



RESEARCH INSTITUTE FOR TECHNOLOGY AND INNOVATION

IPTI

**REPORT ON
ACTIVITIES**

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IPTI

ART, SCIENCE AND TECHNOLOGY IN COMMUNITY DEVELOPMENT

The Institute of Research in Technology and Innovation – IPTI – is a not-for-profit art, science and technology institution, aimed at generating innovations capable of fostering human development based on the creation of social technologies in education, health and the creative economy.

IPTI took its first steps in October 2003, in the city of São Paulo. In 2009, the organization decided to move its headquarters to Santa Luzia do Itanhy, in southern Sergipe state, one of Brazil's poorest municipalities, so that together with the local community solutions could be created that would be efficient in contexts of extreme vulnerability and that would have scalability potential.

In other words, everything begins in Santa Luzia do Itanhy. After they are created and systemized, the Social Technologies developed in the region are ready to be re-applied in any part of the world.



MISSION

To promote human development building innovative solutions with the potential to scale, to address social problems using methodologies that combine Art, Science and Technology, in collaboration with communities.

VISION

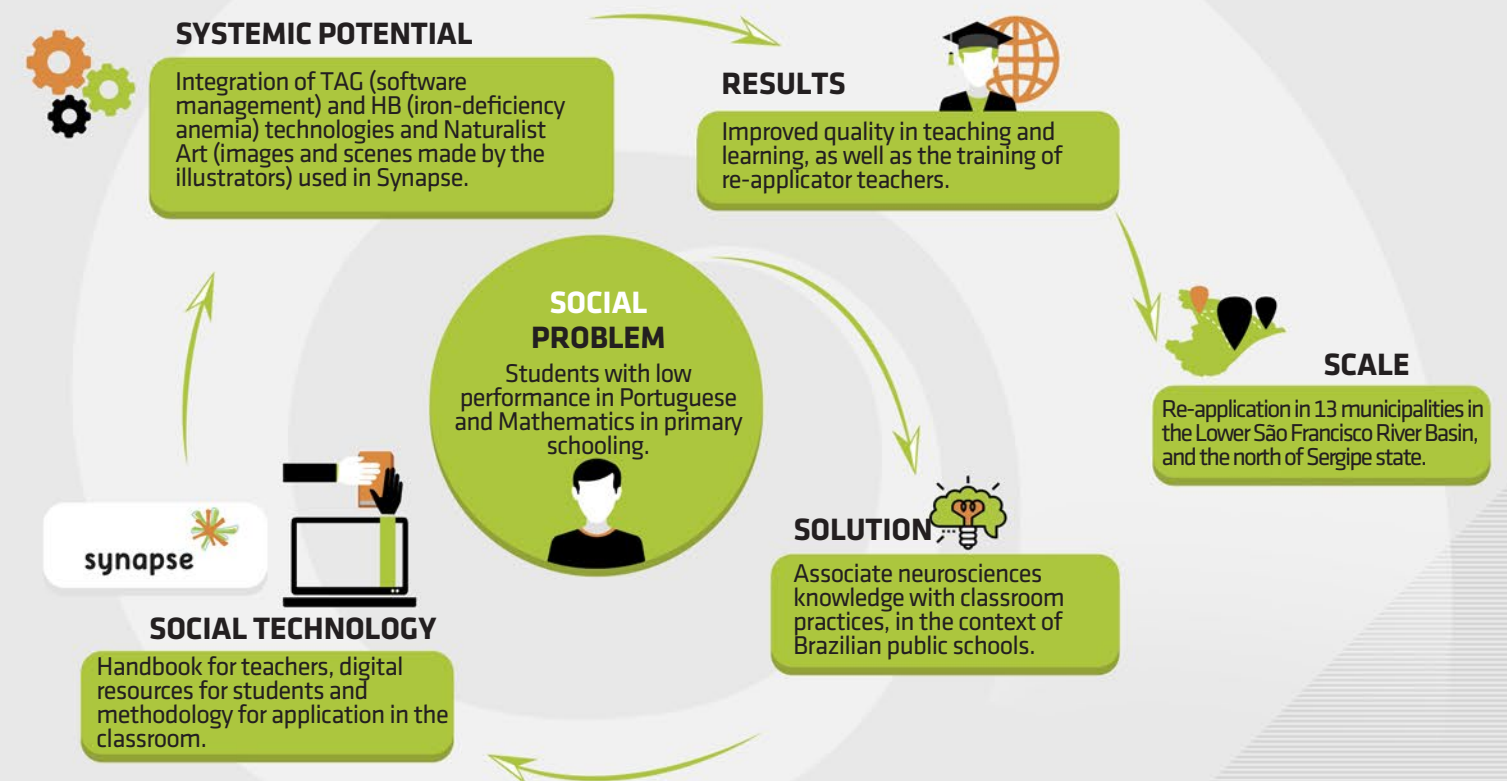
Become a world center of excellence in solutions that truly improve the living conditions of communities.

VALUES

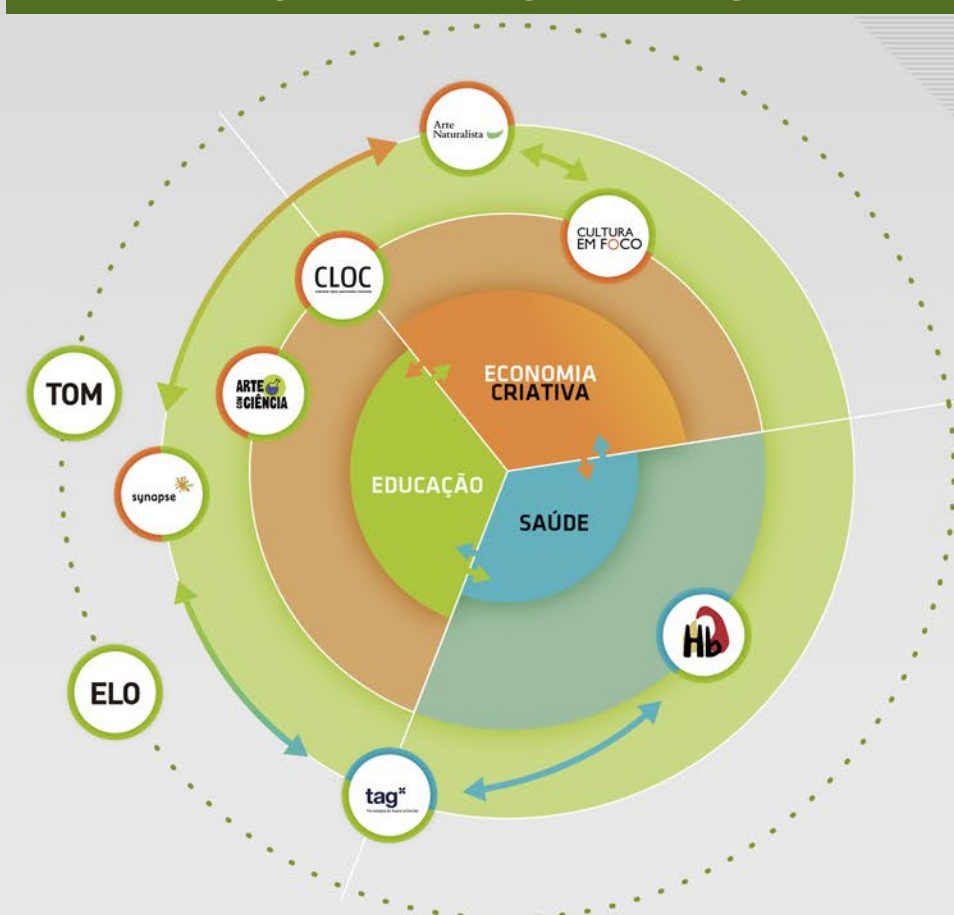
- Local grounding / global articulation;
- Commitment to innovation;
- Poetics of difference;
- Visible and invisible dynamic;
- Empathy;
- Confidence, perseverance and overcoming.

FROM PROBLEM TO SOLUTION

HOW IPTI DEVELOPS ITS MODEL OF SOCIAL TECHNOLOGY



IPTI HUMAN DEVELOPMENT MODEL





IPTI

AND THE GOVERNMENT OF SERGIPE STATE.

NEW IDEAS TO REDUCE
INEQUALITY AND FOSTER
SOCIAL DEVELOPMENT.



“Aware of the importance of implementing a new model of economic development anchored on science, technology and innovation, the government of Sergipe has made great efforts toward attending to the growing demands in areas of extreme poverty.

Focused on this, the Sergipe government, through the state's Economic, Science and Technology Development Secretariat - SEDETEC, aims to build an agenda of development for the State aimed at reducing regional inequalities, through the following aspects: economic, social, and science and technology. Based on this proposal, over recent years, SEDETEC has supported Social Technology projects which are expected to modify those regions of our state lagging in development. The role IPTI has been playing in Sergipe will certainly contribute to a legacy of social development based on projects that contribute not only to training, but also to the participation of the communities involved.

JOSÉ AUGUSTO PEREIRA DE CARVALHO
STATE SECRETARY FOR ECONOMIC DEVELOPMENT,
SCIENCE AND TECHNOLOGY



SCAN THIS CODE WITH YOUR
SMARTPHONE AND GET ACCESS
TO THE REPORT FOR PREVIOUS
YEARS.



IPTI SOCIAL TECHNOLOGIES

ACCOMPANY THE EVOLUTION OF OUR
PROJECTS OVER THE PAGES THAT FOLLOW.

CULTURA EM FOCO

IPTI constructed a development model for the handicrafts sector emphasizing giving value to Brazilian non-material heritage and the professionalization of artisans' work.

This model is based on establishing a permanent cycle of innovation and increased competitiveness by integrating contemporary design with handicraft processes, aiming at improving the product portfolio and focused on increasing added value.

A methodology was developed in which each stage of the creative and productive process was assessed and reformulated, to achieve effective results.

From the selection of participating communities and artisans, the integration of invited designers and the development of new articles, to the delivery of a standardized finished product and its sale on qualified markets, the Culture in Focus program presents a solution that deals directly with the main problems affecting the handicraft productive process.

At the end of the cycle, the artisans involved are able to use a more professional work process and broaden their awareness of the importance of their trade, and the ability to establish a recurring source of income.

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A social business created to foster the distribution of the products made, creating mechanisms that are more dynamic and efficient with, above all, the structuring of a fair model of remuneration for the artisans. Fellicia enables articles to be sold in more diversified and qualified markets, both at home and abroad, increasing the gains of the productive chain. Thanks to this work, the products have gained visibility in important spaces, such as large-scale businesses, magazine editorials, TV soaps and museums.



SOME OF THE FEATURED PLACES WHERE FELLICIA PRODUCTS HAVE BEEN INSERTED:

NATIONAL EXHIBITIONS

RETRATOS ILUMINADOS, CRAB, Rio de Janeiro 02/06 to 08/10/2016: exhibition shown at the 4th and last Collection of the Project "Technology, Design and Innovation in Handicrafts", a line of Retratos Lamps created by Humberto + Fernando Campana.

INTERNATIONAL EXHIBITIONS:

- Albuquerque Museum, Albuquerque, New Mexico, US: January 9, 2015–April 17, 2016
- Museo Amparo, Puebla, Mexico: June 25–September 27, 2016

MEDIA:

- Editorials in Casa Vogue Magazine – June and August 2016 issues;
- Editorials in Casa Claudia Magazine – April 2016 issue;
- Editorial in Arquitetura e Construção Magazine – June 2016 issue;
- Estado de São Paulo newspaper – June 5 to 11, 2016, Jornal Brasil;
- CNN Style, August, 2016 (<http://edition.cnn.com/2016/08/12/design/style-rio-campana-brothers/>);
- New York Times, 04/08/2016 (https://www.nytimes.com/2016/08/07/travel/rio-olympics-new-places-to-go.html?_r=1)

RESULTS



- Proven efficiency of the Culture in Focus methodology, which has already been totally systemized and re-applied, proving its effectiveness in a variety of contexts.
- Legal modeling for the handicraft sector, giving subsidies to the sector to operate commercially in an innovative way, through a social business model set up during the project "Technology, Design and Innovation in Handicrafts".
- Two new collections launched, one signed by the designer Roberta Rampazzo and the other by Humberto + Fernando Campana.

INDICATORS



- 6 handicraft organizations benefited from the Culture in Focus methodology.
- 5 collections launched
- 400 new products created, with high added value, all signed by designers
- Participation in two International Fairs
- Participation in two National Fairs
- 5 National Exhibitions
- 3 International Exhibitions
- Over 80 documents produced on the handicrafts sector
- Over 30 marketing channels opened for handicraft products
- 2 Masters Dissertations begun on the Culture in Focus methodology



HIGHLIGHTS OF THE CULTURE IN FOCUS PROJECT DURING 2016:

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RETRATOS ILUMINADOS EXHIBITION, AT THE CENTRO DE REFERÊNCIA DO ARTESANATO BRASILEIRO - BRAZILIAN HANDICRAFTS REFERENCE CENTER (CRAB).

Standards, giant backgrounds hung in the air exhibited the faces of the artists, handicrafts women financed by the Project, at the Exhibition Retratos Iluminados - Illuminated Faces, at the Centro Sebrae de Referência do Artesanato Brasileiro - Brazilian Handicrafts Reference Center, CRAB, in Rio de Janeiro, from June 2nd to October 8th, 2016. The production and making of the Collection signed by the Campana Brothers, one of the results of Culture in Focus.

EXHIBITION AT THE ALBUQUERQUE MUSEUM AND AMPARO MUSEUM (MEXICO)





Hb is a Social Technology for the diagnosis and treatment of Iron-Deficiency Anemia, the world's most widespread nutritional disease, according to the WHO – World Health Organization.

This technology is based on strong, low-cost portable equipment, and a methodology developed in partnership with health professionals in the municipality of Santa Luzia do Itanhy.

Hb is aimed at reducing the occurrence of iron-deficiency anemia to levels below 5%, in accordance with WHO guidelines, and enables the assessment of the students' nutritional status and improvement to their eating habits.

The technology was developed in Santa Luzia do Itanhy and then re-applied in the municipality of Boquim, both in Sergipe State. The results show a reduction in the occurrence of iron-deficiency anemia among the students of 80% and 90% respectively.

The intention is in the future for Hb to be re-applied in other Brazilian municipalities and other countries, mainly in Latin America and Africa, where the incidence of iron-deficiency anemia is high. At the same time, IPTI has a target of developing two new technologies to confront the main causes of iron-deficiency anemia: infection by soil parasites and poor diet.

PRINCIPAL ACHIEVEMENTS



Over 80% reduction in iron-deficiency anemia in Santa Luzia do Itanhy - Sergipe State.



Over 90% reduction in iron-deficiency anemia in Boquim, Sergipe State.



1st Place in the Banco do Brasil Foundation Prize in Social Technology (2013).

ARTERY WARS: INVISIBLE SABOTAGE

Each municipality has its essential characteristics making it unique, whether in culture, in atmosphere or in its people's customs. This is why IPTI's projects always seek out local references in language to communicate in a suitable manner with each community. In the case of Santa Luzia, a comic book with its characters and dialogues constructed from the region's own characteristics became an attractive means of communication to convey the contents of raising Hb awareness. In the case of re-applying the project, the comic book will be used again, with a few adjustments in the contents depending on the region to be affected, without necessitating further expense in creating material.

STEP BY STEP

The application of HB works like any public health campaign, conforming to the following stages in any municipality:



1

Awareness

Draw the attention of schools and students' parents to the problems of iron deficiency anemia and the importance of supporting and taking part in the project.

2

Parents' Authorization

Seek the authorization of the parents so that a drop of blood can be collected from the students.

3

Student Data

Request schools to provide information on the students' age, sex, weight and height.

4

Engagement

Engage and train the campaign team, formed of professionals in the areas of health and education in the municipality.

5

Measurement

The health team examines the children using an HB gauge to measure hemoglobin, developed by EXA-M, a partner company of IPTI.

6

Diagnosis

Software cross references the student's data with the hemoglobin count and identifies students with anemia.

7

Medical Assessment and Medical Prescription

A doctor assesses, confirms the diagnosis and prescribes treatment.

8

Follow-up

Health agents accompany this process for post-examination awareness and to take two further measurements: one 6 and another 12 weeks after the beginning of treatment.



During the campaign or application, the health teams taking part in Hb receive a Kit with personalized material supporting the work.



Arte Naturalista

Naturalist Art is a Social Technology that identifies and develops local talents in drawing, training future illustrators and qualifying them in various illustration techniques (watercolor, ink, pencil and pastel).

As the students develop their skills they also become part of a nucleus of illustrators with the role of re-applying the teaching of art in other schools in their community.

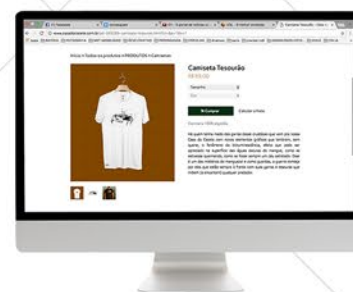
At the end of each cycle, the nucleus seeks to develop an ability to think of business as having a high potential, based on the principles of the creative economy, in areas such as fashion, graphic design and product design, among others.

RESULTS IN 2016:

CASA DO CACETE

- Formation of the group "Casa do Cacete" composed of four illustrators who take part in the "Naturalist Art" projects: Genisson Cardoso da Conceição, João Antônio Monteiro Hungria, Matheus Gladston Pereira and Ubiratan Teixeira Bilino.

- On October 27th, 2016 the Casa do Cacete brand was launched at the exhibition of the first collection (Crustacean Collection) at the Museum of the Sergipe People - in the state capital of Aracaju and by e-commerce: <http://www.casadocacete.com.br/>



MORENA ROSA

- In partnership with the fashion group Morena Rosa, the four illustrators stamped the brand's Winter/2017 collection dealing with the esthetic of the mangrove.

- Fashion Design and Printing Workshop given by Morena Rosa, open to the community, which trained the group of illustrators in silkscreen technique, as well as donating screens, paints and materials for production by the Casa do Cacete.



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RE-APPLICATION

- Re-application of the Naturalist Art project by the members of the Casa do Cacete continues to be carried out for children and adolescents from the communities in which they live, with the use of booklets (Apostila I and Apostila II) created by the children themselves (source: <http://www.casadocacete.com.br/compromisso-pg-51c95>)

MORE RESULTS

- Prize for Community Innovation, also known as OP (Outra Parada), sponsored by the Brazil Foundation. The prize allowed the creation of a basic silkscreen printing workshop for producing t-shirts to be sold by the Casa do Cacete.
- Winner of 5th Prize "The House - Museu do objeto Brasileiro" in the category Socio-Environmental Action and 3rd place in the Von Martius Sustainability Prize, 2016, Nature Category.

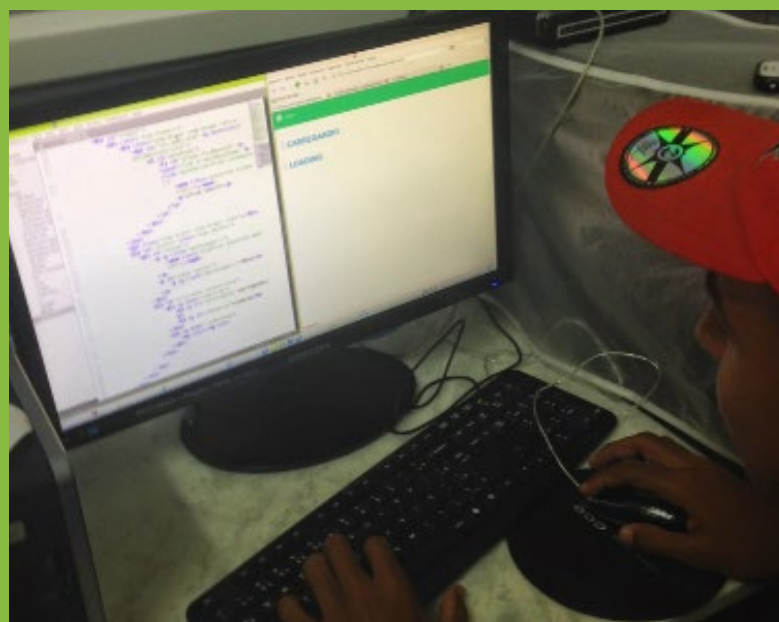
CLOC

criatividade—lógica—oportunidade—crescimento

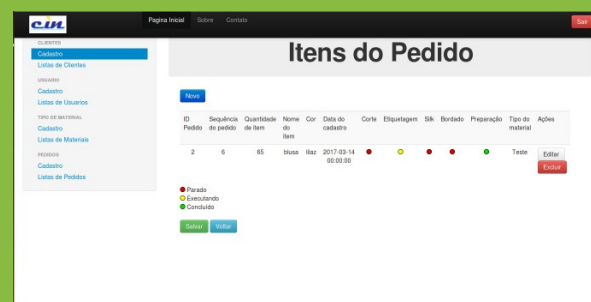
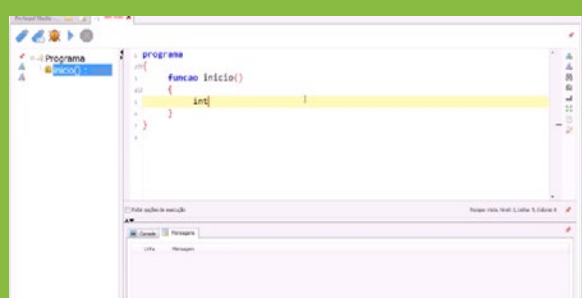
CLOC is a Social Technology whose aim is to create a highly qualified nucleus in advanced programming, composed of young talent selected from the public school system, capable of inserting computer programming sustainably in these schools, and to generate business in IT.

In an evolving sequence, CLOC students learn how to develop rational thinking, learning Scratch, Java Script, HTML5 and CSS, until reaching the most advanced level – Database and PHP. When the students reach the database level they are asked to act as programming monitors in their respective village schools, ensuring continuity and scale and generating opportunities for new talent to be discovered.

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In 2016, the CLOC technology initiated its third class, with pupils from public schools in four Santa Luzia do Itanhy communities, and the students in the 1st CLOC class began developing the first commercial system in PHP, for a company manufacturing uniforms (CIN). The system's goal is to trace orders in the company's production line.



Also in 2016, the students in the first two CLOC classes began an introductory course on the programming and production of low-cost robots, using Arduino, with the aim that these robots can be used to support the Synapse technology, helping students to learn Portuguese and Mathematics in a fun way.

INDICATORS

- CLOC nucleus of 5 programmers
- 689 students involved
- 4 municipal public schools involved
- 1 application developed

NEXT CHALLENGES



Conclude the 1st commercial system in PHP



Continue developing the robotics kit



Create the first IT business in Santa Luzia do Itanhy



Art with Science seeks to qualify students and teachers in secondary education to produce and share educational objects in multimedia format by means of a virtual knowledge network, known as Guigoh.

By means of a series of workshops, students will learn to create, record and edit videos, photos, podcasts, texts and other educational objects in a creative, simplified and fun manner, always developed to facilitate understanding of the secondary school subject by other students registered on the Guigoh platform.



INDICATORS:

- Around 400 students directly benefited
- Around 100 educational objects were created in Sergipe, Taguatinga (DF) and in Anápolis (GO)
- Since the program's beginning, around 230 educational objects have been produced.
- 14 schools in the Sergipe state public system and two schools in the SESI network. In Taguatinga D.F. and in Anápolis (Goiás), with actions involving audiovisual workshops, digital content production (audio and video) and monitoring activities.



MAIN ACHIEVEMENTS:



Handbook for the project's re-application, based on all the experience acquired during the activities carried out.

NEXT CHALLENGES:



Expand the number of schools and students benefiting from the project.



Ensure the recurring production of educational Objects for all schools included in the project.



Expand the use of the Guigoh platform to the whole state of Sergipe.

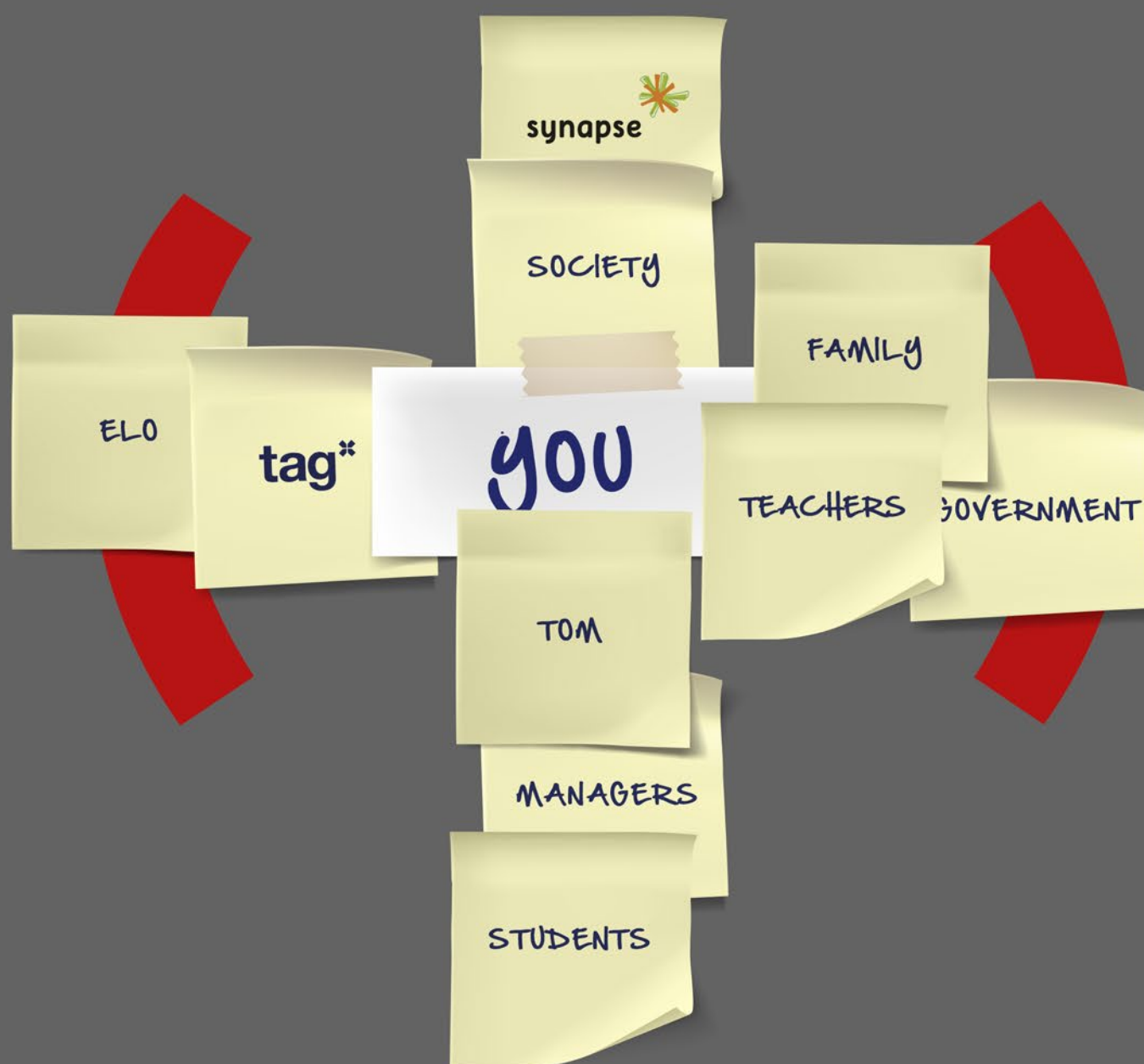


PROJETO somos (+)

Technology and Innovation working for education, idealized by those who are familiar with the reality of public education and have the ability to take it ever further.



FOUR SOCIAL TECHNOLOGIES, A SINGLE GOAL: TO TRANSFORM PUBLIC EDUCATION WITH EVERYONE'S PARTICIPATION, INCLUDING YOURS.



GET TO KNOW THE ESSENTIALS OF IPTI'S SOCIAL POLICIES MAKING UP SOMOS:

Synapse

A teaching methodology bringing together knowledge of the neurosciences with experiences in the classrooms of the public educational system, the goal of which is to improve the teaching and learning of Portuguese and Mathematics in the first grades of primary school.

TAG

A computer system for school management that facilitates the school's administrative tasks. TAG processes the main reports, and is integrated with the Educacenso (the school census) and works both on- and offline, in a synchronized manner, allowing integration with rural schools and others in areas with precarious Internet access.

TOM

Participative construction of school quality management processes aimed at improving the school reality and contributing to the performance of students, teachers and employees.

ELO

This Social Technology's aim is to improve the relationship between family and school through integrated conflict resolution mediation activities and the appreciation of education and knowledge in the community.



In municipalities such as Santa Luzia do Itanhhy, students' performance in Portuguese and Math is well below the desired level.

To face this problem, IPTI, together with some of the teachers in Santa Luzia, began constructing a Social Technology aimed at learning literacy, to create the minimum conditions needed for the students to, in the future, improve their performance in the more advanced levels.

The current version of this Social Technology is comprised of an educational booklet, digital content for student use on tablets, playful educational resource aids and by a methodology based on the use of teachers already experienced in the use of the technology as re-applicators in the new schools. This allows, for example, teachers beginning a project in Santa Luzia do Itanhhy to help teachers in other towns to understand and apply Synapse in their own schools, forming a network of shared construction and knowledge among teachers experiencing similar problems.

In 2016, the re-application of the Synapse technology was begun in state and municipal public education schools in nine Sergipe municipalities in the region of the Lower São Francisco River, a number expected to rise to fourteen in 2017.

MAIN ACHIEVEMENTS



A new teaching handbook is part of the Synapse Matrix in the 1st, 2nd and 3rd years in a single volume aimed at helping multi-year classrooms, quite common in Sergipe municipal school networks.



The platform has a new more interactive layout adapted to the students. New contents from the 1st to 9th year of primary education.



Application of the re-application model through the Synapse Training Course in municipalities in the Lower São Francisco



Improvement to the methodology in line with the responses to its application



Strategic plan for pedagogical monitoring and engagement

NEXT CHALLENGES:

- Launching the 10 MAP products – Pedagogical Support Material, created in partnership with the teachers of Santa Luzia do Itanhhy.
- Launching the planning for the digital class in mobile application and tabletop computer versions.
- Implanting the strategic monitoring and pedagogical engagement plan for the Synapse methodology.
- Proceed with teacher training begun in 2016
- Disseminate the Synapse methodology in five municipalities in the Lower São Francisco: Amparo do São Francisco, Aquidabã, Canhoba, Cedro de São João, Malhada dos Bois e Telha.



INDICATORS

- 81 participating teachers in the Training Course
- 46 participants in the Mini-course for Teaching Coordination
- 172 tablets with the Digital Platform
- Around 1000 students benefiting from the Synapse methodology

Most small Brazilian municipalities do not have computerized information management systems. IPTI has therefore developed TAG, a simplified management system for schools that is efficient and suited to the reality of towns this size.

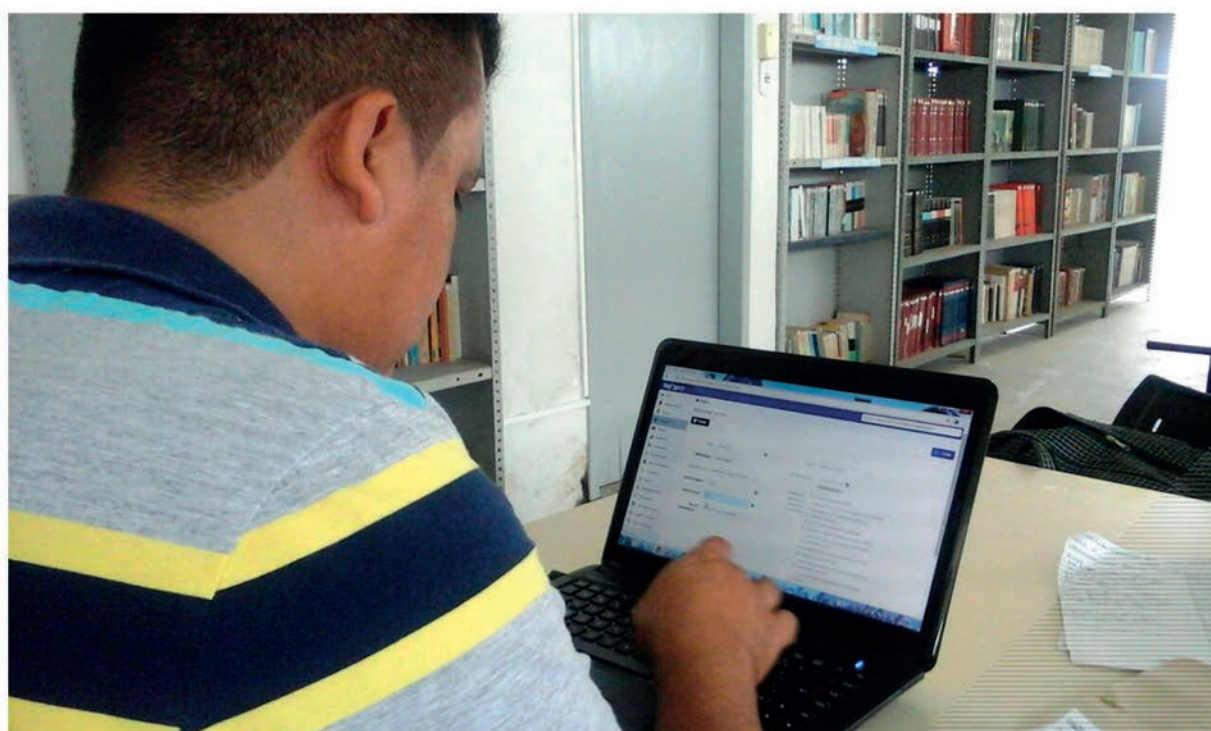
This Social Technology has been developed in a totally participative way, aimed at increasing its use by those working in school systems, especially those linked to administrative activities.

TAG allows to record registrations, notes, attendance, lesson plans, management of school meals and transport, as well as ease in managing the main reports necessary to schools' daily activities, such as that referring to the Family Grant Program (Brazilian Federal Government plan). This way, tasks normally taking up the valuable time of school personnel can be done with a single click.

TAG works both online and offline, with synchronization via pen drive, allowing schools to integrate without access to the internet.

TAG is integrated with the Education Ministry's (MEC) school census (Educacenso), for both downloading and uploading and was chosen by the MEC to be part of the next edition of the Guia de Tecnologias Educacionais - Educational Technologies Guide, an important document with recommendations from the MEC for states and municipalities.

In 2016, TAG was being re-applied in municipal public schools in 9 Sergipe municipalities in the Lower São Francisco region, expected to increase to fourteen in 2017. The TAG was also integrated with the SIAE the state schools management system. With this, students changing schools in these municipalities or migrating to state schools will have their data saved.



GOALS



Computerize schools, special focus on municipal units;
Offer data management for education and other areas.

FUTURE CHALLENGES



- Re-apply TAG in cities in metropolitan regions.
- Implant situation rooms in municipalities using TAG to monitor results and create diagnostics.
- Continuing improvement of the system to cater to new demands from schools.

MAIN ACHIEVEMENTS



Implementation of TAG in 83 municipal schools in the Lower São Francisco region in Sergipe.



Development of an application for monitoring and management of re-application of the social technology process.

PHASES OF RE-APPLICATION

Offer software upgrade to supply school new demands.

INDICATORS

83 schools, 7,150 students registered in 9 municipalities.

BENEFITS OF TAG FOR SCHOOLS

- More practicality and speed in registrations;
- Practical registry of students and teachers;
- Automation of lesson plans;
- Faster delivery of documents;
- Organization of Bolsa Família reports;
- Integration of MEC's EducaCenso with the SEED's SIAE.



TOM

In any organization, efficient management processes give maximum potential to performance and allow planning and decision-making based on evidence. However, most Brazilian public schools find it difficult to implant management processes due to a variety of reasons, such as lack of training on the part of school managers or even due to the Brazilian culture of aversion to planning or management of actions.

Parallel to this management challenge are problems concerning communication. In this aspect, we could cite as an example that almost no-one in the school community knows the school's regulations where they work or their PPP (political pedagogical project).

In this context, it's also worth noting the considerable increase in the attributes of school management in recent years, so much so that administrative and teaching tasks inundate the routine of the administrative board, which often is unable to even perceive the school's weak points, let alone fix them.

The best way to solve these problems is by building a Social Technology that promotes quality management in teaching units, in a process in which local players (directors, coordinators, teachers, employees, students and parents) are protagonists in the construction of this solution, taking into account competences and also existing difficulties while seeking efficiency and scale potential.

It is in this scenario that IPTI, in partnership with four municipal schools and four state schools in Sergipe, is developing the TOM – a Social Technology whose aim is to promote continued development in school management and in their performance. For this, it has structured a management maturity diagnostic instrument based on the educational unit and, subsequently, on participative methodologies for defining priorities and solving diagnostic problems.

In 2016, the first version of this diagnostic instrument was constructed and evaluation tests undertaken measuring the partner schools' degree of maturity. For 2017, the challenges are to improve the diagnostic instrument, consolidating the participative methodology for defining priorities and building the first problem-solving methodologies.



LEARN ABOUT THE FIRST TOM IN SCHOOLS APPLICATION STAGES



STAGES CARRIED OUT IN 2016:

- 1 MAPPING OF SCHOOL MANAGEMENT – Participative activities for understanding what comprises school management, including the existing relations between the administrative, financial and teaching areas. Used to prepare the preliminary instrument for the following stage.
- 2 PRELIMINARY QUESTIONNAIRE – This version of the questionnaire was used to orientate schools in the construction of the Evaluation Instrument specific to School Management.
- 3 CONCEPTION OF THE SCHOOL MANAGEMENT EVALUATION INSTRUMENT – This is the consolidation of the previous stage. It is a questionnaire with the questions grouped by subject, specific to each member of the School Community. Its purpose is to orient the school in improving its reality.
- 4 SCHOOL MANAGEMENT EVALUATION – Application of the Instrument in Schools. This resulted in a management diagnosis that directed the following stages: prioritization of the problems and a solutions plan.

ELO

The family-education and family-school relationships are one of the greatest problems affecting the wellbeing of teaching units.

In the diagnosis of families undertaken by IPTI and educators, problems were identified such as low self-esteem, psychological fatigue, feelings of powerlessness and lack of perspectives.

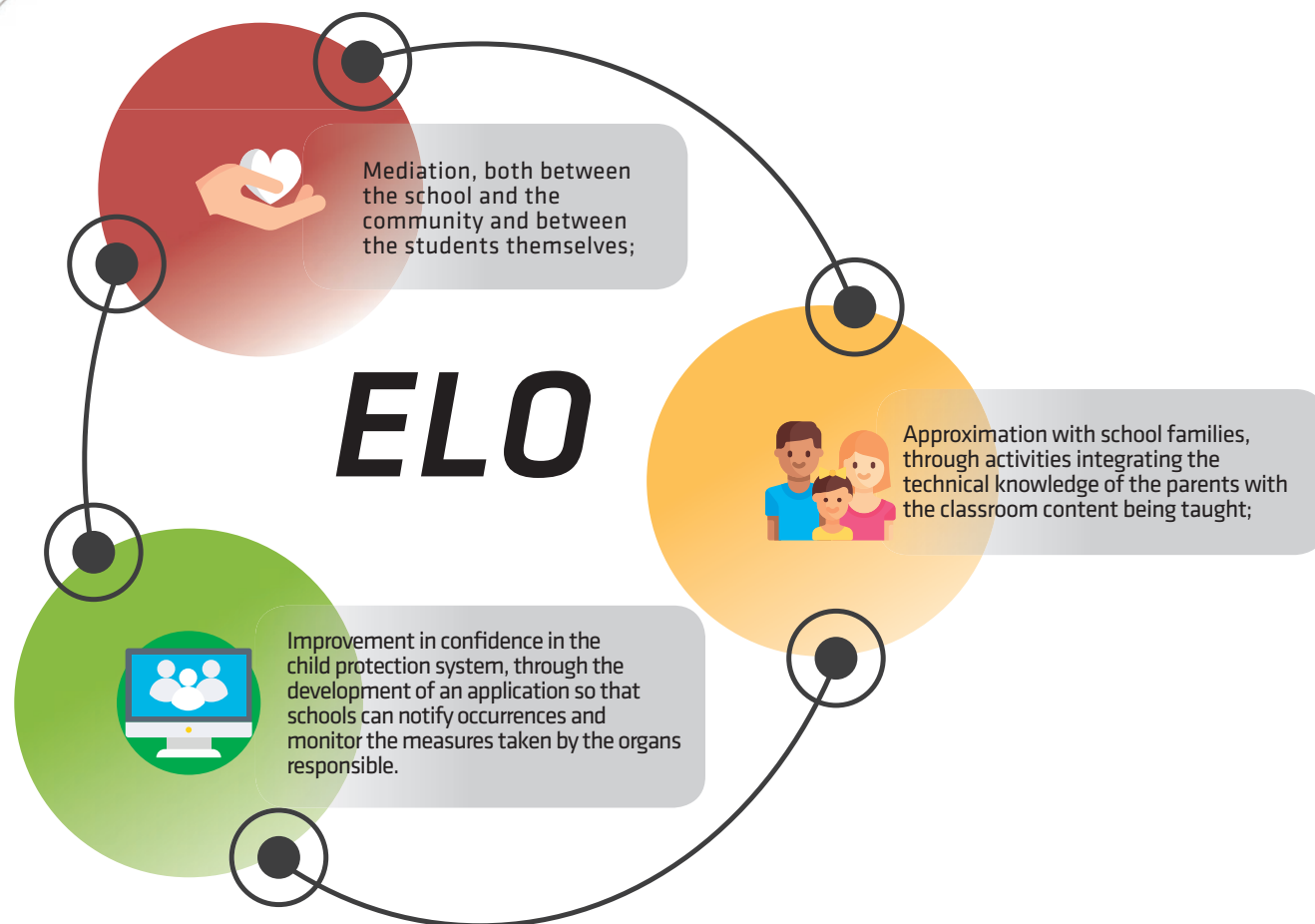
In the case of children, five main problems were identified linked to health, behavior, performance and affection. These are: physical and verbal abuse, lack of affection, time wasted in class, lack of follow-up and poor nutrition.

Schools say they no longer know what to do in order to win support from the families, mainly in the case of parents of those children with greater difficulty in concentration and discipline.

Faced with this situation, it is both urgent and necessary to develop an innovative approach that seeks to deal with the problem in a systemic manner.

THE PROPOSAL OF THE ELO SOCIAL TECHNOLOGY IS STRUCTURED ON THREE PILLARS.

THE WORKING HYPOTHESES SHOWN IN THE GRAPHICS BELOW WILL BE TESTED IN 2017 AND 2018 IN FOUR MUNICIPAL SCHOOLS IN SANTA LUZIA DO ITANHY AND FOUR STATE SCHOOLS IN THE LOWER SÃO FRANCISCO REGION.



EXAMPLE OF THE PROCESS OF IDENTIFYING POSSIBLE EXTERNAL FACTORS INFLUENCING STUDENTS' PERFORMANCE



FOCUS

CHILD

CHARACTERISTICS

HEALTH

BEHAVIOR

PERFORMANCE

AFFECTION

PRINCIPAL PROBLEMS

POOR NUTRITION

PHYSICAL AND
VERBAL ABUSE

WASTED TIME IN
CLASS

LACK OF
FOLLOW-UP

LACK OF
AFFECTION

EXAMPLE:

For many children, the school meal is the only or main meal of the day

EXAMPLE:

Violent behavior at home is reflected at school

EXAMPLE:

Teachers spend a large part of class time keeping order among the students

EXAMPLE:

Most students do not do their homework throughout the year

EXAMPLE:

Members of the school staff end up being seen as fathers/mothers for the children

IPTI [us] chamber

The IPTI [US] Chamber is a body of IPTI responsible for fundraising and for articulations with people and organizations based in the United States [US] around the vision of national and international dissemination of the social technologies developed in Brazil.

The IPTI [US] Chamber is composed by an Advisory Board, limited to few members, and a Council, with no limit of members. The activities in the United States is overseen by the Advisory Board with possible support from the Council members.

The fundraising strategy foresees complementary and evolving actions for structuring the 3 funds:

Annual Fund (2016) – to meet IPTI yearly expenses to run all institutional research and development programs.

Project fund (2017) – to sponsor specific projects which priority is defined by the members of IPTI [US] Chamber from a list of challenges presented by IPTI.

Endowment (2022) – to sustain the programs into the future and make the programs self-sustainable.

Chamber Members

Advisory Board



Ricardo Rolim F. Fontes
Vice President,
Global Corporate Affairs at Anheuser-Busch InBev



Maria F. Mazzuca
Partner at New York Spin



Edson Matsubayashi
Patria Investments



Thomaz Malavazzi
Managing Partner
at TISA NY Inc



Jonathan Low
Partner at
Predictiv Consulting

Council Members

Carolina V. M. da Silveira
Lawyer

Ediania Lisboa
Lawyer

Fabiana Dutesco
Jewellery Designer

Jeanmarie E. Kricher
Financial Advisor at
Ameriprise Financial

Jorge Troyko
Global Trade Marketing
Director at Ab-Inbev

Karin Dauch
Real Estate Agent at CORE

Lucas Lira
Global Legal VP at Ab-Inbev

Nana Cunha
Fashion Stylist

Paula Szpigel
Artist and Owner of
Best Revamped

Renata Malavazzi
Lawyer at Kirkland & Ellis

Renata Troyko
International Trading Specialist

Richard Chalmers
Photographer

Roberto Dutesco
Photographer and Owner
of The Wild Horses

Vanessa Lessa
Architect and Interior Designer



Lara M. R. F. Fontes
Institutional Relations at IPTI-NY

IPTI [US] Chamber Launch Event

On the evening of November 15th, 2016, IPTI [US] Chamber was launched at a fundraising event held at The Wild Horses of Sable Island gallery in SoHo, NYC. A special thank you to the gallery owners Roberto and Fabiana Dutesco for offering their beautiful space, and to BrazilFoundation for their support in managing our generous donor's gifts.





SPONSORS

All projects created by IPTI so far have only become a reality thanks to the effective participation of men and women who cooperate with ideas, forming the workforce and, of course, providing resources.

Through a network of investors who came spontaneously to the institute, it has been possible to maintain the current programs and continue creating more social technologies with the potential to transform entire communities.

If you too would like to support IPTI, become a sponsor and help us to expand our commitment to innovation and human development.

IPTI THANKS EACH OF ITS SPONSORS FOR THEIR PARTNERSHIP OVER THE LAST YEAR AND REAFFIRMS ITS COMMITMENT TO RETURN ALL THE SUPPORT IN THE FORM OF IDEAS THAT HELP TO TRANSFORM THE LIVES OF THOUSANDS OF PEOPLE.

OUR WARM THANKS TO:



Alan Strozenberg
 Anna Penido
 Brena Parelli
 Carol Farah
 Eduardo César do Carmo
 Emanuel Carrilho
 Gisela Vergara
 Haroldo Sousa
 Mary Esses
 Paula Homor
 Paulo Roberto da Costa Cardoso

+ 14 anonymous



Luminescence Library

The idea of creating a library is part of our strategy to promote human development, through integrated actions in art, science and technology. The Luminescence Library is a great stimulus to the arts for the whole community of Santa Luzia do Itanhy, principally for the young people and adolescents of the village of Crasto, where it has been installed since 2013.

The library specializes in Visual Arts, but also has publications in children's literature due to its being located next to the Sítio do Pica Pau Amarelo Infants School. In it, a rich collection of 1,272 volumes is organized according to the Decimal Universal Classification - DUC and uses the Dewey Cutter table of authors.

In addition to the collection, other initiatives are developed with the aim of increasing interest in the arts. Such as the "Esboços - Sketches" series, which provides inhabitants with a unique experience telling the story of the library's books and artists in videos produced by IPTI and the students taking part in the Art with Science project.

The name Luminescence has to do with the phenomenon of bioluminescence, common in the region of Crasto, due to the presence of dinoflagellates (microorganisms that emit light when disturbed) in the coastal environment. The name also relates to Santa Luzia, patron saint of the eyes and, of course, to the power held by the library to illuminate the lives of those seeking knowledge.

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UNIVERSITIES



FINANCIAL STATEMENT

Title	Knowledge area	Period		Total Ammount of the Contract	Ammount Passed				Source of Resources	
PROJECTS					2013	2014	2015	2016	Public	Private
Cinema Club Arte com Ciencia: an action of art and entrepreneurship - Santa Luzia do Itanhy - SE and Naturalist Art: an action of entrepreneurship built by the public of beneficiaries of the Project	Creative Economy and Education	2016	2016	R\$ 13.000,00	-	-	-	R\$ 13.000,00	-	100%
CLOC - Creativity, Logic, Opportunity and Growth – (Robotics)	Creative Economy and Education	2016	2017	R\$ 50.000,00	-	-	-	R\$ 39.650,00	-	100%
CLOC - Creativity, Logic, Opportunity and Growth – (Phase 3)	Creative Economy and Education	2015	2016	R\$ 100.000,00	-	-	-	R\$ 100.000,00	-	100%
Synapse – 1o grade	Education	2015	2015	R\$ 150.000,00	-	-	R\$ 150.000,00	-	-	100%
Synapse – 3o grade	Education	2016	2017	R\$ 350.000,00	-	-	-	R\$ 350.000,00		100%
Tecnologia, Design e Inovação no Artesanato	Creative Economy	2013	2016	R\$ 2.465.190,00	R\$ 461.398,65	R\$ 1.037.907,01	R\$ 414.870,07	R\$ 551.014,27	-	100%
MANAGEMENT CONTRACT										
Management Contract 01/2013	R & D e Creative Economy	2013	2016	R\$ 1.217.850,00	R\$ 287.018,10	R\$ 459.191,10	R\$ 228.070,80	R\$ 107.847,00	100%	-
Management Contract 034/2015	Education	2015	2017	R\$ 335.840,00	-	-	R\$ 189.808,00	-	100%	
Management Contract 075/2016	Education	2015	2018	R\$ 20.724.226,00	-	-	R\$ 3.536.858,65	-	100%	-
DONATIONS	-			-	-	-	-	R\$ 233.055,00		
AWARDS	-			-	-	-	-	R\$ 5.000,00		
SERVIES								R\$ 237.434,85		

Auditado pela BDO Brasil.



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