

WOW YOUTHS BOOT CAMP PROPOSAL

August 2014

I. SUMMARY

I.1 BACKGROUND

We are taught to go to school, doing well there or we will not be able to get our dream job. Many of us dream to get the nice job and job that we love to do, but not really all of us get that chance. Who does not want to be the owner of his own place and do it for himself; not for someone else?

Nowadays, more and more youth are trapped in a system that creates them to become robots in the community; especially the “at hope” youths of our society. They are being prepared to follow the same choices; a system that doesn’t serve them at the individual level of being and grimly projected at the big picture therefore creates a constant imbalance within their already fragmented lives.

It is important for us to influence them to go back to their nature ways and promote a healthy live and in-dependently way to co-exists with one another. At the same time support and sustain each other toward a natural abundance. In recent efforts for sustainability, there have been lots of research with the need to develop sustainability; not only at the reduction of carbon at the planet but at a basic need to be sustainable at the individual level. Real data has showcased that “we are all” able to sustain ourselves; even exhibits how Bali less than one generation ago was completely self sustain and attracted International attention as a tourist destination. In today’s development from different stakeholders, (see below) resources are provided to support and create such efforts; to redefine a new way of living that sustain a culture. THIS IS THE FOUNDATION OF ALL “CULTURAL WEALTH!”

I.2 Purpose and Goal

I.2.1 Purpose

This first WOW Boot Camp is a learning exchange for the youths who are joining this program as their first step to live an eco-life. This aims to stimulate their sense of creativity and empower their creative potential to generate innovative solutions. Youths learn to creative process not as learners but develop skills to mentor others with a new heart share to share and collaborate.

I.2.2 Goal

To stimulate new strong-minded youths who are able to live outside the pattern. This are dynamic patterns to define they own pace of existence; what drives the and how to define their own wellness. They are enabled with skills to sustain within an ecological lifestyle and live independently with skills in technology, new media, design communications that can empower them to be global contributors.

I.3 Values

WOW projects are based on the forces and properties of mutualism for sustainable human development: from Eco-Life creations via creativity and the dynamics of wellbeing to regenerative solutions that are innovative and ethical based on the framework of leadership for social integrations.

II. CONTENT

II.1 THEME

WOW sustainability starts from the human development of well being. Our "dynamic wellness" programs—the forces and properties of wellbeing, integrated with the individual's "creative potential" supports a simpler autonomy in living. These processes inspire knowledge to go beyond just being a belief but into an “active state” of being and knowing; a holistic participation at the cellular intelligence.

II.2 ACTIVITIES

1. *Permaculture*

(seeds production, soil/media preparation, planting, fertilising, harvesting)
Empower youths with the appropriate technology on how they can have an affect in sustainable living; as well as learn the basics in sustaining themselves off the land.

2. *Disciplinary Art and Leadership Strategies*

Through the strategic intelligence of combative skills, youths learn how to engage mentally, physically and philosophically for the conditioning of a keen spirit.

3. *New Media and Design Communications*

Youths are empowered with New Media techniques as part of their multiple intelligence development:

- Enable these expressive mediums to create the perfect dynamics between professional skill sets and one's abilities to connect via digital expressions.
- Enable simple processes to inspire the creation of digital media fused with today's professional design communication skills and social network techniques to empower communications skills; both for professional development and for the regeneration of sustainable development.

4. *Creative Arts*

(Music, Mixed Media, Dance)

Applying creative arts exchange from theatrics processes to creative expressions as a way to develop creative responses and enhancements. These interdisciplinary arts collaborations develop youths to have a higher creative awareness and increase productivity of one's creative autonomy. The forces and properties of these creative exercises enhance meta (big) thinking— creative processes that maximize our youth's intuition and enhance their imagination for innovative solutions and holistic opportunities; possibly even learn how to *love* again!

5. *Team Building*

“Learning and leadership are indispensable to each other” a quote by John Kennedy and is an integral part of our “cultural wealth” project and dynamics. You can say that all efforts are supported by WOW's transformative leadership framework from day one and in every experience that engages relationship; there is a dynamic in leadership as a mentor and/or a hero.

6. *Living Skills*

This human cultural connection gives youth a basic foundation to love and enjoy life. It is not the musical notes in a melody that create a beautiful sound but the empty silence between them. Here in our “ordinariness” development, we remind the youths that the simple things in living—from cooking, cleaning, or just taking a moment of reflection and breath work—are the spices of life.

7. *Active Learning*

Apply today's information technology to take advantage of vast information for learning on-line. Learn the digital tools necessary for finding, saving and sharing information; that enhances one's ability to be a self-directed learner. This unique learning process allows learners to make mistakes, enabling all experiences to be a learning exchange.

Project of Research:

- Eco-Green Technology and Development
- Wellness and Health
- Hobbies

II.3 PARTICIPANTS

Youths aged 17 to 23 years old from all over Bali focused on those who cannot continue their formal studies/street children/poor family/anyone who likes to have a chance in their life (this group of participants will be selected at the end of the one week program to continue our 6 months work trade programs)

Ten (10) participants

II.4 SCHEDULE OF BOOT CAMP

One week, details to be defined by Committee Members.

II.5 COMMITTEE MEMBERS & STAKEHOLDERS:

Hai Dai – Creative Director
Tracy Nguyen – Project Coordinator

Claudine Jusuf– Creative Advisor
Pak Ellie Gaborit– Facility Manager
Pak Ardhy – Operations Manager

Pak Ketut Subagia– Off-site Facilitator at Sekar Bumi
Pak Chakra Widia– Permaculture and Appropriate Technology Consultant
Pak Ketut Tri – Herbalist Consultant

Taylor Angelos – Kudalini Breathwork
Gypsy Ziarh – Permaculturist
Lauren Moss – Project Assistant
Duy Hoang – Project Assistant
I Komang – Community Liaison
Kim Calderon – Senior Researcher
Jaz Nguyen – Student Facilitator

III. COST ESTIMATION

III.1 FUNDING

We are currently developing our model based on mutualism; with the support of stake holders from WOW, Mansion Resort, Sekar Bumi, Tri Hita Karana and volunteers. Our goals are to have the youths develop a “social network” marketing strategy via the regenerations of human sustainable development in their activities (II2.) listed above.

We are seeking extended funding beyond the cost estimate (III.) to encourage youths with any possible creative financial support for their projects and/or ideals that may possibly come to fruition via their creative autonomy and design incubation development. All funds will be managed for the showcase of real returns (ROI) in our first design incubation project for the “SHOWCASE” of sustainability and what it means to have “Cultural Wealth.”

The real resource question here is “what if these youth succeed?!”

IV. Program Awards, Recognitions and Evolution

2003 National Alliance of Media Arts and Culture Recognition:

This casestudies showcased that Hai Dai’s New Media programs working with a group of “at hope” youths (children with parents earning below the poverty line); age between 15-18 years of age from the Big Brother Big Sisters facilities in Wailuku, Hawaii. Within a

six-month period via an after school program, they had developed a group of eight youths to learn the techniques of new media and design communications. The program evolved to become a New Media Design and Development Company where the youths were billing up to 10k thousand dollars per month in design and productions work.

2008 UNESCO Global Digital Ambassadors (GDA) Program:

The “celebrations program” used for this “Cultural Wealth” project is an evolution of UNESCO’s GDA Program in 2008. In GDA Program, where UNESCO has selected 20 of the best digital youths out of 29 countries and over 60 youth’s New Media programs to represent as global ambassadors in regenerating ecological solutions for the planet. Being the New Media Director for the GDA, Hai Dai finds it necessary to make the program self sustainabe for the youths and regenerative to fit the sustainable solutions of an ecological planet.

2012 IDEO Case Studied presented by Presidio Graduate School in SF

V. CLOSURE

This is made to gather support for World Organization for Wellness (WOW) to launch one week YOUTH BOOT CAMP in August 2014 at The Mansion Ubud and Sekar Bumi Farm. Report will be delivered to the donors and funders within one week after the program ends.

THANK YOU! TERIMA KASIH! SUKSMA! ☺