

Week 5: Website Links

Millennium Campaign

89 Heads of State and government from the North and South signed the Millennium Declaration at the 2000 UN Millennium Summit, which set eight time-bound targets that, when achieved, will end extreme poverty worldwide by 2015.

<http://www.millenniumcampaign.org/site/pp.asp?c=grKVL2NLE&b=185529>

Bergstein, Brian. Low-cost laptop could transform learning. The Associated Press. 2 January 2007. Describes that **OneLaptopPerChild “XO” nonprofit** campaign.

http://www.usatoday.com/tech/products/software/2007-01-02-one-laptop_x.htm

Intel aims low-cost K-12 laptop at emerging markets. March 27, 2007.

Intel has created an ultra-low-cost laptop for school children in emerging markets. The "ClassMatePC" is available with Linux or Windows XP, comes with an "educational feature set," and is part of a program in which Intel plans to invest \$1 billion over the next five years.

<http://www.linuxdevices.com/news/NS4529910170.html>

HP offers Linux notebook in Thailand. May 12, 2003.

Hewlett-Packard is selling a low-cost "people's notebook" running Linux, believed to be the first time that the U.S. IT giant has sold a consumer computer with the open-source operating system installed.

<http://www.zdnetasia.com/news/hardware/0,39042972,39129420,00.htm>

Dell launches low-cost PC for China in market war. Mar 21, 2007.

Dell Inc., the world's second-largest personal computer maker, on Wednesday unveiled a low-cost PC targeting consumers in China to grab market share from dominant player Lenovo Group Ltd.

http://today.reuters.com/news/articlenews.aspx?type=technologyNews&storyid=2007-03-21T123102Z_01_SHA110188_RTRUKOC_0_US-DELL-CHINA.xml

Municator

The Municator measures 7 x 5.7 x 1.5 inches (180 x 145 x 37mm), and weighs one pound, six ounces (0.65kg). It requires five amps of 12-volt power, and comes with a 45-watt auto-sensing 110/220 adapter. A lithium-ion battery pack is optionally available. Other options include Wi-Fi and a modem.

http://blogs.guardian.co.uk/technology/archives/2006/04/23/will_municator_make_100_1_laptop_obsolete_before_it_ships.html

UNICEF & Voices of Youth: What Would You Do? Online game about the lives and relationships of four teens. <http://www.unicef.org/voy/hivaidsgame/shell/index.html>

Makwana, Samir. "Anywhere, Anytime AIDS Awareness: How **mobile gaming** might help the cause of one of the world's biggest epidemics." Digital Leisure: Touched By

Tech.

<http://www.thinkdigit.com/pdf/sep01.pdf?PHPSESSID=4a6b14a5803dad3c1344c967196e468f>

Youth creating and communicating on HIV/AIDS is one of the Young Digital Creators programmes, which is a UNESCO web-based initiative inviting young people of different cultures to express their creative minds with digital tools and connect with each other in exploring issues of our society. It aims to provide young people with a new interdisciplinary methodology for facing and reacting to major problems face in their societies. It tends to stimulate the desire of knowledge through a creative process that requires self-questioning, creative and communicational skills.

<http://digiarts-hiv-unesco.org/>

The Global Fund

VH1 has partnered with the the Global Fund in the fight against AIDS. Learn more about the Global Fund and find out how you can help at <http://www.jointheglobalfund.org>.

(RED) is a new company that partners with iconic brands to create (RED) products. A portion of the profits helps prevent and treat AIDS in Africa through the Global Fund. Find out more at <http://www.joinred.com>.

Change Me harnesses the power of imagery to help enact change. Choose an image, write a caption, and Getty Images will donate \$10 to Friends of the Global Fight Against AIDS. Visit <http://www.gettyimages.com/changeme> now!

VH1's HIV/AIDS Interactive Quiz

http://www.vh1.com/interact/know_HIV/

HIV Prevention Computer Game for Urban Minority Emerging Adults (in production) http://www.chip.uconn.edu/res_act_proj_pi/SnyLComputerGame.pdf

International Fund for Animal Welfare (IFAW) Campaign against the Canadian practice of seal hunting. The campaign used a number of outlets including mobile phones. www.stopthesealhunt.com

Witness: Video Hub Blog: A vision for a Human Rights video portal

Mobile Advocacy: Still Bleeding Edge for Most Non-Profits..

http://www.witness.org/vhblog/2007/02/mobile_advocacy_still_bleeding.html

Using New Media to Politically Engage the Mobile Generation

Founded in 2004, Mobile Voter is a non-profit non-partisan organization (501c.3) seeking to facilitate the process of civic participation via web and mobile technologies. Over the past two years, Mobile Voter has conducted innovative youth-focused voter registration campaigns making extensive use of text messaging (also known as "SMS") as a facilitating technology.

www.mobilevoter.org

MobileActive, www.mobileactive.org/guides, is a global network of people, tools, projects, and resources focused on the use of mobile phones for activism, campaigns, and civic engagement. We expand access to knowledge, ideas and experience about the use of mobile technology; reduce learning costs for civil society organizations; accelerate the use of effective tactics in campaigns; and provide a comprehensive platform for building partnerships, and for facilitating access to technology and funding.

Satterfield, Brian. "What Can Social Networking Do for Your Organization? Tips and tools to help your nonprofit get the most out of online networks." May 5, 2006

The Technology Place for Nonprofits.

<http://www.techsoup.org/learningcenter/internet/page5504.cfm?cg=searchterms&sg=socialnetworking>

A list of virtual communication platforms:

- Yahoo Groups: <http://groups.yahoo.com>
- del.icio.us: <http://del.icio.us/>
- Technorati: www.technorati.com
- MySpace: www.myspace.com
- Friendster: www.friendster.com
- Facebook: www.facebook.com
- Bebo: www.bebo.com

With more than 5 million members, **Care2.com** is the largest online community for people who want to make a difference. www.care2.com

Change.org is a social network for hundreds of social causes and over 1 million nonprofit organizations. www.change.org

LinknRank.com is exactly what it sounds like, a portal for all things associated with SOCIAL NETWORKING. It is intended as a resource for sociality, and social networking sites and articles. LinknRank.com offers free links and rankings for almost all social networking web sites. In addition, we also give sites review for some popular social networking sites. <http://www.linknrank.com/>

Yahoo Directory > Society and Culture > Cultures and Groups > Cyberculture > **Social Networks**

http://dir.yahoo.com/Society_and_Culture/Cultures_and_Groups/Cyberculture/Social_Networks/

7 Tips for Successful Social Network Campaigns, Christine.net

Technology, society, and best practices blog

http://www.christine.net/2007/04/7_tips_for_succ.html

Davies, S., Pinkett, S., Servon, L.J., Wiley-Schwartz, A. January 2003. **Community Technology Centers as Catalysts for Community Change: A Report to the Ford Foundation**, p.16. This report presents the findings from an exploratory research into

how community technology centers (CTCs) could function more effectively as public spaces and as forces for positive social change at the community level.

http://www.bctpartners.com/resources/CTCs_as_Catalysts.pdf?bcsi_scan_A8AA4F79F19141A2=0&bcsi_scan_filename=CTCs_as_Catalysts.pdf