GIZ
INNOVATION
FUND

# TEAM JOURNEYS

6 ROUNDS GIZ INNOVATION FUND
2017 – 2025

IDEAS THAT
SPARK
INNOVATION

GIZ INNOVATION FUND

## Round 1

Challenge: How can digital tools enhance GIZ's service delivery?

Timeframe: April–December 2017

## Round 2

Challenge: How can digital data enhance GIZ's service delivery and improve the impact of our projects?

Timeframe: August 2018–November 2019

## Round 3

Challenge: How can we enhance the impact and sustainability of our projects while aligning with the goal of achieving 10x growth by 2030?

Timeframe: February 2020–May 2021

## Round 4

Challenge: Build Back Better – Our contribution to a transformative recovery post COVID-19

Timeframe: May 2021–March 2023

## Round 5

Challenge: Minimizing the COVID-19 impact, reducing poverty and hunger, just transition in carbon neutrality, and contribution to feminist development cooperation.

Timeframe: April 2023–March 2024

## Round 6

Challenge: Building on strong collaborations with new or existing external partners from the private or public sector, academia, or civil society.

Timeframe: April 2024–May 2025

# Overview of Ideas and Participants

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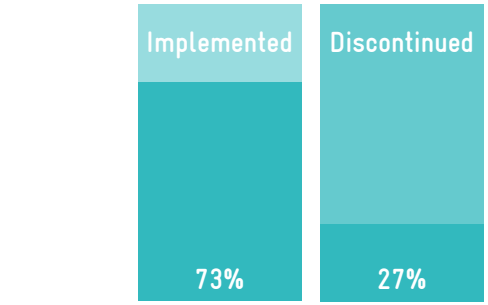
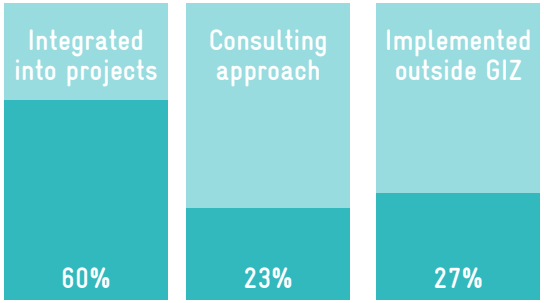
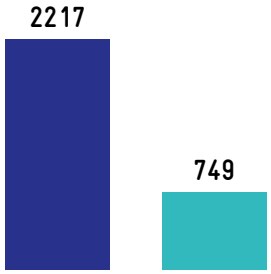



Implementation status of projects



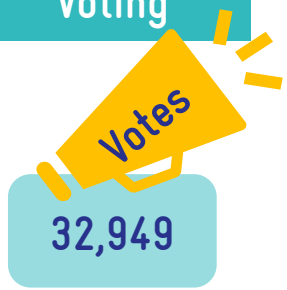

Implementation format

Applications




Participiants – Submitted Ideas

Community Voting




36

Supported Accelerator Teams

466

People with training in Innovation Methods

# Round 1

## Challenge: How can digital tools enhance GIZ's service delivery?

Timeframe: April – December 2017

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## Xtra Pay

XtraPay allows buyers to individually "tip" farmers once they buy exotic fruits at their local supermarket. The consumers decide about a bonus payment at the supermarket checkout. The supermarket collects the XtraPay amounts and transfers them to the farmers in Ghana. Additionally, consumers can access information on the farm where the fruit is produced and harvested. XtraPay plans to conduct a pilot project within 10 months as part of PartnerAfrica with the German Federation of Wholesale, Foreign Trade and Services (BGA).

## Groots

Development organisations are constantly facing the problem that to formulate and engineer their programmes well and for the benefit of the people, they need information from the field. Groots has found a solution. They identify local retail shops as intelligence points within their communities. Groots builds long-term relationships and grows a network of shop owners through its innovative technology - tab tap SHOP - Point-of-sale App for Mom-and-pop Shop. Since its inception, Groots has grown into a data collection service for private and public companies. Groots now exists as an independent spinoff within the social entrepreneurship ecosystem of GIZ.

## The Integrity App

The Integrity App has been developed to counteract corruption. It is designed to improve the compliance measures of companies, make it easier to access potential supply chain partners, and influence their value chain to improve the corporate image and profitability. The Integrity App was launched in 2017, today approximately 4500 companies in Europe, Africa, Asia and Latin America have since introduced the anti-corruption app.

## CitizensEye

Most citizens in Ghana are affected by service delivery issues; however, most of the disuses are not being reported. The objective of the citizen engagement tool is to enable Supreme Audit Institutions to collect and analyse data that will feed into the planning and execution of audits. The data is collected through an App that also runs on the website of the SAI. The App gives citizens the possibility to give feedback on a range of public service issues. Since its launch in 2019, over 3,000 users have downloaded the App.

## Youth Act

Youth Acts is an App to support young volunteers in youth violence prevention projects in South Africa. It assists young people to plan and implement community activities, organise events that contribute to building safer communities and puts young people at the forefront of activism against violence. After the launch in 2018, the team was confronted with several challenges, therefore the enhancement of the app was put on hold. Currently, a new opportunity for the project is being discussed with the Managing Director of the AGAPE Youth Movement.

## Sequya

Due to acute water scarcity, many households in rural Jordan have to live without water, sometimes even for weeks. To solve this problem Sequaya aimed to develop an application with which households can order water. Via a utility's computer system, a tanker truck is automatically assigned to the task and can ideally serve several households nearby in one tour. Unfortunately, the project could not be implemented as planned due to several obstacles, such as limited access to the internet of the population.

# Round 2

**Challenge:** How can digital data enhance GIZ's service delivery and improve the impact of our projects?

Timeframe: August 2018 – November 2019

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## Voice

The objective of Voice is to make language apps accessible to people all over the world, regardless of their origin and language. It makes underrepresented languages freely available and therefore helps people in marginalised communities to obtain information and services. Voice collects data from existing voluntary community structures. The MVP was tested in Rwanda.

## E-mmunize

E-mmunize was developed to increase the take-up of child vaccination programmes among those living in remote rural areas of Kenya. The app allows users to monitor the children's vaccination plan and identify which children have not yet been vaccinated. On this basis, medical teams can quickly and easily plan vaccination sessions in each village and mobilise local people. Thanks to E-mmunize, they can access the data they need when conducting vaccination sessions in remote locations and ensure that 'cold chain' procedures are observed at all times.

## T+

The idea behind T+ was to create an interactive learning platform for TVET students in Viet Nam as a way of helping them prepare for the world of work. As the first step in this process, there was an app that keeps a digital record of student attendance using QR codes to help them monitor and improve their punctuality, one of the key social skills required by employers.

## Yes, we CAN

The future of can recycling is digital and based on incentives. Yes, we CAN Project allows users to collect points for every can they recycle and then trade in their points for attractive prizes. Data is shared through a platform, and all those involved in the recycling process can play a part – from the waste collection firms and private businesses that offer incentives to members of the public who recycle. The result: greener towns and cities!

## LezGo


In Namibia, it takes long hours to travel between villages and towns and rural transport in the country is unreliable and insecure. As a result, people are disconnected from basic public services and markets. The team LezGo sought to develop an SMS-based transportation platform for rural Namibia, which would connect passengers and the informal transport sector to efficiently move both people and goods. The emerging combination of citizen-generated and realtime data further provided government institutions with vital data on how to improve regional infrastructures.

## GAIN

GAIN is a participatory website that allows users to access up-to-date information on air quality in Bishkek, Delhi and Nairobi. The data is generated by easy-to-install sensors positioned and operated by citizens. As well as data on air quality, users can obtain practical tips through the website or by text message on what they should do in the event of severe air pollution and what action they can take as individuals to address the problem.

# Round 3

## Challenge: 10x more by 2030

Timeframe: February 2020 – May 2021

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## ParticIpate

Inclusive public participation that leaves no one behind is a fundament of the 2030 Agenda. To participate in public decision-making more actively, citizens want to see formats and solutions that are accessible, easy to actively participate in and that they can trust. ParticIpate is a digital enabler kit and one-stop shop that offers user-centred advice on how to design and implement inclusive digital and face-to-face public participation. A step-by-step advisory guide ensures that the provided advice is responding to specific user needs.

## shERPa

Micro, small and medium enterprises (MSMEs) owners in developing countries often do not have the digital skills to customize software themselves or to digitize their business operations, while existing service offers are often too expensive and not tailored to their needs. The open source-based Enterprise Resource Planning (ERP) software "shERPa" is an easy-handling low-costs solution with basic functions, local IT-community support which also offers local value add-in provided in the local language. Today, shERPa is an advisory offer to support GIZ colleagues working in the field of private sector development on how to best support the digital transformation of their target groups.

## AI Drowsiness Detector

Road transport is the dominant form of transport in the East African Community (EAC). At the same time, road accidents are the third leading cause of death in the region. The team AI Drowsiness Detector for Road Safety came up with an innovative solution to help drivers deal with drowsiness through a low-cost drowsiness detection system with the help of Artificial Intelligence and alerts the individual in time.

## InnoFam (MosQuito4Action)

The team realized that their original idea "Mr. MosQuito" is innovative but cost-effective. Through user research and iteratively improving the product the team further recognized the general need of fostering the Togolese entrepreneurial ecosystem. Therefore, the initial project idea evolved into an innovation family, a methodology for innovation in the informal sector that addresses the missing entrepreneurship network in the informal sector in Togo.

## Double Klick To Plastic Waste

Globally, the problem of a growing amount of plastic waste is acknowledged as one of the major threats to the environment. The team Double Klick to Plastic Waste has decided to join the fight against excessive plastic waste generation in China. The platform is incorporated into China's largest social media app WeChat and tackles the plastic pollution problem from two sides. On one hand, it encourages plastic waste generators to provide funding and launch initiatives to collect plastic waste; on the other, individuals can be engaged in plastic waste collection and contribute to the fight against environmental pollution.

## Smart4All

While basic ICT infrastructure is increasingly common in local and rural municipalities, there is still a critical absence of a "bigger picture", solid knowledge and tangible digital skills regarding e-governance and smart cities. Firstly, the digital platform "Smart4All" informs municipalities about the smart city concept and secondly, provides a customized report about potential fields of action to become a smarter city.

# Round 4

## Challenge: Build Back Better – Our contribution to a transformative recovery post COVID-19

Timeframe: May 2021 – March 2023

GIZ INNOVATION FUND

### Waste No Waste

Over 90% of the Malawi Population depends on charcoal and firewood for their cooking and heating needs every day. This is leading to rapid deforestation and high GHG emissions into the atmosphere. The idea of the project is to transform agricultural waste residues into pelletized fuel for meeting domestic and commercial energy needs in Malawi. The innovation is that the briquettes are produced in mobile factories where the briquette producer visits farmers in the field so that farmers living in very rural areas can also benefit from it.

### #ScrollSafe

Countering the "ShadowPandemic" of online gender-based violence (OGBV), the team is aiming to build a coalition of private and public organisations working on the topic of OGBV. Their main goal is to bring civil actors together with political and private decision-makers to jointly develop user-centred approaches for fighting online gender-based violence.

### Future Teacher Kit

The Covid-19 pandemic has confirmed the importance of providing large-scale professional development opportunities for teachers worldwide. The team Future Teacher Kit wants to help teachers all around the world with low-tech in-service training that connects the individual learning process with a Community of Practice (CoP) for exchange and mutual learning. The training uses the social and technological functions of messenger systems and push messages on mobile phones.

### Ugya

More than 74% of women in the informal economy in India do not have health insurance; they also have difficulty accessing social protection schemes. The team's goal was to develop an app that provided women in India's informal economy with barrier-free continuing education in financial services and business development, as well as access to microcredit.

### Helpers

The team is tackling the problem of "traditional" aid funding: the high overhead costs in the aid funding generation process and the unavailability of some new scalable & sustainable solutions for alternative funds stream. The team's idea is to develop an online platform (WEB, APPS, APIS, plugin), to connect with e-commerce platforms using affiliate marketing where users can select any project close to their heart to support.

### RemiTech

This team addressed the problem of remittances and financial education in Mexico. They wanted to solve this problem by creating a financial education platform with three elements: Financial education for remittance senders and recipients, financial tools to use directly in their app, and opportunities to support their home communities.

# Round 5

**Challenge:** COVID-19 impacts, just transition for carbon neutrality, hunger and poverty, furthering feminist development cooperation

**Timeframe:** April 2023 – March 2024

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## Be Prepared App

The team's goal is to create a user-friendly app that provides personalized information, resources, and training on mental health and psychosocial support (MHPSS) in disasters. The app will focus on building community resilience and addressing psychosocial needs before, during, and after disasters. It will offer general MHPSS information, videos, texts, and resources on various disaster-related topics. The team also plans to include sections on staff care and self-care for those working in disaster settings. As development progresses, they will continuously refine and enhance the app to better meet the needs of users in diverse disaster situations.

## Circular Urban Garden

The goal is to inspire, educate, and support individuals, schools, and communities in creating their own Circular Urban Gardens. These gardens maximize limited space with vertical structures, incorporating fish, animals, and a fruit/vegetable garden. Fish water, enriched with chicken or rabbit manure, promotes plant growth and sustains the fish. This sustainable, cost-effective approach uses minimal water by reducing evaporation and recycling it. The garden is built from waste materials, making it economically feasible worldwide. Creative use of materials such as old plastic tanks for fish-ponds and shipping pallets for garden beds makes this adaptable and affordable, showing what can be achieved globally.

## DEEGRO.w!

DEEGRO.w!'s innovative approach uses a role-playing game to simulate the ecosystem around a village. Each player's goal is to feed their family using resources from farming and other activities, while managing soil degradation and resource regeneration. The game highlights the impact of activities on the environment and encourages discussions on land management and restoration practices. After the board game's success, the team plans to digitize it into a mobile game, playable offline or online, to reach more players and make the experience more engaging.

## Circles of Transition

The Circles of Transition concept seeks to encourage meaningful conversations and drive positive change by fostering dialogue among diverse groups. The team is developing a comprehensive toolbox with practical guidance, research, and expert perspectives to help individuals establish community circles. It addresses harmful patterns related to male stereotypes and promotes gender equality. Safe spaces for storytelling aim to break cycles of abuse and inequality, empowering individuals to share experiences and learn from one another.

## Akili Box

The team aims to empower communities by creating a user-friendly tool that delivers basic information based on local demand and interests. They plan to use community focal points to gather questions from target groups, which will be addressed by local experts and uploaded to the Akili box in the local language. The Akili box will then be made available to communities in listening clubs, where additional questions and topics will be collected. This process, similar to Siri, does not require internet access or smart devices. The content will cover various topics, including governance, health, agriculture, and women's specific needs.

## Job4Me

The project seeks to revolutionize how job opportunities are discovered in rural areas. The platform functions to Uber but doesn't require internet access, relying similarly on a USSD code accessible from any phone. Job seekers, whether using a smartphone or basic feature phone, can dial the USSD code to access job listings, submit applications, and navigate the job search process. This user-friendly service ensures that job opportunities are available to a wider range of individuals and businesses in remote areas.

# Round 6

## Challenge: External Partnerships

Timeframe: April 2024 – May 2025

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## AgriFuture

AgriFuture connects urban residents to farming through a platform where they rent agricultural land, choose crops, and monitor growth via an app. Once harvested, produce is delivered directly, reducing costs and intermediaries. The system integrates GIS, remote sensing, and educational resources for rural farmers on modern techniques. By making farming accessible to urban users and empowering rural farmers, AgriFuture promotes sustainable agriculture and economic growth in Ethiopia.

## Daleel Media Compass

A digital simulation game teaches Syrian youth media literacy and fact-checking, helping them assess sources and detect biases. Misinformation has fueled conflict, distorting realities. By combining media literacy with conflict analysis, the game empowers youth to recognize fake news and critically evaluate content. Once tested, it can scale for broader impact. This interactive approach strengthens informed citizenship, enabling young people to challenge misinformation and drive positive change in their communities.

## GenAI named FENIX

The GenAI for Easy Read project creates an AI tool to convert complex text into accessible formats for individuals with cognitive challenges. Using AI-generated visuals and multilingual processing, it makes educational content—including sensitive topics—easier to understand. Partnering with UNICEF, the team integrates existing digital resources for testing. The open-source model will be available on GitHub, ensuring long-term accessibility and widespread adoption to support inclusive digital literacy.

## Microscopes for everyone

This project enables schools, labs, and universities to build affordable microscopes using the open-source "OpenFlexure" design. Made from 3D-printed parts and local materials, these microscopes are customizable and widely used for scientific exploration. The project provides educational resources, particularly in Ukraine, and connects users to makerspaces for hands-on learning. By making microscopy accessible, affordable, and skill-building, the initiative empowers learners and researchers to explore science with self-built, high-quality tools.

## PALWork

PALWORK tackles unemployment in Palestine by linking job seekers and employers through a technology-driven platform. With joblessness at 75% in Q4 2023, access to jobs and skill mismatches are major challenges. PALWORK streamlines job matching, offers career guidance, and provides training to enhance employability. By improving access to opportunities, the platform supports young people and recent graduates, fostering economic growth and social stability in marginalized and remote areas.

## THE CASE MAKER

The CASE MAKER supports survivors of violence with medical, psycho-social, and legal services. It strengthens criminal cases through AI-assisted evidence collection, including photo documentation, statement recording, and secure data storage. A medical kit provides forensic supplies, ensuring proper evidence handling. Developed in collaboration with communities in Tanga, Tanzania, the initiative prioritizes victim-centered care and cost-effective solutions. By enhancing justice processes and survivor support, CASE MAKER empowers individuals and strengthens legal accountability.

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# ROUND 1

## HOW CAN DIGITAL TOOLS ENHANCE GIZ'S SERVICE DELIVERY?

Timeframe: April 2017 – December 2017

# Round 1

## Groots

GROOTS

Winner of the final pitch – best product/service

GIZ INNOVATION FUND

### The team

Simon Bittner (Germany-based staff | Germany)
Kajarin Yotdam (National staff | Thailand)
Thomas Chrometzka (Field staff | Thailand)
Camille Dufresne (External | Germany)

### Piloting countries

Global / start in Southeast Asia, fast adoption in South south Asia

### The problem they were trying to solve

Development organizations and private companies are constantly faced with the problem that they need information from the field to design and implement their programmes to benefit people, whether it is the price of diesel fuel or bread or the availability of health services. Traditionally, they send researchers into the field to gather this information, which is time-consuming and expensive.

### Their idea for solving the problem

Groots, promises to offer an alternative solution. Local retail shops are identified as intelligence points within their communities. Groots builds long-term relationships and grows a network of shop owners through its innovative technology - tabtap SHOP - a Point-of-sale App for Mom-and-pop Shop. Stores have difficulty managing their businesses because of a lack of tools for simple accounting, record-keeping and financial monitoring. Groots has developed an easy-to-use and very localized point-of-sale app that works on basic smartphones. Transaction data help stores better manage cash flow and find ways to increase revenue or reduce costs while providing business intelligence to brands and supply chain members. Tabtap SHOP allows Groots to develop a network of store owners who can be asked questions about the store, the marketplace and the community at any time. Through this, the team hopes to have a direct impact on development by increasing the effectiveness of GIZ programmes and the activities of international organizations, as well as the design and development of products in the private sector.

### How did the idea evolve?

Since its inception, Groots has grown into a data collection service for private and public companies, sourcing grass-roots expertise and metrics in emerging markets using swarm dynamics. Incubated at GIZ, Groots now exists as an independent spin-off within the social entrepreneurship ecosystem of GIZ.

Project website: https://groots.com/

Contributing to SDGs:

8 DECENT WORK AND ECONOMIC GROWTH

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE

Back to Overview Round 1

# Round 1

## Xtra Pay

XtraPay

GIZ INNOVATION FUND

### The team

**Anna Peter** (Germany-based staff | Germany)
**Bianca Untied** (Germany-based staff | Germany)
**Frank Weissenfels** (Germany-based staff | Germany)
**Andrea Breyer** (Germany-based staff | Germany)

### Piloting countries

Germany and Ghana

### The problem they were trying to solve

In a globalised world, products from all over the world are consumed daily. One type of product has a particularly large share in this consumption: food. Nevertheless, most people do not know where their food comes from and how much work it takes to produce it. With XtraPay, a unique connection between end consumers and farm workers can be established. Consumers find out where their products come from and can thank the people at the beginning of the supply chain.

### The idea for solving the problem

XtraPay allows buyers to individually "tip" farmers once they buy exotic fruits at their local supermarket. Additionally, consumers can access information on the farm where the fruit is produced and harvested. Thanks to state-of-the-art-fintech solutions, consumers can directly support agricultural producers in a transparent, secure and quick way. The project is piloted with pineapples from Ghana: the XtraPayteam has tested transactions with 120 Ghanaian farmers via MobileMoney. The next step will be a pilot with a German supermarket.


Winner of the final pitch – best product/service

### How did the idea evolve?

In case the BMZ agrees, the team can pilot XtraPay for 10 months as part of a PartnerAfrica project together with the German Federation of Wholesale, Foreign Trade and Services (BGA). Specifically, the team is trying to find out whether the Ghanaian consumer is willing to pay a bonus payment to Ghanaian farmers.

Project website: http://xtrapay.info/

Contributing to SDGs:

8 DECENT WORK AND ECONOMIC GROWTH

12 RESPONSIBLE CONSUMPTION AND PRODUCTION

Back to Overview Round 1

# Round 1

## The Integrity App

Alliance for Integrity

GIZ INNOVATION FUND

### The team

**Mauricio Boehl** (Intern | Mexico)
**Florian Lair** (Germany-based staff | Germany)
**Amanda Rocha** (National staff | Brazil)
**Carolina Echevarria** (National staff | Brazil)
**Raymond Ahiadorme** (National staff | Ghana)

### Piloting country

Brazil

### The story behind the idea

The team had been working together for a long time and realized they wanted to create solutions that would not come from Germany to other countries, but from around the world. The Innovation Fund proved to be the best opportunity for this, giving them the tools to create new solutions from scratch by using technology.

### The problem they were trying to solve

Around 80 percent of global trade and production is conducted via complex supply chains - this offers points of attack for corruption. To counteract corruption "TheIntegrityApp" has been developed. The app is designed to support small and medium-sized enterprises as well as public authorities in classifying and, if necessary, expanding compliance capacities.

### The idea for solving the problem

"TheIntegrityApp" is an innovative, simple and effective solution for entrepreneurs and business executives who do not have enough time or resources to work on their compliance and ethics programmes. By creating this App and web-based solution, the Alliance for Integrity took a huge step to improve its existing tools and solutions. TheIntegrityApp is aimed at improving the compliance measures of companies, making it easier to access potential supply chain partners, influence their value chain, improve their corporate image and profitability, and also promote a transparent, robust and reliable business environment.


To achieve their goals, the team decided to use the network and content Alliance for Integrity already had and focus on large companies so they could spread the idea throughout their value chain, which includes the small and medium-sized businesses that deliver for them.

### How did the idea evolve?

TheIntegrityApp was launched in Brazil in November 2017. Approximately 4500 companies in Europe, Africa, Asia and Latin America have since introduced the anti-corruption app. There is now a version for the public sector in Brazil and in Paraguay, too. TheIntegrityApp is now being adapted to include human rights topics.

Project website: https://theintegrityapp.com/

Alliance for Integrity's website:
https://www.allianceforintegrity.org/de/

Contributing to SDGs:


Back to Overview Round 1

# Round 1

## Youth Acts


GIZ INNOVATION FUND

### The team

**Thomas Hellmann** (Field staff | South Africa)
**Johanna Tyrakowski** (Development worker | South Africa)
**Matsetsebale Tleane** (External | South Africa)
**Khotso Lefatsa** (National staff | Lesotho)

### Piloting country

South Africa

### The problem they were trying to solve

Quality of life and participation in public life require freedom from all forms of violence. In South Africa, however, interpersonal violence inhibits the country's development. Young people are particularly at risk of becoming perpetrators or victims, for example, due to experiences of violence in childhood, drug abuse or unemployment. At every police station in South Africa, young people are organized through Youth Crime Prevention desks (YCPD) to assist in the implementation of social crime prevention interventions within their communities. However, many YCPDs are quickly disillusioned because of a lack of opportunities and resources to implement meaningful and impactful activities within their communities.

### The idea for solving the problem

YouthActs supports young volunteers in youth violence prevention projects in South Africa. It assists young people to plan and implement community activities, organise sports events or festivals that contribute to building safer communities and puts young people at the forefront of activism against violence. The team also developed a feature that supports young people in Lesotho in becoming peer educators and in preparing for leadership. As a kind of a sister app, Methaka App provides information on civil rights, and how to exercise them as well as on learning how to build teams or to debate.

The App provides the user with four main features based on the desirability with 1) Knowledge and understanding of the context of violence and crime and the prevention of it through information and sensitization, 2) Activation, to support volunteers with the step-by-step implementation of meaningful activities that are easy to apply and implement and tracked through the administrator of each group. 3) To Show, by allowing volunteers to showcase and share information on their activities to other YCPD across the country but also to record their activities and 4) Networking, aimed at the facilitation of user groups of volunteers and to allow enhanced communication amongst youth volunteer structures that are aimed at building safer communities.

### How did the idea evolve?

In 2018, about 180 local police stations (Youth Crime Prevention Units) trained 300 young people to use the Youth Acts app. However, outreach to young people in police stations was low because of data and a lack of information, and because partners such as the South African Police Service were unable to buy the app and provide guidance to young volunteers.

The AGAPE Youth Movement has been commissioned to continue to support the YCPD, including implementing activities. Therefore, AGAPE plans to use materials such as guides and user journeys, as well as explore how to improve usability and additional features for Youth Acts in the future with app developers, depending on available funding and support.
The Methaka App is used by more than 200 young peer civic educators in all 10 districts of Lesotho.

Contributing to SDGs:


Back to Overview Round 1

# Round 1

## CitizensEye

(formerly: Igniting Citizen Engagement)

GIZ INNOVATION FUND

### The team

**Tassilo von Droste zu Huelshoff** (Field staff | South Africa)
**Yanis Kühn von Burgsdorff** (Field staff | South Africa)
**Tobias Fleckenstein** (Field staff | South Africa)
**Friedmut Abel** (Field staff | South Africa)
**Mathuto Mashego** (National staff | South Africa)

### Piloting country

Ghana

### The problem they were trying to solve

Most citizens in Ghana are affected by service delivery issues. Power cuts, illegal waste dumping, water leakages or potholes; the list is long and affects citizens across the country. Many do not report issues anymore: They have lost trust in public authorities. They complain, yet rarely engage. Supreme Audit Institutions (SAIs) have until now failed to systematically identify, collect and analyze data that could increase their relevance for citizens. Therefore, there is little chance that measures will be taken to tackle the problems.

### The idea for solving the problem

The objective of the citizen engagement tool is to enable Supreme Audit Institutions to collect and analyse data that will feed into the planning and execution of audits. The data will be collected through an app that would also run on the website of the SAI. The App will give citizens the possibility to give feedback on a range of public services issues and to give feedback either by rating a problem or by logging an issue. By knowing citizens' perceptions of public services, SAIs will be able to use their resources in a more targeted way and focus on issues that matter. The collected data will be converted into 'heat maps' and infographics and can be combined with other analyses undertaken in preparation for audits, such as media monitoring or social media sentiment analysis. This in turn will increase the relevance of the SAI for ordinary citizens and ensure contribute to better service delivery.


### How did the idea evolve?

The Ghanian Supreme Audit Institution -Ghana Audit Service (GAS) -launched the app in May 2019 and it had more than 500 downloads in the first two days. Three months later, over 3,000 users were making the most of CitizensEye and providing hundreds of reports on problems relating to things like infrastructure, schools, and pollution. The app is part of the Good Financial Governance project in Africa.

Google Playstore:
https://play.google.com/store/apps/details?id=com.appsheet.whitelabel.guid_5b1b9364_12e7_4613_a082_26cebb71f29f&hl=de

Contributing to SDGs:


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# Round 1

## Seqaya

GIZ INNOVATION FUND

### The team

Sameer Abdel-Jabbar (National staff | Jordan)
Lama Al Masaleha (National staff | Jordan)
Juliana Turjman (National staff | Jordan)
Omar Khassawneh (National staff | Jordan)
Franziska Bock (Field staff | Jordan)

### Piloting country

Jordan

### The problem they were trying to solve

Thousands of households in rural Jordan, many of them Syrian refugees, have to live without water, sometimes even for weeks, due to acute water scarcity. When pipes run dry, the utility sends tanker trucks to fill up the people's water storage. But the system is inefficiently managed, and prone to corruption, and the people often have to wait for weeks for the water.

### The idea for solving the problem

To solve this problem Sequaya found a way to shorten the distance between demand and supply: Households order water on their mobile phones through a text message or an app. Via the utility's computer system, a tanker truck is automatically assigned to the task and can ideally serve several households nearby in one tour. The utility gains operational efficiency and increases transparency, so the people finally get their drinking water on time.


### How did the idea evolve?

Unfortunately, the team isn't working on the project anymore, this is due to several reasons. Firstly, the utility system and the applied procedures were more complicated than the team's expectations, as many departments are involved. Therefore, the team had to face many obstacles:

- Low willingness from the management of utility
- Low capabilities of the utility staff (Human, financial and technical especially the IT system)
- Limited access to the internet with limited smartphone use.

Based on the above, the team did not continue the work on the Seqaya project after the final pitch. The team's mantra: where the goal seems unattainable, consider quitting instead of sticking.

Contributing to SDGs:

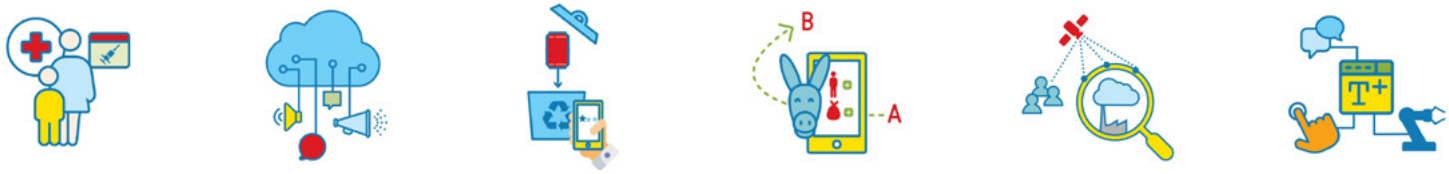

Back to Overview Round 1

GIZ
INNOVATION
FUND

# ROUND 2

## HOW CAN DIGITAL DATA ENHANCE GIZ'S SERVICE DELIVERY AND IMPROVE THE IMPACT OF OUR PROJECTS?

Timeframe: August 2018 – November 2019



# Round 2

## E-mmunize

(formerly: Mum's Vaccination Tool)

emmunize
Digital. Effective. Protective.

GIZ INNOVATION FUND

Winner of the final pitch – best product/service

### The team

Christopher Bruce Jäger (Germany-based staff | Germany)
Leonard Lemontoi Loontaye (External | Kenya)
Sofia Nürnberger (Germany-based staff | Germany)
Simon Mischel (External | Germany)
Siri Snow (Germany-based staff | Germany)
Tatiana Görhardt (External | Germany)

### Piloting country

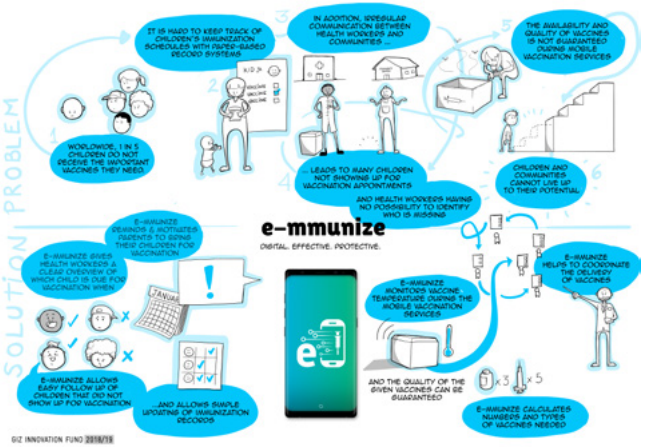
Kenya

### The problem they were trying to solve

Worldwide, 1 in 5 children does not receive the important vaccines they need. It is hard to keep track of children's immunization schedules with a paper-based record system. In addition, irregular communication between health workers and communities leads to many children not showing up for vaccination appointments and health workers having no possibility to identify who is missing. The availability and quality of vaccines are not guaranteed during mobile vaccination services. As a result, children and whole communities cannot live up to their potential.

### The idea for solving the problem

E-mmunize was developed to increase the take-up of child vaccination programmes among those living in remote rural areas of Kenya. The app allows users to monitor the children's vaccination plan and identify which children have not yet been vaccinated. On this basis, medical teams can quickly and easily plan vaccination sessions in each village and mobilise local people. Thanks to E-mmunize, they can access the data they need when conducting vaccination sessions in remote locations and ensure that 'cold chain' procedures are always observed.




### How did the idea evolve?

A lot has happened since winning the award: the idea has been further developed in collaboration with three health facilities and has been trailed in nine remote communities in Malawi. GIZ coordinated and implemented the pilot project, which was financially supported by the Merck Family Foundation, among others. A mobile app is linked to the new electronic patient register in the Bilira region of Malawi. In addition to this, a shelter was built, where children under the age of five can be vaccinated. It is also equipped with a solar-powered refrigerator.

Team's website: http://www.emmunize.org/

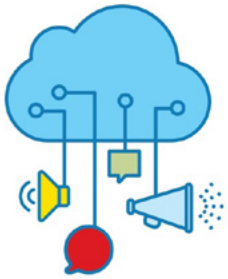
Contributing to SDGs:


Back to Overview Round 2

# Round 2

## Voice (NORI)

(formerly: Making All Voices Count)



N O Network of Open Resource Initiatives
R I

GIZ INNOVATION FUND

Winner of the final pitch – best product/service

### The team

**Lea Gimpel** (Germany-based staff | Germany)
**Arlett Stojanovic** (Germany-based staff | Germany)
**Jan Krewer** (Development worker | Rwanda)
**Daniel Brumund** (External | Germany)
**Matthias Fröhlich-Rehfeld** (Germany-based staff | Germany)

### Piloting country

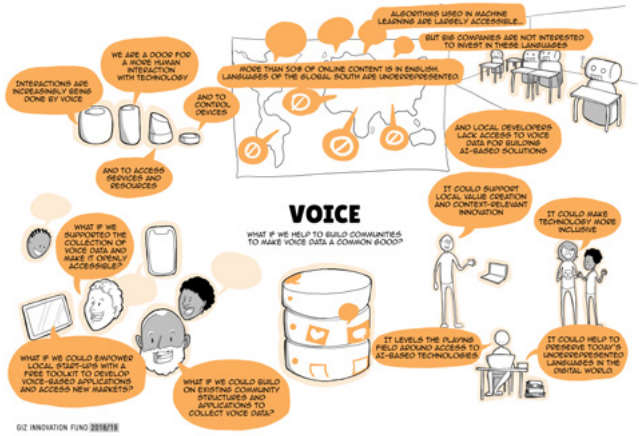
Rwanda

### The problem they were trying to solve

Interactions are increasingly being made by Voice. However, more than 50% of online content is in English; therefore, the languages of the Global South are hugely underrepresented. While algorithms used in machine learning are largely accessible, big companies are not interested in investing in these languages. Also, activists and startups who understand this problem face a lack of freely available voice data in their respective languages to train AI-powered speech-to-text engines.

### The idea for solving the problem

The project started as an open-source voice data collection service in Rwanda to tackle the challenge of many local languages not being supported by voice-based technologies due to missing voice data sets. The solution helps preserve today's underrepresented languages in the digital world and make technology more inclusive.




### How did the idea evolve?

Now the project is an integrated solution as a component of an AI Fair Forward BMZ project (1 Mio). The Project has also enabled new partnerships for BMZ with Mozilla Foundation. Further developing to ORI, an incubator programme fostering a self-sustaining ecosystem for open resources as well as consulting on open resource innovation, management and implementation to support the development of open resource businesses and the implementation of their product.

Project´s website: http://n-ori.org/

Contributing to SDGs:

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE

10 REDUCED INEQUALITIES

Back to Overview Round 2

# Round 2

## Yes, we CAN

### The team

**David Abeler** (Field staff | Serbia)
**Steffen Blume** (Germany-based staff | Germany)
**Zoran Jakovljev** (National staff | Serbia)
**Jelena Kiš** (External | Serbia)
**Marko Kaličanin** (External | Serbia)
**Nemanja Janjić** (External | Serbia)

### Piloting country

Serbia

### The problem they were trying to solve

In developing countries, only 5% of citizens separate their packaging waste for recycling. This has not only detrimental effects on the environment and causes additional costs for waste processing, but also affects significant loss of valuable resources. Primary separation and recycling in developing countries are not yet developed on a satisfactory level due to different challenges such as high costs for the infrastructure and operations or lack of motivation of citizens to actively participate in the process. Furthermore, the lack of technical capacities and adequate communication between key actors involved in municipal waste management causes additional problems and challenges.

Back to Overview Round 2

### The idea for solving the problem

The core idea is to harness an innovative approach to mobilize citizens' engagement for can collection through gamification and a flexible incentive scheme, that can be established as a fully functional digital recycling system for packaging waste collection and management, especially in urban areas. The system builds on an innovative mechanism based on a user-centred IT solution developed by Serbian start-up company Solagro Smart Recycling LTD. This Serbian company has previously developed smart can crushers and an associate mobile app. It allows users to keep track of each can they put into the can crusher (which is then reintroduced to the recycling stream) and collect bonus points for their engagement. These bonus points can then be exchanged for valuable incentives (discounts, shopping vouchers, tickets for theatre or sports events), further motivating users to participate in recycling.
The technology was successfully tested on festivals and in smaller campaigns. Yes, we CAN team wants to make it feasible in everyday life and the service to be accessible to all people.


### How did the idea evolve?

The project is growing rapidly and is attracting more and more partners.

To create a fully-functional can recycling system in urban areas, the private companies Ball Packaging Europe, Solagro Smart Recycling and Mercator-S have formed a development partnership in cooperation with the international programme Every Can Counts under the develoPPP programme of the German Development Ministry (BMZ), which is implemented by GIZ through the Open Regional Fund for the Modernisation of Municipal Services. The time frame of the project is 07/2020-07/2023. The aim of the project, entitled "Smart City Cans Collection System" - to make the collection system fully operational, including the creation of a collection network equipped with smart can shredders placed in supermarkets, with a customer incentive mechanism enabled through a mobile app, and the creation of an IT infrastructure that allows the integration of hardware and software that enables data generation and data management.

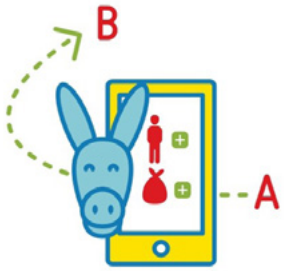
GIZ INNOVATION FUND

Contributing to SDGs:

# Round 2

## LezGo

(formerly: Dial-a-Donkey)




### The team

Ulrike Rippke (Field staff | Namibia)
Jonas Maximilian Boesl (Field staff | Namibia)
Julia Schmitt (Field staff | Namibia)
Melkisedek-Shivute Ausiku (External | Namibia)
Fortunato Pereira Makuti (External | Namibia)
Milinga James Nzehengwa (External | Namibia)

### Piloting country

Namibia

### The problem they were trying to solve

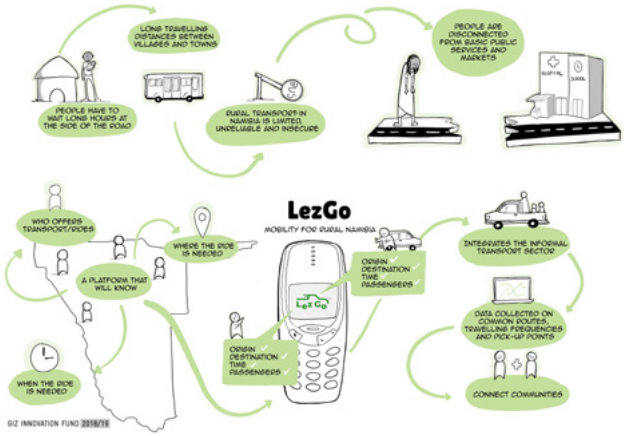
People in Namibia have to wait long hours on the side of the road waiting for transport. As a rule, it takes long hours to travel between villages and towns and rural transport in the country is unreliable and insecure. As a result, people are disconnected from basic public services and markets.

### The idea for solving the problem

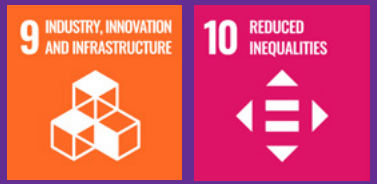
The team of LezGo sought to develop an SMS-based transportation platform for rural Namibia. The platform connected passengers and the informal transport sector and efficiently moved both people and goods. The emerging combination of citizen-generated and real-time data further provided government institutions with vital data on how to improve regional infrastructures.

### How did the idea evolve?

The team did not continue working on the project after the Final Pitch.




Contributing to SDGs:

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# Round 2

## GAIN – Global Air Information Network

GIZ INNOVATION FUND

### The team

Hannes Etter (Germany-based staff | Germany)
Patrick Büker (Germany-based staff | Germany)
Johanna Jagnow (Field staff | India)
Johannes Keil (Field staff | Kyrgyzstan)
Herman Kwoba (National staff | Kenya)

### Piloting countries

India, Kenya and Kyrgyzstan

### The problem they were trying to solve

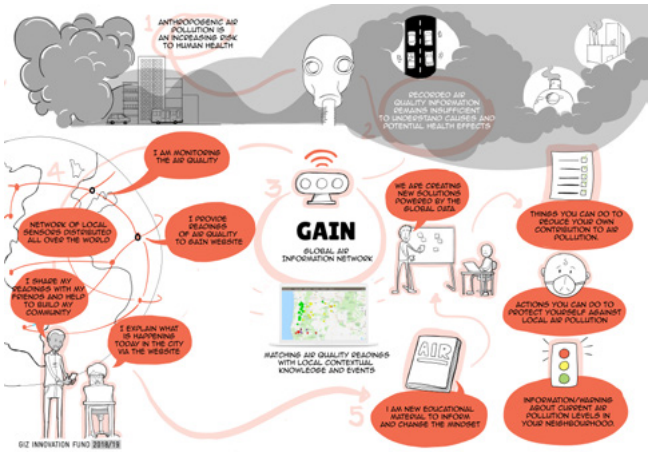
Anthropogenic air pollution is an increasing risk to human health. Recorded air quality information remains insufficient to understand the causes and potential health effects. The lack of knowledge and invisibility of air pollution is the main barrier to air quality improvements.

### The idea for solving the problem

GAIN is a participatory website that allows users to access up-to-date information on air quality in Bishkek, Delhi and Nairobi. The data is generated by easy-to-install sensors positioned and operated by citizens. As well as data on air quality, users can obtain practical tips through the website or by text message on what they should do in the event of severe air pollution and what action they can take as individuals to address the problem.

### How did the idea evolve?

The initial project runs as planned. The sensors in Kenya and India are working and providing data to the population. In Kyrgyzstan, the UNDP built up on the results of the initially installed sensors by GAIN




across the city and funded dozens of sensors across the country, which were installed and maintained by a local NGO (and are still active).

Two years after the Final Pitch, in the summer of 2020, a group of GIZ employees with an interest in the air started a small PM sensor project financed by some leftover funds from the 2019 GIZ Innovation Fund project called. This project was organized as a mostly internal GIZ activity for the first UN-led "International Day of Clean Air for blue skies" on 07.09.2020. With support from the "Medizinischer Dienst", they reached out to all GIZ offices around the globe and asked them whether they would be interested in setting up a pair of low-cost PM sensors like those used in the GAIN project. Approx. 20 countries got in touch, and the team provided them with a set of at least 2 SDS011 PM sensors, which are the most reliable low-cost sensors on the market and those used by for example the global initiative of luftdaten.info.

Contributing to SDGs:


Back to Overview Round 2

# Round 2

## T+

(formerly: Techpedia+)


GIZ INNOVATION FUND

### The team

Christian Knuppertz (Field staff | Viet Nam)
Chi Nguyen Thi Kim (National staff | Viet Nam)
Cong Nguyen Minh (National staff | Viet Nam)
Tu Nguyen Than (National staff | Viet Nam)
Le Hong Minh (External | Viet Nam)

### Piloting countries

Vietnam

### The story behind the idea

The original idea came from Cong because he works closely with vocational students. He realized that finding a job was a challenge for young graduated students. The idea of a mobile application which supports matching young graduate students – colleges – enterprises, was submitted to the Innovation Fund 2018. At that time, the Programme Reform of TVET in Viet Nam (TVET Programme), developed a database about TVET Glossary in Vietnamese/German/English. Therefore, the very first idea was: A free technical dictionary application for college students, teachers and enterprises.

### The problem they were trying to solve

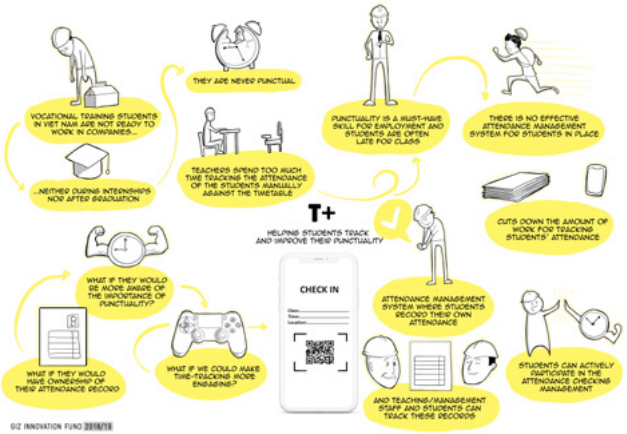
Vocational training students in Vietnam are not ready to work in companies, neither during nor after their graduation. They are often late for school and teachers spend too much time tracking students' attendance manually. Punctuality is a basic requirement for good jobs; however, the current attendance checking system doesn't motivate students to be on time.

### The idea for solving the problem

The idea behind T+ was to create an interactive learning platform for TVET students in Viet Nam as a way of helping them prepare for the world of work. The app kept a digital record of student attendance using QR codes to help them monitor and improve their punctuality, one of the key social skills required by employers.

### How did the idea evolve?

After the Final Pitch, the team decided to stop working on the project.




Contributing to SDGs:

8 DECENT WORK AND ECONOMIC GROWTH

Back to Overview Round 2

GIZ
INNOVATION
FUND

# ROUND 3

## HOW CAN WE ENHANCE THE IMPACT AND SUSTAINABILITY OF OUR PROJECTS WHILE ALIGNING WITH THE GOAL OF ACHIEVING 10X GROWTH BY 2030?

Timeframe: February 2020 – May 2021

# Round 3

## shERPa

shERPa

GIZ INNOVATION FUND

Winner of the audience award

### The team

**Timo Müller** (Germany-based staff | Germany)
**Valeria Morua** Hernandez (Field staff | Jordan)
**Felix Kullmann** (Germany-based staff | Germany)
**Elisabeth Hobl** (Field staff | Kosovo)
**Asim Adeel** (Germany-based staff | Germany)
**Tarek Annan** (External | Germany)
NEW **Laura-Kristin Baric** (Germany-based staff | Germany)

### Piloting countries

Albania, Benin, Egypt and Morocco

### The story behind the idea

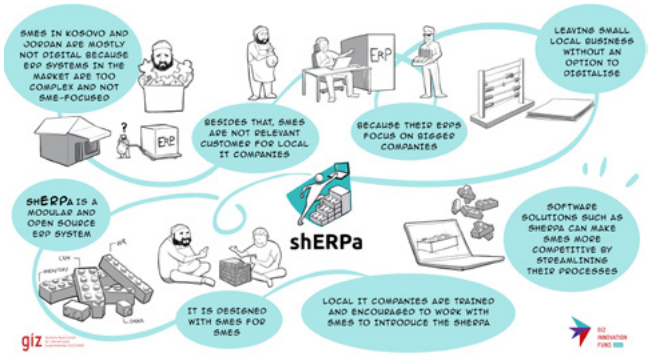
In the age of free flow of goods and services, competition is fierce. SMEs need to digitalize their business operations to survive. For instance, the success of Chinese companies – often the most competitive, dominating global value chains, is hugely supported by a high degree of digitalization. The team noticed that in many developing countries, however, on the way to a digitalized business, there is a mismatch between SME needs and affordable and accessible local support to digitalize business operations. To close this gap the team developed shERPa.

### The problem they were trying to solve

Micro, small and medium enterprises (MSMEs) owners in developing countries often do not have the digital skills to customize software themselves or to digitize their business operations, while existing service offers are often too expensive and not tailored to their needs. The tech community focuses on outsourcing and proprietary software, rather than servicing their local market. With a local support offer, MSMEs are more inclined to introduce a cost-efficient ERP (Enterprise Resource Planning) solution. ERP tools can promote the formalization of businesses.

### The idea for solving the problem

The open source-based Enterprise Resource Planning (ERP) software "shERPa" is an easy-handling low-cost solution with basic functions, local IT-community support which also offers local value add-in provided in the local language. It consists of interconnected modules, such as bookkeeping, sales, inventory, warehouse, and customer-relationship management to formalize and let their business grow. Unlike complex, expensive and propitiatory ERPs, shERPa is a modularised open source-based ERP software for MSMEs. The magic lies in offering support provided locally by local IT companies at lower prices and in local languages, tailored to the needs of MSMEs in developing countries, which help MSMEs implement open-source ERP tools to digitize their business operations.




### How did the idea evolve?

The ideal approach depends on the local context and local (digital) ecosystem, which differs a lot in GIZ's partner countries: Local IT Service providers and local solutions may already exist in some countries; therefore, it is important to not distort the local market. There is no one-size-fits-all approach.

Today, the initial idea of shERPa being an IT solution changed to become a more holistic approach: shERPa is now an advisory offer of FMB to support GIZ colleagues working in the field of private sector development on how to best support the digital transformation of their target groups, i.e. (M)SMEs, particularly through (Open Source) Enterprise Resource Planning (ERP) software solutions. GIZ colleagues or projects can submit a request to receive support in this regard via the Portal for Internal Clients (the support is then provided based on a job order (AA)).

Contributing to SDGs:

8 DECENT WORK AND ECONOMIC GROWTH

Back to Overview Round 3

# Round 3

## PartiCipate

PartiCipate

GIZ INNOVATION FUND

Winner of the final pitch – best product/service

## The team

**Lisa Hiemer-Maqoma** (Germany-based staff | Germany)
**Annika Schönfeld** (Germany-based staff | Germany)
**Katharina Lampe** (Germany-based staff | Germany)
**Johannes Mager** (External | Uganda)
**Nina Harnischfeger** (Field staff | Zambia)
**Sandra Fuhr** (Germany-based staff | Germany)
NEW **Benjamin Gerloff** (Germany-based staff | Germany)
NEW **Dorothee Segiet** (Germany-based staff | Germany)
NEW **Asmeret Mikael** (Intern |Germany)
NEW **Teresa Becher** (Intern | Germany)

## Piloting countries

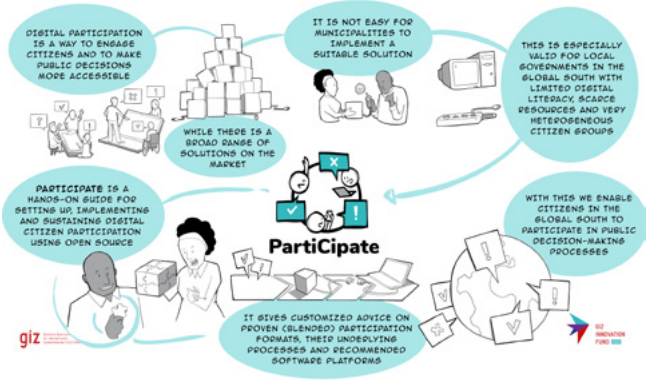
Kyrgyzstan and Palestine

## The problem they were trying to solve

Inclusive public participation that leaves no one behind is a fundament of the 2030 Agenda. To participate in public decision-making more actively, citizens want to see formats and solutions that are accessible, easy to actively participate in and that they can trust. Decision-makers need to know how to set up participation processes and suitable tools and formats, also in a digital space. So far, advice and experiences on tested and meaningful participation approaches are scattered, not standardized and do not reflect digital opportunities adequately. Many projects in GIZ and beyond, reinvent the wheel, in particular concerning digital tools for participation. PartiCipate brings user-centred advice and a wealth of knowledge all together in one solution: the digital one-stop-shop for inclusive digital and face-to-face participation.

## The idea for solving the problem

PartiCipate is a digital enabler kit and one-stop-shop that offers user-centred advice on how to design and implement inclusive digital and face-to-face public participation. PartiCipate provides cost-free digital advisory services on inclusive participation formats (both digital and face-to-face), advice on how to set up a participation strategy and detailed information about available open-source participation platforms. A step-by-step advisory guide ensures that the provided advice is responding to specific user needs. The product analyses which participation formats are best suited for the specific context and objective of the user, also considering the target groups, their digital access, literacy, etc. To support this, PartiCipate has established a trustful cooperation with 4 Open Source platforms that are ready to be used: consul, Ushahidi, Adhocracy+ and CitizenOS.




## How did the idea evolve?

The Team PartiCipate won the award for the best concept in the GIZ Innovation Fund in 2022 and moved on with product development in the Maturation phase. Their one-stop-shop is now live. Parallel to product development, the team supported the implementation of the Open Source platform Adhocracy+ in a GIZ project in Kyrgyzstan. In Palestine, the consul platform is currently being implemented in the "Inclusive Digital Governance" project. New cooperation with the Sector Programme Governance started in early 2022 and BMZ is interested in developing PartiCipate further. Currently, 7 projects in different regions are partnering with the team to implement PartiCipate and provide further feedback on the advisory service. With its service, PartiCipate is actively contributing to more quality-assured standardization in the advisory services of GIZ in the field of public participation.

Project´s portal: https://participation.digital/

Contributing to SDGs:

16 PEACE, JUSTICE AND STRONG INSTITUTIONS

17 PARTNERSHIPS FOR THE GOALS

Back to Overview Round 3

# Round 3

## MosQuito4Action

(formerly: Mr Mosquito);
today: InnoFam

Winner of the steepest learning curve award

GIZ INNOVATION FUND

### The team

Carina Lange (Field staff | Togo)
Raphael Dokpo (External | Togo)
Abass Kerim (External | Togo)
Nora Ajavon (National staff | Togo)
Anna-Lisa Wirth (Development worker | Togo

### Piloting country

Togo

### The problem they were trying to solve

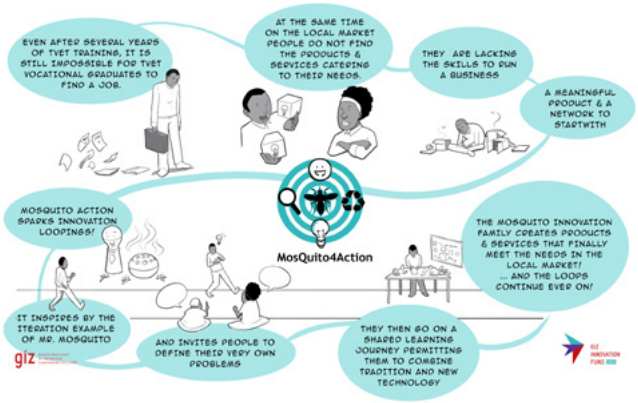
In the first quarter of 2020 there were more than twice as many deaths worldwide due to malaria than due to Covid-19. About half of the world's population is at risk of getting malaria. The poorest countries in the world are the most affected: people who have hardly any financial resources to "spare" for health care. Resistance to antimalarial drugs is growing and the side effects of the drugs are immense. Meanwhile, according to the WHO, impregnated mosquito nets remain the most effective remedy. This sounds rather simple-minded for the 21st century and has clear limits.

### The idea for solving the problem

The original project idea of the German-Togolese team was a machine that would help the fight against malaria and chase mosquitoes away as the team found out that vibrations and blue light drive away mosquitoes. Thus, the initial product idea was born: a little low-cost machine that helps fight malaria in Togo and around the world.

### How did the idea evolve?

This idea has since evolved into the "innovation family," a methodology for innovation in the informal sector that addresses the lack of an entrepreneurial network in Togo's informal sector.




As it turns out, the problem is two-pronged. First, TVET graduates cannot find jobs and at the same time lack the skills and confidence to run their businesses. Second, many market needs remain unmet in an underserved environment. The country does not yet have a favourable entrepreneurial environment. A methodology to address both problems is lacking for entrepreneurs in the informal sector, especially in Francophone Africa, where entrepreneurial ecosystems are extremely weak and the education system is inadequate. Now, InnoFam's versatile team makes it possible to create an innovative family with a fun, hands-on approach.

While the team's goal at the final pitch was to obtain a Creative Commons license, test the approach with other GIZ TVET programmes, develop "facilitator training," and scale the approach, it ended up working on a smaller scale, adapting to the realities of the team and the sector. The team conducted workshops in dozens of schools in the Lac Togo region and began working with the community of Anejo.

Contributing to SDGs:

Then: 3 GOOD HEALTH AND WELL-BEING

Now: 4 QUALITY EDUCATION

Back to Overview Round 3

# Round 3

## AI Drowsiness Detector for Road Safety

GIZ INNOVATION FUND

Winner of the audience award

### The team

Ange Josiane (External | Rwanda)
Carol Mutiso (National staff | Kenya)
Jevinarlys Khamasi (External | Kenya)
Josephine Mbandi (External | Tanzania)
Kawtar Benabdelaziz (National staff | Morocco)
Sara Stjepanovic (Field staff | Tanzania)

### Piloting countries

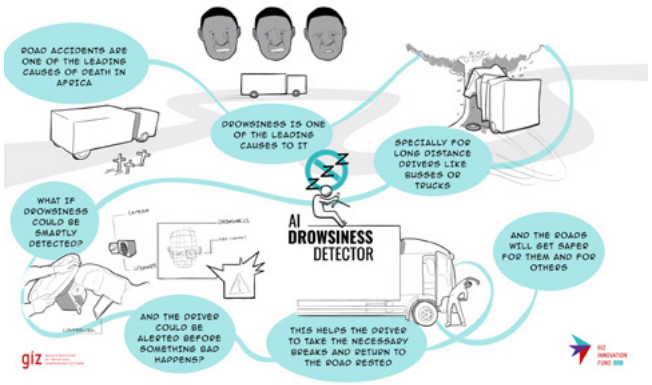
Kenya, Morocco and Tanzania

### The problem they were trying to solve

Road transport is the dominant form of transport in the East African Community (EAC) carrying about 95% of the region's goods traffic and nearly 99% of passengers. At the same time, road accidents are the third leading cause of death after malaria and HIV/AIDS in the region. In Tanzania alone, the WHO estimates that over 16,000 people are killed annually on the roads. Research shows that drowsiness is a significant factor leading to deadly road accidents, especially when it comes to commercial trucking and long-distance passenger buses.

### The idea for solving the problem

The team came up with an innovative solution to help drivers deal with drowsiness and save many lives on the roads of East Africa. The Team developed a low-cost drowsiness detection system to be installed in vehicles. This system can detect drowsiness in a driver's face with the help of Artificial Intelligence and alerts the individual in time. Training and guidance on what action to take when drowsiness is detected is part of our solution.




### How did the idea evolve?

In November 2020, the team was already in dialogue with a driving school and an NGO in Uganda. They discussed the problem and explored possibilities of future upscaling by improving existing driver training and promoting cross-sectoral stakeholder dialogue to raise awareness on the topic. Since then, some team members followed this path further and developed their prototype while being back to their usual working routine. They now continue to enlarge their network to more potential partners within the automotive industry. The GIZ-external team members are also currently in the process of founding a start-up in Tanzania.

Contributing to SDGs:


Back to Overview Round 3

# Round 3

## Double Klick to Plastic Waste

## The team


Mingyu Qian (National staff | China)
Jingyue Hou (National staff | China)
Chenyang Liang (National staff | China)
Nina Mitiaieva (Field staff | China)


## Piloting country

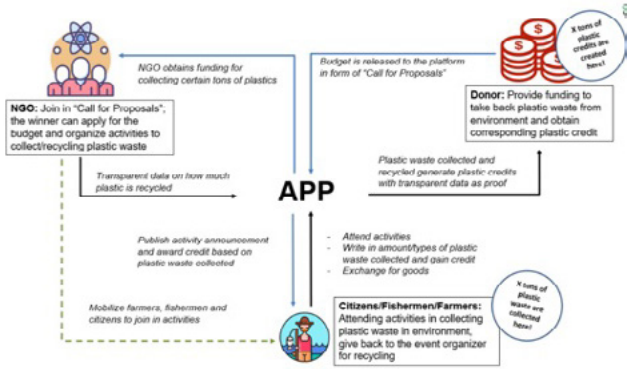
China

## The problem they were trying to solve

Globally, the problem of a growing amount of plastic waste is acknowledged as one of the major threats to the environment. Resulting in a wide range of problems, from resource depletion to ocean pollution and microplastics in food chains – the challenge of plastic waste requires urgent and targeted action.

## The idea for solving the problem

The team Double Klick to Plastic Waste has decided to join the fight against excessive plastic waste generation in China. The problem they are trying to solve": In China, the country with the largest population in the world and a considerable amount of plastic production and consumption, collection and recycling of plastic waste are some of the most significant challenges. The Double Klick to Plastic Platform incorporated into China's largest social media app WeChat tackles the plastic pollution problem from two sides. On the one hand, it encourages plastic waste generators to provide funding and




launch initiatives to collect the plastic waste; in return, they can receive the tracked data and generate corresponding plastic credit, showing a responsible attitude. On the other hand, individuals can be engaged in plastic waste collection and contribute to the fight against environmental pollution while earning "encouraging credits" that can be exchanged for goods on the platform.

## How did the idea evolve?

The team kept on working on the idea even after the Innovation Fund ended. They continued to develop, polish, scale and improve the idea to eventually test it in GIZ's China office from June to August 2022, aiming to reach a plastic recycling rate of 50% in four weeks.

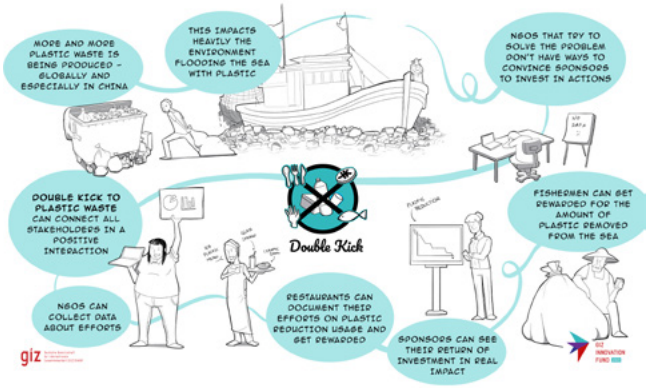
For the testing, they mobilized cleaning staff who were willing to document the plastic waste by category and got rewarded with encouraging credits. The results are promising:

- nearly 100% collection of all plastic waste,
- plastic recycling rate increased from 22% to 92% (only 8% of the colored LDPE film and multi-layer composite plastic film are not accepted by recyclers),
- 23% of the residual waste reduction due to the deduction of these plastics,
- 21% increased income resulting from selling the plastic. More outcomes can be found here.

GIZ INNOVATION FUND

The team also seeks a broader arena where larger-scale action in cooperation with other companies can be taken. Together with Impact Hub, Coca-Cola, Chengdu Yilao Community Service Center and local recyclers, the team started the initiative "Collection tracking as routine" in March 2022. The multi-player team's goal is to apply the mini-programme to track PET bottle collection and clean-up activities in Litang County, Sichuan Province, where tourism brings most plastic wastes.

Nets have been cast on more potentials: by merging with the team's ongoing projects and actions on combating marine litter, this digital platform can provide traceable data for marine plastics. The partners are the big names like IKEA, Puma, Decathlon and Henkel, who show their willingness on marine plastic recycling but lack reliable verifying tools.




Contributing to SDGs: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# Round 3

## Team Smart4All

(formerly: Smart City Platform)

GIZ INNOVATION FUND

### The team

Johannes Mager (Development worker | Uganda)
Jonathan Voigt (Development worker| South Africa)
Dr Lenhard Hamza (Field staff | South Africa)
Tim Sergio Gago (Field staff | South Africa)

### Piloting country

South Africa

### The story behind the idea

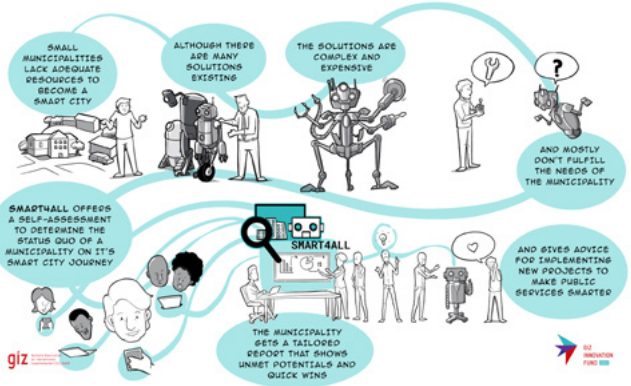
A central element of the GSP (Governance support programme) was to tackle the South African local government systems deficiencies in selected poorly managed municipalities. To implement project activities, they established collaboration alliances with municipalities, provincial and national governments and universities. Given that three digital natives were part of the project, and all started their work in the programme in mid-2019, small-scale digitalisation and smart city initiatives have swiftly moved into the foreground of the programme. The Innovation Fund idea came from the continuous exchange with team members and municipal partners, asking specific questions about digitalization and smart cities.

### The problem they were trying to solve

Local governments across Africa are failing to fulfil their promise to citizens. Even though digitalization has started, and first ideas are being implemented, projects are not yet reaching the goals outlined by the SDGs, such as providing adequate basic services, domestic tech innovation and global as well as South-South partnerships (SDG 9, 11, 17). While basic ICT infrastructure is increasingly common in local and rural municipalities, there is still a critical absence of a "bigger picture", absence of solid knowledge and tangible digital skills regarding e-governance and smart cities. Paired with lack of guidance, the implementation of digital best-practice solutions is hindered.

### The idea for solving the problem

The digital platform "Smart4All" is a digital solution for local governments in Africa. Firstly, it informs municipalities about the concept of a smart city and secondly, provides a customized report about potential fields of action to become a smarter city. Especially small municipalities with limited capacities for IT consultancy will be empowered twice: by filling a potential knowledge gap without financial investment and by getting several recommended starting points throughout the provided analyses.




### How did the idea evolve?

The experience of introducing digital solutions for local municipalities, empowering citizen engagement and supporting the development of smart cities and municipalities, has been implemented into ongoing projects of the GSP II programme. The Innovation Fund was a strong boost for the understanding and integration of digital opportunities into the programme and has resulted in two hackathons and a smart city workshop with the supported municipalities. The Smart4All idea was not continued, however.
Findings from the Innovation Fund and other digital activities have been incorporated into an academic paper that was authored by the group. The paper looks into how digital solutions can be incorporated and what is needed in partnership with local governments to ensure the success and continuation of those pilots and ideas. The paper was accepted to be presented during a joint seminar by the International Political Science Association IPSA, with the Spanish Association of Political Science and Public Administration (AECPA) as part of the XI GIGAPP International Congress in Madrid, Spain.

Contributing to SDGs:

8 DECENT WORK AND ECONOMIC GROWTH

11 SUSTAINABLE CITIES AND COMMUNITIES

Back to Overview Round 3

GIZ
INNOVATION
FUND

# ROUND 4

## BUILD BACK BETTER – OUR CONTRIBUTION TO A TRANSFORMATIVE RECOVERY POST COVID-19

Timeframe: May 2021 – March 2023

WASTE NO WASTE

#ScrollSafe

FUTURE TEACHER KIT

UGYA

HELPERS

REMITECH

# Round 4

## Waste No Waste

GIZ INNOVATION FUND

### The team

**Achim Kress** (Field staff | Malawi)
**Dr Soumen Maity** (External | India)
**Christa Roth** (External | Malawi)
**Peter Schramm** (Field staff | Malawi)
**Debaprasad Sah** (External | India)
**Naomi Manjolo** (National staff | Malawi)
**Grace Zimba** (National staff | Malawi)

### Piloting country

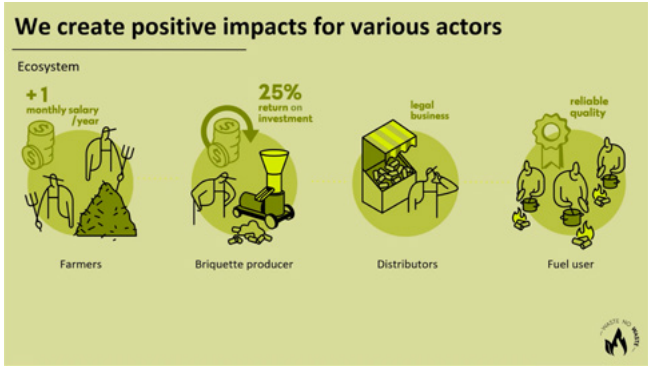
Malawi

### The problem they were trying to solve

Over 90% of the Malawi Population depends on charcoal and firewood for their cooking and heating needs every day. This is leading to rapid deforestation and high GHG emissions into the atmosphere. Meanwhile, forests are not able to sustain population growth and decrease by 5% each year. A hundred thousand tons of agricultural waste are being burnt in the Agri fields of Malawi every year. With no productive use in practice the country is losing a business opportunity to create wealth out of Agri waste. This is even though Malawi is highly dependent on biomass for most of its domestic energy needs e.g., domestic, and commercial cooking and heating.

### The idea for solving the problem

The idea of the project is to transform agricultural waste residues into pelletized fuel for meeting domestic and commercial energy needs in Malawi. The innovation is that the briquettes are produced in mobile factories where the briquette producer visits farmers in the field so that farmers living in very rural areas can also benefit from it.




Winner of the final pitch – best product/service

### How did the idea evolve?

As a part of the 2022 Maturation Phase, the team is working on the project with support from the GIZ Business Development Unit and the GIZ Innovation Fund. Once the machine arrives in Malawi, the team will run some tests to validate their hypothesis. The team is already in contact with investors interested in their solution as well as aspiring entrepreneurs who would help distribute the solution within the country.

Contributing to SDGs: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# Round 4

## #ScrollSafe

(formerly: Bytes of Freedom)

Winner of the final pitch – best product / service

Winner of the audience award

GIZ INNOVATION FUND

### The team

**Salomé Eggler** (Field staff | Kenya)
**Laura Hartmann** (Germany-based staff | Germany)
**Janina Kempf** (Field staff | India)
**Aaranya Rajasingam** (National staff | Sri Lanka)
**Gaurav Sharma** (National staff | India)
**Alissa Frenkel** (Germany-based staff | Germany)
**Etienne Koeppel** (External | United Kingdom)

### Piloting country

Kenya

### The story behind the idea

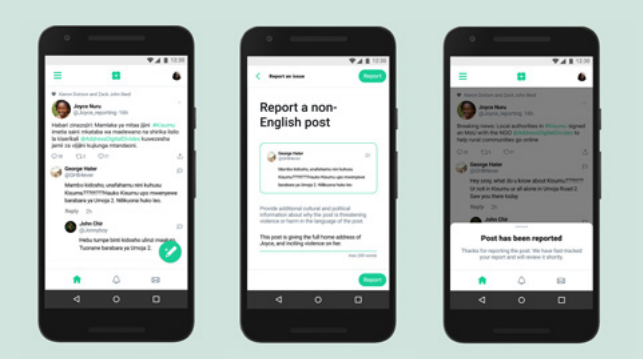
The team banded together in 2021 to collaboratively find a solution to the growing issue of online gender-based violence (OGBV) on social media platforms. Partnering with Feminist Internet and KICTANet we developed a set of prototypes, localised them for Kenya, and adapted them to Twitter as the target social media platform, given its relevance for women in the public domain, whether it be in the realm of politics, media, activism, or entertainment.

### The problem they were trying to solve

Increasingly severe levels of online gender-based violence "OGBV" lead to reduced and unsafe use of the Internet. Now, with the pandemic combatting OGBV is becoming ever more urgent. Women need quick and convenient access to guides, resources, and contacts adapted to their specific local context to counteract and cope with OGBV.

### The idea for solving the problem

Their initial idea was a toolbox that can be directly implemented into the user's social media interface. The toolbox may hereby have taken the form of a fixed search tab, a chatbot, a discrete pop-up, or a warning like Twitter's disinformation alert on specific tweets. It would have been accessible on the social media platforms themselves so women experiencing OGBV could have immediate and seamless access.




ScrollSafe

### How did the idea evolve?

Soon after the Final Pitch Event, the team realised that the product teams of the social media companies have their research and UX departments and are not interested in the ScrollSafe toolbox. As other opportunities and channels have proven to be more promising for reaching the overarching goal, the team has shifted away from their initial idea. Currently, the ScrollSafe team is aiming to build a coalition of private and public organisations. Their main goal is to bring civil actors together with political and private decision-makers to jointly develop user-centred approaches for fighting online gender-based violence.

Contributing to SDGs:

3 GOOD HEALTH AND WELL-BEING
5 GENDER EQUALITY
8 DECENT WORK AND ECONOMIC GROWTH

Back to Overview Round 4

# Round 4

## Future Teacher Kit

GIZ INNOVATION FUND

Winner of the steepest learning curve award

### The team


**Victor Perez-Rubio** (External | Belgium)
**Marina Janßen** (Field staff | Botswana)
**Alisa Buchstab** (Germany-based staff | Germany)
**Eilean von Lautz-Cauzanet** (Germany-based staff | Germany)


### Piloting countries

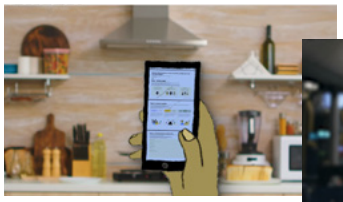
Botswana and the Caribbean region

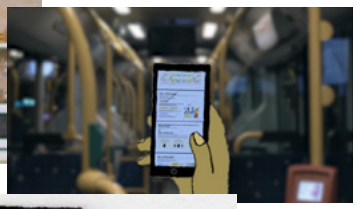
### The problem they were trying to solve

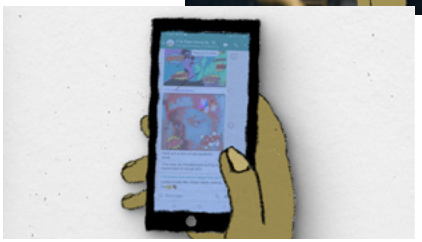
Teachers worldwide lack basic as well as 21st-century teaching skills and struggle with their ongoing professional development: existing in-service training is either not available to all, time-consuming, costly or too complex and workload heavy to fit in teachers' busy lives. Improving teachers' competencies is, however, urgent: teachers must now be prepared to convey 21st-century skills and adapt to new roles of 'learning facilitators' in increasingly hybrid teaching settings. Teaching quality is among the most significant factors influencing student performance and determines the resilience of education systems. Improved teacher competencies directly impact the skills and competencies of the next generation and thus our future.

### The idea for solving the problem

The Future Teacher Kit is a low-cost, easy and time-efficient way to acquire hands-on 21st-century skills on the go. Via already-scaled messenger systems teachers receive training snippets and the Future Teacher Kit allows them to be part of collaborative peer groups and improve their skills. The low-tech in-service training solution taps the advantages of mobile phones and their functions such as messenger systems to design a professional development solution for teachers. The solution shall allow for the implementation of two interconnected components: 1) an individual learning process that connects to 2) a collaborative Community of Practices (CoP).







### How did the idea evolve?

For the next phase of the FTK rollout, a collaboration with a bilateral GIZ project in Botswana (Strengthening Employment-Relevant TVET, SER TVET II) was started. The project works directly with the Department of Teacher Training and Technical Education (DTT&TE) under the Ministry of Education and Skills Development (MESD) and has therefore good linkages to relevant partners as a precondition for kick-starting the FTK in the country.

Building upon the lessons learned from the Caribbean pilot, further learning modules will be developed which will be delivered via Mobile Based Training (MBT), i.e. via messenger systems such as WhatsApp as well as via Interactive Voice Response (IVR), based upon prior assessments.

Contributing to SDGs:


Back to Overview Round 4

# Round 4

## Helpers – Build back together

GIZ INNOVATION FUND

### The team

**Muhammad Faisal Nisar** (External | Pakistan)
**Alexander Stenzel** (External | Germany)
**Asim Adeel** (Germany-based staff | Germany)
**Jörn Rothacher** (Germany-based staff | Germany)
**Aiman Ahmed Noor Sheikh Omar** (National staff | Tanzania)

### Piloting countries

Worldwide, focusing on the German and European E-Commerce Market, focusing on the African diaspora community in Germany and Europe

### The problem they were trying to solve

"Traditional" aid funding is declining: the high overhead costs of shaping aid funding and the unavailability of some new scalable and sustainable solutions for alternative funding streams do not go over well with old aid options.

### The idea for solving the problem

Unlike other donation platforms that are less transparent, bulky, user-unfriendly or collect more fees than expected, Helpers keeps pace with innovation. The project allows e-commerce stores to increase sales and visitors and promote their corporate social responsibility while drawing additional attention to their sites through our user-trusted donation platform. At the same time, NGOs can generate stable funds and launch more projects, by opening up new, additional funding streams and new, otherwise unavailable donors while reducing overhead costs and increasing continuous funding, transparency and visibility, unlike traditional fundraising channels, which are not cost-effective. With the project, online donors can engage in humanitarian aid in a modern, reliable, transparent, and seamless way, connecting to the NGOs they love and want to support, and tracking their impact through a transaction dashboard.


### How did the idea evolve?

The project is on hold at the moment, but the team is still passionate to proceed further with the project to make it into a success story. Through the communication network, which was formed during the process, there are some green lights and hopes for further development.

Project website: https://becomehelpers.com/

Contributing to SDGs: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# Round 4

## RemiTech

GIZ INNOVATION FUND

### The team

**Mario Bernal Delgado** (National staff | Mexico)
**María José Lazcano Vázquez Mellado** (National staff | Mexico)
**Mariana de los Angeles Cruz García** (External | Mexico)
**Daniela Torres Mendoza** (National staff | Mexico)

### Piloting country

Mexico

### The problem they were trying to solve

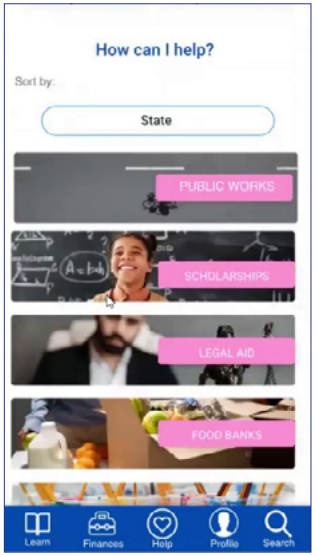
Remittance users have difficulties accessing financial education in Mexico and most of them have no access to basic high-school education. Existing options do not take into account the specific needs and profiles of remittance senders and receivers.

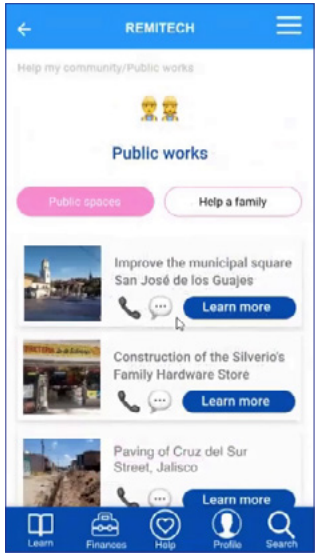
### The idea for solving the problem

The Team wants to solve this problem by setting up a platform for financial education consisting of three elements: Financial education for remittance senders and receivers, financial tools to use directly in their app and opportunities to support their communities of origin.

### How did the idea evolve?

The team members all left GIZ and there is no current information on the status of the project.




Contributing to SDGs: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# Round 4

## Ugya

GIZ INNOVATION FUND

### The team

Deepanshi Balooni (External | India)
Saba Khan (National staff | India)
Vaishali Nandan (National staff | India)

### Piloting country

India

### The problem they were trying to solve

Financially underserved women cannot fulfil their economic aspirations and potential. Limited access to financial knowledge and capital prevents women from attaining economic independence. 65% of the 650 million women in India don't consume financial services. 90% of the 11.4 million women-owned MSMEs have never availed of finance. This has an adverse impact on women, their families and the community.

### The idea for solving the problem

UGYA is enabling underserved women and women-led enterprises towards financial empowerment and economic independence by (a) providing affordable and personalized financial coaching (b) connecting women & women-led enterprises to suitable financial products through the digital marketplace (c) building a safe, reliant & aspirational community of women seeking deeper financial engagement. Ugya's gender-intelligent, AI-backed financial platform maps and curates financial products that keep women's needs and requirements at the centre. The app is designed to provide female informal workers in India with barrier-free continuing education on financial services and business development as well as access to micro-credits.


### How did the idea evolve?

After the Final Pitch, the team decided to stop working on the project.

Contributing to SDGs:

4 QUALITY EDUCATION

8 DECENT WORK AND ECONOMIC GROWTH

10 REDUCED INEQUALITIES

Back to Overview Round 4

GIZ
INNOVATION
FUND

# ROUND 5

## MINIMIZING THE COVID-19 IMPACT, REDUCING POVERTY AND HUNGER, JUST TRANSITION IN CARBON NEUTRALITY, AND CONTRIBUTION TO FEMINIST DEVELOPMENT COOPERATION

Timeframe: April 2023 – March 2024

# Round 5

## Akili Box

(formerly: Radio School)

GIZ INNOVATION FUND

### The team

**Aichatou Tamba** (Democratic Republic of the Congo)
**Kibwe Ngoie** (Democratic Republic of the Congo)
**Emilie Droin** (Democratic Republic of the Congo)
**Lotengo Wel** (Democratic Republic of the Congo )

### Piloting country

Democratic Republic of the Congo

### The problem they were trying to solve

Due to widespread illiteracy and a lack of resources and infrastructure, a significant proportion of the rural population in the Democratic Republic of Congo (DRC), particularly women, lack access to basic information on essential topics such as health, hygiene, agriculture, governance and law. This information is typically available on the internet for other citizens but remains inaccessible to these communities (in some cases there is no radio signal / access and / or telephone network, or the information is sometimes not provided in local languages), exacerbating socio-structural inequalities and leaving these communities behind, unable to benefit from the wealth of information available 'for free' on the internet.

### The idea for solving the problem

The team's goal is to empower the target communities by developing an easy-to-use and accessible tool that provides basic information tailored to their needs and interests. To do this, they work with local community representatives – called focal points – who gather questions and topics of interest from the communities. These questions are answered by local experts and uploaded onto the Akili Box as quickly as possible, in the local language.
The Akili Box will be placed in community "listening clubs", where people can access the information. These clubs also serve as spaces to gather new questions and topics, allowing the process to continue in a cycle. The concept is similar to Siri a digital assistant, implemented by Apple, but it doesn't require internet access or a smartphone.

Additionally, the team offers special sessions for women, addressing issues that are particularly relevant to them. The content on the Akili Box will cover a wide range of topics, including governance, the social contract, citizenship rights and responsibilities, health and hygiene, environmental protection, tips on agriculture and livestock, and basic financial and economic literacy.

### How did the idea evolve?

The project was not pursued further after the Final Pitch.

Contributing to SDGs:


Back to Overview Round 5

# Round 5

## Be Prepared App

GIZ INNOVATION FUND

### The team

Esther Ridder (Jordan)
Tumha Dawod (Iraq)
Qanea Khudhur (Iraq)
Nour Ismail (Lebanon)
Philip Noun (Lebanon)

### Piloting country

Lebanon

### The problem they were trying to solve

Climate change is increasing the frequency of natural disasters, which disproportionately affect people in the global south, often in communities that have contributed little to them. The consequences of climate change, such as landslides, floods or droughts, can severely affect communities and destabilize regions, with potentially long-term effects on people's mental health and psychological well-being.

### The idea for solving the problem

The team's goal is to create a user-friendly and comprehensive app that provides personalized information, resources and training on mental health and psychosocial support (MHPSS) in disasters. They focus on building community resilience and addressing psychosocial needs before, during and after disasters.

They aim to include general information on MHPSS, videos, texts and resources on various topics relevant to disaster situations. In addition, the team plans to include a section on staff care and self-care to ensure the well-being of individuals working in disaster settings. As development progresses, the team will continue to refine and enhance the app to meet the needs of its users.

### How did the idea evolve?

The app is in its final stages of development, with testing underway to refine functionality and user experience. The final design has been completed, and the inclusion of the AI assistant represents a significant step forward in personalized disaster support.

The official launch of the Be Prepared App is scheduled for October 2025. The current focus is on finalizing the app, promoting it to a global audience, and securing additional funding to support its long-term impact.

Plans are also underway to integrate the app into other projects, such as the Palestinian Relief initiative in Jordan, Syria, and Palestine, further expanding its reach and applicability.

Contributing to SDGs:


Back to Overview Round 5

# Round 5

## Circular Urban Garden

GIZ INNOVATION FUND

### The team

Carla Lisa Heimann (Kenya)
Faith Muthoni Chege (Kenya)

### Piloting country

Kenya

### The problem they were trying to solve

One of the requirements for people facing poverty and hunger is to find a sustainable approach to meeting their families' nutritional needs and achieving food security, regardless of limited availability and fluctuating prices. In settings such as urban areas, informal settlements and refugee camps, where space is scarce and primarily used for housing, there are limited opportunities for people to grow their own food, which would significantly improve their food security. The key challenge for people living with hunger and poverty is to find a sustainable solution to growing food that is tailored to their needs and adaptable to their circumstances. In addition, this approach should be cost-effective, make use of accessible or readily available materials, be easy to maintain and potentially portable should individuals choose or be forced to relocate.

### The idea for solving the problem

The idea is to inspire, educate and support individuals, schools and communities to create their own Circular Urban Gardens. These gardens include vertical structures to optimize the use of limited space. It is possible to have multiple levels of economic activity, with fish at ground level, animals above and a fruit and vegetable garden on top. The fish water is enriched with appropriate amounts of (chicken / rabbit) manure, which naturally increases the nutrient content of the water and promotes the growth of plants and insects, which in turn become food for the fish. It is sustainable and cost effective due to its minimal water use, achieved by reducing evaporation and recycling water. The garden is constructed from waste or scrap materials, so it can be economically replicated anywhere in the world. A touch of creativity is needed to find and adapt suitable materials.

### How did the idea evolve?

The Circular Urban Garden project has made significant progress in its mission. Five garden areas have been established, and training programmes have reached people in Kenya and South Sudan. The team has developed sustainable systems, such as feed compositions for broilers and compost systems using Black Soldier Fly larvae. The future of the Circular Urban Garden is focused on expansion and improvement. The project is active in Nairobi and South Sudan, with plans to expand to Juba and upcountry Kenya, with a strong emphasis on women's economic empowerment. Although logistical challenges have delayed the implementation of gardens in refugee camps, the project continues to refine its approach, seeking secure and cost-effective solutions.


Contributing to SDGs:


Back to Overview Round 5

# Round 5

## Circles of Transition

GIZ INNOVATION FUND

### The team

Amira Elshawarby (Egypt)
Mahmoud Effat (Egypt)
Yara Elshennawy (Egypt)

### Piloting country

Egypt

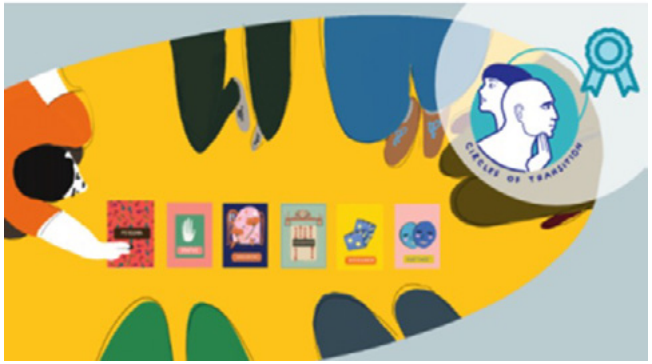
### The problem they were trying to solve

Mare usually discussed only in the context of obstacles to the advancement of women's rights in Egyptian gender and development policy. It is only recently that consideration has been given to men's own experiences and attitudes towards gender and how they perceive the changes in gender dynamics resulting from women's empowerment. For example, little is known about men's perspectives on their bodies, ageing and illness, or about the demands of work and the social expectations placed on them by their peers and families.

Many efforts to address gender inequality have tended to be reactive and focused on women. This, coupled with a growing body of literature linking masculinity to violence against women and other forms of abusive or oppressive behaviour, has led to a shift in focus towards engaging men and exploring masculinity as a preventive approach. In conclusion, the active involvement of men in the feminist approach to development is a crucial element in the pursuit of gender equality.

### The idea for solving the problem

The idea behind the concept of Circles of Transition is to foster meaningful conversations and drive positive change. By bringing together different perspectives, conscious and unconscious biases are challenged. To achieve this vision, a comprehensive toolbox called Circles of Transition was developed. Designed to support individuals in establishing effective community circles, the toolbox provides practical guidance, research, expert perspectives and proven methodologies. The flexibility of the toolbox allows it to be adapted to different contexts and stakeholders. The initiative aims to stimulate intergenerational dialogue among men from diverse backgrounds and to address harmful patterns associated with male stereotypes and cultural expectations. By creating safe spaces for storytelling and sharing personal experiences, it aims to break the cycle of gender inequality and abuse.



### How did the idea evolve?

The idea was implemented into an existing GIZ project, continued by local NGOs. Since the Final Pitch, the team participated in gender trainings, inclusion discussions, and have been in exchange with other countries. They are currently working with local communities and NGOs to implement their ideas into their programmes.

Contributing to SDGs:


Back to Overview Round 5

# Round 5

## DEEGRO.w!

GIZ INNOVATION FUND

### The team

Jemisson Medoh (Cameroon)
Riccardo Pavesi (Cameroon)
Achille Kuate (Cameroon)
Magalie Cindy Laurence Leclercq (Cameroon)
Ahmad Tasneem (Pakistan)

### Piloting country

Cameroon

### The problem they were trying to solve

Deforestation and soil fertility loss are prominent catalysts for climate change, having significant implications. However, it is disheartening to note that a large portion of the global population remains uninformed and lacks the necessary motivation to consistently contribute towards achieving the crucial target of limiting global warming to 1.5°C.

### The idea for solving the problem

DEEGRO.w!'s innovative approach is a role-playing game featuring the territory around a village and the various components of its ecosystem (forest, savannah, water bodies, etc.). The objective of each user / player is to feed his family at the end of each season with the resources produced by his activities (farming and others). These activities will determine the rate of soil degradation and its capacity to regenerate natural resources and trees. At the end of the game, a grid summarizing the results of the game can be generated to facilitate group discussion.

The aim of this gamification approach is to get participants thinking about management rules and regeneration practices that can be applied as solutions.

The participatory game developed will enable users to explore the main activities causing environmental degradation and to see where forest landscape restoration measures need to be implemented. Stakeholders and beneficiaries in particular are made aware of the impact of their individual activities on others and, in the long term, on themselves, and are invited to collaborate on solutions to reverse degradation.

After the successful experience of the board game, the team intends to digitize it as a mobile game to increase their reach and make it even more fun! Playable offline or online with multiple players, or playing individually against an Artificial Intelligence.

### How did the idea evolve?

The team won the Audience Award at the Final Pitch event, and their app and an analogue game were developed.

Contributing to SDGs: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# Round 5

## Job4Me

GIZ INNOVATION FUND

### The team

Egide Niyongira (Rwanda)
Hilary Muramira (Rwanda)
Sandra Niyigena Kayitaba (Rwanda)

### Piloting country

Rwanda

### The problem they were trying to solve

Rwanda has a population of 13.44 million, with a significant 82.3% living in rural areas. Approximately 80% of the total population use mobile phones. However, when it comes to internet usage, only 26.3% have access, while the remaining 73.7% do not.

With the rapid advancement of technology, Rwanda has digitised various services, including the job posting and application process. Today, job seekers rely on smartphones or computers and use the internet to search for employment opportunities on various job boards. Unfortunately, this poses a significant challenge for the 73.7% of the population who do not have access to the internet and do not own a smartphone or computer.

To make matters worse, the majority of the population (82.3%) lives in rural areas, where access to basic services, including job advertisements, is even more critical.

### The idea for solving the problem

The Job For Me (Job4Me) project aims to revolutionize the way job opportunities are discovered in rural areas. Acting as an innovative platform similar to Uber, it aims to benefit both job seekers and providers in these regions. What's different about this service is that it doesn't necessarily require internet availability, but instead uses a USSD code that can be accessed directly from the user's phone.

Jobseekers in rural areas, whether they have a smartphone or a basic feature phone, can simply enter the designated USSD code on their device. Once connected, they can follow the instructions provided to guide them through the entire job search process. From exploring available jobs to submitting applications, this user-friendly platform ensures that individuals have a seamless experience until they reach the final stages of securing employment.

### How did the idea evolve?

The project was not pursed further because of lack of funding.


Contributing to SDGs:


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GIZ INNOVATION FUND

# ROUND 6

## BUILDING ON STRONG COLLABORATIONS WITH NEW OR EXISTING EXTERNAL PARTNERS FROM THE PRIVATE OR PUBLIC SECTOR, ACADEMIA OR CIVIL SOCIETY

Timeframe: April 2024 – May 2025

# Round 6

## AgriFuture

GIZ INNOVATION FUND

### The team

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Fanuel Yilma (External | Ethiopia)
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Fikremariam Asmro (External | Ethiopia)

### Piloting country

Ethiopia

### The problem they were trying to solve

- High Cost of Goods: Middlemen in the agricultural supply chain inflate prices for consumers.
- Food Insecurity: Ethiopia faces challenges in food security, with urban areas experiencing shortages of fresh produce.
- Underutilized Agricultural Land: Despite vast arable land in Ethiopia, much remains unused. AgriFuture uses GIS and remote sensing to identify and utilize these lands, boosting overall agricultural productivity.
- Dependence on Imported Goods: Ethiopia relies heavily on imported agricultural products, making it vulnerable to global market fluctuations.
- Poor Agricultural Practices: Many Ethiopian farmers use traditional farming methods that are inefficient and unsustainable. AgriFuture provides training for modern, sustainable practices that improve productivity.
- Unemployment: Rural youth face high unemployment rates.

### The idea for solving the problem

AgriFuture offers a comprehensive solution that bridges the gap between urban residents and farming, promotes sustainable agriculture, and creates new economic opportunities for both urban and rural communities in Ethiopia. The team aims to do this by providing a platform where uran residents can rent agricultural lands.

Crowd farming Platform: AgriFuture provides a platform where urban residents can rent agricultural land on a share basis. This allows them to become virtual farmers, selecting crops and monitoring their growth without needing to physically farm the land. Once the crops are ready for harvest, AgriFuture arranges for direct delivery to the urban residents' doorstep. This ensures fresh produce and eliminates the need for intermediaries, reducing costs and improving efficiency. The platform utilizes GIS and remote sensin, a mobile application and a web portal where users can track the progress, access real data, make payments and rent land. and handle everything, and educational resources. In addition, AgriFuture provides educational resources for current rural farmers on modern farming techniques and sustainable practices.

### How did the idea evolve?

Ongoing.

### Contributing to SDGs:


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# Round 6

## Daleel Media Compass

GIZ INNOVATION FUND

### The team

Hussein Fassal (Iraq)
Marie Gerlach (Turkey)
Dina Farid (External | Germany)
Nada El Atreby (External | Germany)

### Piloting country

Syria

### The problem they were trying to solve

The problem they seek to address is the severe limitation and further shrinking of spaces for civil society actors within Syria. As avenues for activism and civic engagement diminishes, the potential for meaningful change increasingly rests with the youth, the next generation of civil actors. Youth possess remarkable potential to reshape the future, but they need the necessary skills to navigate + influence their environment effectively. Additionally, the growing digital landscape, where news consumption has shifted towards social media, exacerbates the need for media literacy skills. Their proposal aims to strengthen the skill set of young Syrians to navigate the shrinking spaces of civil society through media literacy skills.

### The idea for solving the problem

A digital simulation game / app will introduce Syrian youth to media literacy and fact-checking. By learning to identify credible sources and decode messages, media literacy teaches youth how media influences perceptions and behaviors. This helps them critically evaluate media content and discern biases. Fake news has significantly impacted the Syrian conflict by distorting realities and influencing public perception. Educating youth on media literacy helps them recognize signs of fake news. Through a contextualized simulation game (that can be scaled up once proven successful) they want to combine media literacy with conflict analysis. Young individuals will therefore transform into empowered citizens capable of acting as catalysts for positive change within their communities and beyond.

### How did the idea evolve?

Ongoing.

Contributing to SDGs:


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# Round 6

## GenAI named FENIX

GIZ INNOVATION FUND

### The team

Christian Gmelin (Germany)
Sandra Rotzinger (Germany)
Jan Schlenk (Germany)
Vanessa Dreier (Germany)
Isaac Manzi (Rwanda)
Thy Tran (External | Austria)

### Piloting countries

Kenia and East Africa

### The problem they were trying to solve

Persons with intellectual disabilities, cognitive impairments, or reading challenges, including children and youth, oftentimes have difficulties with reading and understanding information in standard text. Easy Read is a format designed to make written content more accessible. However, creating Easy Read versions of texts is costly and time intensive. Usually there are costs related to hiring specialists in accessible content creation, graphic designers for visual aids, and possibly expenses for professional software and image licensing.

As a result, few documents or online content are made available in Easy Read format. Millions of people do not have equal access to information and communication, an essential prerequisite for living self-determined lives.

In here comes in UNICEF Oky, an open source menstrual education app with girls-centred and disability inclusive design.

### The idea for solving the problem

Their idea is to develop an open-source, generative artificial intelligence (GenAI) use case for social impact, to demonstrate what ethical, open source GenAI, public good could look like: GenAI for Easy Read format in multiple languages with visuals, for adults and children with intellectual disabilities, cognitive differences, and reading challenges, enabling them to participate in digital society and improve their digital competencies.

By creating and combining natural language processing AI with multilanguage capabilities and AI image generation, their model will convert text content into an Easy Read format. It will be particularly relevant for educational material aimed at children and young people (including 'sensitive' topics such as menstruation, gender-based violence, rights). The visual elements, tailored to support children with diverse cognitive abilities, are envisioned to be generated by a child-friendly AI imagine generator and seamlessly integrated with the Easy Read texts.

The project idea builds on a great partnership and collaboration between UNICEF Oky team and different GIZ projects working on digital skills, WASH and disability inclusion. They will use Oky and other existing content in existing digital tools and platforms as use cases for testing. There might also be an opportunity that interested parties / AI4Good community to commit to long-term availability and hosting of the open-source GenAI Easy Read model that will be made available on GitHub.

### How did the idea evolve?

Ongoing.


Contributing to SDGs:


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# Round 6

## Microscopes for Everyone

GIZ INNOVATION FUND

### The team

**Dmytro Ivanok** (Ukraine)
**Sarah Jungwirth** (Germany)
**Konstantyn Leonenko** (External | United Kingdom)
**Julian Stirling** (External | United Kingdom)

### Piloting country

Ukraine

### The problem they were trying to solve

For the aim of Ukraine's recovery to 'build back better', a thriving innovation ecosystem and a highly skilled workforce are essential. Their idea aims to address the field of medical and biotechnology by revolutionizing microscopy in Ukraine. Ukraine's ongoing Russian military invasion has exacerbated the challenges faced by educational institutions, research facilities, health monitoring centers, and commercial business labs. Many of these institutions already suffer from a lack of resources and infrastructure. The high cost of traditional microscopes and limited access to advanced training in digital microscopy impede scientific research, education, and health diagnostics.

Additionally, the agriculture and biotech sectors have been significantly impacted by the war. Limited access to advanced microscopy tools hampers research and development in these fields, affecting crop management, pest control, and biotechnological advancements essential for food security and agricultural sustainability.

### The idea for solving the problem

Making microscopes accessible for everyone! They want to enable their target group to produce their own microscopes. Schools, labs, universities, and companies not only will build a microscope they can use for their own purposes, but also build up crucial skills in the process. For that, they employ the open-source blueprints of the "OpenFlexure" microscope, which was developed at the University of Bath (UK) and is already successfully used worldwide. It can be assembled from accessible materials and 3D-printed components at a reduced cost compared to commercial instruments. It is highly customizable and can serve various use cases, like observing cells and microorganisms.

Their primary focus is on generating comprehensive educational content in Ukrainian language around these microscopes. Additionally, they want to find ways to further support their target group to build microscopes by themselves, e.g. by connecting them with local makerspaces and enabling knowledge sharing.

### How did the idea evolve?

Ongoing.

Microscope, an open-source 3D-printable

Contributing to SDGs:


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# Round 6

## PALWork

GIZ INNOVATION FUND

### The team

Amin Alhaj (Palestine)
Maha Izhiman (Palestine)
Abed Saleh (External | Palestine)
Islam Alhaj (External | Palestine)

### Piloting county

Palestine

### The problem they were trying to solve

The ILO reported in January 2024 that the loss of jobs in Palestine had reached 507,000, 40% in the Gaza Strip, and 60% in the West Bank. Furthermore, the Palestinian Central Bureau of Statistics reported a 75% unemployment rate in Q4 2023, up from 46% in Q3 2023.

The high unemployment rate and inefficient job matching in Palestine pose significant challenges and remain a significant issue, particularly among young people and recent graduates. These issues have broader economic and social implications, contributing to poverty and social instability.
Lack of access to job opportunities, especially in remote and marginalized areas, causes people to struggle to access available job opportunities, making it challenging for job seekers (JS) to identify suitable positions.

Mismatch between JS and employers, skills and qualifications differ, and employers struggle to find candidates who meet their specific requirements, leading to prolonged vacancies and inefficient hiring processes.

Insufficient career guidance and training hinders their ability to compete, access resources to improve their skills, and align with market demands. The scarcity of networking and professional development opportunities hinders their prospects of landing jobs and progressing in their careers. The profound impact on Palestinian society's economic and social fabric exacerbates poverty

### The idea for solving the problem

PALWORK tackles these challenges by offering a comprehensive, technology-driven platform that links JS and employers.

### How did the idea evolve?

Ongoing.

Contributing to SDGs:


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# Round 6

## THE CASE MAKER

GIZ INNOVATION FUND

### The team

Ezgi Erdoğan (Germany)
Asim Adeel (Germany)
Helen Witte (Tanzania)
Lydia Koch (Tanzania)
Neema Ndemno (Tanzania)

### Piloting country

Tanzania

### The problem they were trying to solve

Women, children and other vulnerable groups who have experienced violence require immediate care – in every corner of the country.
They require access to medical and psycho-social services to begin healing from the physical and psychological trauma inflicted on them. Timely access to medical services capable of gathering forensic evidence is crucial for building strong criminal cases.
Equally important is providing a safe environment, psychological support, and legal advice to navigate the complexities of court proceedings.
Empowering women with the resources and support necessary to pursue justice is pivotal in breaking the cycle of silence that surrounds gender-based violence.
When survivors are empowered to demand justice, it not only holds perpetrators accountable but also fosters societal change by challenging and dismantling the structures that perpetuate violence against women and children.

### The idea for solving the problem

The CASE MAKER is designed to support survivors of violence by offering integrated medical, psycho-social, and legal services. It focuses on collecting and securing evidence to strengthen criminal cases against perpetrators. The system includes an AI-powered platform that guides healthcare workers through medical care and evidence collection, along with prompts for victim-centered care. It also features tools for capturing photos, recording statements, and securely storing data in compliance with privacy regulations. A medical kit provides essential supplies for forensic evidence collection, and a secure storage system ensures both physical and digital evidence are safely stored. The solution will be refined in collaboration with young people, women, health workers, social workers, lawyers, and police officers in Tanga, Tanzania, with a focus on creating a cost-effective and sustainable model.

### How did the idea evolve?

Ongoing.


Contributing to SDGs:


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