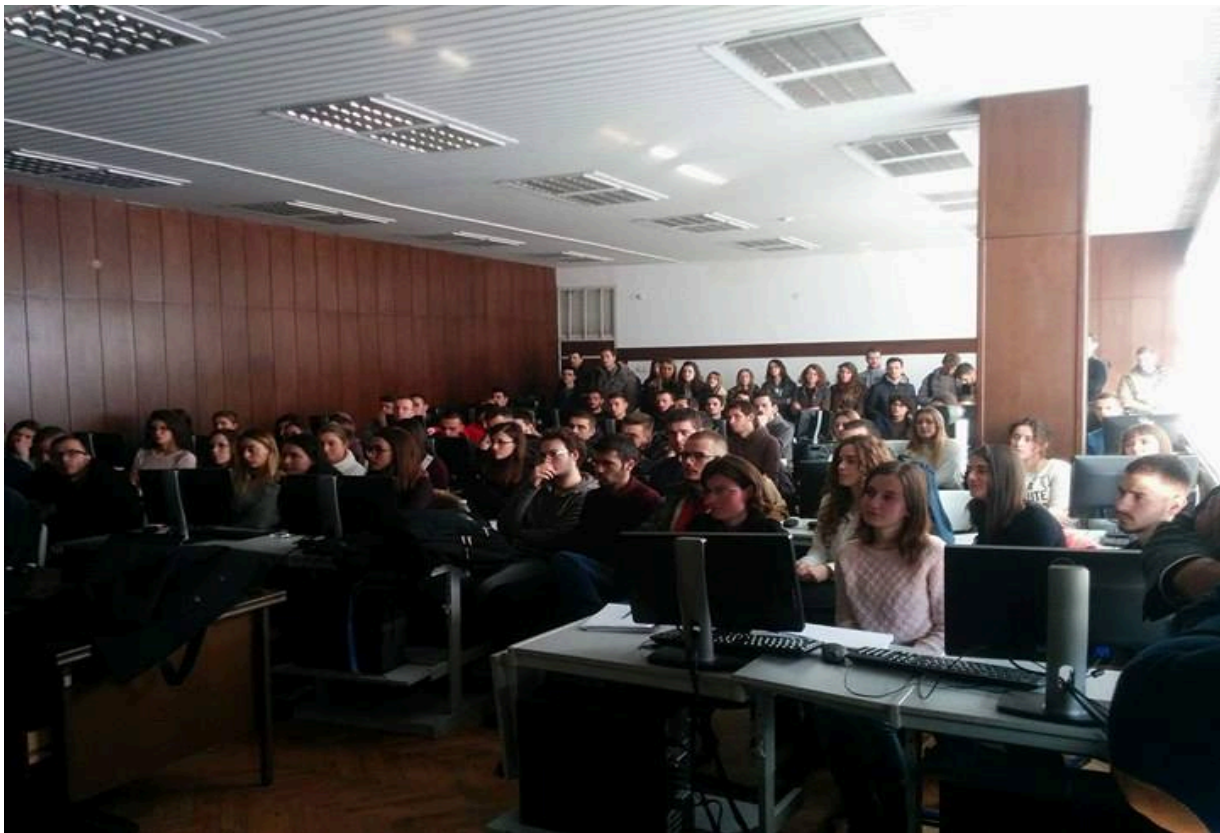
For this project, Kokrra Company was hired to prepare the branding design and theme. Some of the materials prepared include: Large Banner, 2 Roll Ups, T-shirts, Tote-Bags, Stickers, Mugs and two Winner Big Checks. On the registration desk during the event, participants were each provided with Tote-Bags, which included t-shirts, stickers and mugs.



10.4 Open Houses

IPKO Foundation held three open houses to promote Game Over, Corruption in FIEK, UBT, and Prishtina Hackerspace. During these Open Houses presented 'Game Over, Corruption', its aim, the eligibility of the applicants, and the application process. After the Open Houses, UBT shared our official event in their [website](#), and FIEK and Prishtina Hackerspace sent promotional emails to their databases.

The first Open House took place in [FIEK](#) on the 7th of December from 10:00 to 11:00. During this Open House over 200 people were reached.



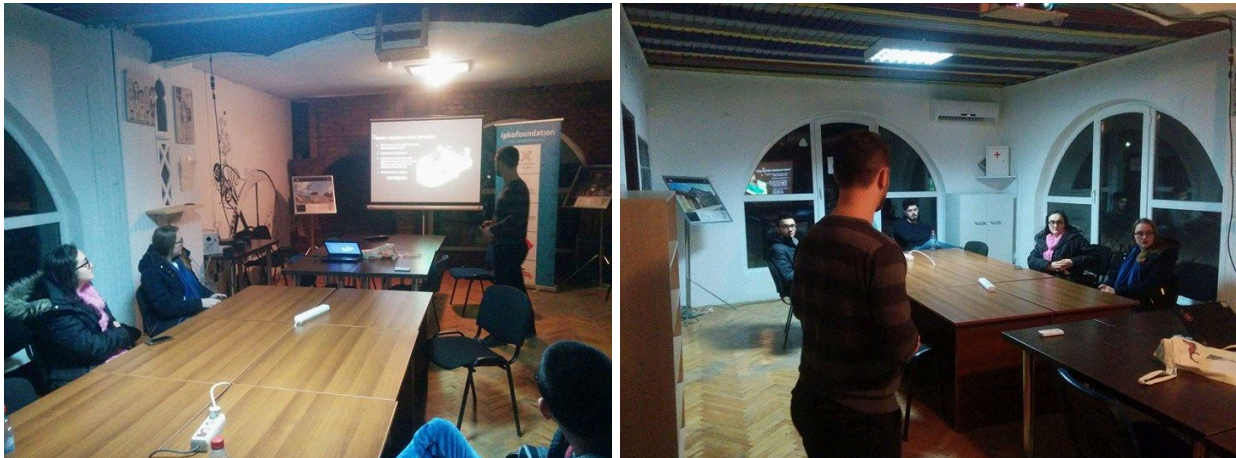
Venue:FIEK; Date: 07. Dec. 2016; Time 1

The second Open House took place in [UBT](#) on the 8th of December from 14:00 to 15:00. During this Open House over 50 people were reached.



Venue: UBT; Date: 08. Dec. 2016; Time: 14:00 - 15:00.

The third Open House was held at [Prishtina Hackerspace](#) on the 8th of December from 17:30 to 18:30. In this Open House 15+ people, who came in a couple of small groups, were reached.



Venue: Prishtina Hackerspace; Date: 08. Dec. 2016; Time: 17:30 - 18: 30.

10.5 Social Media Advertisement

The event was promoted mainly on IF's Facebook page where we have the largest audience. Below, you can find the links to our posts and some statistics on the number of people reached after boosting the posts on Facebook page.

Please find below some statistics on boosted social media posts on Facebook:

Post Link	Posted	Lifetime Post Total Reach	Post Likes
Link	12/16/16	5,138	17
Link	12/13/16	4,916	20
Link	12/8/16	4,151	0
Link	12/5/16	6,088	20
Link	12/1/16	7,012	0
Link	12/21/16	2,862	10
Link	12/22/16	1,675	5
Link	12/23/16	4,039	9

10.6 Media Outreach

In order to reach a wider audience, the Program Director and the representative from UNDP were able to be guests at several well known TV and Radio Programs, such as:

Date	Guest speaker	TV program or Radio show
Tuesday, December 13th	Abetare Gojani, Vigan Hoxha	KTV, "Reload" TV program
Tuesday, December 13th	Abetare Gojani	Klan Kosova, "Ora e Pasdites" TV program
Wednesday, December 14th	Abetare Gojani, Vigan Hoxha	RTK, "Metropol" Radio show
Wednesday, December 14th	Vigan Hoxha	Tribuna Channel, TV program
Wednesday, December 14th	Vigan Hoxha	Radio Dukagjini, Radio show
Friday, December 23rd	Vigan Hoxha	Radio Kosova

10.7 Application Procedure and Winning Teams

During the open call which lasted from **1 - 18 December**, there were **20 applications** received in total, out of which **16 passed** the screening process, and ultimately **7 (seven)** teams were selected for the second and final phase of Game Over, Corruption project. Of all the teams that applied on the challenge, 11 or **26% were female** and 31 or **73% were male**.

The main event took place on the 23rd of December at Oda Theatre. The three speakers: Agnesa Belegu, Game Developer; Fjona Cakalli, Game Publisher; and Agon Avdimetaj, Zombie Soup; talked about the latest gaming developments in Kosovo and abroad, including their own experience in the field.

Afterwards, the seven selected teams had 5 minutes each to pitch their ideas in front of the judging panel. The panel were equipped with scoring sheets and evaluated the teams based on their game story, storyboards, feasibility of the game and the incorporation of corruption to the game. At the end of the event the jury picked the two winning teams: **ZeroC** and **Rouge Three** who were awarded **4,000 EUR** each to develop their gaming apps.

ZeroC Team



Rouge Three Team



10.8 Speakers and Judging Panel

The judging panel is consisted of highly influential individuals including foreign game-developer, as well as individuals from the tech, design, and social sciences community. The Evaluation panel is consisted from the individuals below:

1. Agnesa Belegu (Game Designer)
2. Fjona Cakalli (Game Blogger/Managing Editor)

3. **Sandro Bicci (Publishing Editor)**
4. **Vigan Hoxha (Project Officer, UNDP)**

Apart from the pitching session to the evaluation panel, the selected teams will be able to listen to speeches from international and local game designers and developers such as:

1. **Agnesa Belegu (Game Designer)**
2. **Agon Avdimetaj, CoFounder & CEO at Zombie Soup (Game Developers)**
3. **Fjona Cakalli (Game Blogger/Managing Editor)**

10.9 Event Agenda

<p>Opening</p> <p>17:00 Arrival and registration of participants</p> <p>18:00 Opening Session by Celik Nimani</p> <p>18:05 Vigan Hoxha (UNDP Kosovo)</p> <p>Talks</p> <p>18:10 Agnesa Belegu (Design and game developer) Q&A Session</p> <p>18:25 - Agon Avdimetaj (CoFounder & CEO at Zombie Soup) Q&A Session</p> <p>18:40 - Fjona Cakalli (Managing editor at Tech Princess and Game Princess) Q&A Session</p>	<p>Pitching</p> <p>18:55 Pitching - Group 1</p> <p>19:05 Pitching - Group 2</p> <p>19:25 Pitching - Group 3</p> <p>19:35 Pitching - Group 4</p> <p>19:45 Pitching - Group 5</p> <p>19:55 Pitching - Group 6</p> <p>20:05 Pitching - Group 7</p> <p>Closing of the event</p> <p>20:20 Winners' Announcement & Closing of event</p> <p>21:00 Gathering and Networking at the bar of ODA Theatre</p>
---	--

11. Supported activities

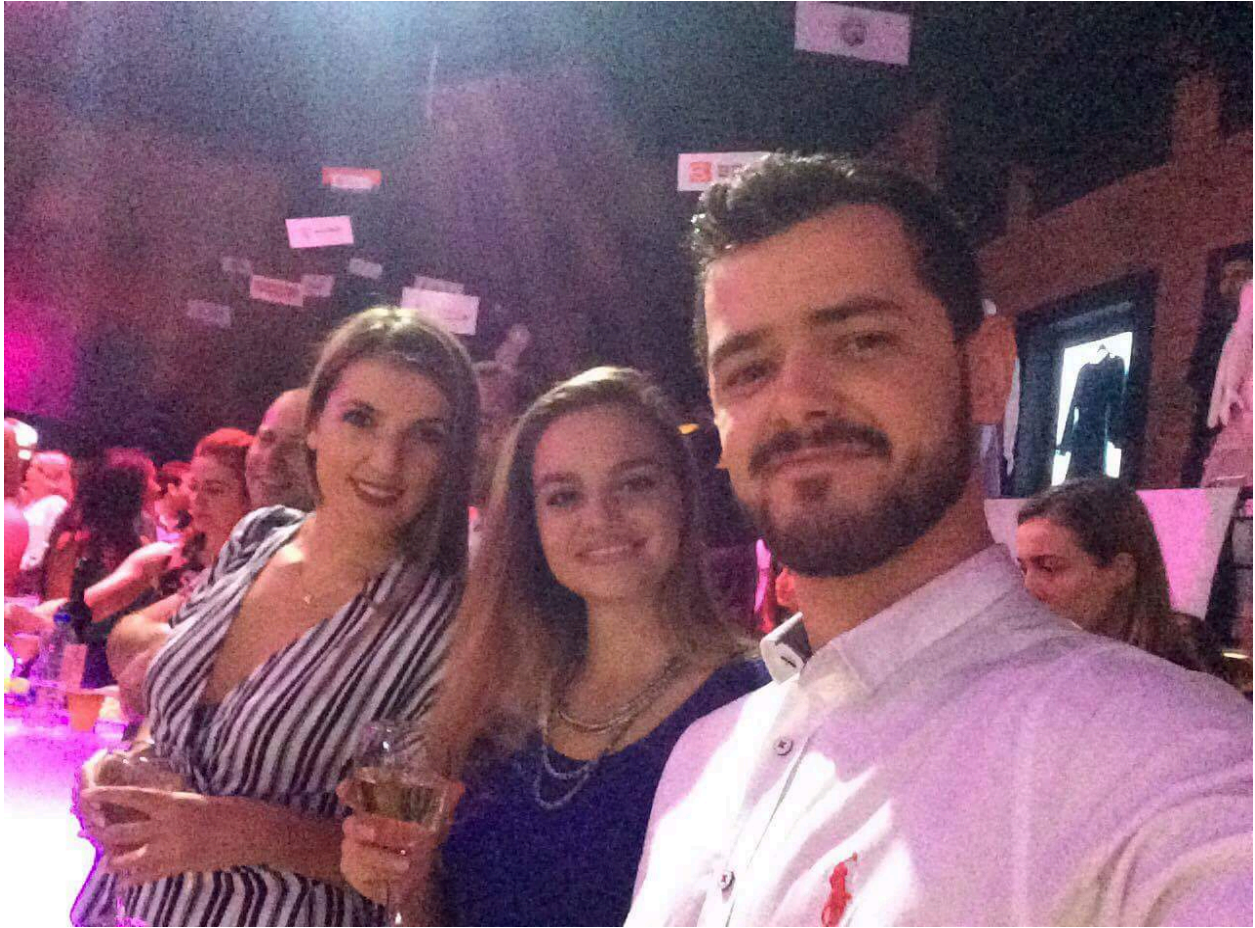
11.1. Action for Mothers and Children 2016

Action for Mothers and Children Foundation have been part of the Sponsorship Program and have returned a story of great achievements and inspiring results. As a foundation at the forefront of the fight to raise maternal and infant health in Kosovo, is one of the beneficiaries of the [IPKO Foundation Sponsorship Program](#). During 2014 and 2015, [IPKO Foundation](#) provided donations to Action for Mothers and Children during their annual



fundraising events.

This contribution was an additional support to the programs and projects of our organization which has captured the interest of several serious and benevolent sponsors and donors that want to contribute towards healthier mothers and children in our society.



Through the support other donors and the IPKO Foundation sponsorship program, Action for Mothers and Children were able to:

- Deliver the Survanta medication in Kosovo, which is used to develop the lungs in premature babies. This medication is used by 250-300 babies each year;
- Deliver 5 phototherapy lamps which treat jaundice in babies at the Neonatology Intensive Care Unit;
- Deliver the first CRP machine for Neonatology Intensive Care Unit which makes it possible for blood tests to be conducted at baby's bedside, instead of labs outside the clinic; Strengthened and expansion of our Women's Health Resource Centers with an additional Center in Shterpce. Our Centers have provided counseling services to more than 2,500 women regarding family planning, a health pregnancy and care for their babies.
- Support the Neonatology Intensive Care Unit in setting up the transportation system for babies coming from regional hospitals to the University Clinical Center of Kosovo in Pristina for intensive care.

11.2. BONEVET

11.2.1. Peter Corbet in BONEVET

The IPKO Foundation has partnered with BONEVET, who have jointly with the US Embassy in Kosovo brought Peter Corbett. the founder and CEO of iStrategyLabs – a digital agency that develops solutions to clients' challenges and brings them to life in the online and offline world.

Peter Corbet widely known for his marketing acumen coupled with a deep technical background, and a focus on community building. His client work includes brands like NBCUniversal, USA Network, Sam Adams, Disney, ESPN, ABC, NPR, PBS, GE, Microsoft, NASDAQ, Intel, GEICO, American Eagle Outfitters, Pinkberry, Honest Tea, Coca-Cola, Crate & Barrel/CB2, Chase, Rosetta Stone, The US Army, Deloitte, McKinsey, Volkswagen, Audi, Ford, Hilton, Double Tree, Embassy Suites Hotels, Marriott, Sam Adams and more.



His experiences as a programmer and designer in his teens, concert producer and b-schooler in college, TV producer and ad agency strategist combine to provide a perspective that can only be described as strikingly disruptive. In 2016, Peter sold ISL to WPP, bringing the company he founded into the J. Walter Thompson company network, and establishing ISL as a global player in the full service digital agency space.

IPKO Foundation partnered with BONEVET in this activity, as the aim was to introduce the audience with marketing strategies and get practical advice on the world of economy and technology from Peter Corbett.

11.2.3. BONEVET Workshops

The IPKO Foundation has also helped BONEVET in the realization of two workshops on 19th November which involved 10-12 year old students from the “Këlmend Rizvanolli” school. The first workshop consisted of talks and practical work regarding the importance of open maps, and the other workshop consisted of talks and practical knowledge about the enriching of the digital map of the city of Gjakova, lead by members of the BONEVET team.



11.2.4. BONEVET European Maker Week

European Maker Week at BONEVET is a weekly event accredited by the European Commission, Maker Faire Rome and Startup Europe, with the aims of raising awareness regarding the creative culture which is daily growing into a key factor in the economy of each country. The IPKO has supported these events through social media, and through sharing with the IPKO Foundation community.



11.3. Software Freedom Kosova Conference

The IPKO Foundation has aided [FLOSSK](#) in organizing the 7th edition of [Software Freedom Kosova Conference](#). FLOSSK is a community organization that promotes education in and technology development, the open kind more specifically. As such, [FLOSSK](#) and [IPKO Foundation](#) have been perfect partners.



Software Freedom Kosova (SFK) is an annual international conference held in Prishtina organized to promote free/libre open source software, free culture and open knowledge, now in its 7th edition on 21-23 October 2016. It is organized by FLOSSK, a non-governmental, not for profit organization, dedicated to promote software freedom and

related philosophies. The conference, held mostly in English, consisted of a day of talks and two days of hands-on workshops, 48 sessions in all, and was attended by students, software developers and local businesses from Kosovo and neighboring countries.

The 7th edition focused on deeper engagement between attendees and speakers so that more lasting bonds are created beyond the conference.

Having an educated workforce is a prerequisite and supportive of the development of the ICT sector. FLOSSK has a 7 year old history in the sector and a long history of cooperation with IPKO Foundation with a number of activities developed together.

IPKO Foundation sponsorship has enabled FLOSSK to bring speakers from abroad who work on cutting edge free software projects to share with the community in Kosovo and beyond, who attend the conference.

Having a local foundation focused on technology has been critical to bring projects like SFK to fruition and sustain the volunteer communities around them.



12. IF Website

The IPKO Foundation website is the main source for general information concerning all of IF's activities, partners and community. During the year 2016, [26 blogs](#) have been published on IF's main website. These blogs have enabled IF to establish a closer relationship not only with the people attending the events but also with a larger audience by making them feel part of the activities.

Under the blog section of the new website design, we have combined the sections of blog and community posts. This year we have asked beneficiaries of the Sponsorship programs to write blogs describing how IF has helped them and we have posted [four](#) thus far.

During 2016 we have organized many projects in collaboration with our partners so we have edited the section of 'Partners' on our website and added many more. Under each of the partners descriptions, we have listed which projects we have worked together on.

13. Social Media

IPKO Foundation's social media channels continue being the main methods to promote our mission, projects, events, and success stories. Throughout 2016 our team put a lot of effort in the improvement of our social media campaign through the establishment of new channels (Instagram and Snapchat) and the modification of our old channels (Facebook, LinkedIn, and Twitter). We also focused in content writing for each channel and posting, sharing, and updating each activity we have engaged in.

13.1. Facebook

13.1.1. IPKO Foundation

IF's Facebook page, which is our main promotion channel, has collected over 17.5 thousand likes and has brought us closer to the audience as the Netvibes report shows.



During 2016, there were **1,025 new Likes**, more than **310 posts** (which totals 70 more posts as compared to the year of 2015) in total, from which **41** were **boosted**.

13.1.2. DOKU:TECH

DOKU:TECH [page](#) was opened on 25 February, 2015 in order to provide all details of the conference and start its promotion through a unique channel distinguished from IPKO Foundation official page. From the data gathered from Facebook Insights, in this page there are currently **4,158 Likes** (1,286 likes gained during 2016), and during 2016 there were **158 posts**.

13.1.3. BarCamp Prishtina

BarCamp Prishtina [page](#) during this year was enriched with **729 New Likes**, reaching the total number of likes into **5,324 Likes**. During 2016 there have been **100 New Posts** published on this page which have effected in the general success of the page.

13.2. Twitter

The Twitter [account](#) was the channel of quick updates and interesting engaging with IF

audience. During past years, including 2016, this account has collected **2,795 followers** (1,161 followers gained throughout this year), and **1,848 tweets** (214 from this year). Throughout the year we have received **57 mentions**, **250 retweets**, and **350 tweet likes**.

13.3. LinkedIn

IF's [LinkedIn page](#) was established in 2015. Throughout 2016 we have shared most of the posts we also shared on other social media channels also on LinkedIn. We updated more than **67 posts** in total since January 2016. LinkedIn has helped us stay connected with the rest of the IF community who are not as active on other social media.

13.4 Instagram

In October 2016 we have established IF's [Instagram account](#). Since we have posted 20 posts mostly with pictures showing the atmosphere at our events. The account has been also used for promotion of our programs. Throughout the past months we have reached 38 followers but our follower base continues growing strongly.

13.5 Snapchat

In October 2016 we have also established IF's Snapchat account (@IPKOFoundation). We have used snapchat to show direct pictures and videos from our events so we could have more people involved than the ones attending. Together with the rest of the Social Media channels, Snapchat has helped keep our community as involved as possible.