

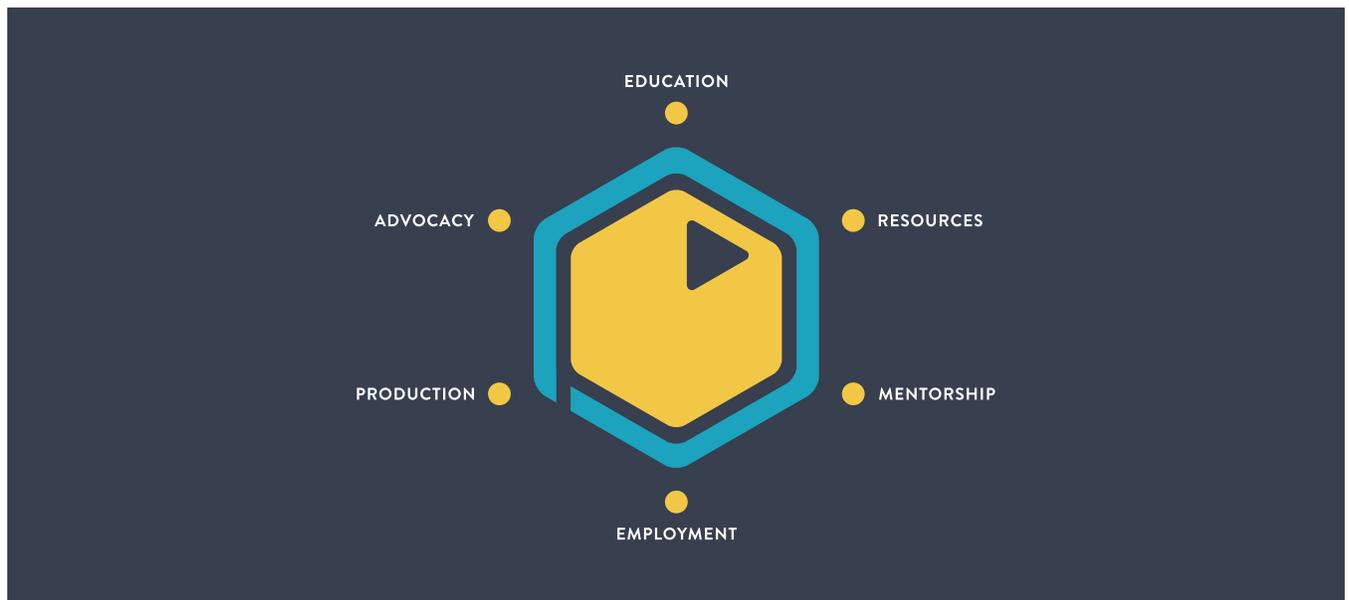


Pinnguaq Association, a not-for-profit organization, incorporates STEAM (science, technology, engineering, arts, math) into unique learning applications that promote storytelling, health, wellness, and growth with rural and remote communities. At its core, Pinnguaq embraces diversity and creates opportunities in order to empower all people.



Pinnguaq, which means *play* in Inuktitut, was created in 2012 as a Pangnirtung-based technology startup with the goal of providing play experiences in Indigenous languages. Since then, the organization has embraced ways of incorporating play into applications that support a full learning life cycle. We have workplaces located in Burnaby, Lindsay, Iqaluit and Pangnirtung, delivering programs in over 28 communities across Ontario and Nunavut. We are building Makerspaces across Nunavut and expanding our unique, community-focused approach to STEAM education across the entire country.

From creating custom games to preparing educational curriculum, the work Pinnguaq does is varied from project to project. Everything is tied together to reflect our mission by being grouped into the core phases of the Pinnguaq learning life cycle:





**EDUCATION** From introductory coding lessons to advanced art tutorials, we administer a variety of STEAM-related learning opportunities ([pinnguaqlearning.space/events](http://pinnguaqlearning.space/events)) – while also training teachers and developing curriculum on digital skills. Education has been our strength since our first Code Club in early 2014 and remains a key priority of our work.

**RESOURCES** Through our Makerspaces, website, and programs like Computers for Success ([cfsn.ca](http://cfsn.ca)), we aim to provide the resources to create access to the digital tools needed to take advantage of the benefits technology has to offer.



**MENTORSHIP** Pinnguaq is committed to providing meaningful mentorship opportunities through the programs we administer in order to support an individual's learning journey. We do this through the Digital Skills for Youth ([pinnguaq.com/ds4y/](http://pinnguaq.com/ds4y/)) program and our Twitch streaming ([www.twitch.tv/pinnguaq](http://www.twitch.tv/pinnguaq)) as well as by supporting communities to increase their own capacity in local digital programming.

**EMPLOYMENT** We act as a delivery organization for internship programs, designed to help youth gain meaningful work experience and digital skills. In addition, we support and create employment opportunities in the communities we serve.

**PRODUCTION** Pinnguaq aims to provide a space for production that takes ideas from planning to fruition. We have put this into practice by localizing existing games into Inuktitut and creating original apps and websites ([pinnguaq.com/work](http://pinnguaq.com/work)) based on our ideas or those of others.

**ADVOCACY** Perhaps the most important phase of our life cycle is the advocacy work we do to create and promote access to digital technology. We support a north > south knowledge transfer, development of local digital resources and a unique but equal role for rural communities at the tech table.





As recent winners of Infrastructure Canada's [Smart Cities Challenge](http://www.infrastructure.gc.ca/cities-villes/index-eng.html) ([www.infrastructure.gc.ca/cities-villes/index-eng.html](http://www.infrastructure.gc.ca/cities-villes/index-eng.html)), we are now focused on building sustainability in technical education opportunity. This means the building of Makerspaces across Nunavut and various locations in Ontario, with eyes on eventual expansion across the rest of the country.



Despite the challenges of quality internet in Nunavut, we are developing a network to connect all the spaces together to share curriculum, programming ideas and advice. Called the *Katinganiq Makerspace Network*, this network will ensure that as we expand programming across what is often considered the most isolated place in the country, no one is alone.

To learn more about Pinnguaq, please visit our website at [www.pinnguaq.com](http://www.pinnguaq.com)

