2021 ANNUAL REPORT

MAKING TECHNOLOGY WORK FOR JUSTICE
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As the pandemic has changed the way we all look at each other and the world around us, we believe that IBO is a needed solution for our time. We are a trust-building organization with the vision and mission to build a movement that promotes human dignity and global citizenship defined by our youth.

Of the 1 billion youth today, 200 million are without access to justice. Access to justice can unlock this youthful potential in a way that is beneficial to them and their community and prove critical to the sustainability of all life. Achieving our goals, however, will only be possible if we aim our efforts towards the digital environment in the way that reflects and resonates with our youth’s sense of meaning and success. We do this by demonstrating how the internet can be used to promote justice and by validating our work against the U.N. Sustainable Development Goals. With the addition of our original “SDG 18: Youth Equity,” that we can make justice for all a reality.

That is why we are here: To build environments for trusted online communities and environments that can shape their own governance. We want to direct global conversations that will help distributed governance emerge. Our projects work to this end measured by our progress using clearly understood success indicators.

In this report, you will read about how we make transformational change possible through our community-driven approach. This is demonstrated by our past and current projects as well as the pipeline of future efforts. You will also get a window into the individuals and communities leading these efforts.

We are embarking on this exciting journey to truly validate the nearly 200 million young people who can be within reach of justice, and we invite you to join us. We will help each other to change the world that lays before us and sustain the world of the future.

Sincerely,

Rachel Svetanoff
Executive Director
WHO WE ARE

MISSION
Our mission is to overcome systemic oppression. We are filling the lack of a harmonized rule of law on the internet by building projects that align with information communications technology for development (ICT4D) that support a culture of human dignity, global citizenship, and trust. Our actions on the ground are led by the youth we serve.

OUR VALUES
Five values sustain our work and organizational culture.

Connectedness: We embrace diversity and intersectionality in all forms.

Creativity: We encourage innovative thinking at every opportunity.

Future-oriented: We invest in youth, especially those who have been marginalized, who take action today for fulfilling tomorrow’s promise.

Radical Listening: We dismantle filters to implement solutions found by those we serve.

Quality of Service: We commit ourselves to spare no effort in effecting transformational change.

OUR APPROACH
Our approach is centered on our theory of change. The change model below shows how we move from building relationships to effecting real improvements in people’s lives. Our progress is measured through performance metrics defined by the United Nations Sustainable Development Goals. This model informs our decisions while ensuring continuous accountability, learning, and improvement.

Model for impact: our Theory of Change

<table>
<thead>
<tr>
<th>Activities</th>
<th>Outputs</th>
<th>Outcomes</th>
<th>Impact</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build relationships with stakeholders</td>
<td>Beneficiaries have access to electricity, internet, digital identity, virtual marketplace, harmonized global legal framework, and skills-building opportunities</td>
<td>Expanded access to justice for all</td>
<td>New global system of internet governance to improve lives and the environment</td>
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<tr>
<td>Gather and organize information</td>
<td></td>
<td>Measurable progress in identity for all</td>
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<tr>
<td>Build a collaborative project plan</td>
<td></td>
<td>Reduced poverty</td>
<td></td>
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<tr>
<td>Execute by following the Bee 1 World® Framework</td>
<td>Mass adoption of SDG 18: Youth Equity</td>
<td>Reduced inequalities</td>
<td></td>
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<tr>
<td></td>
<td>Sustainable partnerships</td>
<td>Secure and trusted interactions on the internet</td>
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WHO WE ARE

OUR GOALS

We are proud supporters of the United Nations Sustainable Development Goals. We work on projects that encompass all 17 goals, however, three key goals are particularly important to us.

SDG 1: No Poverty | Target 1.4
By 2030, ensure that all men and women, in particular the poor and the vulnerable, have equal rights to economic resources, as well as access to basic services, ownership and control over land and other forms of property, inheritance, natural resources, appropriate new technology and financial services, including microfinance.

Indicator 1.4.1
Proportion of population living in households with access to basic services

We aim to specifically increase the proportion in Indicator 1.4.1 as demonstrated through our projects Data as Truth & Art, CAST 4ward, PeaceTones®, and The Invisibles.

SDG 10: Reduced Inequalities | Target 10.2
By 2030, empower and promote the social, economic and political inclusion of all, irrespective of age, sex, disability, race, ethnicity, origin, religion or economic or other status.

We aim to elevate the voices of all, especially those previously excluded. They interact with us in various contexts from developing solutions at our Tech for Justice® hackathons, and lead initiatives like The Invisibles, PeaceTones®, and Global Futurist Initiative that showcase intended outcomes.

SDG 16: Peace, Justice, and Strong Institutions | Target 16.9
By 2030, provide legal identity for all, including birth registration.

We aim to help provide identity for all through our work with Data as Truth & Art, The Invisibles, and PeaceTones® because while the starting point for this effort sometimes confuses legal identities with citizenship in a given territory, new forms of distributed technology do not require that the state issue identity credentials.
# Key Impact Metrics

To see our latest financial tax returns, view [here](#).

<table>
<thead>
<tr>
<th>1:16 ROI</th>
<th>2,600 direct beneficiaries of projects</th>
</tr>
</thead>
<tbody>
<tr>
<td>$16 social value for every $1 invested</td>
<td>3,000,000 lives touched over 15 years</td>
</tr>
</tbody>
</table>

*estimate calculated by One Young World

| 275,000 direct beneficiaries projected in 2022 and 800,000 in 2023 |
| 15,000 hours of delivering projects and services |

| 50 volunteers and staff delivering projects |
| $75,000 (or 80%) of investments goes towards our projects |

2,600 volunteers and staff delivering projects

To see our latest financial tax returns, view here.
**DATA AS TRUTH & ART**

**PROBLEM:** Legal systems are poorly adapted to digital environments resulting in worsening inequalities between creators and intermediaries, especially for marginalized communities and stateless refugees.

**APPROACH:** We are partnering with the nonprofit Questscope to build the virtual marketplace while we build its governance infrastructure.

**SOLUTION:** Our virtual marketplace protects intellectual property for creators that enables them to prove provenance, connect with global audiences and monetize their work.

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**GLOBAL FUTURIST INITIATIVE**

**PROBLEM:** Only 14.2% of national legislatures across the world are below age 40 (1.9% below 30) which shows how current laws are failing to catch up with modern society and disjointing relationships between youth and leaders.

**APPROACH:** We are driving global conversations about the relationship between youth and leaders while amplifying the voices of youth through leveraging our networks.

**SOLUTION:** We created a new SDG to be implemented and new online journal to share youth perspectives on these issues.

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**CAST 4WARD**

**PROBLEM:** 600 million jobs would have to be made over the next 15 years to meet youth needs when 1 in 5 currently are not in education, employment or training.

**APPROACH:** We are coupling SDG curriculum with existing art programming to teach youth technical and entrepreneurial skills with a sustainable development lens.

**SOLUTION:** We are teaching classes and building a customer based with the same virtual marketplace created by Questscope.

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**PEACETONES®**

**PROBLEM:** The internet has impoverished musicians through digital intermediation, the dominance of media platforms and the hijacking of content to fuel internet advertising business models.

**APPROACH:** We enable musicians to develop and disseminate their art by bringing legal, technology, and business skills to historically unheard musicians.

**SOLUTION:** We create contests to help find talent while having artists go through our mentorship and nonprofit record label to help them get started.

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**THE INVISIBLES**

**PROBLEM:** There are roughly 237 million youth without identifying information which prevents them from accessing opportunity.

**APPROACH:** We are using digital identity with verifiable claims issued on the blockchain based on standards being developed by Sovrin.org for an interoperable identity.

**SOLUTION:** The standards will be used to build a trans-national distributed justice system.

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**TECH FOR JUSTICE®**

**PROBLEM:** Access to justice is unequal across identities and are in need.

**APPROACH:** We turned to our community to help find solutions who can harness the technology and innovation that also have roles to play in addition to policy changes.

**SOLUTION:** We organized hackathons to address this need in various aspects of legal aid.
The Data as Truth & Art (DATA) project was launched in December 2021 as a joint venture between IBO and the nonprofit Questscope. Both organizations partnered with the common vision to build a new justice ecosystem for the marketplace to eliminate barriers youth face to accessing opportunity and justice on the internet. The DATA program is designed to enable influence through inclusion of previously excluded people to create and sell their own intellectual property in a unique stakeholders’ market under international law through an energy efficient exchange and identity system. Like our PeaceTones® initiative, DATA aims to build a culture of respect for trusted online communities by cultivating content moderators who will be part of the marketing and cultural influence team to ensure that no illegal contact is created, distributed, bought, or sold. DATA is also creating digital confirmation of applicable international law for the global digital community that can enable financial asset management, content moderation, and technical domains to execute on their functions.

To solve a complex issue through a climate justice lens, DATA has provided for the establishment of an automated Terms of Service to enable technical architecture to decrease the processing load required to clear the minimal amount of distributed ledger technology transactions. Environmental protection is a priority to ensure that both the individual digital asset creator and the environments in which creators live are beneficiaries of equal significance in this paradigm.

The project has been implemented online directly benefiting those in the Jordanian Za’atari Refugee Camp with plans to expand to all our stakeholder communities. The Lens on Life program, Questscope’s partner organization, trained youth residing in the camp to become photographers. A very select few photographs were curated and purchased exclusively as NFTs (nonfungible tokens) to benefit the youth photographers. By purchasing a unique NFT, a buyer provides young people in the camp with the financial means to improve the resources available to them.
The Global Futurist Initiative merged under IBO as a portfolio effort which works to elevate the youth contribution to sustainable development and social progress through intergenerational collaboration. Both G-Fi and IBO want to see a world that is safe and accessible to everyone so with the same alignment in values, we can work towards our goals together.

According to the U.N. World Youth Report (2020), every 1 in 5 youth are not in education, employment, or training (NEET), and to meet global youth needs, 600 million jobs would have to be created over the next 15 years. Young people also only represent 1.4% of national legislatures across the world where high-level decisions are being made about them. That is why advancing the U.N. Sustainable Development Goals by creating and advocating for our original “SDG 18: Youth Equity,” is critical so that we can make the youth voice apparent and help sustain the future of humanity.

**PROGRAMS**

The Assembloids program is about elevating youth to have a seat at the table to do the work of making policies that shape "the next world" and IBO’s work to do just that is focused on “the next world” which both entities agree is the internet.

The Assembloids program is designed as case studies to demonstrate how youth and professionals can come together and support each other for moving their goals forward.

“SDG 18 Voices” is an online journal that provides insights into youth perspectives for a readership of social impact professionals, business leaders, scholars, journalists, researchers, activists, civil society organizations, public sector professionals, and concerned citizens. A call for applications led by a team of youth curates and contributes analyses, insights, and thought leadership on issues that matter to youth.
The G-Fi CAST 4ward program is synergistic with PeaceTones® as it recognizes artistic expression playing a powerful role in shaping attitudes and awareness about environmental, social and governance issues, including, but not limited to, the U.N. Sustainable Development Goals (SDGs).

CAST 4ward is an educational program that provides mentorship to new artists to help them create a powerful legacy for themselves and for their local communities by coupling the SDGs and entrepreneurial curriculum with existing art classes. The entrepreneurial aspect of this program works to enable youth to generate wealth by selling their art through traditional income and NFTs (non-fungible tokens) in the DATA virtual marketplace. The legal, technological, and human rights framework this project generates provides the tools, standards and processes that can be deployed instantly to individuals deprived of identity, credentials, and economic sustainability.

Recently, CAST 4ward was accepted by Enactus and One Young World’s Action Accelerator in October 2021. In only 3 hours, the Idea Captain (Rachel) along with a team of Mentors (below) and event participants “hacked” a challenge and came up with a solution for CAST 4ward which is then pitched in 77 seconds to a distinguished panel of judges. Our recruit for the hackathon was Tyler Zangaglia (Founder, The Hope Festival | 425 Business 30 Under 30 | Coca-Cola Scholar).
Since 2005, PeaceTones® has released 10 albums, produced award-winning artists and touched over 1 million lives. Three of our most successful artists include the following: Wanito - our Haiti Sings contest winner now one of Haiti’s top musicians with over 500,000 followers; Emmanuel Odhiambo, aka Huthead, is a rising star in Nairobi, Kenya, with 2 albums produced and 1,500 followers; and Ato Periférico who performed at the World Justice Project Gala in Vienna in 2009 and became lead performers in Recife’s Carnival. There have been over 50,000 streams and downloads of our songs, over $100,000 revenue generated, $75,000 in funds raised for contests, over 500,000 views of PeaceTones videos, and over 100 concerts performed by all our artists.

World United in Song, 2019: Musicians have the unique capacity to unite their communities, give a voice to the voiceless, and expose their culture to the world. PeaceTones’ new project, The World United in Song, features 11 original songs and videos from musicians living in refugee camps, post-conflict countries, and in some of the most marginalized regions of the world. The music depicts the stories of those who have endured untold suffering and does so through their own voice.
From May 7-12, 2019, IBO and Truu.id went to Bangladesh to find real-world evidence of the need for self-sovereign identity and its feasibility for implementation. The findings below are based on our publication for the 2019 World Justice Forum at The Hague. IBO Zambia was created from this study.

FINDINGS

**Gonoshasthya Kendra (GK)**
There is a need in this health center/hospital to verify if doctors are correctly qualified to work in Bangladesh. Currently, there are no means to do so apart from check the validity of a medical license, but even that is failing, since there are cases when fake doctors take the license number of a qualified doctor that is published online to practice. GK provides medical service in Rohingya refugee camps in Bangladesh, enabling the reconstruction of digital identity for the refugees in the future.

**JAAGO Foundation**
Ecosystem of this NGO that offers free education to underprivileged children all over Bangladesh mainly consists of local teachers, volunteers from all over the world, and students. There is a need for a proposed digital identity solution to 1) verify volunteers when on-boarding them and keep track of their progress throughout the journey with JAAGO, 2) issue certificates of completion to alumni volunteers for their job application, next volunteer opportunity registration, and 3) issue certificates to teachers. There is also an opportunity to combine medical credentials since children receive medical check-ups one a month.

**IBO ZAMBIA**
IBO Zambia was founded out of The Invisibles by creating a platform where women in Kabwe are given the chance to acquire small loans using distributed ledger technology to verify their credentials to boost their business resulting in poverty reduction in the local communities in Zambia. In half a year with an initial capital of $2,000, IBO Zambia has lent out $30,700 to 720 people (700 on waiting list), and provided IT skills training to 400 youth.
Tech For Justice® Hackathon+ San Francisco was the first ever legal hackathon specifically addressing online dispute resolution.

Hackatón por la Amazonía’s goals are to create innovative products and technological developments, support the implementation of the products developed in partnership with public or private entities, and create a multidisciplinary and collaborative environment. Results:
1) 86 participants
2) 20 projects presented
3) A database with relevant information about the Amazon

Tech For Justice® Hackathon+ ABA Tech Show aimed to develop technology tools to improve access to justice for the most vulnerable, while focusing on Women and Families (Domestic Violence), Legal Aid, and Law Practice Improvement. This resulted in 7 open source projects.

Tech For Justice® Hackathon+ New Mexico aimed to spur the development of technology that would create a holistic and ongoing solution to the problem of domestic violence in New Mexico as identified by New Mexico Legal Aid (NMLA). IBO was hired by NMLA under a Legal Services Corporation grant to develop an online community. This resulted in two projects, Planning the Great Escape (a prevention awareness game/quiz) and Buoy, a free and open source technology for connecting users with friends and allies in times of need.

Our hackathon series created solutions to expand access to justice in some of the most needed areas of legal aid. See below to hear about some of our notable hackathons.

IMPACT ACHIEVED
1 company made from hackathon to protect financial rights of vulnerable groups
7 open source projects launched to reduce domestic violence
1 app created to catch poachers in Amazon Rainforest

Our hackathon series created solutions to expand access to justice in some of the most needed areas of legal aid. See below to hear about some of our notable hackathons.
More internet access correlates with less corruption as seen below.

Share of the population using the Internet, 2019

All individuals who have used the Internet in the last 3 months are counted as Internet users. The Internet can be used via a computer, mobile phone, personal digital assistant, gaming device, digital TV etc.
Coming from Global Futurist Initiative, Co-Founder Rachel Svetanoff was appointed as IBO’s next Executive Director, and a new leadership team of youth has formed in response to this new direction. Team members includes Maria Constantinescu as External Partnerships Director, Roxana Mihailescu as Brand & Social Media Director, and Julia Samson as Strategic Director. In addition to this growing group is Mingyi Chen, Ifeoma Ilobodo, Ingyin Khine, and Selina Kuang. Already garnering attention, our presence was made at the International Monetary Fund, Conference of Parties 26, Youth SDG Summit, Enactus Action Accelerator, and more!

**OUR TEAM**

**IFEOMA ILOBODO**  
YOMA Project Coordinator, IBO

**JULIA SAMSON**  
Co-Founder, Global Futurist Initiative  
Strategic Director, IBO

**MARIA CONSTANTINESCU**  
Director of External Partnerships, IBO

**ROXANA MIHAILESCU**  
Branding and Social Media Director, IBO

**INGYIN KHINE**  
Project Management Assistant, IBO

**SELINA KUANG**  
External Partnerships Coordinator, IBO
Fifteen years after the start of our work to make technology work for justice, we have reached a turning point. The new internet technologies are enabling global communities to create trusted marketplaces which reach everyone. But these same technologies undercut the geographical, linguistic, and racial support of self-sustaining cultural regularities which then need a harmonizing force - a system of governance - as to how these communities will function, for good or for evil. I believe that the only adequate antidote to destructive attitudes that fail to properly respect the dignity, concerns, and lives of others is a culture that inculcates self-restraint, toleration, and an appreciation of the limits inherent in any individual’s or group’s point of view. As we build the information infrastructure, it is essential that we also build the culture that should go with it. We need to build a culture of respect for the rule of law. As this Annual Report showcases the past and the future of IBO, I am pleased to be able to bring a new generation of leaders to run the show, as we first serve those who have been left behind by our justice systems, so that they can build the first virtual marketplaces in the emerging data economies.

Jeff Aresty
President and Founder
STAY IN TOUCH

WEBSITES

- https://www.internetbar.org/
- https://globalfuturistinitiative.org/ (an IBO initiative)
- https://peacetones.org/ (an IBO initiative)
- https://bee1world.org/ (an IBO initiative)
- https://www.thecenter.org/ (an IBO initiative)

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