

**DECISION OF THE JURY OF THE CULTURAL INNOVATION INTERNATIONAL
PRIZE 2018-2019 ON THE WINNING PROJECT AND PUBLICATION OF ITS
MINUTES**

According to the rules and the call for entries of the Cultural Innovation International Prize, and after the evaluation of the finalist projects by the Jury, we hereby publish the minutes of the Jury regarding said evaluation and its decision on the winning project.

In accordance with the Article 45 of the Spanish Law 39/2015, of October 1st, this publication has the due effect of a notification to all interested parties.

Any interested party can file an appeal against this final decision under the contentious-administrative jurisdiction, in a term of two months from the day after the notification, in the Administrative Law Court of Barcelona, without prejudice of filing an administrative appeal for review to the deciding body, in a term of one month from the day after the notification.



Barcelona, June 20th 2019
Judit Carrera
Director

**MINUTES OF THE MEETING OF THE JURY FOR THE CULTURAL INNOVATION
INTERNATIONAL PRIZE**

Date: 20 June 2019

Start time: 10h

Place: CCCB
Sala Raval
08001 Barcelona

Members present:

President:	Juan Insua, director of the CCCBLab
Chairpeople:	Renata Ávila, Director of the Fundación Ciudadano Inteligente Marisol López, Head of the Digital Culture Area at ICEC Nnenna Nwakanma, Policy Director of the World Wide Web Foundation Laura Vidal, Latin American Community Editor for Global Voices
Secretary:	Raquel Morcillo

Agenda:

Single item. Selection of the winning project for the 3rd Cultural Innovation International Prize.

Start of the meeting:

The session begins at 10h in the Sala Raval of the CCCB with the members of the Jury discussing the 9 shortlisted projects, after having attended the presentations, held on 19 June at the CCCB Theatre where the finalists explained their proposals.

The members of the Jury, following the evaluation criteria established for the open call, have unanimously decided to award the Cultural Innovation International Prize to the project titled **WORLD WI(L)DE WEB** for the following reasons:

Degree of innovation: The project offers an alternative narrative in the videogame field and embodies the ideas of openness, accessibility, interaction and participation of the original web.

Cross-cutting formats and methods: The project is open to co-creation and brings digital culture and the issues related to it to the gaming world. It also brings gamers

to the real world where they can acknowledge the complexities of it and the real implications of technology.

Social impact of the project: The videogame is not only easily distributed and democratic, but it also fosters critical thinking among the next generation. Making it accessible to the general public, it places digital culture outside the institution and brings discussion about on-line privacy and security to a global scale. It also confronts the user with the contradictions of the human being condition as well as the ideas of freedom of thought, freedom of speech and the consequences of our actions.

Viability of carrying out the project: World Wi(I)de Web is not limited to time and space, but it is replicable and adaptable to every corner of the globe.

Relationship with the public: The winning project has the potential to be more inclusive, more diverse and more gender responsive.

Sustainability in the broadest sense: World Wi(I)de Web is a feasible and doable project.

In addition, the members of the Jury, after deliberating on the projects, have unanimously decided to give a special mention to the project titled **HYPERAUD.IO** for the following reasons:

Hyperaud.io is an adaptable and educational tool that follows the main principles of the original vision of the World Wide Web and moreover it has been thought to be developed in places with lower band. It works in commons and puts into practice the idea of re-making content with freedom in the context of the classroom. The project is preparing the next generation on themes such as media literacy and allows kids to train skills as critical thinking, helping them to reflect on what they can see online. Giving a tool to creativity, the project helps to understand the web beyond their gadgets.

And with no further matters to be discussed, at 12.30h the president adjourned the session, of which I, as secretary, write these minutes:

President



Secretary

