TECHNOLOGY MATCHING FUND

2017-18 Annual Report

Seattle
Information Technology
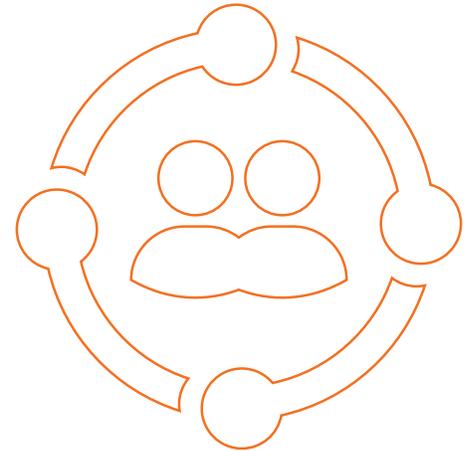
BACKGROUND

The Technology Matching Fund (TMF) program was established in 1997 to support the community's efforts to close the digital divide and to create a more equitable and inclusive city. TMF provides grants where the community's contribution of volunteer labor, materials, professional services, or cash is matched by the City.

This program is administered by the City of Seattle Information Technology Department. TMF is funded with revenues from Cable TV franchises and other contributions. TMF was named the National Association of Telecommunications Officers and Advisors (NATOA) Community Broadband Digital Equity 2017 Project of the Year and received a Digital Inclusion Leadership award from the National League of Cities, Next Century Cities, and Google Fiber in 2015.

The fund continues the legacy of Bill Wright, a Central District community leader who embodied the program's goals of creating digital equity and opportunities for all, and of using technology tools to engage residents, improve communications, and strengthen communities. Wright developed Midtown Commons, one of the earliest technology access and education centers in Seattle.

2017-18 OVERVIEW

SERVING A DIVERSITY OF RESIDENTS

During this grant cycle, TMF supported 14 community organizations in providing vital digital inclusion opportunities throughout Seattle from September 2017 through December 2018. The programs served 1,738 individuals, 86% of whom are from communities of color. The grantees provided technology access and digital skills training to 387 seniors, 531 young people, and 817 adults. The programs benefitted Seattle's most vulnerable residents, including 1,212 immigrants, 33 homeless individuals, and 70 persons with disabilities.

2017-18 TMF GRANTS REACHED OVER...

387 seniors

70 people with disabilities

1,738 residents

1,212 immigrants and refugees
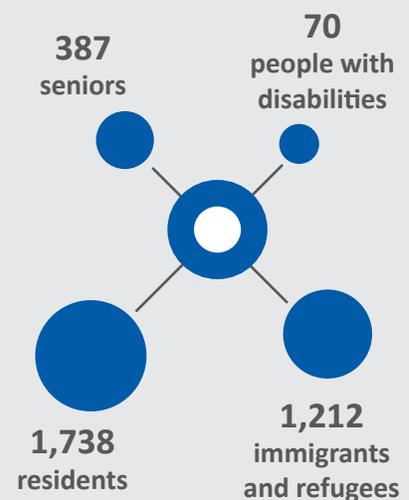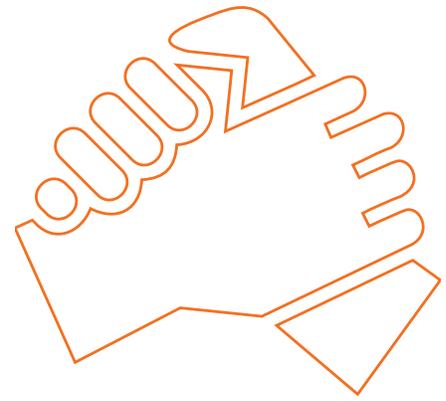
PARTNERSHIP APPROACH

The Technology Matching Fund funds local solutions in partnership with private industry and community-based organizations. In 2017, the City's contribution of $398,000 along with $25,000 from Facebook Seattle and $377,000 in matching contributions from our grantees resulted in an $800,000 investment in digital equity.

$398,000

Municipal
Gov't

+

$25,000

Private
Sector

+

$377,000

Community
Contributions

= **$800,000**

TARGETED INVESTMENTS

The Technology Matching Fund targets its dollars to support creative solutions to meet the needs of Seattle's most under-connected residents.

In 2017 a 15-person review panel consisting of members of the Community Technology Advisory Board (CTAB), City staff, and other volunteers selected the grantees from a pool of 39 applications. The reviewers employed a rigorous selection process to ensure that Technology Matching Fund dollars were allocated effectively with the goal of building a more equitable and inclusive Seattle.
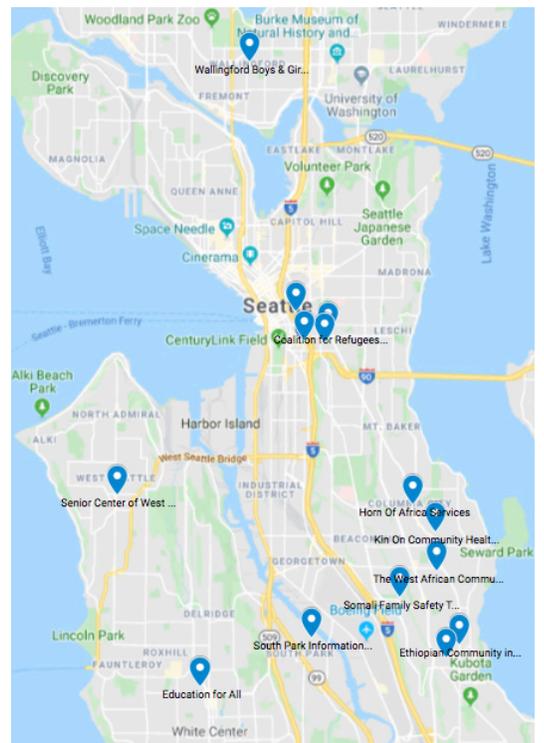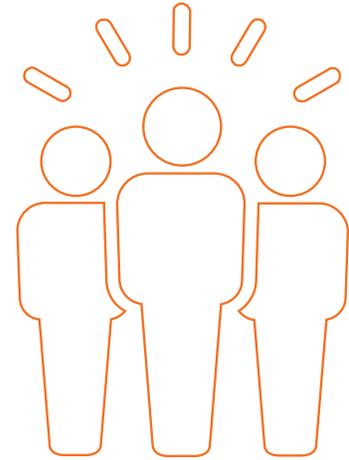
MEET OUR 2017-18 GRANTEES

ADVANCING FAMILY LITERACY AND ENGAGEMENT

COALITION FOR REFUGEES FROM BURMA

$49,845

Nexus Digi Lab for Parent-School Engagement

This project delivered computer literacy classes at Bailey Gatzert Elementary and Seattle World School to 55 parents living in Yesler Terrace, Lake City, and the Rainier Valley neighborhood. They offered 42 parent technology mentoring classes to support skill building. Students learned how to train and support other parents in their community on topics such as emailing, finding resources at the library, and accessing school information on the Source.

Youth Program Manager, Siobhan Whalen, noted "Parents fearlessly discussed serious challenges their children had within the school building. This is true systems change! Then parents marched proudly to the front of the room to receive their diplomas and their hard-earned personal computers. Their smiles lit up the room."

Coalition for Refugees from Burma

SOMALI FAMILY SAFETY TASK FORCE

$27,120

East African Women Basic Computer Literacy

This project developed a mobile lab to teach East African women basic computer literacy skills in partnership with Seattle Public Library in New Holly. Thirty-nine women improved their computer skills through four sets of digital literacy classes, each 10 weeks long. These classes helped the women gain confidence in using computers, providing them with tools to earn a living wage, become more engaged in their children's education and lessen isolation and stress by digitally connecting to friends and family overseas.

ELEVATING YOUTH ACHIEVEMENT

WALLINGFORD BOYS & GIRLS CLUB BRANCH OF BOYS & GIRLS CLUBS OF KING COUNTY

$16,034

Wallingford Boys & Girls Club Technology Update

Homework help, stop motion animation, newswriting, and robotics-- these are just a few of the activities that drew over 100 youth to the Wallingford Boys & Girls Club after school program. The Club used their grant to purchase 15 new computers to outfit a fully-functional computer lab to increase technology access and computer instruction. This project served many low-income families living in North Seattle who lacked computer access at home.
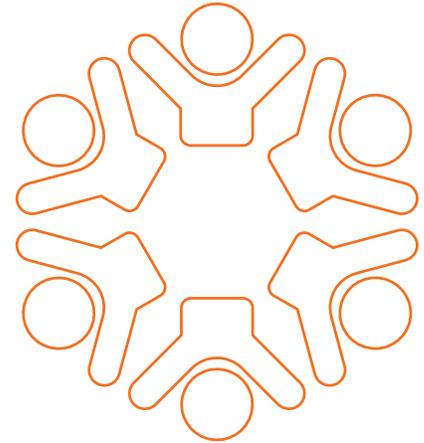
STEMPATHS INNOVATION NETWORK

$33,500

Project SMARTi in the Dunlap Elementary Community

This project partnered with Dunlap Elementary School and created a permanent classroom to house a Makerspace. They served a total of 39 youth in twice-weekly classes in 3-D printing, circuitry, electronics and laser cutting. Additionally, they hosted four family engagement events highlighting student success and 25 parents attended these events. Ten classroom teachers also participated by providing effective interventions and homework help. A key element to the success of this project was that the classes were taught by teachers who mirrored the students own ethnic backgrounds. All the teachers and tutors had connections to the students and the communities from which they came.

WING LUKE MUSEUM OF THE ASIAN PACIFIC AMERICAN EXPERIENCE

$17,432

Mobile Digital Media Lab for Low-Income Youth

This grant enabled Wing Luke to purchase Surface Pro laptops, Adobe Creative Cloud licenses, and cover teaching costs to provide Asian Pacific American youth with digital illustration and graphic design training. Thirty-two students attended YouthCAN high school and TeensWay middle school programs. The TeensWay students created mural project concepts for Northwest Wushu, a local martial arts studio. A long-term success of the project is that it allowed Wing Luke to successfully integrate computers, online research, website building and graphic design/digital production skills into their art-making programs.

Wing Luke Museum

EMPOWERING IMMIGRANTS AND REFUGEES

ETHIOPIAN COMMUNITY IN SEATTLE

ECS Digital Equity

$9,000

This project upgraded an outdated computer lab to provide technology access and training to Ethiopian community members. The new lab provided over 2,040 hours of open lab access. Fifteen youth attended Technology Boot Camp, 18 youth participated in a coding class and 21 adults and senior completed computer-based ESL/Citizenship classes.
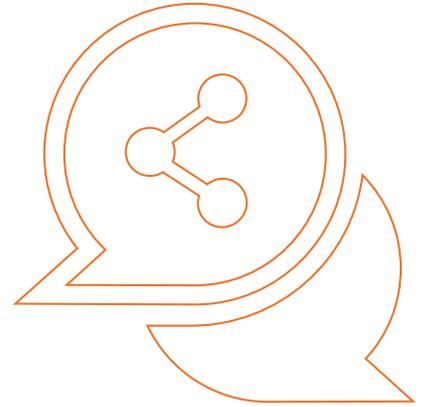
EDUCATION FOR ALL

Digital Citizenship and Communication

$15,000

This project created a community computer lab for East African families in West Seattle. Overall, 57 young people and 23 adults accessed the lab for programs, including Computer Usage, Internet Citizenship and Digital Self-Sufficiency workshops. Many young Somali girls participated in an online social media campaign for National Digital Inclusion Week, sharing what digital equity means to them: "economic equity," "equal opportunity," and "a brighter future."

Education for All

ONEAMERICA

English and Digital Skills for Citizenship

$49,998

This project was a partnership between OneAmerica and the Chinese Information Service Center. Together, the organizations delivered two 10-week cycles of classes to support 38 adult immigrants in learning English and digital literacy in preparation for the citizenship exam. Ten volunteers supported the students in their learning and worked in a ratio of 1 volunteer to 5 students. The program developed new curriculum based upon the English Innovations guiding principles and can be adapted to match student background and proficiency levels.

WEST AFRICAN COMMUNITY COUNCIL

Empowering West Africans with Technology

$49,998

This project established a mobile computer lab using iPads and laptops to teach digital literacy skills to West African community members in their homes. This method was particularly effective with women, reaching 414 females and 90 men throughout the project.

BUILDING AN EQUITABLE WORKFORCE

HORN OF AFRICA SERVICES

$49,945

Enhancing East Africans' Access to Technology

This project provided funds to upgrade a computer lab serving East African community members. The project trained 10 home childcare providers to use computers to improve their business and financial operations and equipped 15 high school students with computer programming skills. These students gained refurbished laptops at the end of the trainings. The project also enabled 65 youth to use the lab for after school tutoring, and 75 adults to gain basic computer skills.

South Park Information and Resource Center, SPIARC

SOUTH PARK INFORMATION AND RESOURCE CENTER (SPIARC)

$49,949

Aula Digital en Accion – ADA project

This grant enabled SPIARC to upgrade a 20-workstation computer lab, develop a "Promotoras Train-the-Trainer" program, obtain a Spanish technology literacy curriculum and revamp their website. However, the greatest achievement of the project was in helping 85 Latino adults gain more self-sufficiency in searching online for resources and in accessing digital opportunities. Four of the participants applied for jobs online, and two of them obtained jobs!

South Park Information and Resource Center, SPIARC

> " Small business services in our community are now more competitive. Some of our participants who own cleaning and yard services companies state that they feel more confident using technology, such as social network sites and advertisements websites to attract clients and promote their business. "
>
> *- William Pease*
> **South Park Information and Service Center**

BOOSTING SOCIAL INCLUSION
FOR SENIORS

KIN ON COMMUNITY HEALTH CARE

$18,225

Expanding the Senior-Friendly Kin On SmartLab Project

This grant enabled Kin On to stay up-to-date with the modern technology needs of Asian seniors. They developed a series of tablet classes increase their clients' confidence in navigating the features of their tablet or iPhone to read daily news, set up an email account, initiate web-based chats, research health information, apply for jobs and more. Volunteers from the young professional group, Asians@Amazon, worked with bilingual translators to teach 35 seniors new tech skills through 1:1 tutoring and group classes.


Kin on Community Health Care

SENIOR CENTER OF WEST SEATTLE

$13,391

2017 Technology Matching Fund Project

This grant focused on helping seniors in Southwest Seattle stay engaged by gaining technology skills. The project upgraded an outdated 10-station computer lab with new equipment to provide technology training and Wi-Fi access. Over 200 seniors gained confidence in using technology through classes, such as Computer Basics, Navigating the News Online, Internet Basics, Email Basics, Social Media and Digital Photo Management, and Online Self Defense.
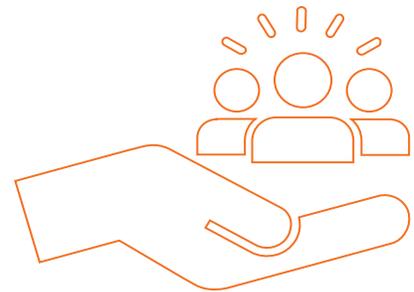
Senior Center of West Seattle

In 2017, The Senior Center of West Seattle named the computer lab the Burke Dykes Computer Center after the long-time volunteer who both developed the idea for the computer lab and secured funding.

# FOSTERING SELF-SUFFICIENCY IN AFFORDABLE HOUSING

FULL LIFE CARE

$48,561

Technology Access Enhancement Project

This project provided 90 digital skills training classes at nine Seattle Housing Authority buildings: Ballard House, Bell Tower, Cedarvale House, Center West, Olive Ridge, Ravenna School Apartments, Schwabacher House, University House, and University West. Sixty-two residents learned basic computing skills, basic word processing and spreadsheet skills, and how to stay safe online through computer security workshops. The biggest success came from residents who had absolutely no knowledge or experience using technology, even smart phones, who are now confident in using computers and tablets, and have gained skills to use them for any number of activities. The labs provided 270 hours of staffed open lab time.

Ravenna School Apartments
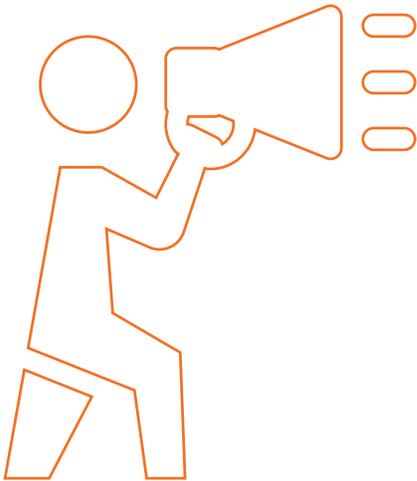
Many thanks to
all our 2017-18 grantees
for making Seattle a more
digitally inclusive
community!