

### 2023 Geneva Trialogue Report Discover the 5th edition









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The Geneva Trialogue is building on a rapidly growing network of more than 300 international actors from academia, international organizations and the private sector to support and transform the world of the SDGs and of SDGs' Education.

Every March, at the one-day Geneva Trialogue event, decision makers from these three circles gather to deepen their understanding of the issues, trigger reflection with bringing their own sustainable development challenges, and proactively formulate proposals on how academia, international organisations and the private sector can make substantial progress toward the SDGs.

In the spirit of SDG 17, the goal is to inspire new partnerships that can reach millions of learners, practitioners, and innovators of all ages, and help such networks tackle the Global Goals in impactful ways.



# Geneva Trialogue at CERN Globe of Science and Innovation

The 5th edition of the Geneva Trialogue (2023) was cohosted with the European project Crowd4SDG and was held at the CERN Globe of Science and Innovation on March 16, 2023.

The Geneva Trialogue featured the five (5) Crowd4SDG winning student teams from the Crowd4SDG 2019-2022 GEAR Cycles, who presented their innovative projects addressing critical sustainability challenges.



### Launching the 2023 Open Geneva Festival

The 2023 Geneva Trialogue launched the 2023 Festival of Open Innovation by Open Geneva, with the partners' ideas and commitments generated during the Geneva Trialogue, transforming into hands-on activities, hackathons and workshops during the 10-day Festival, further developing their innovations into actions.



### **Participation Overview**



### 140 participants

In-person Online

100 partners

forming 11 "acceleration"
tables













































## The Theme Open Innovation for Education & the Geneva Trialogue DNA format

After introducing "Scaling Open Innovation for the SDGs" in the online 2021 edition, the 5th Geneva Trialogue on 16 March 2023 established positioning education and learning approaches that culminate in positive social and environmental impact, at the heart of the organizations' challenges and associated outcomes.

11 actionable roundtables engaged in a "Discovery and Design phase" to discover the landscape of challenges and opportunities







of their sustainable development challenges and designed an innovation approach to their educational and learning concept, addressing all different SDGs, ultimately contributing to SDG 17, Partnerships for the Goals.

Lead partners of the roundtables pitched on progress of their project/challenge after the Discovery phase, and finally after the Design phase, they presented their final outcomes. The partners' challenges included among others; new challenges in technology consulting, measure and monetize SDGs' impacts, building open innovation commons for international Geneva, education in a ChatGPT world, and creating innovative and sustainable water monitoring around the world.

Over the next few pages, we bring you the insightful discussions and fruitful outcomes of each of the 11 roundtables composed with partners from academia, international organizations and the private sector from Geneva and around the world!

#### 11 Actionable Roundtables

### From Discovery to the Design of **Innovation Approaches**













































YOMA - Token Economic Systems for Learning to Earning initiatives in Africa

Caliber Consult



#### **Design Challenge / Objective (Discovery Phase)**

The YOMA Platform wants to exchange the project range to impact related projects that make the use of skills of youth on the platform.

#### Ways forward (Design Phase)

The process of learning to earning pathway will be used for the team formation algorithm which was created for the Crowd4SDG project and can be adapted within the YOMA platform.



Measure, Monitor and Monetize the SDGs' Impots

AxessImpact





### **Design Challenge / Objective (Discovery Phase)**

How can we use collective action to scale up financing for the SDGs?

- Measure what and how to measure SDG impact
- Monitor cost effective monitoring, what role technology can play
- Monetize how to scale to SDG financing by monetizing SDGs' impact

#### Ways forward (Design Phase)

Several approaches such as regulatory measures to encourage companies to disclose sustainability of their investments, were discussed among others. The paradigm needs to shift towards impact adjusted returns.





Reinventing curricula for Africa in the SDG era

University of Geneva



#### **Design Challenge / Objective (Discovery Phase)**

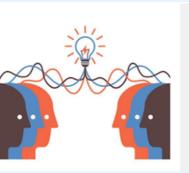
There is an urgent need for Africa's educational system to evolve and be able to address the gap in the requisite skills needed to achieve both the Agenda 2063 of the African Union, and the 2030 Goals of the SDGs. How can African curricula be reinvented to meet current and future needs?

#### Ways forward (Design Phase)

Apprenticeship models, streamlining ESD through the current curriculum, creating an ecosystem of organizations, low cost Al options, and Erasmus for teacher programmes and approaches were discussed.

Some of the proposed solutions will be the starting point for the discussion at the Hackathon Piaget, where groups of students will choose their preferred one and build up from a design and an implementation point of view.





Building Open Innovation Commons for International Geneva

Fabrique de la Paix





#### **Design Challenge / Objective (Discovery Phase)**

Common challenges to spaces and organizations of International Geneva to building open innovation commons, such as time and funding resources, lack of accessibility, and ability to engage "externally" were discussed.

### **Ways forward (Design Phase)**

An inaugural meeting of our "commons of commons" as community of practice, along with meeting more frequently, maintaining virtual spaces and coordinating to amplify the reach of our public events and external service offerings.







Creating Innovative and Sustainable Water Monitoring around the World

World Meteorological Organization (WMO)



#### Design Challenge / Objective (Discovery Phase)

- Various innovative technologies for water monitoring are already available on the market, but their operationalization and upscaling remain a challenge
- Communication and education on the importance of water and its monitoring are essential
- There is a need to motivate and incentivize citizens to collect water data
- Funding for sustainable water monitoring remains a challenge

#### Ways forward (Design Phase)

Looking into innovative ways of sustainably financing the uptake and maintenance of hydrological monitoring by National Meteorological and Hydrological Services (NMHSs).



New Challenges in Technology Consulting -M&A, Sustainability & SDGs

Deloitte



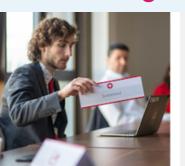


### **Design Challenge / Objective (Discovery Phase)**

- How can Finance be an enabler/driver for digitalization of developing countries?
- How to gamify sustainability in the field of sport / wellness / healthcare?
- Biomimicry for education how can we learn in the same way the natural world learns?

### Ways forward (Design Phase)

Involving students and professionals through hands-on training and educational programme, like Masterclasses, will help integrate the identified and discussed challenges. Masterclasses will take place for the participants to build up on initial solutions or propose new approaches.



Raising the Impact of Model United Nations

**GIMUN & UNYA** 







### **Design Challenge / Objective (Discovery Phase)**

How can MUN encourage young people to participate in global politics? How can young people be better integrated in global politics? How can young people contribute to foreign politics and make their voices heard? But also, what can state actors, institutions and international organizations do for young people on the global stage?

### Ways forward (Design Phase)

Create a platform for communication between different "youth actors" to come together as a "youth interest group" of sorts. This platform would aid the Swiss Youth Reps and UNYA Switzerland as well as other actors with seminal goals to communicate internally, share resources and projects, as well as take stances externally.

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Education in a ChatGPT world

Al Crowd

#### **Design Challenge / Objective (Discovery Phase)**

Artificial intelligence (AI) is transforming industries across the board, and education is no exception. From intelligent tutoring systems to virtual assistants, AI has the potential to greatly enrich teaching and learning. However, as a roundtable discussion of experts highlighted, realizing the promise of AI in education also requires grappling with critical ethical, pedagogical and practical challenges.





#### Ways forward (Design Phase)

Recommendations spanned developing ethical AI design principles, updating teacher training, enhancing student critical thinking, conducting controlled trials of AI tools, and continual reassessment of appropriate usage and effects. With wisdom, foresight and responsibility, AI can amplify the human strengths of our education systems rather than replace them.

The future is one of collaboration and co-creativity between educators and students with AI as a partner. While AI is not a panacea, this synthesis of insights from the roundtable discussion aims to support the thoughtful development of AI's role in driving pedagogical innovation and unlocking human potential. By recognizing both the promise and the precautions required, we can shape an era of ethical and empowering education enhanced by AI.



Future Citizen Debates: Envisioning, designing, and coding open deliberation processes University of Geneva





#### **Design Challenge / Objective (Discovery Phase)**

Projects of 2050 today, ULTIMO, Decidim, as well as the projects of TPG were presented. There are needs to involve citizens in the innovation process. There are opportunities ranging from expediting the innovation process and increasing adoption to understanding people's true needs and improving the quality of the innovation results. These factors are crucial in ensuring the impact of the innovation process.

### Ways forward (Design Phase)

Opportunities of outreach, retention of users and evaluation were proposed, while these ideas were further discussed during the hackathon the day after.



Future Citizen Debates: Envisioning, designing, and coding open deliberation processes University of Geneva





#### **Design Challenge / Objective (Discovery Phase)**

Participants discussed the concept of an "SDG Olympiad", intended as a global competition to empower youth teams to tackle health and environmental challenges that affect their communities using citizen science. Communities around the world are not safe from infectious diseases and new health threats – particularly in Africa and Southeast Asia. The theory of change proposed by the Olympiad is to enable youth teams to innovate for global health, using online mutual coaching to connect the Global North and South, and focus on solutions that engage local youth populations in Africa and South-East Asia.

### Ways forward (Design Phase)

The SDG Olympiad proposed a four-step annual competition for youth based on challenges set by experts from UN agencies and researchers from top academic institutions - youth teams pitch their solutions, develop prototypes and deploy solutions and innovate to sustain their impact. At the core of the concept are young people tackling SDGs in their communities with Citizen Science and crowdsourcing, scaling up youth action to reach millions. The youth learn to transform great ideas into actions, grow their entrepreneurial confidence and personal well-being.

Risk Resilience and sustainability in a changing climate

Asian Institute of Technology





### **Design Challenge / Objective (Discovery Phase)**

A wide array of technological tools can be utilised to enhance the reach and quality of education varying from knowledge platforms to online education delivery tools. However, the current level of uptake is lacking. The large supply of technology has not been met with an equally strong demand. This poses the following challenges: how can technology be utilised to its full potential for education delivery and how do we get decision makers to adopt these tools for long term and sustainable delivery of education?

#### **Ways forward (Design Phase)**

- Introducing tools to generate contextual information from crowdsourcing data for research and action purposes
- Data sources to be validated by government authorities for a timely practical purpose
- Level of commitment and engagement beyond the scope of a 'single' project
- Collaborative sharing of knowledge and strengthen coordination among stakeholders
- Regular dialogues among regional partners and engaging international organizations (UN Agencies)





### **Our Partners**

We would like to thank all our partners for their valued contributions in making the 5th edition a resounding success!



31st May Save the date 2024

### 6th edition of the Geneva Trialogue



