

**Manhattanville in West Harlem Implementation Plan Report
October 15, 2021 Submission**

Declaration Reference and Key Data

Obligation Section Number: **5.07(c)(xxi)**

Obligation Title: **Workforce Training Program**

Obligation Page Number: **57**

Obligation Trigger: **Acquisition by ESD or CU of all Initial Stage 1 Condemnation Parcel(s)**

Obligation Start Date: **March 12, 2012**

Obligation End Date:

Obligation Status: **In Compliance**

Obligation

Workforce Training Program. Commencing with the acquisition by ESD or CU of all Initial Stage 1 Condemnation Parcels, CU shall provide up to \$750,000 to fund and support the design, development and implementation of industry response (skills-based) education and workforce development training. Materials to be developed shall include competency based curriculum, assessment strategies, recommendations for textbooks, instructional aides, delivery strategies and include implementation training for service providers.

Evidence of Compliance

1. Annual report
2. Copy of contract with selected provider

Columbia University's Implementation Plan and all supporting documentation are made available on the Columbia Neighbors Webpage at <https://neighbors.columbia.edu/content/community-commitments>.

Annual Report: Workforce Training Program**State Submission Annual Reporting Period: October 2020 - September 2021****Executive Summary**

Columbia University, via the Office of Government and Community Affairs (GCA), issued a Request for Proposals (RFP) on September 14, 2017 to eligible not-for-profit organizations to support and maintain impact driven education and workforce development training programs for disconnected and at-risk youth in Northern Manhattan.

A grant in the amount of \$75,000 was awarded to Friends of Island Academy (FOIA) in April 2018. This grant, approved by the proposal review committee for a period of one year, was awarded to support capacity building of Friends of Island Academy's youth-centered career readiness programming of the Youth Reentry Network. In April 2019, the decision was made to renew the grant to Friends of Island Academy for one additional year and another payment of \$75,000 was awarded in June 2019. The decision to renew the grant was based on the FOIA's success with meeting the objectives set forth in the initial RFP response. In July 2020, GCA made the decision to renew the grant for a third year of funding in the amount of \$75,000. In March 2021, Friends of Island Academy changed its name to Youth Justice Network (YJN). In June 2021 the organization reapplied for another year of workforce funding. In September 2021, funding was renewed for the fourth year in the amount of \$75,000.

Due to COVID-19, YJN was forced to close its offices on March 17, 2020 and shift their entire operation to virtual/remote service delivery. This had impacts on their ability to facilitate group program activities throughout their career center and staff have been working to maintain individual contact and support for program participants through telecommunication and, in some cases, delivering food and supplies to those identified as most in need. In February 2021 the organization moved to a new location and begin to very slowly allow in-person services to resume. The large majority of programming is still happening virtually and out in the community as the organization adjusts to the New York City reopening guidelines.

Other Workforce Programs + COVID-19 Challenges & Updates:

In Spring 2020, GCA partnered with campus and community entities to run cohorts of two different programs aimed and providing workforce training opportunities for community members. These programs have continued as workforce grantees during the current reporting period as they have been added to the Office of Government and Community Affairs' portfolio of workforce programs:

a) **Entrepreneurial Design Thinking:** a free eight-week course teaching participants how to do basic market research and design a business venture that solves a community problem. At the end of the eight weeks, teams have the opportunity to make pitches for cash awards that go towards the startup of their business ventures. This program was originally awarded a grant of \$25,000 and facilitated in collaboration with the Columbia Business School and the Department of Probation. Outreach efforts were made to allow for participation from GCA's workforce grantee YJN.

Due to the COVID-19 pandemic, plans to run a Fall 2020 cohort of the program were halted. Instead, the time was used to focus on improving the program design and function. Subsequently, the program was expanded to operate for a full academic year in three phases: The Intro to Entrepreneurial Design Thinking Course, Most Viable Product (MVP) Lab, and Recruitment. During the reporting period the MVP Lab and Recruitment portions of the program were facilitated in the spring and summer, respectively.

b) **User Research Lab Fellowship (UxR):** a free month-long fellowship for justice involved young adults that trainees participants in design, development, and project management and coding skills. UxR was awarded an initial workforce grant of \$30,000 and was a collaboration between GCA and the School of Social Work with direct outreach/recruitment from workforce grantee YJN's career center. The program shifted to remote instruction due to the pandemic and was successfully completed in the planned timeframe. The campus shutdown due to COVID put a halt on plans to integrate the participants more deeply into campus life and culture and the prospects of connecting them to job and internship opportunities at the university were diminished. The plans to run another cohort during the summer were put on hold due to uncertainties around campus access and staffing the program. The program was able to resume in the Spring of 2021 and received another round of workforce funding. Plans are underway for the third UxR cohort.

Workforce Training Program Payments To Date		
Organization	Payment Date	Amount Awarded
Friends of Island Academy	Apr-18	\$75,000
Friends of Island Academy	Jun-19	\$75,000
Friends of Island Academy	Jul-20	\$75,000
Entrepreneurial Design Thinking	Feb-20	\$25,000
User Research Lab Fellowship (UxR)	Feb-20	\$30,000
User Research Lab Fellowship (UxR)	Mar-21	\$30,000
Entrepreneurial Design Thinking	Aug-21	\$40,000
Youth Justice Network (formerly Friends of Island Academy)	Sep-21	\$75,000
TOTAL TO DATE:		\$425,000

Youth Justice Network Report (October 2020 - September 2021)			
Outcome Indicators	All participants	Local participants	Local %
Youth engaged	33	9	27%
Enrolled in job readiness workshop	22	6	27%
Completed job readiness workshop	21	6	29%
Received professional attire	0	0	0%
Participated in weekly job club	11	0	0%
Placed in employment (total)	41	8	20%
Placed in subsidized, transitional employment (aka internships)	17	4	24%
Placed in unsubsidized employment	29	5	17%

Entrepreneurial Design Thinking Report	
Cohort dates	3/24/2021 - 9/24/2021
Number of participants	3
Number of local participants	1

User Research Lab Fellowship (UxR) Report	
Cohort dates	3/22/2021 - 4/16/2021
Number of participants	7
Number of local participants	5

Additional Supporting Documentation

- Youth Justice Network Grantee Report submitted June 30, 2021
- Entrepreneurial Design Thinking Overview and Program Introduction
- User Research Lab Fellowship (UxR) Flyer, Overview and Example Program Schedules/Curriculum

Office of Government and Community Affairs

Friends Of Island Academy

Amount Funded: \$75,000

Purpose:

Capacity building for youth-centered career readiness programming of the Youth Reentry Network.

Have there been any changes to your organization's IRS 501©(3) not-for-profit status since your request for this grant?

In March 2021, Friends of Island Academy changed its name to Youth Justice Network. While our EIN Tax ID number has not changed, the IRS recently provided us with a new 501(c)3 letter to reflect our updated name. We are happy to provide this letter upon request.

Grantee Report: *(Please provide information as requested below in the respective categories)*

Date of submission: June 30, 2021

Grant Reporting Period: June 1,2020 - June 1,2021 (Year 3 of Funding)

Program Description

Youth Justice Network's (YJN) partnership with Columbia University has increased our capacity to support the career goals of justice involved young people, ages 16 - 24, who live in northern Manhattan. Our career readiness programming builds upon YJN's innovative, youth centered model which is catalyzed by or connected to a young person's involvement in the criminal justice system. Our Career Center participants include young people recently released from Rikers Island, young people on Probation or Parole, and others whose lives have intersected with the justice system even if they are no longer under justice supervision.

Specifically, we planned the following activities:

- Individual and group sessions for youth participants focused on building the soft skills needed to obtain and sustain employment opportunities.
 - Career coaching and job readiness preparation, including resume development.
 - Career and job readiness workshops for justice-involved youth.
 - Cultivation of internship and employment opportunities for justice-involved youth.
 - Matching of program participants with potential internship and employment opportunities.
 - Conducting targeted outreach in Grant and Manhattanville houses;
 - Developing a Credible Messenger curriculum for work with young people in our Career Center
 - Training staff in conducting the Credible Messenger training.
 - Conducting the training for ten young people.
 - Offering Chromebooks to young people who needed them to participate in job readiness workshops and educational and career-based programs.
-

Program Participation and Duration

Youth Justice Network's program model, developed over 30 years of working with young people impacted by the justice system, is founded on personal connection, long term engagement and supports, and respect for youth agency. The pandemic has disrupted our routines and everyday practices, but our staff has adapted — shifting to remote engagement and is laser focused on providing fundamental supports, including basic subsistence.

Prior to the pandemic, we met the majority of our participants on Rikers Island, soon after their admission. We continue to build relationships with them while they are incarcerated and use that time to build relationships of trust, and to connect with their families, attorneys, and other social supports. As soon as they are released, we reach out to them and try to meet up in their neighborhoods or at our youth hubs. Other participants have heard about us from their friends, Probation Officers, or community-based organizations.

On their first visit to our offices, participants typically meet with a youth mentor who welcomes them, describes our services, and introduces them to other staff. That same day or shortly afterwards, participants meet with a Career Specialist who conducts a deeper exploration of the young person's situation and assesses career readiness. The Career Specialist schedules the young person for the next available job readiness workshop, usually the following week or the week after. The job readiness workshops have typically been five days long, in-person, with 6-10 participants. During the pandemic, we shifted from in-person to remote sessions and scaled the workshop back to 3 days. When young people have completed the workshop, they schedule a one-on-one session with their Job Developer to discuss and prepare for next steps. We place some participants in transitional employment, i.e., paid internships, which last eight weeks and others into permanent employment through a network of private sector employers we continue to build. There is no end-date at YJN; we work with youth for as long as they stay engaged with us.

Program Location(s)

Youth Justice Network's Career Center is based in our new central office location on the fifth floor of 63 W. 125th St. New York, NY 10027. We hold our job readiness workshops at YJN's Bronx Office, 424 East 147th Street, Bronx, NY 10455. YJN also has borough hubs based in Brooklyn (25 Chapel Street) and Ave).

Goals and Outcomes

Career Readiness Program Updates (June 1,2020-June 1,2021):

Activity	Outcome
Engagement	Total Participants: 46 In Identified Zip Codes: 13
5 and 3 Day Job Readiness Workshops	Total Cohorts: 13 <ul style="list-style-type: none">● Total Participants Enrolled: 31● Enrolled in identified zip codes: 7● Completed: 30● Completed in identified zip codes: 7

Placement in Subsidized and Unsubsidized Employment	# of individuals placed in subsidized Total – 19; in identified zip codes - 6 # of individuals placed in un-subsidized Total – 25; in identified zip codes - 6
Mentoring	Total Participants: 46 In Identified Zip Codes: 13

Identified Zip Codes: 10025, 10026, 10027, 10029, 10030, 10031, 10032, 10033, 10034, 10035, 10037, 10039, 10040, 10451, 10454, 10455, 10474

Objectives Updates (June 1,2020-June 1,2021):

Objective	Outcome
Conduct targeted outreach in Grant and Manhattanville Houses	We were unable to conducted outreach in Grant and Manhattanville Houses due to the pandemic.
Serve 50 individuals in the identified local zip-codes (see above for reference)	We served 13 people in the identified zip-codes.
Offer 4 week-long job readiness trainings in Community Board 9	Due to the pandemic, we were not able to meet this goal
Offer Chromebooks to young people for participation in Job Readiness Virtual Workshops	Provided Chromebooks to 17 young people for Education programming and Career Readiness training.
Train staff on the Credible Messenger approach	Completed
Develop Credible Messenger Curriculum	Completed
Train 10 young people using the Credible Messenger curriculum	We have completed the curriculum and trained staff in its delivery. We have not yet offered the training to young people chiefly because of the limitations of remote programming. In its place we offered a six week “Justice Ambassadors” youth leadership training led by Jarrell Daniels of Columbia’s Center for Justice which was highly effective.

MVP LAB Program Outline

The next phase of our community entrepreneurship program will extend the Entrepreneurial Design Thinking offering to provide structure and support from ideation through launch, iteration and sustainability.

Entrepreneurial Design Thinking grantees will commit to participating in the 12-week **MVP LAB** to unlock the awarded funding to build and launch their Minimally Viable Product (MVP). MVP LAB will include programming, coaching and resources to support the entrepreneurs, including:

- Dedicated mentor paired with each team for biweekly check-ins
- Grant funding released in increments or lump sum according to project milestones
- Virtual meet-ups to connect and build community with fellow grantees

Participant Project Plan

Participants send updated project plan to assigned Mentor before start of program based on the below outline. Project Plan should be as detailed as possible, including notes for where there are questions or support needed.

- Project Name
- Overview
- Content
- Timeline
- Resources
- Budget

Mentor Outline

Mentor documents each session with Participant based on the below outline.

- Calendar
- Project Overview
- Updates
- Next Steps
- Support/Resources Needed

Timing

Spring 2022



COLUMBIA UNIVERSITY

Office of Government and Community Affairs

[Home](#) » [Entrepreneurial Design Thinking](#)

FREE VIRTUAL COURSE

INTRODUCTION TO ENTREPRENEURIAL DESIGN THINKING

Fall 2021

Entrepreneurial Design Thinking

The Entrepreneurial Design Thinking program provides participants with an intensive, “hands-on” course focusing on the contemporary design thinking concepts and tools applied to generate innovative solutions to important marketplace and/or community problems.

During the program, participants will learn how to:



- Identify and define a major problem to be solved
- Engage real customers to better understand the problem from their perspective
- Generate multiple solutions, then choose a solution to test with real customers
- Create an action plan based on customer feedback
- Present their solution idea to the relevant stakeholders

Applications are currently being accepted. To learn more, [sign up for an information session here](#)  . To apply, [fill out this form](#) by the September 28, 2021 deadline.



Awards

All participants who complete the course will receive a certificate of completion. In addition, participants can work in teams or individually to apply for a \$10,000 or \$5,000 Workforce Development Grant. Up to two grants will be awarded. Past winners have developed programs that address food justice, recidivism, and STEM education in their local communities. Learn about how others have succeeded in the program:

- [Entrepreneurial Design Thinking Brings Together Students From Across New York City](#) 
- [Introduction to Entrepreneurial Design Thinking Continues Amid COVID-19 Pandemic](#) 

Program Length

The program consists of eight 2-Hour Virtual Sessions from 6-8PM on Tuesdays beginning October 12, 2021 – November 30, 2021

Requirements

This course is open to NYC residents 18 years of age and older. If you identify as a returning citizen and/or are justice system-involved, we highly encourage you to apply. You will not be required to disclose your status in order to enroll in the course.

Priority enrollment is given to residents of the following zip codes:

- Manhattan: 10025, 10026, 10027, 10029, 10030, 10031, 10032, 10033, 10034, 10035, 10037, 10039, 10040,
- Bronx: 10451, 10454, 10455, 10474

Students will need access to an internet accessible device to participate in weekly class sessions and engage with instructor and classmates.

How to Apply

Applications are currently being accepted. To apply, [fill out this form](#) by the September 28, 2021 deadline.

Program Director



Stef Alicia McCalmon is an award-winning entrepreneur, consultant and marketer working at the intersections of entrepreneurship, media and advocacy. She's the founder and CEO of Stef Alicia Made, a consultancy and content company that uses design thinking and storytelling to advocate for and advance equity initiatives led by or supporting people of intersectional identities, including Black women, people of color, LGBTQIA+, and low-income populations. With over 10+ years marketing, diversity, equity and inclusion and start-up consulting experience, Stef now leads program design, implementation, and communications on behalf of her clients, and teaches the next generation of Black & Brown entrepreneurs. She holds a BA in Sociology with a minor in African & African-American Studies from Duke University and an MBA from

Columbia Business School where she studied in the Entrepreneurship and Media & Technology programs.

Quick Links

[Government Relations](#)

[Community Affairs](#)

[Programs and Initiatives](#)

[A'Leia Bundles Community Scholars](#)

Contact GCA

Address:

Office of Government & Community Affairs

Columbia University

309 Low Library

535 West 116th Street

New York, NY 10027

Phone: (212) 854-5915

Fax: (212) 854-7366

Free Entrepreneurship Class at Columbia University

External

Inbox x



[REDACTED]

Fri, Jul 23, 1:00 PM



Greetings

I hope this message finds you well. The Office of Government & Community Affairs is excited to announce that we are recruiting for the fourth cohort of our Entrepreneurial Design Thinking Program. As part of our ongoing workforce development programming, Entrepreneurial Design Thinking is a FREE course that empowers aspiring entrepreneurs to develop solutions to community/marketplace problems.

Please see below for information about the program, which will be administered by Columbia Business School alum and entrepreneur Stef Alicia McCalmon (cc'ed), on behalf of the university. Stef would like to schedule a virtual information session for your program participants in the coming weeks. If no program participants are available, she can also meet with your program staff who will be responsible for making referrals. Please reply to this email or reach out to Stef directly at [REDACTED] with any questions and/or to schedule a 45-minute information session. Thank you and we hope to hear from you soon.

Our Introduction to Entrepreneurial Design Thinking program provides participants with an intensive, "hands-on" course focusing on the contemporary design thinking concepts and tools applied to generate innovative solutions to an important marketplace and/or community problems.

During the program, participants will learn how to:

- identify and define a major problem to be solved,
- engage real customers to better understand the problem from their perspective,
- generate multiple solutions, then choose a solution to test with real customers,
- create an action plan based on customer feedback, and
- present their solution idea to the relevant stakeholders

12 November 2020

Entrepreneurial Design Thinking Phase 2: Introducing MVP LAB

Program Overview

Columbia Business School's Venture for All® is a global initiative for talented students and professionals who seek to develop the entrepreneurial mindset needed to succeed in the classroom or business world.

In partnership with Columbia's Office of Government and Community Affairs and the Neighborhood Opportunity Network (NeON), our objective is to educate participants using a contemporary design thinking framework in order to empower New York City residents to develop innovative solutions to important marketplace and/or community problems and enhance the city's entrepreneurial ecosystem.

MVP LAB

We will continue Venture for All's mission to enhance the entrepreneurial ecosystem through year-round education, mentorship and coaching serving local Black and brown entrepreneurs. The next phase of our community entrepreneurship program will extend the Entrepreneurial Design Thinking offering in order to provide structure and support from ideation through launch, iteration and sustainability.

Entrepreneurial Design Thinking grantees will commit to participating in the 12-week **MVP LAB** to unlock the awarded funding to build and launch their Minimally Viable Product (MVP). Inspired by Columbia Business School's Lang Center for Entrepreneurship's LAUNCH Roadmap, the MVP LAB will include programming, coaching and resources to support the entrepreneurs, including:

- Dedicated mentor paired with each team for biweekly check-ins
- Grant funding released in increments according to project milestones
- Webinars to provide training in fundraising, finance, operations and marketing
- Virtual meet-ups to connect and build community with fellow grantees

PARTICIPANTS

The following Fall 2019 and Spring 2020 grantees are eligible to participate in **MVP LAB**:

- B.E.A.T. Lab (██)
- MONGROW (██)

- Nanny's Kitchen 2.0 ([REDACTED])
- Millennial Tech Help ([REDACTED])

The program will launch during the week of 18 January 2021 and will be administered by the Venture for All and Government and Community Affairs divisions of Columbia University.

FREE VIRTUAL COURSE

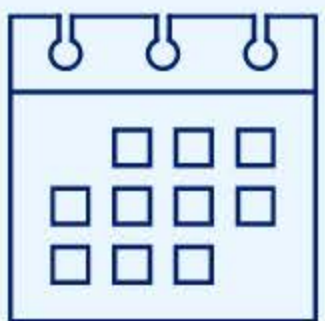
INTRODUCTION TO ENTREPRENEURIAL DESIGN THINKING

FALL 2021

visit gca.columbia.edu/edt to apply



Our Introduction to Entrepreneurial Design Thinking program provides participants with an intensive, “hands-on” course focusing on the contemporary design thinking concepts and tools applied to generate innovative solutions to important marketplace and/or community problems.



Eight (8) Virtual Sessions

Tuesdays

October 12 - November 30

6 - 8 pm EST



Participants who complete the free course will receive a certificate of completion. You can work in teams or individuals to apply for a \$10,000 or \$5,000 Workforce Development Grant. Up to two (2) grants will be awarded.

UXR FELLOWSHIP LAB

with SAFElab at Columbia School of Social Work



Join us for an intensive 4-week UXR Fellowship Lab:

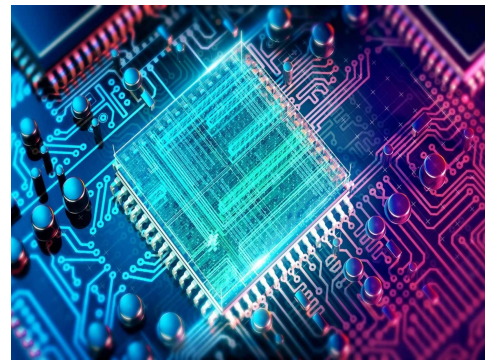
- Learn about the field of user experience research (UXR)
- Develop coding literacy with Columbia University's Justice Through Code
- Develop and refine skills in resume writing, portfolio building, and interviewing
- Hear real-life experiences from a diverse group of tech workers
- Grow professionally, personally, and socially in a supportive environment, alongside colleagues with similar lived experiences

****No previous tech or UXR experience needed.****

Breaking Barriers in Tech

There is a dire need for diverse voices in the tech industry. As emerging technologies, such as artificial intelligence and social media, become more of a fixture in our lives, it is crucial that tech companies prioritize diversity in their hiring practices in order to prevent racial bias and other harmful effects. Furthermore, employment after incarceration is not always simple, but it is important. Participation in meaningful careers has shown to reduce recidivism rates, provide a feeling of purpose, and broaden social and professional connections. Fellows will:

- Learn what goes into the process of developing technology
- Address racial bias in the criminal justice system by constructing an online simulation
- Hear from guest speakers in the tech industry
- Have the opportunity to receive guidance from individuals with similar lived experiences



This fellowship will prepare returning young people for a variety of positions and internships in fields such as computer science, user research, and inclusive design. Throughout this program, there will be opportunities to connect with different companies who are eager to diversify their workforce. Fellows will utilize their own lived expertise with the skills learned in the UXR Lab to ethically develop, integrate, and deploy emerging technologies.

Projected Outcomes

- Development of skills in user research and coding literacy
 - Preparation for entry-level professional opportunities
 - Creation of a professional tech network
 - Reduction in prison recidivism rates
-



Despite the US population being over 30% Black and Latinx, those individuals make up less than 5% of the tech workforce at several major tech companies. However, as these companies realize the critical need for diverse voices, they are taking strides toward inclusivity within their hiring practices. As emerging technologies, such as artificial intelligence and social media, become more of a fixture in our lives, it is crucial that tech companies prioritize diversity in their hiring practices in order to prevent racial bias and other harmful effects. For example, faulty facial recognition technology has resulted in the arrests of innocent Black individuals, and the surveillance of social media has led to the over-policing of Black and Brown students in schools.

Employment after incarceration is not always simple, but it is important. Employment has shown to reduce recidivism rates, provide a feeling of purpose, and broaden social and professional connections.

The SAFELab at Columbia University's School of Social Work has developed a 4-week long **User Research (UXR) Fellowship** for returning citizens to:

- Learn about the user experience research (UXR) field
- Gain a general understanding of the language used in computer coding
- Receive professional development in resume writing, portfolio building, interviewing, and navigating the field of tech as a person of color.

By the end of this fellowship, there will be the opportunity to apply for well-paying, long-term positions at different companies who are eager to diversify their workforce.

This fellowship will prepare returning young people for a variety of positions and internships in fields such as computer science, user research, and inclusive design. Fellows will learn what goes into the process of developing technology, address racial bias in the criminal justice system by constructing an online simulation, hear from guest speakers in the tech industry, and have the opportunity to receive guidance from individuals with similar life experiences. By incorporating their own lived expertise with the skills learned in the UXR lab, fellows will be prepared to ethically develop, integrate, and deploy emerging technologies.



SAFE
L A B

UXR Course Calendar 2021

Day	Date	Goals	Schedule
Week 1			
Monday	3/22/21	*Overview *Intro to CS and Python	12:00 - GUEST SPEAKER [REDACTED] 12:10 - GUEST SPEAKER [REDACTED] 12:30 - Reflection 12:40 - Introductions and overview of program; emphasis on skills/products to develop 12:50 - Favorite music and memes 12:55 - Break 1:00 - Coding
Tuesday	3/23/21	*Intro to UXR and Interpret Me *Datatypes	12:00 - GUEST SPEAKER [REDACTED] 12:15 - GUEST SPEAKER [REDACTED] 12:30 - Consent forms, W9 update, UNIs, and ability to talk to any institutional officer 12:35 - What is UXR? What is Interpret Me? 12:55 - Break 1:00 - Coding
Wednesday	3/24/21	*String manipulation	12:00 - Coding
Thursday	3/25/21	*Critical questions for product management in society *Heuristic evaluations	12:00 - Cont. Interpret Me 12:30 - GUEST SPEAKER [REDACTED] 1:00 - Reflection 1:10 - Break 1:20 - Heuristic evaluation explained 2:00 - Break 2:10 - Heuristic evaluation on Interpret Me
Week 2			
Monday	3/29/21	*Sketching *Intro to control flow	12:00 - GUEST SPEAKER [REDACTED] 12:30 - Reflection 12:40 - Community building 12:55 - Break 1:00 - Coding
Tuesday	3/30/21	*VR and visual effects	12:00 - Community building skills

		*Highlighting skills *Lists	workshop 12:30 - GUEST SPEAKER [REDACTED] 12:45 - Reflection 12:55 - Break 1:00 - Coding
Wednesday	3/31/21	*Dictionaries	12:00 - Coding
Thursday	4/1/21	*Sketching with user needs *Prototyping a module	12:00 - TAKEOVER Emergo 1:30 - Reflection 1:50 - Break 2:00 - Sketching exercise
Week 3			
Monday	4/5/21	*Twitter annotations *Loops	12:00 - GUEST SPEAKER [REDACTED] 12:45 - Reflection 12:50 - Break 1:00 - Coding
Tuesday	4/6/21	*Survey terms *Creating a research question *Functions	12:00 - Intro to survey writing 12:45 - Community check-in 12:55 - Break 1:00 - Coding
Wednesday	4/7/21	*Project intro	12:00 - Coding
Thursday	4/8/21	*Types of questions	12:00 - TAKEOVER Lyft 2:00 - Reflection 2:15 - Break 2:25 - Writing questions
Week 4			
Monday	4/12/21	*Best practices for interviewing *Creating a survey *Final coding project	12:00 - GUEST SPEAKER [REDACTED] 12:30 - Reflection 12:55 - Break 1:00 - Coding
Tuesday	4/13/21	*Finish survey *Final coding project	12:00 - Questions 12:50 - Break 1:00 - Coding
Wednesday	4/14/21	*Final coding project and additional resources	12:00 - Coding
Thursday	4/15/21	*Positions in UXR	12:00 - PANEL Apprenticeship/internship

		*Resumé writing and portfolio creation	1:30 - Reflection 1:40 - Review of skills learned throughout the fellowship 2:00 - Break 2:10 - Resumé /portfolio workshop
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2021 UXR Fellowship

SAFElab
Columbia University School of Social Work

WELCOME!

We're happy you're here



WHAT WE'RE GOING TO DO:



01

USER EXPERIENCE RESEARCH (UXR)

Qualitative questions
Interpret Me



02

COMPUTER CODING

Justice Through
Code



03

PROFESSIONAL DEVELOPMENT

Guest speakers
Mentors
Resumé workshop

UXR Fellowship Lab

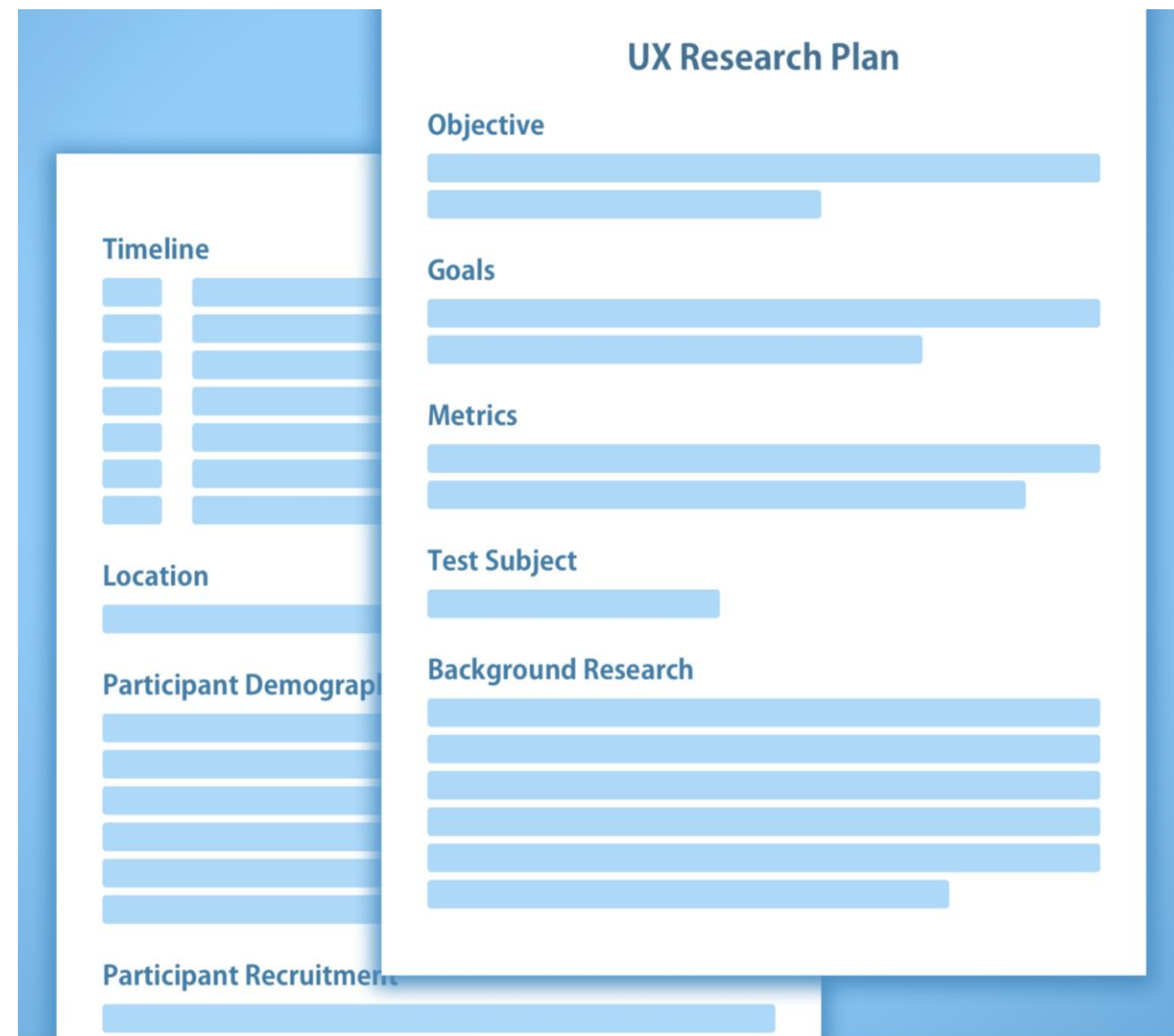
April 13, 2021

Creating a Research Plan



Parts of a Research Plan


1. Background
2. Objective/Goals
3. Methods/Metrics
4. User profile/Demographics
5. Timeline
6. Budget*




COLUMBIA UNIVERSITY
IN THE CITY OF NEW YORK

OFFICE OF GOVERNMENT AND COMMUNITY AFFAIRS

Attn:


Director SAFElab
Columbia School of Social Work

Dear ,


May this letter serve as a notice that SAFElab will be awarded a monetary contribution of \$30,000 from the Columbia University Office of Government and Community Affairs. These funds are to be used for the facilitation of the Spring 2021 User Design Research Lab Fellowship program. The payment will be made via the following chart-string: 

We are looking forward to continuing to be able to support this program as it directly aligns with our focus on workforce initiatives that provide individuals from the community with skills applicable in the 21st century employment market.

Due to reporting stipulations of our office's Workforce Training Fund, there may be requests made for additional information on the program and the participants at the conclusion of this cohort. By signing this document, you agree to use the funds as indicated and provide program information for reporting purposes.


X  _____

Date 3/3/21


Director of Youth Initiatives, GCA

X  _____

Date 3/3/21


Director, SAFElab

COLUMBIA UNIVERSITY
IN THE CITY OF NEW YORK

OFFICE OF GOVERNMENT AND COMMUNITY AFFAIRS

Attn:

[REDACTED]
CEO, SAM
Program Lead, Entrepreneurial Design Thinking

Dear [REDACTED]

May this letter serve as notice that your organization, Stef Alicia Made LLC (SAM) will be awarded a workforce development grant of \$40,000 from the Columbia University Office of Government and Community Affairs. These funds are to be used to cover the costs associated with the Summer 2021 schedule of program activities associated with the Entrepreneurial Design Thinking (EDT) Program. The date range that this disbursement covers will range from June 7, 2021 – September 24, 2021. The funds will be disbursed via check.

Due to reporting stipulations of our office's Workforce Training Fund, there may be requests made for additional information on the program activities and the participants at the conclusion of this time period. By signing this document, you agree to use the funds as indicated, and to provide program information for reporting purposes.

X

[REDACTED]
Director of Youth Initiatives, GCA

Date 6/9/21

X

[REDACTED]
CEO, SAM

Date 9 June 2021

COLUMBIA UNIVERSITY
IN THE CITY OF NEW YORK

OFFICE OF GOVERNMENT AND COMMUNITY AFFAIRS

September 29, 2021

Attn: [REDACTED]
Associate Executive Director of Programs
Youth Justice Network
63 W. 125th Street, 4th Floor
New York, NY 10027
(212) 760-0755

Dear [REDACTED]

May this letter serve as an official record that Youth Justice network has been awarded another round of workforce grant funding from Columbia University's Office of Government and Community Affairs. The award amount for this round of funding remains at \$75,000 and was remitted via check no. [REDACTED] on 9/20/21. We congratulate your organization on this award and look forward to the ways in which it will enable Youth Justice Network to continue to provide workforce development services via its career center. Please see below for a schedule of important dates as related to the current grant cycle:

Grant Cycle: 10/1/21-9/30/22

- 1st Progress Report Due Date: 2/28/22
- 2nd Progress Report Due Date: 5/31/22
- Final Report Due Date: 9/30/21

Additionally, due to our office's obligations to report to a NY state monitor, additional request may be made for program data and to view program activity. Please read and review this update and return a signed copy at your earliest convenience.

Sincerely,

DocuSigned by:

[REDACTED]

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[REDACTED]

Director of Youth Initiative
Office of Government and Community Affairs

DocuSigned by:

[REDACTED]

Signature

9/29/2021

Date