



KIDCAST FOR PEACE

SOLUTIONS FOR A BETTER WORLD

Vision

- To connect children in schools and homes around and facilitate their ability to contribute to the world they will inherit.
- To inspire educators and parents to guide children (of all ages) in expressing their feeling for how to make this a happier, healthier, safer and more peaceful world.
- To create a global network of kids in physical locations that connect in regularly scheduled live and cyberspace "broadcasts" on the Web.
- To build a KidCast For Peace Web site and "Peace Place;" a repository for solutions contributing to a better world using the artistic expressions created by the "Kids".

Mission:

- Establish "KidCast For Peace; Solutions For A Better World" as a regular global event and part of local school curriculums.
- To facilitate public awareness in both Cyber Space and in physical communities, of KidCast For Peace and the solutions offered by "children" of all ages to solve the problems of our time.
- To provide affordable and/or free access and training to teachers and students in the use of state-of-the-art digital storytelling tools.
- To facilitate and instigate participation by handicapped, geographically or economically challenged peoples.

Objectives

- To attract and develop teams to initiate and maintain funding, and production resources in local communities.
- To transform KidCast For Peace from an unfunded grassroots effort to a fully supported international program that reaches mainstream media.
- To create income streams from products produced from KidCast submissions and directing these "Royalties" to help support the continuation of the KidCast, and benefit each participating community, school, teacher, parent and student. .

What is a KidCast?

- Children of all ages (focusing on K12 and youth) share their art live, and direct us to their pre-built "KidCast For Peace" web sites, VRML worlds, chat rooms, Interactive Music spaces, etc.. Depending on time zone, Children at each participating site...will respond to comments and questions from gathered local and cyber audiences.
- Free CU-SeeMe Internet videoconference software enables realtime interaction visually as well as sonically. The video camera is focused on the child and art together, then zooms into the art. A KidCast Central (<http://creativity.net/kidcast2.html>) moderator instigates and encourages the other sites to respond to what they see evoking questions, feeling and impressions. A moderator at each site takes responsibility for introducing local participants during their turn:

Plans

- KidCast was conceived in June 1995. In-kind support for the KidCast has come from leading technology corporations, organizations and individuals believing in our mission. We hope to uplevel their participation with the next two KidCasts. We seek to deepen existing alliances and form new ones with organizations and corporations in alignment with this project. We are building on KidCast's proven success to secure grants and other capitalization. The process of participant identification for KidCast#12 in April '2003 has begun.

Why KidCast For Peace Exists?

The world needs an infusion of new ideas and loving connections to defuse the downward spiral of destructive human interactions. This live and interactive global community forum enables children to suggest how "the adults" might heal our differences, hear our needs and feed our spirits. KidCast taps into the primal creative force so we might listen to possible solutions to personal and planetary problems offered by children from their more "untainted" point of view.

Who Will Benefit

- Local communities, kids of all ages, students, educators, parents, corporations seeking to penetrate the technophobic public, education and children's markets.
- Digital and traditional artists and performers wanting to contribute to world peace and have a showcase for their talent.
- Concerned global citizens wanting to make a difference.
- Children in hospitals, homes, cyber cafes, orphanages, in schools and electronic art centers.
- Those who are physically challenged, economically and/or geographically disadvantaged or just curious about the communications revolution.

Establishing Self Sufficiency

- Education in the use of digital storytelling tools. Calendars, CD-ROMS, videotape and other electronic and print media derived from submitted art, websites and VRML Worlds that educate and entertain.
- Sale and licensing of the above digital content to satellite networks, producers, consumers, etc., will provide royalty streams to support the KidCast program, content creators and marketing teams (Web usage tracked by digital watermarking).

CONTACT FOR INFORMATION:

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