

CONTEXT

While most public policy attention centers around ensuring access to new technology, it generally stops short of addressing how such provision of basic access is to result in the presumed goals of social good.



The work of creating social change involves educating people about their own interests, and about how those interests are protected or threatened by the external environment. With this approach people (esp. young people) may be encouraged to learn to use technology, art and entrepreneurship for the goals of skill and employment enhancement, but they may also learn to make connections between their individual interests and their larger current societal and economic situations such that they can be motivated to contribute to positive change.

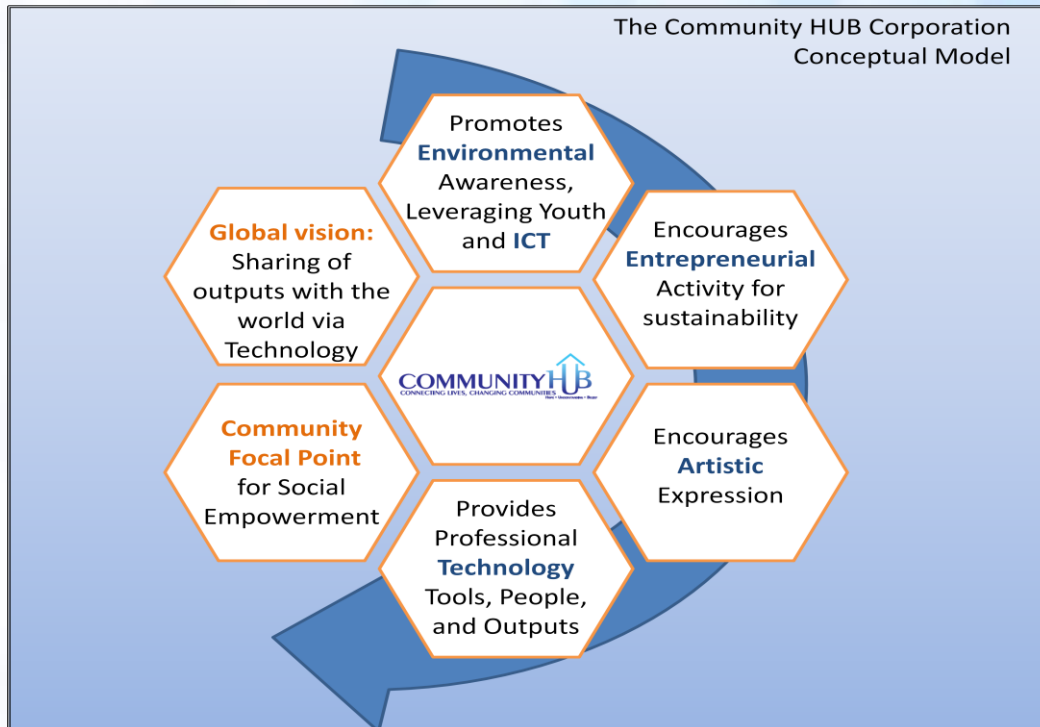
Some of those who work with young people will need technical skills, but others who are educated advocates for the young and for communities in general, are equally necessary to their advancement and potential civic engagement. These persons will be engaged to act as conduits, bringing their resources and social capital into the realm of the resources available to our clients. If we really see a community technology/learning center (this ‘third place’ – outside of formal academia and the structured commercial sector e.g. malls) as a location for social change, we must actively foster these opportunities for networking and for building an awareness of the possibilities in the larger societal and even global environment.

BACKGROUND

The Community HUB Corporation, incorporated in 2009, seeks to make cutting-edge expertise, tools, facilitators and mentors available to those who would otherwise not have such access. The objectives are to build the self-esteem of participants, give them a voice which challenges them to find solutions to issues in their communities as well as provide them with the practical skills necessary to enter into the workplace.

The Community HUB is a social venture with a global vision for social change through the development of youth and communities, focusing on leveraging Information Communications Technology (ICTs) as an enabling platform. In this regard the HUB emphasises four main areas:

- Arts
- Technology
- Enterprise, and
- The Environment



At the Community HUB, youth are provided with creative thinking tools through the arts, enterprise programming and technological support, to design and eventually help create an enhanced civic environment in which to live. Programs will be developed on the basis of observed and studied needs of youth and society are provided with stimulating material which will engage them in positive directions.

HISTORY

The Community HUB Corporation (the 'HUB') is based on the model designed by the Manchester Bidwell Corporation and its San Francisco affiliate Bayview Hunter's Point Centre for Arts and Technology (BAYCAT™), which has since been replicated in three other US cities to-date.

HUB founder and Chairman, Mr. Atiba Phillips, also served as an Executive Director at BAYCAT in 2004 and subsequently adapted the BAYCAT model to fit the Caribbean context. Thus the Community HUB Corporation was born, and was registered as a legal entity in Trinidad & Tobago in August 2009.

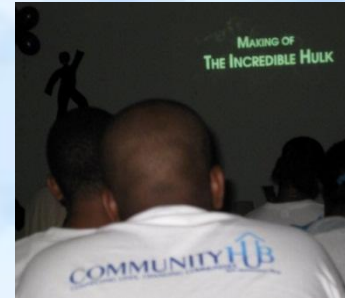
The HUB Board of Management is comprised of Trinidad & Tobago citizens who are environmentalists, Fullbright scholars, senior executives of leading Regional corporations and professionals with experience in working for our youth.

SAMPLE PROJECTS

Video Production Workshop

The 2009 Video Production Workshop hosted twenty (20) youths between the ages of eleven (11) and fifteen (15) years through a partnership between the Community HUB and the University of Trinidad and Tobago (UTT). The Workshop took place from the 3rd to 25th August, 2009 at the John S. Donaldson Technical Institute (UTI Port of Spain Campus).

The goal for the program was to take youngsters from challenged neighbourhoods who had no background in photography or visual media production and have them create a short film in 17 days while coming to the programme from 9:30am -2pm each day. Through the process they were engaged firsthand in the areas of script-writing, story boarding, camera operations, and shot selection. Additionally they experienced the benefits of teamwork, technology and self expression, towards the creation of a tangible artifact- an actual short film.



In addition to the skills-training aspect, through the process the youngsters also were connected with and interviewed the then, Police Commissioner, CEO of the Trinidad Chamber of Commerce and the Minister of ICT; thus adding to their social capital and interfacing them with persons who they identified as influential in solving the problems which they had identified within their communities.

e-Cycle

In 2012, the HUB is focusing on the issue of e-waste and has launched its e-waste awareness initiative branded “*e-Cycle*” within a “Women & Girls in ICT” forum hosted by CANTO and Soroptomist International.



THE E-WASTE INITIATIVE OF THE COMMUNITY HUB CORPORATION

Eighteen young girls, drawn from Bishop’s Centenary College in Port-of-Spain, Trinidad, have embarked upon a journey with the Community HUB Corporation to raise the awareness of Trinidad & Tobago and the wider Caribbean population to the issue electronic waste (e-waste).

Over the 20-day period spanning July 16th – August 10th, 2012, these 18 youngsters will be trained in Digital Film Production, and will creatively express their e-waste research to create awareness of e-waste implications and growing body of best practice. The student participants will also highlight local practice and engender a call to action by the citizenry utilizing ICT-learned skills in the workshop to do so.

CONTACT US

The Community HUB Corporation is always looking for new individuals, and organisations who are interested in the development of ICT, youth and communities, to partner with us to advance the work. For more information, please visit www.mycommunityhub.org or give us a call at (868)-222-8177