

# **APPLY TO THE OPEN CALL FOR COLLABORATORS**

## **2<sup>nd</sup> Emergency Lab | COVID-19**

### **RECONFIGURING THE FUTURE**

**Silo - Arte e Latitude Rural e o Instituto Procomum**, in partnership with Amerek, Bela Baderna, Careables, Casa Criatura, Datalabe, Frena La Curva, Gambiologia, Gênero E Número, Horta Inteligente, Instituto Elos, Instituto Update, Lab Coco, MediaLab.UFRJ, Mulheres do Futuro, Muman, No-Budget Science, Olabi, Pretalab, Redes da Maré, Segura A Onda, Think Olga and A Tramadora present the:

**2<sup>nd</sup> Edition of the Emergency Lab | COVID-19, in which 15 proposals will be developed between June 15-19, 2020** with the contribution of collaborators, developers and mentors in an online solidarity lab.

Applications can be submitted until **June 13** by collaborators who wish to participate directly in the development of projects and initiatives aimed at fighting COVID-19. They will work and make decisions alongside a team.

**See below the projects that will be developed.**

And apply through this [form](#).

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**For questions or issues with the form, please get in touch by email:**

[labdeemergencia@silo.org.br](mailto:labdeemergencia@silo.org.br) or visit the **FREQUENTLY ASKED QUESTIONS.**

## OPEN CALL FOR COLLABORATORS

We invite you to collaborate with any of the projects below, all aimed at fighting the effect of the current crisis generated by COVID-19.

This open call offers 15 selected projects to be developed collaboratively in an online lab between June 15-19.

### · Assembling of teams June 14 | Sun

We will send an email to confirm the registrations and the Telegram|WhatsApp groups will be created for initial contact.

### · Lab June 15-19 | Mon-Fri

Structuring, documentation and execution of the initial idea. Sessions with technicians and mentors.

### · Delivery of documentation June 19 | Fri

To facilitate the replicability of the projects, the entire process must be documented. We have created a form to assist with this.

### · Presentations June 20-21 | Sat-Sun

The teams will share a video containing documentation of their work process as well as the results of the experience, what the implementation was like and whether there is possibility of continuity of the project.

The projects will be developed collaboratively by multidisciplinary teams formed by the applicants of this open call. We welcome applications by professionals and amateurs of different fields, students, researchers, community leaders, activists, artists, scientists, professionals aligned to the profile and needs of the project as well as people who wish to commit to a cause. During the Emergency Lab, each team will receive specific technical support, mentoring and an allowance for specific needs.

## MEET THE PROJECTS

- 1) **What about our leisure? Criminalization, income and the pandemic. The reality and future of Brazilian funk parties and those who produce them.**

**PROPONENT:** Bruno Sousa | LabJaca - Rio de Janeiro

**PROFILE OF COLLABORATORS:** professionals connected to studies on the cultures of peripheral communities, preferably black culture; professionals linked to cultural production as well as its financial structure; design professionals whose aesthetics are connected to the peripheries; anthropologists; economists; artists; cultural producers and managers.

**ABSTRACT:**

This research aims to show how one of the greatest sources of income and leisure in the favelas of Rio de Janeiro, the funk parties, was affected by COVID-19. From funk musicians, DJs and sound crews to street vendors, the research aims to draw a socioeconomic, race and gender profile of these people, showing how their income was affected by the coronavirus. It also seeks to reflect on a possible resumption in a post-pandemic scenario, where cultural activities that attract big crowds, such as the funk parties, are likely to have a slower recovery than other sectors.

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**2) Canvases of Hope**

**PROPONENT:** Joyce Cursino | Negritar - Belém, PA

**PROFILE OF COLLABORATORS:** Artists; illustrators; screenwriters; developers designers; writers; audiovisual professionals; animators.

**ABSTRACT**

Creation of an online platform with animations based on the stories created by children from the peripheries who received an educational drawing kit - an initiative by the project "Canvases of Hope".

Developed by the collective Pretinta, which teaches art classes in peripheral communities, this kit seeks to encourage children from the peripheries to build the story of a future where the population is saved and fights COVID-19. This year, the project served more than 200 families from peripheral neighborhoods and riverside communities in Belém, distributing basic food items, hygiene kits, masks and educational drawing kits.

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**3) Community Networks for Online Learning Environments**

**PROPONENT:** Aluizio Barbosa de Oliveira Neto and Rodrigo Borges - Belo Horizonte, MG

**PROFILE OF COLLABORATORS:** Public school teachers and principals; professionals with previous work experience in communities and slums; pedagogues; distance learning professionals.

**ABSTRACT:**

The Community Networks for Online Learning Environments project has as its main goal the development of an autonomous system for the sharing of teaching materials in text, audio and video, particularly those applicable to communities with scarce connectivity resources and in a situation of social isolation. In order to achieve this, the project proposes the design of a low-cost solution to implement a local media server. There, content can be inserted manually by a tutor / teacher and then becomes available to the local community through a wireless network. The network is managed by the community itself, its entire structure is based on free software and it works even without access to the internet, which prevents it from being subject to data plan franchise limits.

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**4) Five proposals to postpone the end of the world – Free the Future Platform**

**PROPONENT:** Raquel Rosenberg - São Paulo

**PROFILE OF COLLABORATORS:** Online and offline organizers; developers; data specialists for online platforms; illustrators; communicators; social media professionals; designers; activists.

**ABSTRACT:**

The aim is to set up a platform to gather the videos that are being collected for the project "Five proposals to postpone the end of the world". The project as a whole stems from the idea that we do not want to "go back to normal", as many have been urging during social isolation, because it was precisely this "normal" that led us to the crises that we are facing. In summary, the general proposal is to: 1) conduct a global survey, due to launch in late June, with five thought-provoking questions to get people around the world to think about the post-pandemic future; 2) gather responses through one-minute videos for each topic and host them on a digital platform (which is what will be carried out in the Emergency Lab); 3) conduct labs to co-create practical actions that can take us towards this world; 4) implement and disseminate the actions planned in the labs.

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**5) SOS Coronavirus**

**PROPONENT:** Rodolfo Aragão de Lira - Natal, RN

**PROFILE OF COLLABORATORS:** Back-end and front-end developers; creative people with collaborative work skills; physicians; nurses; health and

technology professionals; health managers.

**ABSTRACT:**

SOS Coronavirus is a remote monitoring and health promotion system powered by artificial intelligence. It offers telemedicine support and remote appointment scheduling, including an online pre-consultation focused on user experience and predictive analysis through data intelligence.

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**6) Low-Cost Multi-parameter Monitor**

**PROPONENT:** Rafael Teixeira Santos - São Paulo

**PROFILE OF COLLABORATORS:** Collaborators who have knowledge in electronics, 3D design (CAD) and simulation; physicians; intensivists; nurses; health and technology professionals; students; back-end and front-end developers.

**ABSTRACT:**

The goal of this project is to develop open source hardware for a low-cost multi-parameter monitor.

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**7) Little E-reading (E-leiturinha) app**

**PROPONENT:** Taís Rocha Ribeiro - Salvador, BA

**PROFILE OF COLLABORATORS:** App developers; back-end and front-end developers; writers; administrative managers; school teachers and principals; pedagogues; distance learning professionals; designers; illustrators.

**ABSTRACT:**

Development of a prototype for an Android reading training app, with low data usage and offline features. The app will be geared towards children between 7-10 in their literacy development phase.

It is widely known that educational objects help promote reading and good teaching practices. In such a sensitive time of social isolation, solutions that help teachers in these practices are extremely relevant. Children's reading habit positively impacts their general development, especially when fostered in a playful, interactive environment.

## **8) Free Furniture: a platform to disseminate furniture and objects for domestic and common spaces**

**PROPONENTS:** OCO [Juliana Sicuro e Vitor Garcez] and Linha [Paula Daemon] - Rio de Janeiro

**PROFILE OF COLLABORATORS:** Web developers; product designers; social media experts; administrative managers; community leaders from rural and urban areas; students; makers; carpenters.

### **ABSTRACT:**

After observing the impact of the new coronavirus pandemic on domestic spaces and the impossibility of its dwellers to adapt to this reality, a group of architects is proposing the development of a web platform to host a catalog of furniture and objects with a free license. Understanding furniture as a support structure for everyday life, from domestic to common spaces, from rural to urban areas, the project proposes the transformation of the reality of these spaces on a small scale. The platform will compose a catalog of furniture and objects with instruction manuals and technical drawings for their construction. Through the platform, people in rural or urban areas can create the furniture with their own hands or in small local workshops.

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## **9) Online Dream Incubator**

**PROPONENT:** Tatiane Vieira de Jesus - Brasília, DF

**PROFILE OF COLLABORATORS:** WhatsApp course developers; school teachers and principals; professionals with an experience in the development of courses and contents for WhatsApp; professionals with an experience in education, online media and content production for young audiences; distance learning professionals; designers; illustrators.

### **ABSTRACT:**

The Dream Incubator is a social innovation lab for the development of collaborative projects. The adaptation to the virtual format will be aimed at public high school students, to be applied in different subjects and classes with the help of teachers. The mission is to trigger collective awareness among the students, leading them to implement concrete initiatives to improve the socioeconomic conditions of their communities and face the difficulties generated in the context of COVID-19.

For the 2<sup>nd</sup> Emergency Lab, we propose the development of an online pilot that comprises a set of exercises to be shared through low data usage communication apps, such as WhatsApp, which is employed by a large number of young people.

**10) Playful and educational activities to teach sustainability and environment concepts in a family setting: an alternative education model for children during social isolation caused by COVID-19.**

**PROPOSER:** Camila Picco - Rosário, Argentina

**PROFILE OF COLLABORATORS:** Audiovisual experts; webpage and YouTube channel developers; social media experts; educators; designers; industrial designers; representatives of recycling cooperatives and cooperatives of *catadores*.

**ABSTRACT:**

The proposal is to create playful, educational activities with plastic recycling, generating new products – such as dolls, parts for games, furniture – through upcycling and product reframing. The project intends to create an understanding and awareness about recycling, prompt the learning of practical skills, and foster bonds among families and with the environment.

The proposal stems from the Ecomorfosis project that began at LABICCR, where we carried out a plastic recycling mini-lab for elementary schools. This year we moved on to a post-LABICCR enhancement of the project, but it had to be replanned due to the COVID-19 pandemic. This is why we decided to take the mini-lab concept to other places through small activities with simple tools.

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**11) Animal scripts**

**PROPOSER:** Célia Serrano | Crescente Fértil and Instituto Esperança dos Anjos - Serrinha do Alambari, Resende, RJ

**PROFILE OF COLLABORATORS:** web and Wordpress developers; designers focused on logos and visual identities; activists; veterinarians; biologists; citizen science professionals; communicators; and scientific publishing professionals.

**ABSTRACT:**

The project applies the concepts of citizen science, one health and nature wellness to the design of curricula aimed at teaching about the relationship between wild animals, domesticated animals and humans, with a focus on environmental conservation and health issues that affect all those who are involved in these relationships. The curricula will be made available through a website with methodological and educational resources of distance learning. They shall contribute, among other things, to increase knowledge on

contemporary viruses related to animals (pandemic or not), foster discussions of the Anthropocene and build a “multi-species” life.

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## **12) Protect and Learn**

**PROPONENT:** Luciana Rosalina da Cruz - Coletivo Afrotu - Santos, SP.

**PROFILE OF COLLABORATORS:** collaborators who have ties with local peripheral communities; educators; pedagogues; teachers; social workers.

**ABSTRACT:**

Creation and distribution of racial and cultural identity kits for black children during social isolation through a network of black entrepreneurs and artisans.

Children are also political subjects. With most of the schools closed, kids from the peripheries are at home with their families and also need to face the challenges of this period of social isolation. Why not take this time to explain about racial and cultural identity? For black children to know and build their racial identity, it is essential to provide ways for them to feel represented. The project aims to mobilize a network with black entrepreneurs and artisans to produce Abayomis, books and children's masks with African prints in order to promote political and cultural learning.

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## **13) Construction of a communications platform for the agents of production and consumption of organic and agroforestry products**

**PROPONENTS:** Lauana Vieira dos Santos, Juan Enrique de Araújo Batista, Ícaro Abreu, Sanderson Cesar Macedo Barbalho, Gabriela Viana Silva, Francisco Iranildo Rodrigues and Marcos Vinicius Miranda Cruz - Brasília, DF.

**PROFILE OF COLLABORATORS:** web and app developers; cooperative managers; participants of community-supported agriculture; social media management professionals; marketing professionals; web designers; illustrators.

**ABSTRACT:**

Creation of an app that integrates consumers and producers in the



trade of the agroecological production of rural populations.

An inclusive app to enable the participation of youth in the technological environment and the promotion of products of women living in rural family environments, as well as other spaces for promotion and marketing without the need for intermediaries, enabling the maximization of income. The rural populations of Brazil's Federal District, mostly black ones, or agroecological producers, mainly women, surround the urban environment and have difficulty selling products through channels other than outdoor markets.

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#### **14) Solidarity networks between fellow Native Brazilians in the pandemic**

**PROPONENT:** Naine Terena de Jesus - Aldeia Limão Verde, Aquidauana, MS

**PROFILE OF COLLABORATORS:** Indigenous communities; people who have ties with these communities; people who are familiar with fundraising strategies and transparency with communities; economists; fundraising experts; crowdfunding platform specialists; managers; designers; web developers. It is important that the collaborators have some previous experience working in or engaging with indigenous communities.

**ABSTRACT:**

Alongside the women of the Terena People's Assembly, the proposal intends to create a way to raise funds for the production and distribution of protection and hygiene materials in the villages. The project brings together Terena women who work as farmers in the Limão Verde village in Aquidauana, MS. They currently don't have financial resources to continue the production they began in April. Some of the women supported by this initiative are elderly and have been putting themselves at risk by selling their produce in outdoor markets during the pandemic.

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#### **15) MANIFÃO**

**PROPONENT:** Chris Tigra and Yannick Falisse - Belo Horizonte, MG

**PROFILE OF COLLABORATORS:** mobile app developers; digital app specialists; UX/UI design and development; hacktivists (through legal means!); artists.

**ABSTRACT:**

Manifão is an activism and art project: a mobile app aimed at sharing expressions of citizenship and encouraging the free exercise of the right to protest as guaranteed by the Constitution; a space that allows people from different social and geographic origins to demonstrate in a single space, generating collective impact from a device – an internet-connected computer, phone or tablet.

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**16) To Narrate Is to Resist**

**PROPONENT:** Clarice Flores Fialho | ORLA

**PROFILE OF COLLABORATORS:** organizers and communicators with graphic design and audio and video editing skills.

**ABSTRACT:**

To narrate is to merge past, present, future and imaginary. To tell stories is to set foot on the ground and at the same time seek the skies. As Guimarães Rosa said, "to narrate is to resist", it is to be alive, exhibiting life, talking about life, demanding life. Ailton Krenak added to the same idea by saying that the end of the world is postponed whenever we are able to tell yet another story. Because we believe in the power of stories in difficult times, we propose the project To Narrate Is to Resist, an online collection of diverse narratives. The storytellers will be residents of the areas surrounding Córrego do Capão and other riverside communities of Venda Nova. The listeners will be their friends, neighbors and others who are not only interested in postponing the end of the world, but willing to get to know other worlds.