

TANZICT

The information society and ICT sector development project in Tanzania

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Intro

- August 2011 Dec 2016 (originally until 7/2015, 3 no-cost extensions)
- 5 million Euro + 800 k = 5,8 M€
- CTA office in COSTECH: CTA, Innovation Advisor and Associate Expert
- NPO office in MWTC: NPC, FAM and assistant
- Buni: 2 Innovation Space managers and 5 coordinators
- 2 Living Lab coordinators



TANZICT components

1 National ICT Policy Revision (NPO)

Renew Tanzania's National ICT Policy and start the implementation.

2 MWTC Corporate ICT Capacity (NPO)

Strengthen the institutional capacity of the Ministry of Works, Transport and Communication to act as role model in the use of ICT for other ministries and governmental agencies.

3 Tanzania Innovation Program (CTA)

Create a seamless ICT innovation chain from ideas to pilots, raising awareness of innovations as drivers of economic and social development.



Some challenges

- No real baseline when started.
- Lack of companies involvement. Small number of companies.
- Lack of commitment and ownership.
- Supporting very early stage organizations with very limited capacity.
- Money flow.
- Different funding concepts and funnels for different beneficiaries.
- Sustainability of partner projects.
- How to measure information society or community or mindset change?



Some achievements

- All levels were included from the highest governmental planning level to grass-root citizens.
- The programme decided to broaden support for innovations from pure ICT, also including social innovations.
- Innovation Fund: more than 500 applications and 46 new innovations were funded.
- State-of-the-art co-working spaces and technology hubs.
 - BuniHub as the first one.
 - 6 different cities similar hubs have been initiated.



Some achievements

 As part of many help provided by Finnish Universities, Teamacademy concept was adopted in Iringa University and is now part of their official curricula as the first African University.

- Year 2015:

- 68 new companies were established directly or indirectly (through mentors, incubators etc.)
- 18 new services or products were brought into the markets
- and e.g. Ubongo Kids reached more than 5 million users



Asanteni sana!