

Cross cultural learning **Message in a bottle**

R-G3- Radio Galaxies Epitome





**Play is our brain's favorite
way of learning**

_ Diane Ackerman _

”

My name is Eliana Vero, with over two decades of experience as an interior architect, multidisciplinary artist, geometry teacher, and graduated as a sculptress.

I am the daughter of Canarian immigrants originally from the island of La Gomera (Spain). I was born in Venezuela and grew up in the Canary Islands.

I currently work to promote Human Rights experiences that foster communication, while developing artistic projects in Oslo, Norway.

Contact me for more info
elianahh1@gmail.com



LONG-TERM COMMUNICATION RESEARCH_PROPOSAL

Message in a Bottle_RG3 Interactive Game Invitation



^ Cross-Cultural learning to connect rural areas, villages, cities and beyond!

^ Implementation of Emotional Intelligence, Economical Intelligence and Public speech, while sharing environmental knowledge with the help of Tech4good. This is why Cross Cultural communication exchange is a treasure to explore, because when someone is suffering, the first thing is to truly listen, and this changes lives.

^ Global Impact, addressing the growing need for educators. Nowadays, the world needs more than 44million teachers, so we decided to put ourselves at the service of communities and children's. Our experience tell us that children are willing to be part of adults daily affairs, so we aim to empower youth to take responsibility for their relationship with the planet and local communities.

_ **Collaboration:** Fosters teamwork dialogue through skill-sharing.

_ **Observation of Nature:** Promotes awareness of the environment/surroundings.

_ **Interactive research game:** Focused on real-world issues & great solutions.



Technical Material ^ Platform

Goal: Bridge the gap between rural isolated areas, villages, and cities.

Digital Interfaces: Creating seamless communication across various initiatives.

Two-Way Radio: Enhancing direct and effective interaction in remote locations.

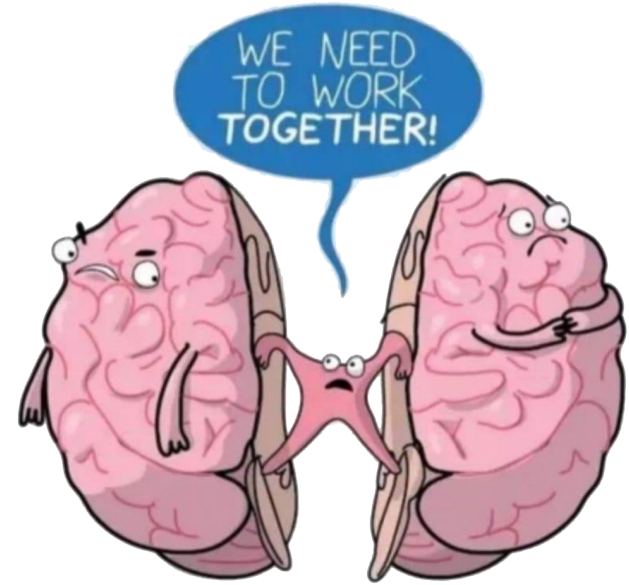
Satellite Connectivity: Ensuring reliable, wide-reaching communication.

PROBLEM'S

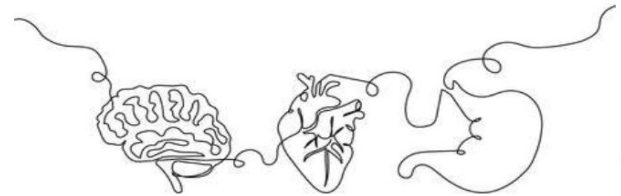
- **Lack of access to education**, caused by mass displacement due to land grabbing, natural disasters, and armed conflicts. The figures have tripled since 2005.
- **Overcrowding classrooms in developed areas**, in most cases leading to a loss of values, connection with nature and creativity that directly affects the performance of students and teachers. The average student-to-teacher ratio is about 24:1 (according to UNESCO), while most places are having approx. 40-50 students per classroom.
- The **precarious socioeconomic situation** of many families, coupled with limited action by government agencies, generating an avalanche of demotivation among young people. This situation forces many of our youth to spend most of their time on the streets. There are an estimated 100 million street children.

Some scientific facts discussed in the media: *Anxiety and depression alone in adolescents make up 40% of the global burden of disease. More than 1 in 7 adolescents are living with a diagnosed mental health condition, such as depression, anxiety, or behavioural disorders, with 50% of these beginning before the age of 18 (and almost two-thirds by the age of 25). Each year, an estimated 45,800 adolescents tragically lose their lives to suicide, leading to suicide being the third leading cause of death among people aged 15 to 29, with youth suicides increasing in most parts of the world for years.*

2024_#GlobalMentalHealthActionNetwork #MHForAll



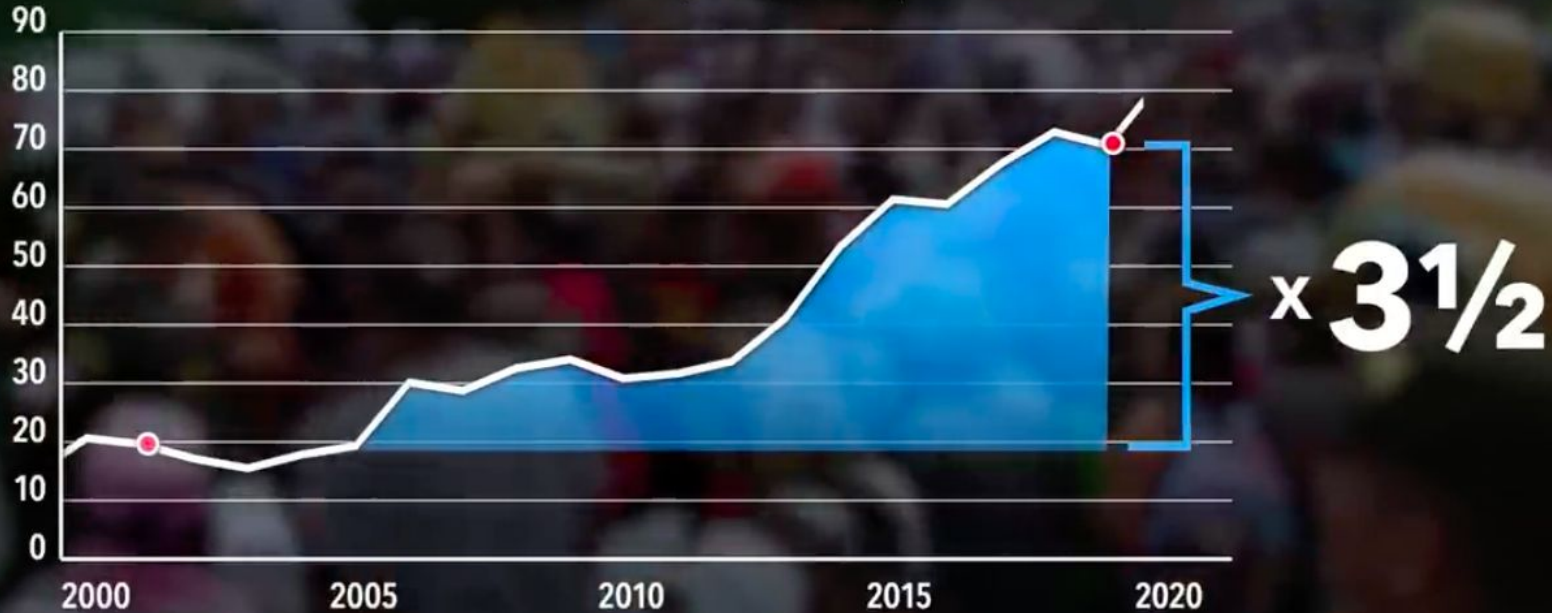
**CORPUS CALLOSUM
THE GREAT MEDIATOR!**



WE ARE WILLING TO PUT TEENAGERS IN CONTACT WITH OTHER YOUNG PEOPLE IN DIFFERENT LOCATIONS

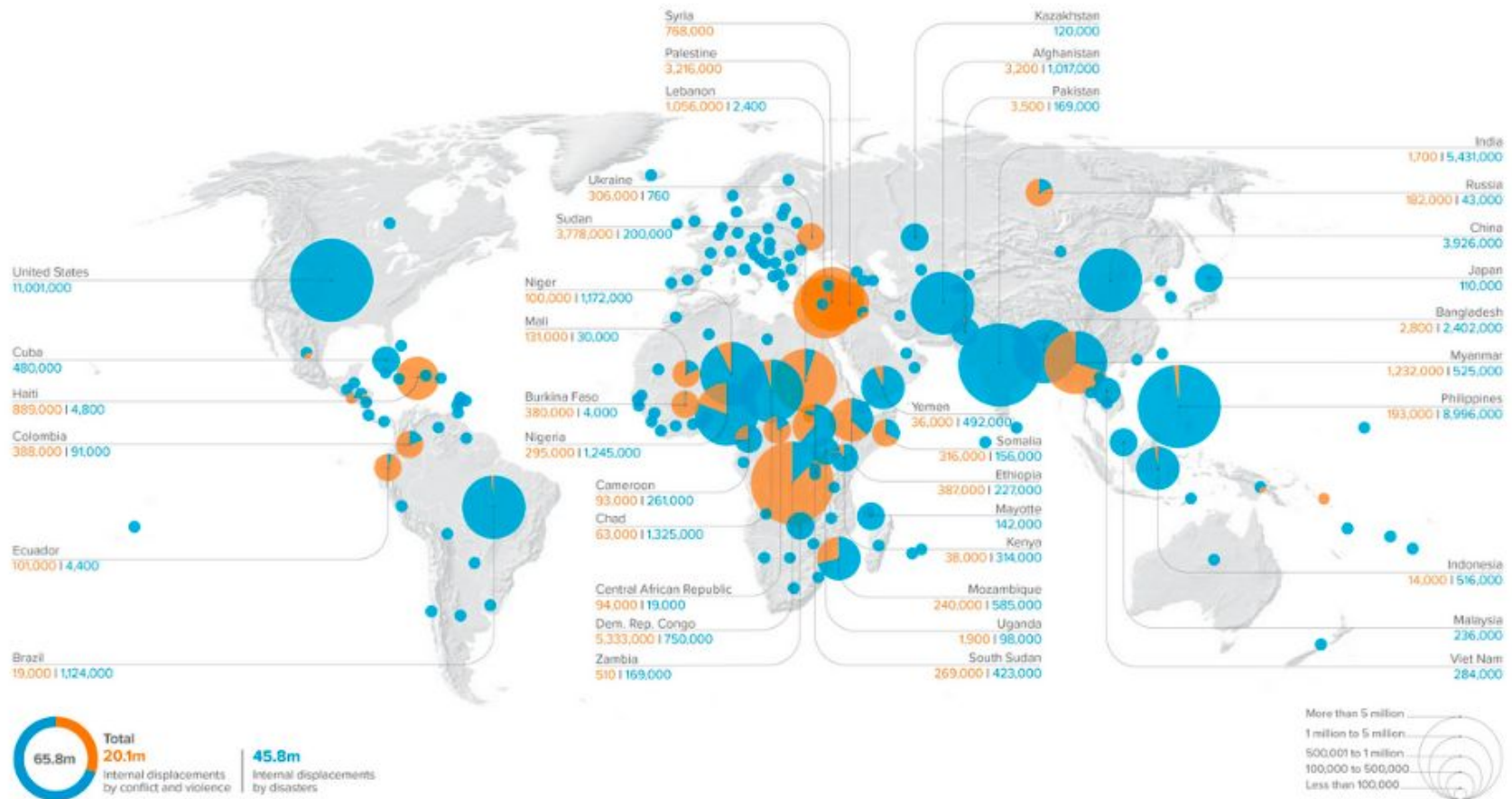
FORCIBLY DISPLACED PEOPLE WORLDWIDE

(IN MILLIONS)



Source: UNHCR





Mass human displacement, conflict zones and refugee camps 2025

SOLUTIONS



Reaching remote communities truly ignites our passion for the curriculum, so despite the challenges we are ready to support rural communities across islands.

“ To find harmony and contribute to healthy environments, beyond economical interests, we must collaborate and promote new creative paradigms suitable to local and global real needs “

— Eliana Vero —

1. Fragmented Education: Slow decision-making → **Responsive educational policies** for faster action. **Adults are learning from the kids** to unlearn their prejudices against other people and places, teamwork.

2. Lack of Motivation: Low engagement → **Interactive workshops** to boost enthusiasm. **Urban and rural divisions can be overcome**, inspiring the kids to create peaceful social **meeting points**.

3. Resource Mismanagement: Inefficient resource use → **Optimized distribution** of materials. **Training kids via teamwork**, to ‘make the game’ of social environmental life instead of just playing someone else’s game.

4. Cultural & Linguistic Barriers: Outdated topics in the classrooms → **Shared curriculum** to foster unity. Kids learn about **the strengths and weaknesses of different communications tools**, giving them more efficacy that reduces their frustration/angst.

We envision Message in a bottle_ RG3 implemented in existing public and private infrastructures, contributing to strengthening the Rights of Children, **develop self-confidence and inclusion among students, organizing this way a respectful future that brings opportunities.** Using tech4good, we’ll send a poetic message across different landscapes and take the risk of receiving a response!



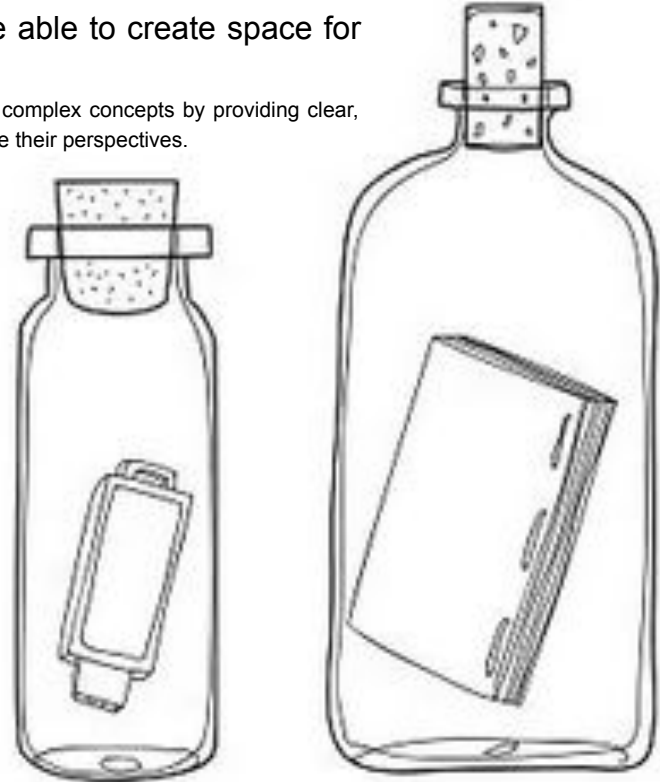
How does Message in a Bottle look as a physical game?

A sender, sends a message to an unknown recipient and they, in turn, responds to the message based on their own creative interpretation. This game aims to demonstrate that children and young people who collaborate in groups are able to create space for *knowledgeable communication**

* Teachers who engage in knowledgeable communication ensure that students understand complex concepts by providing clear, relevant, and structured information. They also encourage students to think critically and share their perspectives.

@ Digital format

Physical objects



Please select your team

NORTH

Water

ENVIRONMENT / MAPS



WEST

Wind

ANIMA



EAST

Earth

ART & POETRY

SOUTH

Fire

HUMAN RIGHTS



WORKSHOP main concepts

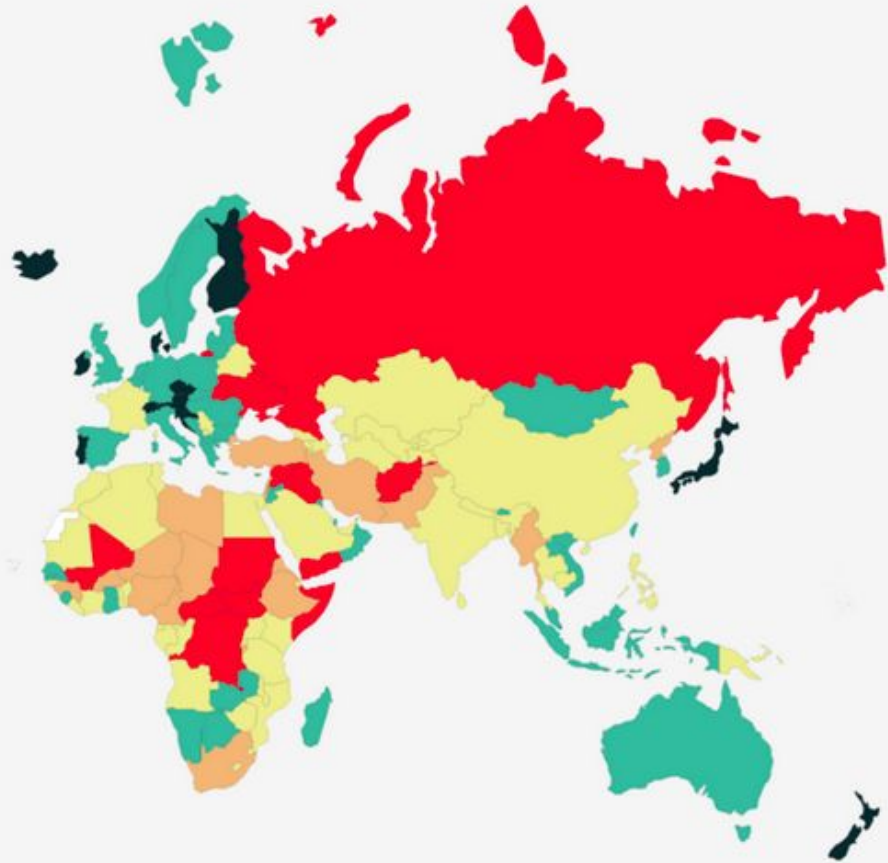
INTEGRATION + TRUST
TEAMWORK + KNOWLEDGE IN ACTION



PeaceZone

Here we defend
cultural and
environmental
diversity!





The research contains points that need to be addressed on site, as several countries have social conflicts. We therefore recognize that the time factor will be adjusted,



Global Peace Index 2023

.30 SEEDS. APPROACH TO HUMAN RIGHTS & PHYTOTHERAPY





OPERATIONAL MODEL & MARKET

An **innovative interactive game** in schools, fostering hands-on learning experiences which **leaves positive effects in students and educators alike**. With the potential to redefine education for future generations, Message in a bottle_ RG3 offers investors a chance to drive financial returns and social value creation simultaneously. Our wish is to partner with key institutions who are willing to build inclusive ecosystems, so we can bridge the gap between traditional and modern education, helping emerging projects flourish. Due to the magnitude of the project we decided to create Micro and Macro levels.

Financial summary of the project's development (micro level) over one academic year. To estimate the annual profit can widely depend on various factors, including the region, size of the school, the market, and country-specific business model.

A year Fee: Accounting. Digital equipment, 3 schools. Travel cost. Showtime 10 to 15 people, 3 schools and 4 classrooms.

Team: 3 Specialists and 1 Coach, 1 Extra guest, 1 teacher and assistant.

Outcome 5 years research, approx. 10 000 000€ / 8 700 000€

Perfect Clients

^ **Governments around the planet, private institutions and humanitarian organizations.**

Target group

^ **Ideal for teenagers between 10 and 17 years old, with groups of at least fifteen children.**

One academic year as a timemeasure. Time and duration.

^ **Approx. 20 annual workshops per class held during 6 months throughout the school year.**

^ **Each workshop will last between 2 and 2.5 hours per week, adapted to the curriculum of each subject.**

We want to change the current narrative of the corporate world that only focuses on financial gains, so that **together we can restore people's love for nature**. We are open to adjust our topics to projects who need this **solution in the field of education or climate crisis**, so our goals can meet with alliance and collaboration. With support from Island Innovation and Edge Foundation, we will improve the wellbeing of children/young people by investing in long term communication research. So, let's do it together!

PILOT PROJECT, message in a BOTTLE_ RG3

Message in a Bottle_ Rg3 pilot project lasted a full 5 months and was implemented within the metropolitan area of Oslo (Norway) during the years 2023-2024. In this first phase, we selected two schools (a group per school), where approx. 30 students of different ages and nationalities participated. Once we started the project, we saw that the concept was so innovative and wide that we could only focus on developing some points. We are still in contact with some of the students who participated today, and they continue to remind us of the experience; many tell us they can't wait to repeat it so they can move on to the next level! RG3 has been carried out so far thanks to the contribution of private financial support. We believe that to coordinate a broad impact, we need to overcome several logistical and financial obstacles, it's in this spirit that transparency needs to be applied.

Lessons learned:

1. Similar projects lack the long-term continuity needed to succeed.
2. Kids & Youth are ready for teamwork.
3. Teenagers can teach us how to interact. They are not yet spoiled by racism, etiquette, etc. So, if we give them knowledgeable experiences, we can learn from their play/learning.

Our team of collaborators includes institutions such as SEFE_ (Struggle to Economize Future Environment), in Cameroon and MiA_ Museum in the Akershus area of Norway; RG3_ is made up of environmental activists, geologists, musical artists, economists, and programmers.



STATEMENT

The risk of forgetting ancestral memories and connection to the Natural Kingdoms (minerals, animals and plants), is leading us to internal conflicts, both individual and collective. Currently, we are experiencing a school system that is reaching half of their potential, due to political/private interest and we want to change this narrative by igniting the hearts of young communities of islanders. We are committed to build bridges between different social environments and this requires time, financial support, incredible teams and tons of creativity!



It's tim3
t0 134rn h0w
t0 r34d
4g41n



I'm here to give the mic to the young people and evolve the idea of a social environmental project to a Humanitarian one.



Phenomena such as rapid global technological development, or mysteries like the scientific Arecibo message answered 27 years later... wow, these facts really spark our interest in the topic of communication and makes us wonder about the infinite possibilities it offers. Like in 2017, two AI programs began communicating, learning and teaching each other a language they weren't programmed with, creating a new language that only they could understand. This fact raised concerns about AI's ability to develop their own languages.

Regarding natural communication, how do newborn babies or tourists communicate their needs, and how do we understand them naturally? This is one of the first questions we asked ourselves.

Historically, teenagers have always contributed to new forms of communication. Our observations conducted in several schools showed that teenagers can organize themselves efficiently as a team when faced with a communication challenge.

WE BELIEVE IN MESSAGE IN A BOTTLE_ RG3



