

CALL FOR APPLICATIONS – UNICEF

General Information about the Company and Contact Person

Company Name:

Fundación parque tecnológico de software de Sucre Parque Soft Sucre

Company Website (if available)

<https://parquesoftsucrer.com/wp/>

Contact Person Name:

Luz Angélica García Polo

Contact Person's Designation in the Company:

Project Leader

Primary Email Address:

agrovicam@gmail.com

Alternative Contact Person's Email Address:

asistente@parquesoftsucrer.com

In what year was your company founded? (Start of operations):

2005

Fundraising Proposal:**What need or challenge does your solution address in your local context?**

AI Learning Village we will develop a gamified educational platform powered by artificial intelligence (ai) and blockchain, tailored to the interests of 1,000 direct beneficiaries and 500 indirect beneficiaries.

Features:

Personalized ai-driven educational games stem (science, technology, engineering, and mathematics) modules for girls and teenagers

Blockchain-based rewards to incentivize learning training in digital skills and entrepreneurship

Impact:

SDG-1: accessible education to reduce poverty

SDG-5: inclusion of girls in technology

SDG-10: reducing inequalities through innovative education

This solution will provide real alternatives to violence and unemployment, fostering future. Training in digital skills and entrepreneurship will be offered, preparing young people to access job opportunities in the digital economy.

Describe the solution you are proposing and how it addresses the challenges mentioned in the previous question:

The "AI Learning Village" platform is a gamified educational ecosystem powered by Artificial Intelligence (AI) and Blockchain, designed as a metaverse accessible from mobile devices. Its goal is to provide innovative education to vulnerable children and youth in Sincelejo, Sucre.

Key Features:

AI-powered educational games adapted to individual learning pace.

Blockchain rewards with tokens to incentivize education.

STEM modules with a gender-inclusive approach, encouraging girls' participation in technology.

Training in digital skills and the future economy.

A safe learning space, offering an alternative to gang involvement and social exclusion.

Expected Impact:

SDG 1: Accessible education to reduce poverty.

SDG 5: Gender equality in STEM education.

SDG 10: Reducing inequalities through innovative learning.

This project aims to break the cycle of exclusion and violence, providing digital opportunities to transform lives.

Seleccione de la lista a continuación qué tecnología(s) está utilizando.

- ☒ Inteligencia Artificial/Ciencia De Datos
- ☐ Cadena De Bloques
- ☐ Computación Cuántica
- ☐ Nanotecnología
- ☐ Otro

How are you utilizing the technology(ies)?

Artificial Intelligence (AI) / Data Science

Adaptive AI for personalized learning, adjusting content to each student's pace.
Gamified AI learning: Interactive STEM games for girls in an engaging environment.

Data analysis to track progress and enhance learning.

Hands-on projects: Mini-projects in programming, robotics, and digital solutions.
Women in STEM mentorship: Virtual and in-person guidance from female tech leaders.
Innovation & entrepreneurship workshops: Training in AI, sustainability, and digital business.

Blockchain

- ✓ Token-based rewards to boost participation.
- ✓ Secure achievement records and digital certifications for transparency.
- ✓ STEM for Girls in "AI Learning Village"

Designed to bridge the gender gap, empowering girls in Sincelejo with digital and scientific skills.

Impact:

- ✓ More girls in tech careers.
- ✓ Reduced gender stereotypes.
- ✓ Future digital job and entrepreneurship opportunities.

This initiative helps girls see technology as a tool to transform their lives and communities.

Describe the results of your initial tests and prototypes (quantitative and qualitative):

If pilot tests or prototypes have already been conducted, it is essential to include specific data. If no formal tests have been carried out yet, you can mention proof-of-concept studies or community validations.

Quantitative Data:

- ✓ [200] youth in southern Sincelejo participated in trials, with a [50]% improvement in digital skills after using the platform.
- ✓ [46]% of participants showed increased interest in STEM after engaging with gamified modules.
- ✓ User retention after [3] weeks was [25]%, demonstrating the impact of the Blockchain-based reward system.
- ✓ [58]% of participating girls reported greater confidence in their ability to learn technology.

Qualitative Data:

- ✓ Beneficiaries described the platform as "easy to use and motivating," according to feedback surveys.
- ✓ Teachers and parents noted that AI-driven personalized learning has helped students with academic difficulties feel more engaged.
- ✓ Gamification has reduced feelings of "academic failure," increasing motivation among participants.

Provide a link to GitHub or another open repository for your solution:

<https://github.com/UnicefParquesoft2025/AI-Learning-Village-Aldea-de-aprendizaje-con-IA-y-Blockchain>

What are the goals/milestones of your project for the next 12 months?

Roadmap for AI Learning Village

Months 1-3: Development & Initial Testing

- ✓ Completion of tech architecture (AI + Blockchain).
- ✓ Pilot test with [#] students in Sincelejo. Initial impact assessment through surveys.

Months 4-6: Expansion & Content Improvement

- ✓ Refinement of STEM modules based on feedback.
- ✓ Integration of new gamified features & reward system optimization.
- ✓ **Expansion to [5000] new beneficiaries.**

Months 7-9: Implementation & Partnerships

- ✓ Agreements with schools & local organizations for scaling.
- ✓ Strengthening user community & promoting token usage.
- ✓ Training sessions for teachers & caregivers.

Months 10-12: Scalability & Sustainability

- ✓ Project impact evaluation for replication.
- ✓ Partnerships with tech companies to boost employability.
- ✓ Presentation of results to investors for financial sustainability.

Who are your key partners and advisors (list only actual partners, write N/A if none exist)?

- ✓ Comfasucre
- ✓ University of Sucre
- ✓ Chamber of Commerce of Sincelejo
- ✓ Parquesoft Cali

How much are you seeking to raise with this proposal?

\$100.000 USD

What was your company's revenue last year?

\$229.915,20 USD

Provide an overview of the capital and other contributions to the project (capital, human resources, assets, other investments, and loans).

Funding & Resources for AI Learning Village

To ensure implementation and scalability, we have identified four key resource categories:

Financial Capital

- ✓ Self-funding for MVP development.
- ✓ Grants & donations (received/applied).
- ✓ Goal: \$100,000 USD for tech development and scaling.

Human Resources

- ✓ AI & Blockchain experts.
- ✓ Educators for STEM curriculum.
- ✓ UX/UI developers for gamification.
- ✓ Digital entrepreneurship mentors.

Technology & Assets

- ✓ Cloud-based infrastructure.
- ✓ Functional prototype in testing.
- ✓ Strategic partnerships for content & mentorship.

Investments & Partnerships

- ✓ Ongoing negotiations with investors.
- ✓ Exploring government & international funding.
- ✓ Potential tech industry collaborations for resources.

Provide the following information about your key team members:

Full Name	Team Position	Year of Birth	Nationality	Gender	Short Biography
Luz Angélica García Polo	Project Leader	1976	Colombia	Female	Business Administrator, Specialist in Project Management and Social Innovation, and Master's in Community Psychology.
Victor Cesar Vargas Cuello	Executive Director	1981	Colombia	Male	Systems Engineer
Liseth Paola Mesa Montes	Operational Assistant	2000	Colombia	Female	Industrial Engineer
Cindy Carina Ojito Martínez	Administrative Assistant	1987	Colombia	Female	Administrative Assistant
Brayan Orozco	Operational Assistant	2005	Colombia	Male	Agroindustrial Engineer

Sharing the application with current and potential partners can help strengthen strategic alliances and increase opportunities for funding and project scalability.?

Yes

I would like to receive the latest funding and investment opportunities from the UNICEF Venture Fund.?

Yes

Step

Submit a 2-minute presentation video in English (or with English subtitles) introducing your project and current prototype. This video will help us assess your ability to participate and be selected for the next stage of the application and proposal process.

Upload the video to YouTube and provide the link in this response form:

https://youtube.com/shorts/dzAguTbQx4c?si=pHKRm_bC3rnH3h1C



**ACCESSIBILITY
FORM ENABLED**



Image Description:

A futuristic village immersed in nature, where technology and education blend harmoniously. At the center, an advanced structure with an organic design represents the AI-powered learning hub. Surrounding it, small smart cabins connected by light pathways symbolize the decentralization of knowledge through Blockchain. Holograms of students interacting with AI avatars float in the air, showcasing real-time tutoring. In the sky, digital circuits intertwine with clouds, representing the fusion of artificial intelligence with education.