Assignment 3b

Sustainable Development Goals and Social Entrepreneurship

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# Task 2

While all goals are of great importance, a few of them might act as the catalyst for the others to be implemented successfully. If we analyze the greatest nations, cities, or groups, what they have in common is the high investment in education, their basic needs are covered (first two levels of the Maslow’s Hierarchy), and their energy usage is growing (hopefully in a sustainable and clean way). Therefore, we chose **quality education, clean water and sanitation,** and **affordable and clean energy**.

## Education

**Education** has always been one or even the primary factor of a developed society. Well-educated people tend to live better, healthier, and more meaningful lives, not to mention organizations and businesses in general tend to orbit towards regions with higher education (why is Cluj-Napoca growing so fast?).

## Clean Water and Sanitation

Although considerable progress has been made in increasing access to **safe drinking water and sanitation**, billions of people living in rural areas lack these basic facilities. There is no access to clean drinking water for one in three people globally, two out of five people do not have a basic soap and water hand-washing service, and more than 673 million people already commit open defecation. The COVID-19 pandemic showed the vital importance of sanitation, hygiene, and adequate access to safe water for disease control and containment. This helped us get a glimpse of what live is for people living and less developed places.

## Affordable and Clean Electricity

Lately access to **electricity** in poorer countries has accelerated, energy efficiency improved, and renewable energy is evolving. Moreover, considerable technology advancement has been made which can further help these less developed nations with access to electricity faster and in better, more sustainable ways. There is even a method for measuring a civilization’s level of technological advancement based on its energy usage – the [Kardashev Scale](https://en.wikipedia.org/wiki/Kardashev_scale).

**The primary goal we chose is education since, without it, all the other goals will be in vain.**

# Task 3

## Wikirate

While there are many great examples of projects and initiatives as part of the [CAPSSI initiative](https://capssi.eu/caps-projects/index.html), we chose the Wikirate project since it promotes sustainable growth and helps promote companies that are already doing a great job, thus setting them as examples. Wikirate has the vision of helping consumers express themselves as ethical economic citizens. The objective of Wikirate is to be the 'go-to' place for information on companies' social and environmental practices, allowing consumers and stakeholders such as policymakers or the media to be better informed. Ultimately, the project will provide companies with additional incentive to act sustainably.

# Task 4

## Code for Romania

One example of social entrepreneurship that gained considerable traction over the past few years, especially due to the COVID-19 pandemic, is [Code for Romania](https://code4.ro/ro). It is a community of over 2000 volunteers who create open-source digital tools for solving societal challenges. Its mission is to innovate through open data, transparency, and civic technology which ultimately empowers citizens to engage in a more meaningful way with the public sphere and have a positive impact on the communities they are part of.

# Task 5

## Efficient Learning Application

The initiative we chose to implement promotes more efficient and sustainable learning. Several studies ([Study Breaks & Stress-Busters](https://health.cornell.edu/about/news/study-breaks-stress-busters), [The Science of Taking Breaks](https://www.onlineschools.org/science-of-study-breaks/)) showed that both breaks and sleep (power naps) have an immensely positive impact on the learning process.

Unsurprisingly, we already know the process since we followed it in primary school. Take a 10-minute break for every 50 minutes of learning and take a 20-minute nap when you “arrive home” – after 4 hours.

This helps the learner live a healthier live, learn and memorize quicker and easier.

The system will keep track of the time spent learning and will remind the user to take a break (a useful AI-based solution would be to suggest personalized activities to perform during the breaks) and take a power nap.