



AB4IR NEWS

MONTHLY JOURNAL OF INFORMATION TECHNOLOGY

TECHNOLOGY - INNOVATION - INCUBATION



W-WIITS

WORLDWIDE WOMEN IN INNOVATION
INCUBATION AND TECHNOLOGY SUMMIT

Advocacy | Diversity | Inclusion

35 SPEAKERS
13 COUNTRIES
5 CONTINENTS



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World

| Everything AB4IR

CEO's Message

August was an exciting month for us as we joined the country in celebrating the country's phenomenal women for their strength, resilience, ability to adapt and their courage in managing the workplace, politics, businesses, their careers, and home front. We celebrated the generation of women who in their respective areas have broken barriers in the ICT sector and continue to strive irrespective of challenges that confront them. The situation we find ourselves in is not due to the lack of trying. We have legislation and regulations that offer preference and empowerment structures to support the growth of women owned enterprises. There are programmes that are designed to equip women with the necessary tools, skills and funding be it through channels such as incubators, accelerators or enterprise development programmes and grants that are offered by government and private sectors. It appears that the missing piece is how we foster and cultivate our women to be capable and ready for such opportunities. Few women who are at the top and the women who are in positions of power and influence have a great responsibility to open doors and create platforms for other women so that we can start seeing more women taking up space in all spheres of society and see a critical mass of women who are empowered to play a critical role in society.

We are pleased to have hosted the second instalment of the Worldwide Women in Innovation, Incubation and Technology Summit (W-WIITS) that was hosted as a hybrid from the Emperors Palace Convention Centre and streamed across all social media platforms on Wednesday, 25 August and Thursday, 26 August 2021. The Summit was intended to address the digital gender stereotypes and advocate for more women entrepreneurs in the digital space. Ms Siphokazi Simandla was our keynote speaker, and she challenged all participants to be their "sister's keeper".

On the overall, we had thirty-five (35) speakers (predominantly women) from thirteen (13) countries representing five (5) continents participating in the summit who are all pioneers and trailblazers in the field of Innovation, Incubation and Technology globally. The sessions provided robust engagements which unpacked the following:

- Leadership
- Capacity building and funding
- Representation of Women in Drones
- Role of private sector in developing and supporting women in ICT



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- How to grow more female leaders in the tech space
- Women in gaming and animation
- Mentorship and coaching Knowledge vs. Capacity Building.
- Investor readiness

I am pleased to share with you the milestones that the summit has generated since its inaugural launch in 2020, we are growing in leaps and bounds and notable achievements for this year are as follows:

- 2020 event was for one day while 2021 was hosted over two days.
- 2020 event was all virtual while in 2021 was a hybrid event.
- 26 speakers took the virtual podium in 2020 while in 2021 we had 35 speakers some participating virtually, and others joined us virtually
- 12 Countries participated in 2020 while in 2021 we had 13 countries participating
- We had 700 hundred participants in 2020 and the number grew to 1553 people in attendance across all virtual platforms where 60 attended physically over the two days.
- This year we managed to add a twist of Master classes on Leadership and Investor readiness interaction, and we introduced the Diva spotlight where we showcased the entrepreneurial journey of a few companies for the benefit of our entrepreneurs and participants.
-



Ramateu Monyokollo – (Ab4ir Chairperson)



Kim James, Kelebogile Molopyane, Dr Joy Ndlovu, Salu Yekela



Siphokazi Simandla





Queen Ndlovu



AB4IR Team



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W-WITS AB4IR small business development sEDA



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W-WITS AB4IR small business development sEDA



I owe a huge amount of gratitude to the Board of Directors who continues to provide an oversight and governance for the organisation and for my staff who since the start of AB4IR continues to run all our activities with so much excellence and zeal.

I would like to thank the Small Enterprise Development Agency (Seda) and all our stakeholders for their continued support as we foster innovation and entrepreneurship in South Africa and creating an enabling environment where entrepreneurs are able to thrive and compete in the areas of entrepreneurship and incubation in the gaming, animation, and virtual reality industry.

To stay abreast of updates and latest trends on gaming, animation, and virtual reality and all our upcoming events, connect with us on our social media platforms: follow us on Twitter @Ab4ir, like us on Facebook @Ab4ir and Instagram @ab4ir_sa, LinkedIn @Ab4ir or visit our website www.Ab4ir.org. Alternatively email us: Admin@Ab4ir.org.

On behalf of AB4IR, I thank you for being part of our digital innovation community. Please remember that even though we are in level 3, please ensure that you all adhere to COVID -19 safety protocols as articulated by our respective governments. We cannot afford more casualties. Let's be the voice of reason and stop this virus in its advances.



AB4IR Start-up



iPhiko UAV developing and testing their Radio Controlled 400mm Wingspan Aircraft (Drone)

iPhiko UAV, AB4IR entrepreneur in the drone technologies sector is currently developing and testing their Radio Controlled 400mm wingspan aircraft prototype. The full-sized model is anticipated to be up to 1.5m in wingspan and will be deployed for Flight Training, Aerial Surveillance and Advertisement as a service.

iPhiko UAV's vision is to leverage this product to offer customer centred and affordable aerial monitoring and advertisement solutions for organisations with remote assets or clients such as Local Municipalities, Logistics, and the Agriculture Sector.

The company believes that UAVs can play critical role in reducing the risks posed by operating in remote locations especially those with underdeveloped automotive infrastructure.

Do stay tuned for more updates on the development of iPhiko UAV products.

AB4IR and Gothe Institue Presents Drone Diva



[Umbo]coder
Women in Coding

DRONE DIVAS

DO YOU WANT TO BE A PART OF THE DRONE DIVAS PROGRAMME FROM SEPTEMBER TO NOVEMBER 2021? THEN THIS PROGRAMME IS FOR YOU.

Objective of the programme:
To Empower young women from disadvantaged communities with drone technology skills.

Who should apply?

- Females
- Youth (18-35)
- Township based (preferably accessible to the AB4IR facilities)
- English proficient individuals.
- Those with interests in technology and innovation
- Advantage to those who studied STEAM (Science, Technology, Engineering, Art, Mathematics) subjects

ENTRIES CLOSE 29 AUGUST 2021.

For more information and registration visit www.ab4ir.org

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On behalf of the German Federal Ministry for Economic Cooperation and Development (BMZ), the GIZ (Deutsche Gesellschaft für Internationale Zusammenarbeit) and the Goethe-Institut promote the emerging market of cultural and creative industries in Africa and in the Middle East.

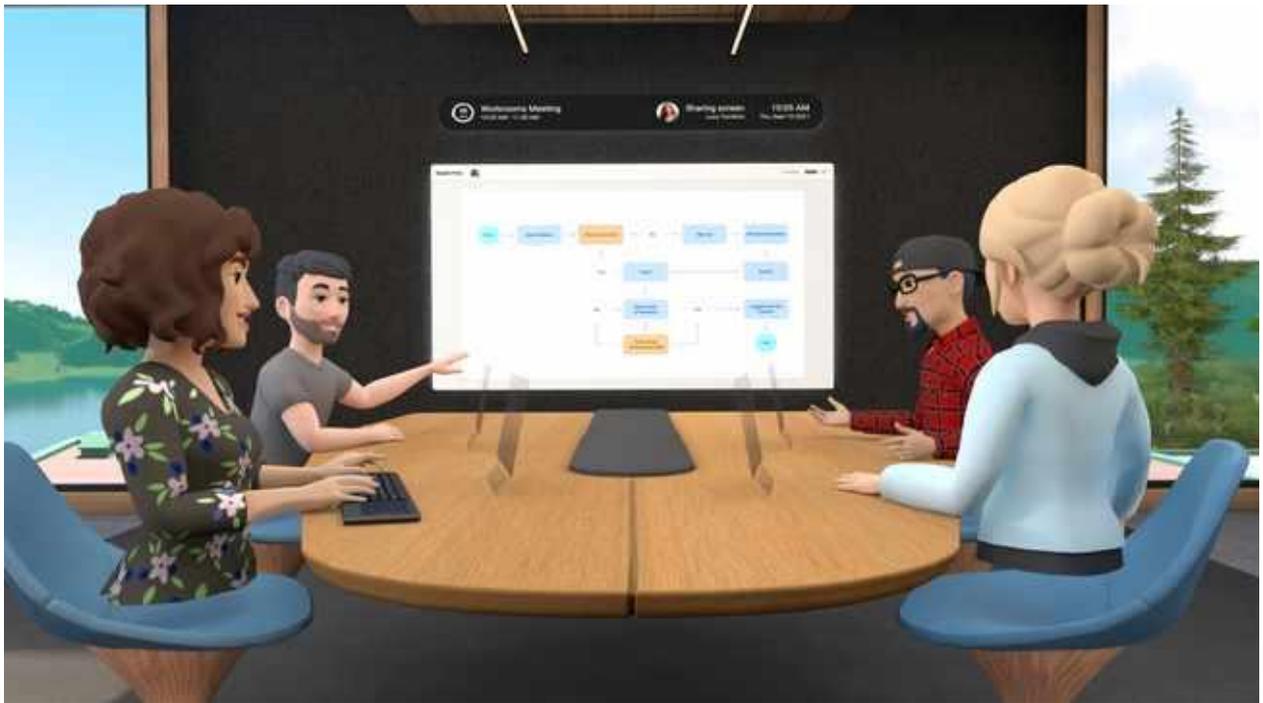


AB4IR in partnership with Goethe Institute and Inspire Africa will be training 20 township-based females who have interest in the drone sector through a programme called Drone Divas which is scheduled to commence within the month of September 2021 ending November 2021. Applications for the program opened on 11 August 2021 and closed on 29 August 2021 where we received 1095 applicants towards the programme, a selection process is still in place where 20 participants will be chosen to start with the program on the 13th of September 2021.



| Technology

Facebook launches VR remote work app, calls it a step to the 'metaverse'



Facebook Inc launched a test of a new virtual-reality remote work app where users of the company's Oculus Quest 2 headsets can hold meetings as avatar versions of themselves. The beta test of Facebook's Horizon Workrooms app comes as many companies continue to work from home after the COVID-19 pandemic shut down physical workspaces and as a new variant is sweeping across the globe. Facebook sees its latest launch as an early step toward building the futuristic "metaverse" that CEO Mark Zuckerberg has touted in recent weeks. The world's largest social network has invested heavily in virtual and augmented reality, developing hardware such as its Oculus VR headsets, working on AR glasses and wristband technologies and buying a bevy of VR gaming studios, including BigBox VR.

<https://www.iol.co.za/technology/mobile/facebook-launches-vr-remote-work-app-calls-it-a-step-to-the-metaverse-1f8c9384-4a79-45cf-b8ee-e3de4e1ad419>

Samsung to offer a digital vaccine card solution



All vaccinated people are getting a cardboard card that contains information about their vaccination status. Problem is, in some parts of the world there are concerns that these cards may be faked. The South Korean tech company, Samsung, has come up with a solution for this challenge. Samsung devices that support Samsung Pay can now (in the US) store digital versions of users' COVID-19 vaccination cards, through a partnership with healthcare non-profit The Commons Project, the smartphone company announced.

Users must first download the free CommonHealth app from the Google Play store and follow the instructions to access their COVID-19 vaccine record, from participating pharmacies, health systems, and health providers (not all providers are connected to the system yet). Once the user has access to their COVID-19 credential within the CommonHealth app, they can add it to their Samsung Pay wallet. The Covid-19 Vaccine Pass will then be available on the Samsung Pay app home page.

<https://www.iol.co.za/technology/mobile/samsung-to-offer-a-digital-vaccine-card-solution-a2cbd5e1-626a-4045-9887-32b10ee58e36>

| Gaming

Next-Gen Handheld Gaming: Steam Deck



Valve is getting into the handheld gaming business with the Steam Deck: a handheld device that can play any game in your Steam Library. It's aiming to be the Nintendo Switch of PC gaming, essentially, and from our hands-on experience with the device it appears plenty fit to deliver on that promise.

That's because it's not a games console, it's really a portable PC. You can plug it into a monitor or a TV, install apps and software, use it to watch streaming video, and more - even install other game stores on it, according to Valve. The Steam Deck will run on a new version of SteamOS, Valve's Linux-based operating system, though you'll be able to play Windows games that don't have official Linux support using Valve's compatibility tech, Proton (Steam Play), or even uninstall SteamOS and just install Windows.

When is the Steam Deck release date?

The Steam Deck will begin shipping in December 2021.

However, that doesn't mean if you reserved one, you'll receive it this year, as the Steam Deck site is now showing "expected order availability" in Q2 of 2022 for each version of the Deck across both the UK and US.

What's happening with Steam Deck reservations?

Currently a Steam Deck can be reserved if you put down a \$5 (£4) deposit, and thankfully most of the initial complications in reserving have seemingly past us by. The



\$5 deposit will go toward the cost of the Steam Deck if you do decide to order one, though it'll be refunded if you change your mind and decide to cancel.

How much does the Steam Deck cost?

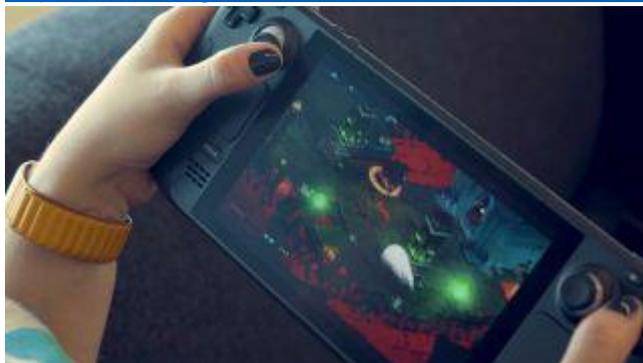
The price of the Steam Deck depends on which version you want, and there are three different versions based on storage size. The Steam Deck costs:

\$399 for the 64GB version

\$529 for the 256GB version

\$649 for the 512GB version

<https://www.pcgamer.com/steam-deck-price-release-date-specs/>



Xbox head Phil Spencer confirms that xCloud works on Steam Deck

Spencer took to Twitter to sing the praises of the upcoming portable device, and he said that he's been at Valve "this week talking with Scott, Erik, and Gabe about Steam Deck."

"After having mine most of the week I can say it's a really nice device. Games with me on the go, screen size, controls all great. Playing *Halb* and *Age* feels good, xCloud works well. Congrats SD team," Spencer added.

Reservations for the Steam Deck are currently up and running but they aren't expected to be available until Q2 2022, according to Valve. Signing up for a reservation right now means you'll be put in a virtual queue and sent an email when more stock is available. In related news, Spencer was recently asked if he thought Game Pass would come to other consoles. He said that Xbox is "totally open to those discussions," but the company understands that other closed platforms don't want "something like Game Pass" right now.

<https://www.nme.com/news/gaming-news/head-of-xbox-phil-spencer-confirms-that-xcloud-works-on-valves-steam-deck-3019038>

| Animation

Local animation artist making waves in the industry

The self-taught designer and school-taught 3D animator won the 2019 Digital Lab Africa #3 pitching competition, a springboard and incubation platform for African creatives.

Young animation artist Lwazi Msipha is cementing his place in the art world with his unique art. Lwazi now has his show, My Cartoon Friend, on Cartoon Network. The show has 13 episodes and season one first



aired on July 12, with each episode covering the span of around two minutes.

The 27-year-old said he believes art is something that was instilled in his DNA.

"I've always had a weird obsession with cartoons. I would watch nothing but cartoons and that love grew from me just watching them to making them. "I've always been good at drawing, since primary school I used to get compliments about my artist skills," said Lwazi.

"However, over the years my drawing skills have improved a lot. Back then I couldn't make a cartoon move, now I can make a whole series by myself."

The former Benonian creates, writes, animates, and guides the 13-episode production of the series and also plays the show's main protagonist. The self-taught designer and school-taught 3D animator won the 2019 Digital Lab Africa #3 pitching competition, a springboard and incubation platform for African creatives, which led to the creation of Africa's first original hybrid comedy series.

<https://boksburgadvertiser.co.za/419639/local-animation-artist-making-waves-in-the-industry/>



| News around the world

A 12-year-old boy from London has made about £290,000 during the school holidays, after creating a series of pixelated artworks called Weird Whales and selling non-fungible tokens (NFTs)



With NFTs, artwork can be "tokenised" to create a digital certificate of ownership that can be bought and sold. They do not generally give the buyer the actual artwork or its copyright.

Benjamin Ahmed is keeping his earnings in the form of Ethereum - the crypto-currency in which they were sold. This means they could go up or down in value and there is no back-up from the authorities if the digital wallet in which he is holding them is hacked or compromised. He has never had a traditional bank account.

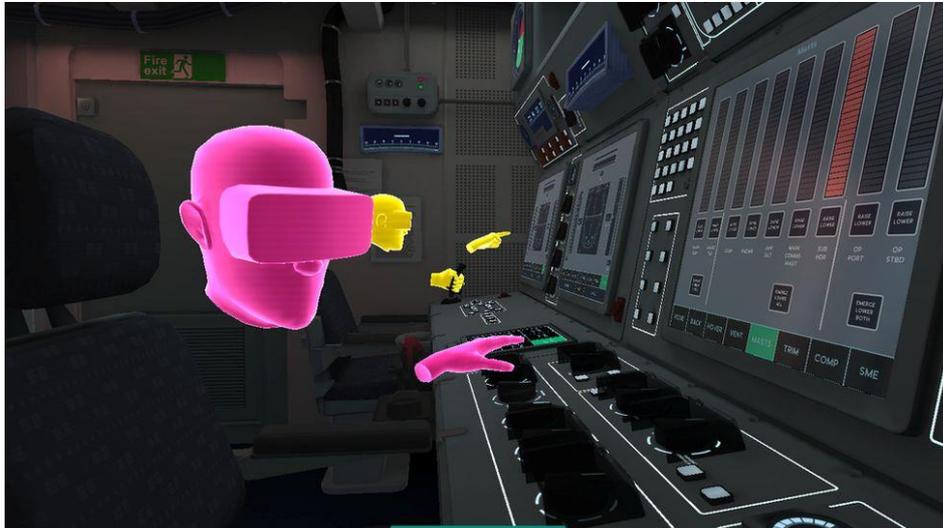
Benjamin's classmates are as yet unaware of his new-found crypto-wealth, although he has made YouTube videos about his hobby, which he enjoys alongside swimming, badminton and taekwondo.

"My advice to other children that maybe want to get into this space is don't force yourself to do coding, maybe because you get peer pressured - just as if you like cooking, do cooking, if you like dancing, do dances, just do it to the best of your ability," said Benjamin.

<https://www.bbc.com/news/technology-58343062>



How virtual reality can help to recruit and train staff



For many who leave the military, entering the civilian workforce can be a shock, with an office culture devoid of the routine and chain-of-command that shapes a life in uniform. "There's a loss of structure, and a loss of all those things that held daily activities together," recalls Tristan Carson, a US Marine veteran. "In the military, your days are dictated for you. You know what you're going to be doing."

To make matters worse, the culture shock that often comes with this transition from military to civilian life is compounded by a communication problem. For instance, many employers outside of the military cannot comprehend the myriad of acronyms soldiers may initially struggle to stop using in their daily work. Some veterans may also struggle to explain how their experience can be applied in a non-military environment.

One potential solution comes in an unlikely form: virtual reality (VR). For most people VR is nothing more than a fun gimmick to enhance the experience of playing video games at home however the technology is now starting to be used in some exciting new ways.

In Mr Carson's case, he took part in a pilot scheme testing a programme called Artificial Intelligence Designed for Employment (AIDE). It was devised by Onward to Opportunity, a free career training programme created by the University of Syracuse for the Institute for Veterans and Military Families (IVMF).

<https://www.bbc.com/news/business-57805093>

| Past Events



| Upcoming Events



- Digital Art and Animation

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