



Table of contents



Aim of the Jam	4
Why Global Goals Jam?	6
Design Across Cultures	8
Global Themes	10
Water and Climate Change	12
Migration	14
Electronic Waste	16
Sustainable Development for People and Planet	18
What do you need to do to organize a Jam?	20
Local facilities	23
Local challenges	24
Industry partners	27
Coaches	28
Participants	31
Global Goals Jamkit	32
How to Jam	34
World Industrial Design Day	36
Important dates	38
The process	42
Deliverables	58
Communication	64
Best practices	72



Aim of the Jam

Hi there! Thanks for your enthusiasm to organise a local Global Goals Jam this year. We are thrilled that you joined this global network of design activists!

The Global Goals Jam is a 2 day event to engage makers and designers to contribute to the Sustainable Development Goals by creating short-term interventions with long-term impact.

More than an event, it is a network of cities and organisations that are excited to engage their local communities to create real impact for the Global Goals. This organiser booklet has all information to help you get started.





Why Global Goals Jam?



The challenges before us are so complex that no single discipline, mindset, or expertise will be able to solve them. To address social challenges globally, we need to collaborate and learn from local ideas and solutions that are being developed across the globe. And to collaborate, we need to engage in a way that goes beyond talking, towards making and creating, in a space for people from all backgrounds bringing in their local knowledge, ensuring a bottom-up, grassroots approach.

This is why we started the Global Goals Jam; we believe that interdisciplinary teams can boost their creativity and impact by using design methods. We believe in the value of sharing and building on each others' knowledge. We believe in agile and iterative design. We believe in tackling big (global) issues by taking small (local) steps.



Design Across Cultures



The Global Goals Jam is part of Design Across Cultures, a global innovation chain where multidisciplinary multicultural design teams collaborate to tackle similar local challenges all over the world. Teams work in-between different cities, using the force of cultural differences and similarities as a design strategy.



How can we design a solution
to make our countryside clean?

- age
- income
- medical status
- redesign
- educate

WAYS TO SOLVE

- education / information
- make it profitable
- cultural exchange

eco tourism + volunteering program

Urban experience

- Market experience
- Access to nature
- More responsibility
- Operational aspect
- better results → business aspect (4 types)
- sustainability
- Corporate social

Global Themes

Within Design Across Cultures, we work on global themes that are relevant in the world today, and that adhere to one or more of the UN Sustainable Development Goals. For the next 2 years, we are working on the following ones:

Welcome
DESIGN FOR A
SUSTAINABLE
FUTURE





Water and Climate Change

Water is at the core of sustainable development and is critical for socio-economic development, energy and food production, healthy ecosystems and for human survival itself. Water is also at the heart of adaptation to climate change, serving as the crucial link between the society and the environment.

How do we improve water quality and reduce pollution, increase water recycling and water reuse? How might we involve the local communities in improving water and sanitation management? How do we make sure there is (and will be) enough fresh water for everyone? And how do we prepare our cities and living environments for the results of climate change and water flooding on the one, or water scarcity on the other hand?

For more see:

<http://www.un.org/en/sections/issues-depth/water/index.html>





Migration

Since the earliest times, humanity has been on the move. Some people move in search of labour or economic opportunities, to join family, or to study. Others move to escape conflict, persecution, terrorism, or human rights violations. Still others move in response to the adverse effects of climate change, natural disasters, or other environmental factors.

While many individuals migrate out of choice, many others migrate out of necessity. There are approximately 68 million forcibly displaced persons, including over 25 million refugees, 3 million asylum seekers and over 40 million internally displaced persons.

With the arrival of newcomers in a new country, challenges can arise. How do we make sure migration and mobility is done safe and responsibly, and procedures are fair and transparent? And how do we make sure that in the country of arrival everyone is included on a social, economic and political level, irrespective of age, sex, disability, race, ethnicity, origin, religion or economic or other status?

For more see:

<http://www.un.org/en/sections/issues-depth/water/index.html>





Electronic Waste

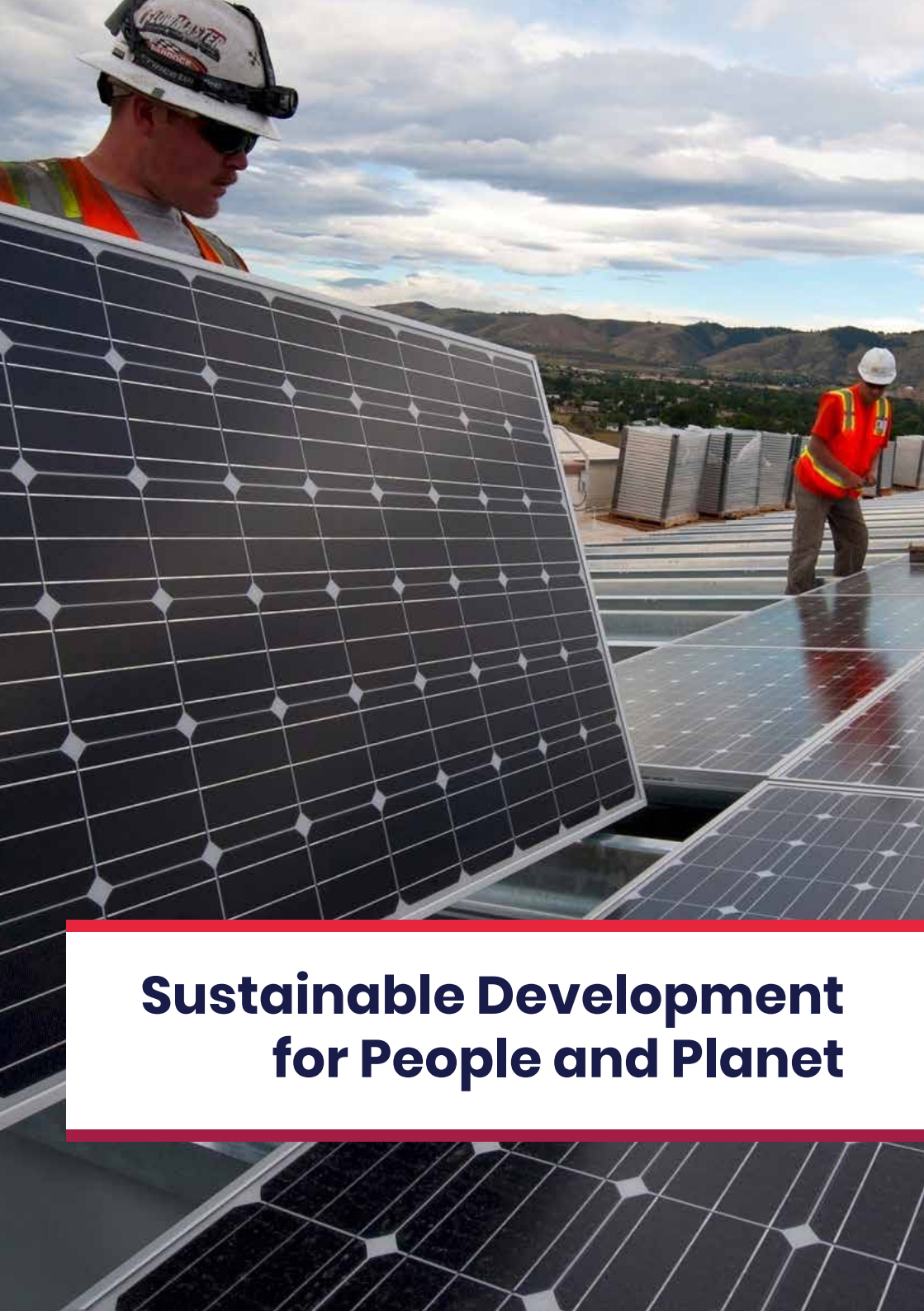
Global consumption of electrical and electronic equipment is on the rise. When these products enter a used and end-of-life state, a large amount of this equipment is sorted incorrectly and shipped illegally around the world, to then be disposed of or treated under rudimentary conditions. Before these products are manufactured, a significant amount of work is still required during the design stage to ensure the reduction of their ecological footprint. The resources used for electronic equipment are often sources in conflict areas.

How might we improve the sustainability of the life cycle of electronic products and substantially reduce waste generation through prevention, reduction, repair, recycling, and reuse? How do we make sure that people active in this industry have safe and secure working conditions?

For more see:

<https://unemg.org/images/emgdocs/ewaste/E-Waste-EMG-FINAL.pdf>





**Sustainable Development
for People and Planet**

Today, more than 780 million people live below the international poverty line. More than 11% of the world population is living in extreme poverty and struggling to fulfil the most basic needs like health, education, and access to water and sanitation, to name a few. There are 122 women aged 25 to 34 living in poverty for every 100 men of the same age group, and more than 160 million children are at risk of continuing to live in extreme poverty by 2030.

How do we ensure equal rights to ownership of basic service, technology and economic resources? How do we include citizens local or national in decision-making, how do we involve new technology to ensure sustainable economic progress? And how do we make sure economic development for people equals sustainable development for the planet?

For more see:

<http://www.un.org/en/sections/issues-depth/poverty/index.html>



What do you need to organise a Jam?



You can make a Jam as small or as big as you want. But there are a couple of key elements:

Local facilities

Local challenges

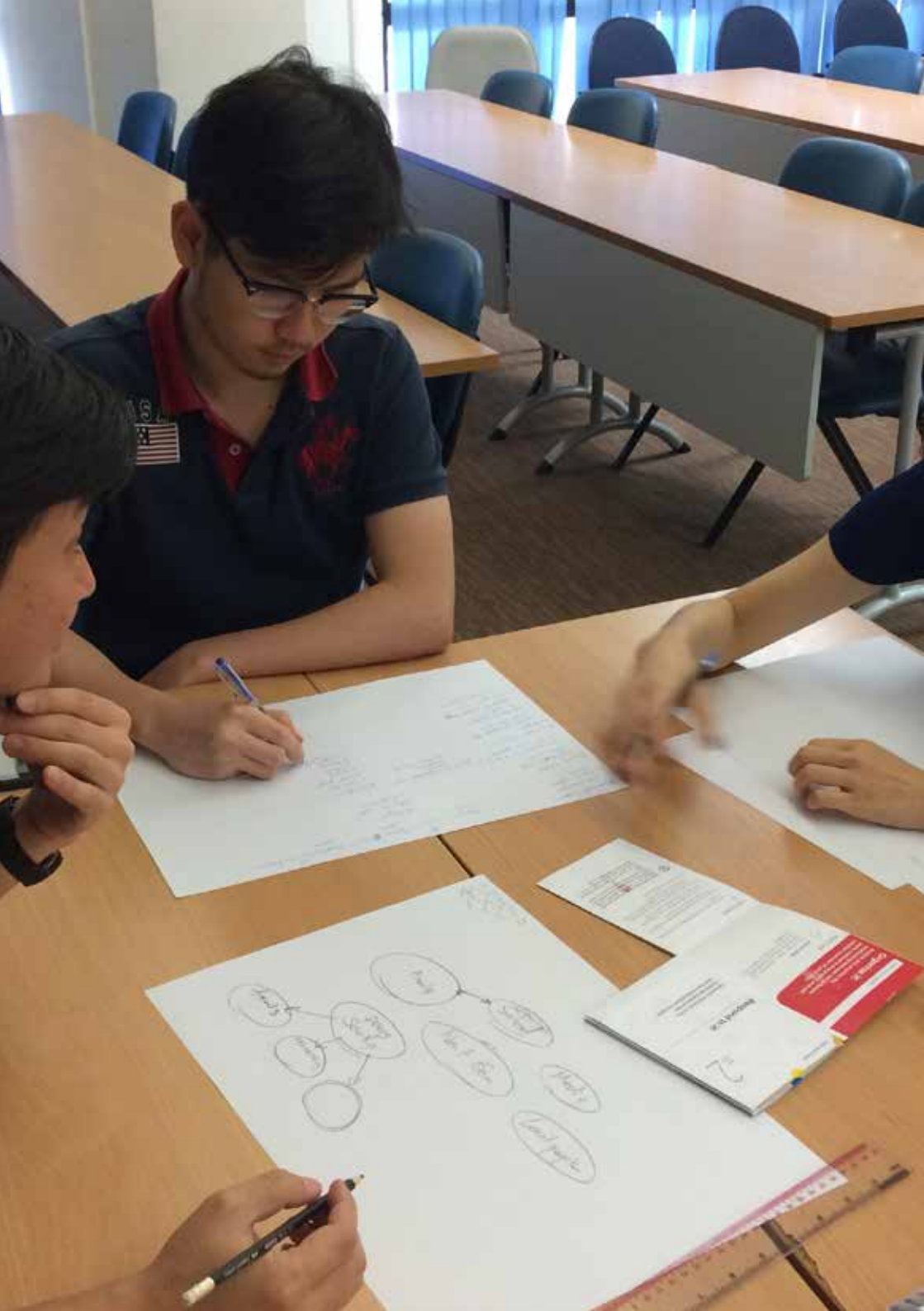
Industry Partners

Facilitators

Participants

Global Goals Jamkit





Local Facilities



Make sure you have a nice space where people can work, with tables and chairs, power outlets, internet and toilets. A screen and projector is useful for presentations, and of course some brainpower for your participants (read: food and drinks)!

For material; think big papers/flipovers, tape, markers, post-its and prototype material (cardboard, balloons, wood, fabric, stickers, tape, and any other things people can craft with. This is also a great way to re-use leftover material)!

The Jam should be financially self sustainable, and we encourage you to reach out to sponsors and partners to help you find a location and set up the facilities. You'll find an editable one pager for sponsors with possibility to engage in the #jamkit_materials Slack channel.

Local Challenges

To solve global wicked problems, we want to see what we can learn from connecting local design contexts. This connection needs to make sense: that's why we selected global themes. They touch upon the connection of different cultural contexts (Migration), they are symbolic for change and connection or very different in different parts of the world (Water), or they are interesting as a global challenge that is made out of locally separated contexts (Electronic Waste).

As a local organiser, you are responsible for translating these global themes into a local challenge. Think of an everyday issue, that you could start working on tomorrow - you and your community are the experts. We advise you to focus on 1 or 2 main themes, to make sure to really dive into the challenge. At the end of the Jam, you are also responsible to collect all key insights of your local challenges.

What does your work and your findings say about the bigger picture? How can a city across the globe learn from what you did in the Jam locally?





Industry Partners



For your challenges, we recommend that you work with industry partners: local organisations that are already working on the topic you want to work on. This way, you'll involve professional knowledge on the topic and you'll also ensure life after the Jam, creating something that is relevant to a company in the field. It is also a valuable way to get their employees and network familiar with new design methodologies, so they can spread the impact!

Partners can provide a challenge, give a short inspiration talk on their work, participate in the entire jam, or provide feedback at the end. Working with industry partners makes sure you bridge different contexts - and we need multiple stakeholders to design for sustainability. Keep in mind that industry partners thus can be entrepreneurs, NGOs, corporates, governments or education: the bigger the mix the better!

Coaches

We recommend working with coaches: a person per team that keeps an eye on the process and coaches the team during the Jam. Since we aim to bring a multidisciplinary team together, it's nice if your coach has some affinity with coaching, design or design thinking - so that the methods in the toolkit are a bit familiar already. But don't worry: you don't need experts! We just found out that, because the process can be a bit intense, it's nice if somebody keeps an eye on team energy, timing, and deliverables.





Participants



During the Jam, we suggest you create multidisciplinary teams with 3 to 5 participants. We encourage you to recruit participants with diverse backgrounds so that they can complement each other and enrich their experience. It is important to recruit people who have first hand experience with the challenges, since these people will bring good insights and points of view to the team.

An easy way to organise the recruitment of participants is to create an event on Facebook and distribute Jam tickets through Eventbrite. On the Facebook event and on Eventbrite you should set up a registration deadline for the participants, this way you will know in advance how many people to expect. To support the Jam financially, you can charge a small amount of money from each participant, but there shouldn't be any profit. Bare in mind that if the participants have to pay, there might be fewer registrations; and, if they don't have to pay, there might be people who register and don't show up on the weekend.



We provide all organisers with a digital toolkit that helps organise and run a Jam. Next to this Organiser Booklet you'll find methods and templates that help your teams design for sustainable development: they are selected from our bigger Global Goals Toolkit. We also have included all branding assets such as logo (you can add your own city to make it yours) and a sponsor sheet to help you approach sponsor partners, and a timeline for your Jam.

used in
Global Goals Jam
Design 2030 Now!

Sustainable Roadmap

**Global
Goals
toolkit**

G

**SCHOOL
SOCIETY
DIGITAL**

How to JAM?



Basically you #justdoit! There are a couple of important dates before the weekend of September, and some general planning milestones that help you to organise your Jam. In the end, you are the expert -so feel free to deviate from these recommendations!

World Industrial Design Day



Global Goals Jam and World Design Organization have joined forces for World Industrial Design Day!

World Industrial Design Day™ (WIDD) is an international day of observance celebrated throughout the world in recognition of the establishment of the World Design Organization™ (WDO) on 29 June. First declared in 2007 on the organization's 50th anniversary, WIDD increases awareness of the profession of industrial design and champions the power of design to strengthen economic, social, cultural, and environmental development.

We have partnered with WDO to create the perfect pre-event, so that you can engage with your local community and partners. For this, we selected a couple of methods that help you identify local challenges for one or more of the global themes. The output you can use as a start for your Jam in September!

Important Dates

Deadline interested sign-up

Please let us know by the end of May if you are interested, by signing up via www.globalgoalsjam.org If you are not yet sure about dates, how long or which challenges, that is ok!

May

Jun

Online train the trainer

We are hosting an online Train the Trainer, about how to organise a Jam and how to use the methods in the Jamkit.

Reach out to local partners and create local challenges. Reach out to other sponsoring partners.

Create your organiser page on www.globalgoalsjam.org + share your global themes and challenges in Slack.

ne

July



**WORLD
INDUSTRIAL —
DESIGN DAY**

Get your organiser team together

Join WIDD and Identify local challenges, together with your local community or your partners.

Start looking for a good venue to host your Jam.

Jam jam jam!

You can define with your local team which days of the weekend you will Jam. Some organisers also host a meetup before, a kick-off event on the Friday evening, or a follow-up after. Read more about this in the Best Practices!

August

Share your specific dates + time

on your organiser page so we know when you kick-off.

Start recruiting for participants

Make sure you bring together people with different disciplines to ensure rich discussions and impactful results.

You can also check which other local organisers are working on the global themes you selected, and maybe even exchange some tips and tricks, or set a moment to connect and share during the Jam!

September



Let's Jam

Important Dates

Summary report to UNDP

We will compile a final report and share it back to UNDP!

October

November

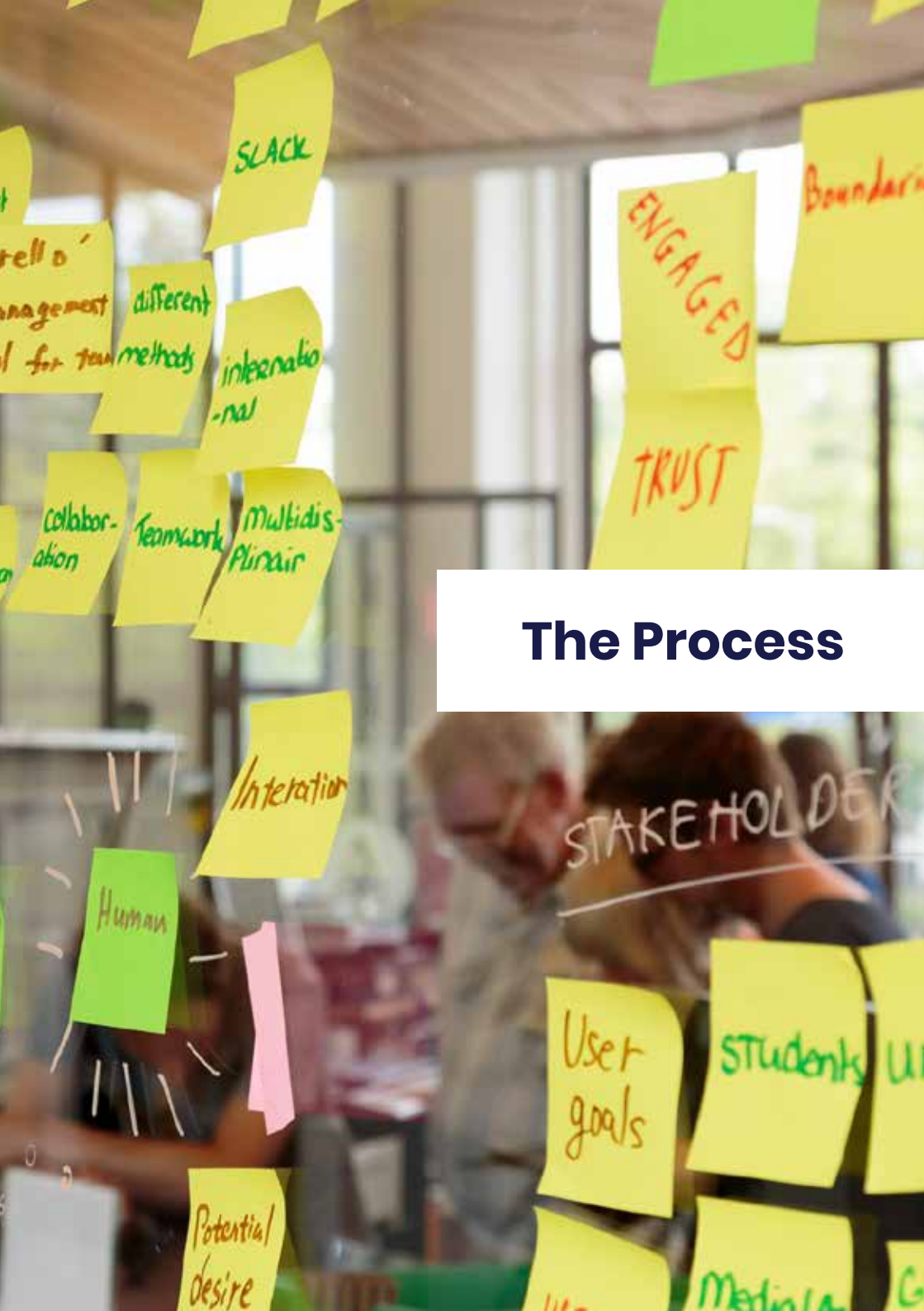
Final deadline for deliverables

Finalise your documentation and share it with the Jam community.

We will be sure to include it into our Medium publication and youtube play-lists.

To be featured in the UNDP report, don't forget to deliver all content needed!





The Process

After running the Jam for 3 years, we realised that we don't just want to organise another hackathon, where teams come together to build new solutions and create more things to put out into the world.

We want to focus on what we believe really matters to make change: actual collaboration across cultures and disciplines. That's why we redesigned the process of the Global Goals Jam with a focus on critical making, creating conversational objects to really empathise with a challenge (instead of focusing on an idea) and start new ways of collaborating. If you have organised a Jam before, this means that the process changes a bit - but don't worry, the general set-up is still the same!

So what does this mean? We'll be using the process of critical making and prototyping not to make new ideas and solutions tangible, but as conversation starter and a common language. For this we take 1 method central to the Jam, called Empathy in Action. This method is focused on communicating the challenge you are facing in a way that people less or unfamiliar with the problem can experience it as well. From testing the object or experience, but also from the process of making itself, the team will gather rich insights on what their challenge is actually about and how to get people on board to start collaborating on it.

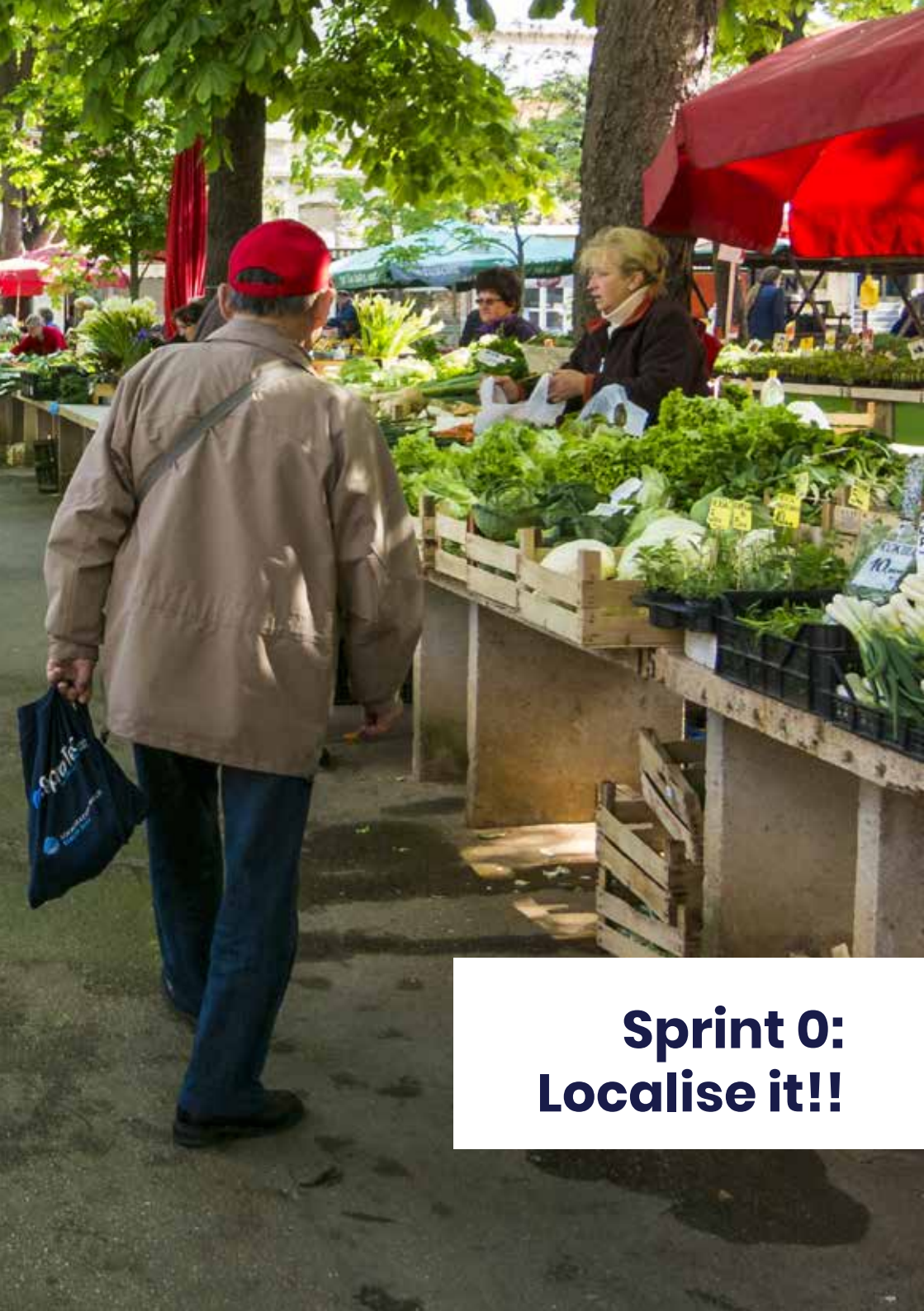
You will find a more detailed sprint process in the Jamkit Guidelines.



Global Goals Jam

Design 2030 Now!





**Sprint 0:
Localise it!!**

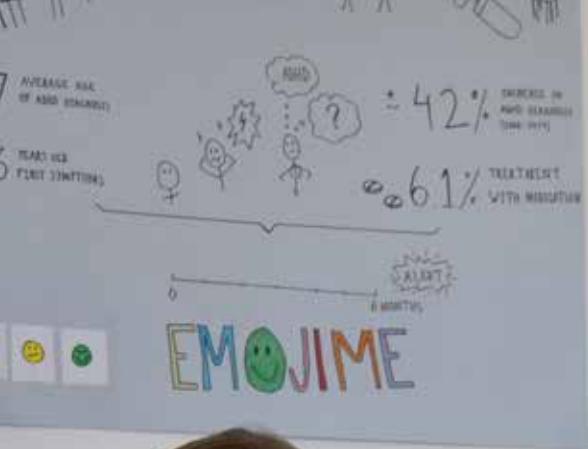
As an organiser, you need to translate the global themes into local challenges your community can work on. You can do this by participating in World Industrial Design Day for example, work together with local industry partners, or ask the community for their input.



**Sprint 1:
Explore it!**

This sprint is all about falling in love with the problem.

Collect qualitative and quantitative data by doing field research into your context, talking to users, and diving into the context of the problem. Ideally, the team goes out into the world to immerse themselves into the context of their challenge.



**Sprint 2:
Respond to it!**

Now that you have a richer understanding on what your challenge is about, how do you create something that communicates your problem in the right way? How do you make sure people can experience and feel your insights? What can you make that makes your problem and its context tangible to others, that provokes new ideas?



**Sprint 3:
Make it!**

You probably got some insights from the testing of the previous sprint. What do you need to improve your prototype? What can you leave out? Think also about the sustainability of the concept, of its material and its lifecycle. Create a higher quality prototype that communicates your challenge and your insights clearly, and think also of a way how you will share and document your story!



**Sprint 4:
Share it!**

Share your creation with the world. Maybe this is through a final presentation, a co-creation session or a public intervention. The most important is the insights you retrieve from this final sprint: what ideas and feelings did your creation generate and why? What new conversations did it start? What did your team learn about the issue you worked on and its context (organisation, neighborhood, city) and what does that say about the global context?

Close off your session with a summary of these key insights. Share them on social media, as well as with your local organiser and other teams.



**Sprint 5:
Document it!**

As local organiser you are responsible for the final documentation of your Jam. The most important deliverable is the local to global template (we will provide a method in the JamKit and a structure for this in Google Drive). This will help us to compare Jams on the level of locations: and see if there are shared or different key insights that translate back to the global issue as a whole. It can also lead to longer term collaborations for Design Across Cultures.

Of course, you might also have other documentation of the Jam, in the form of a Medium article, an aftermovie on youtube for example. The final deadline for all deliverables is October 25, so that you and your teams have some time to finetune it!



Deliverables



It helps to set final deliverables for the teams. They can be uploaded in the Drive. Videos will be included in our Youtube playlist (Global Goals Jam account). Through Medium.com, an online publication platform, we will also create a dedicated publication that features submitted articles.



teaching

value

↑

5

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

↑

Deliverables

for organisers

Local to Global template: It is your responsibility as a local organiser to collect the main insights of your Jam, so that we can make cross-connections between locations. Check the local to global method for more details.

We will will create a global aftermovie as well. If you would like to be featured, we ask you to provide max. 3 short clips of hi-res quality.

Possible other deliverables:

- Aftermovie of your Jam and the Youtube link

- A Medium article on your Jam experience

Possible deliverables

for your teams

- A pitch deck: slides in Keynote, Powerpoint, Google Slides or PDF
- A pitch video and the Youtube link
- A Medium article that gives insight in the team's design process and decisions made

In the Global Goals Jamkit Guidelines the teams will find some more explanation on the 4 sprints, as well as Media Guidelines on how to create good videos and photos, and a framework to write their Medium article.





Communication

Social Media and Brand Assets

You can find all communication material (including editable logo and our font) in our Slack channel #jamkit_materials.

Feel free to create your own Jam Twitter, Instagram, or Facebook account to help spread the word of the Jam and stay in touch with other locations. You can use social media to find participants, ask them for advice and try to attract them to the Jam event page where they can find out more.

At #jamkit_materials in Slack you will also find a file for a poster of the Jam. You can write your local city on it and pin it in places where people who might be interested in taking part in the Jam will see it.

In case you want to show the world how you earn karma points, go ahead and share it on all your own social networks. Make sure to use these hashtags, so we can share the global experience!

[#GlobalGoalsJam](#) [#Design2030now](#)
[On Twitter: @GlobalGoalsJam](#)
[@DSSAmsterdam](#)



Slack is an online collaboration tool for teams. It is used during the Jam as our main communication channel. Slack helps individuals, teams, local and global organisers to communicate and share work efficiently in one single platform. Registration Slack can be accessed through its app or on a browser, download it at:
slack.com/downloads

After you have signed-up through our Typeform, you get an invitation to the Global Goals Jam Slack team. There you can keep in touch with the Jam's global community by sending Direct Messages and setting up group chats:
globalgoalsjam.slack.com

After you fill in your details and personalise your account you will be ready to start using the tool. In case you have more questions on how to add other people, start a channel, or other things, Slack has an excellent Help Center at
get.slack.help



Slack Channels

When you are logged in, you'll find in the left column of the page the following #channels (group chats), for example:

#updates: General updates channel, with important information on newsletters, planning and check-in moments.

#Amsterdam: Local Jam channel. You can create your own local channel names after your city, to use for general communication with your local team and all participants in your location.

#jamkit_materials: Channel with all online materials. You'll find digital versions of all the booklets, tools and materials for communication.

#2019: Here you will find all local organisers from across the globe. This channel will be used for questions and ideas about the jam.

#reg-asia: Channel hosting all the organisers from one continent (eg. Asia), to create local connections.



Cisco Webex

For both online Train the Trainer sessions and during the Jam, we will use Cisco Webex Teams, an online conferencing tool.

Please download it before in case you want to connect online with all other Jammers:

www.webex.com/downloads.html

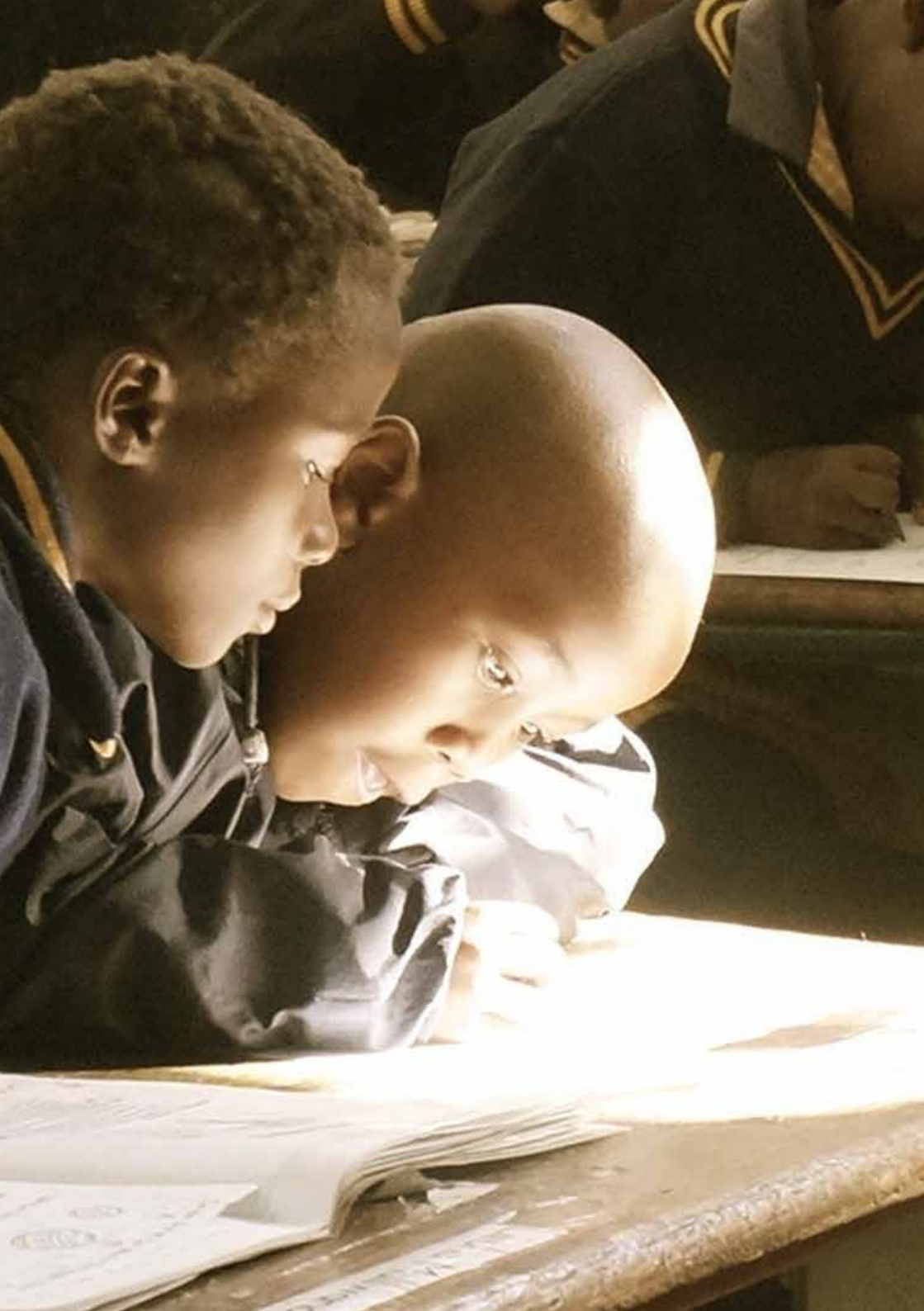
For simple contact during the Jam, we have created a special meeting space. You can access it through

[bit.ly/ggj-wave.](http://bit.ly/ggj-wave)

Be sure to have one computer or laptop with camera that gives an overview of your space - so we can live stream into Cisco Webex and create the feeling of a global community!



**Best
Practices**





Organise meetups before

To get your community together already before the weekend of the Jam, you can host meetups throughout the period before. This helps to connect with local industry partners and companies, possibly recruit volunteers to help out, hear what your community is working on and connect people together before the weekend to create general engagement. You can connect with other events and networks, as well as already approach possible host venues to host a meetup together.

It also provides an opportunity to co-create your challenges for the Jam.





Global Goals Jam Austin

In 2018, Global Goals Jam Austin hosted a couple of meetups starting in April, around Think Global, Act Local. This all led up to the September Jam.

On the first one, they used the Actors Map method to map out the local ecosystem:

“(...) the audience was tasked with collectively contributing towards a stakeholder map by identifying government offices, for profit and nonprofits working around the issues previously identified. This collective knowledge network provided input on who is doing something on the identified issues and who isn’t but should be.”

@socialgood.us, on [Medium](#)

AIM OF THE GGJ

Curated by The United Nations Development Programme and the Digital Society School (Amsterdam University of Applied Sciences), the Global Goals Jam is a two day event consisting of short design sprints. Creative teams, with designers, developers and Jammers from the local community will work together using a tailored toolkit. The main goal of the Jam is to create interventions aimed at short term targets in support of the long term goals.



50 YEARS

Development Goals. Better. Together.





Global Goals Jam Hong Kong

Global Goals Jam Hong Kong hosted 3 meetups (in July, August, and September) before the Jam, each zooming in on a different SDG they were going to tackle during the Jam. They invited guest speakers to share their work and expertise on the topic, such as No poverty and Health and Well-being. They also worked with corporate sponsors that then were involved in the Jam in September.

“What is health? Health covers the mental, physical and social states, and is a right for everyone. Healthcare is the best way to address problems that arise from poverty.”

GGJ Hong Kong on [Facebook](#)







Connect on a national or regional level

Maybe there are more Jams happening in your country. To scale up the local community, it might be valuable to work together on a national level, exchange experiences and collaborate on challenges or for sponsorships. See if a local partner maybe has partners in other cities as well, so it becomes easy to connect different local networks.



JOIN US AT

Room: Yoh3F

Wednesday 5 December 2018

Workshop time 8:35 - 10:40



ISPIM Connects Fukuoka

**“How might we
Develop Startup Solutions
for a Sustainable
Blue Economy with a
Design Driven Approach?”**

Led by

Mark Watson / DesignThinkers Group Australia/ RMIT

with Tokushu Inamura & Zhang Yanfang / Kyushu University Faculty of Design.

In this session, we will tap into the depth of knowledge and diversity of ISPIM delegates to rapidly develop and share solutions around the Blue economy through the power of Design. Participants will have the opportunity to get hands on with powerful Design concepts, methods and tools to accelerate innovation for people, planet and profit.

The session will be facilitated by experts with global design experience, and will be sharing their experience gained from organizing and innovating innovation workshops, including the Global Goals Jam, a world wide two day jam to tackle the UN Sustainable Development Goals. Over the course of the two hour session, delegates will join diverse teams, turning insights into focussed issues, that will be prototyped and reflected upon.

This is a opportunity open for all delegates regardless of experience.



Global Goals Jam Asia

In Japan, Jams have been hosted in Tokyo, Kyoto and Fukuoka. Through the network of their organiser location, Fabcafe, they extended to Hong Kong as well, sharing tips and tricks for organising on a regional level.

Additionally, China and Australia have also been linked through the Japanese network, ensuring regional connections through joint Jams or pre-jams. Our local host in Melbourne visited Fukuoka, to organise a joint Jam in December around the theme of Water and the City, and the results were shared at the ISPIM conference.

For 2019, Germany is also teaming up on a country wide level, for example.

The background of the page is a photograph of a workshop or networking event. It features a grid of blue and yellow ropes. Several white cards are attached to the ropes. One card in the upper right corner has the text 'getlavo' and 'Núñez' along with a logo. Another card below it has a logo with a flame. In the background, a person with long dark hair wearing a bright pink shirt is visible, slightly out of focus. The overall setting appears to be an indoor space with large windows.

Arrange a follow-up with a partner

To create sustainable impact, we advise you not to start everything from scratch. In the period around the Jam there are a lot of other things happening around the Sustainable Development Goals. This is the moment for partnerships for the goals, so see if you can arrange a follow-up with another partner, to work further on your ideas from the Jam!





The background image is a composite. The top half shows a stage or event space with exposed silver metal pipes, stage lights, and a small monitor displaying a video feed. The bottom half shows a man in a blue suit and glasses sitting in a wooden chair, looking towards the right. Other people are visible in the background, seated at tables.

SDG Charter and SDG Action Day

Global Goals Jam Amsterdam has partnered with the SDG Charter, the Dutch network that enables business, civil society and local governments in the Netherlands to cooperate effectively in achieving the SDGs. Every year on September 25, they organise an SDG Action Day, where the network comes together to meet, discuss and create for the SDGs. From each participating Dutch Global Goals Jam, 1 team is invited to the SDG Action Day, and 3 final teams are selected to present their idea on stage, in front of an audience of key players from the national industry. As September 25 is a global SDG Action Day, there might also be an event happening near you!

www.sdgcharter.nl



LA MEJOR
MANERA DE
predecir el
FUTURO ES
INVENTARLO

Alan Ka





An incubator with UNDP and IBM

In the Global Goals Jam Peru, selected teams were invited to join a 6 month programme in which the different groups went through intensive brainstorming sessions, mock business pitches and workshops from experts from different companies, like LinkedIn and Facebook. Later, they were coached by UNDP in Sustainable Development and in Agile Methodologies, User Experience and Marketing by IBM.

“Now that the Global Goals Jam has closed, the teams are aware that this is just the beginning. Now the real work starts: they’ll be placed in the hands of professionals to mature, develop and launch their ideas born out of this Jam. They’re excited and hopeful.”

UNDP Peru on [Medium](#)

 **Let's
#design
2030 now!** 



**THINK
BIG**



start small



ACT FAST

