

The Projects

Projects Run:

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te(a)ch

Arctic Inspiration Prize

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The Projects

Projects Run:

- Art Alive

Development on Art Alive stopped in 2016/17 and the touring and absorption of the program began. It featured prominently in various exhibitions around the country, but most importantly led to the creation of an education program in the City of Kawartha Lakes for both Art Alive and Singuistics. Over 600 students in the COKL came to the program and educational guides were crafted.

The next steps are to fine tune the educational guides, to release them to the public and to find partners through Nunavut museums and schools to host the events as well. So far all requests for partners have been unsuccessful.

- te(a)ch

- Arctic Inspiration Prize

The biggest focus of 2016/17 became about a push to make the Code Club program eligible for the Arctic Inspiration Prize. With the support and sponsorship of the Nunavut Economic Developers Association, Pinnguaq was nominated for the AIP and ended up winning \$400,000 in December 2016.

The program, rechristened as “te(a)ch” features partnerships with Qaujigiartiit Health Research Network, The Embrace Life Council of Nunavut and many others. Our entire team gathered in Winnipeg in December 2016 and proceeded in the early parts of 2017 to visit three communities to run three separate sessions.

- Iqaluit (Feb 2017)

The first session we hosted, post AIP, was in Iqaluit in February 2017. Through our partnership with Computers for Schools Nunavut we were able to provide free laptops to every participant of the program.

We partnered with [Becky Kilabuk](#) among others to craft a unique variation on our standard curriculum and began the process of create a sustainable curriculum. The event was even featured in an episode of “The National”.

- Chesterfield Inlet (March 2017)

After Iqaluit, Evan Despault of Pinnguaq Technology Inc and Taha Tabish of Qaujigiartiit visited Chesterfield Inlet. They hosted a full class, again providing free laptops to every participant. This session featured our ‘train the trainer’ element and was extremely well received.

- Baker Lake (March 2017)

After that we visited Baker Lake Nunavut with a similar program. Brandon Bunnie and Taha Tabish led the program here and, despite 2 blizzard days, featured a full class and a standard train the trainer session.

- Singuistics

From May 2016 to July 2016, Pinnguaq released monthly updates to Singuistics to incorporate all of the new languages. The final version, in addition to the Inuktitut content that was included featured the following;

- Anishinaabemowin (3 Artists, 1 Language Teacher, 1 Coordinator, 5 Musicians)
- Cree (2 Artists, 1 Language Teacher, 1 Coordinator, 8 Musicians)
- Dene (1 Coordinator, 1 Language Teacher, 4 Musicians, 3 Artists)
- Gwich'in (1 Artist, 1 Coordinator, 1 Language Teacher, 1 Musician)

Elizabeth Lapensée created a main menu for the App which featured her unique style of art to create turtle island as a main menu.

The finished version includes the art and music of incredible artists such as Leela Gilday, Jason Burnstick, John Bonnetplume, Aaron Paquette, Elizabeth Lapensée and many more.

- Qalupalik

Qalupalik had a slow year in 2016/17. We commissioned, in partnership with a project through Nyla Innuksuk and the Productions wing, a filmmaker (Sean Wainsteim) to head to Pangnirtung to conduct interviews with the community. He specifically worked with Elisapee Ishulutaq in developing content that can be used both for a film or video game update.

That said, [we wrote in October 2016](#) that the project was too large for a company our size. While we did complete some small additional asset creations through our new 3D artist, Brandon Bunnie, it became clear by March 31st 2017 that the project was not our focus and it wasn't being done in the right way.

The project was indefinitely put on hold until it can be redeveloped and reassessed. [We announced the decision](#) in April of 2017.

- Computers for Schools Nunavut

Pinnguaq created a partnership with Computers for Success Canada to deliver the long neglected "Computers for Schools" program in Nunavut. Through the te(a)ch program, this program is able to provide laptops for every participant in the program, ensuring equality of access and experience. At the same time we are able to preload these computers and ship them across the territory at a low price to any needed Nunavummiut.

In 2017/18 we plan to expand the program beyond te(a)ch and offer it to students going to postsecondary and small businesses.

- Storytime

2016/17 saw the creation of the 'Storytime' App as well. Led by a partnership with the Nunavut Literacy Council, 'Storytime' will be an Inuktitut reading book available to allow children under 5 years old to read and have read to them, Inuktitut stories. Development is based on some elements of 'Singustics' technology and new staff Arielle Grimes led the user interface design in late 2016 and into early 2017.

This App is scheduled for release in 2017.

- Localization: Mushroom 11

Partnered with 'Untame', Pinnguaq worked to localize and help release "Mushroom 11" for Android, iOS and PC/Mac/Linux. This award winning game was awarded one of Apple's, 'game of the year' after its release on iOS and is available now in Inuktitut on all devices.

- 2167

What began as a project of the Productions wing moved into the work of the Association as the non-profit '2167' project, a VR project headed by TIFF and imagineNATIVE took up much of our focus in early 2017. We were to work on a project with filmmaker Alethea Arnaquq Baril, but the project fell through and instead the majority of our focus turned to seeing 'The Hunt' by Danis Goulet brought to life.

Serving as producers, Pinnguaq helped fund the project and plans for its release as apart of the 2167 project, later in 2017.

Media:

[Iqaluit kids go home with free laptops after coding workshop - North ...](#)

Staff:

2016/17 was the year of growth for Pinnguaq. In April we hired Brandon Bunnie, a 3D generalist and artist - as well as a lead for the delivery of arts curriculum in the te(a)ch program. October and November saw a massive hiring spree through the support of the 'Youth Internship Fund', which included Talia Metuq, Julie Alivaktuk and Jamie Okatsiaq in Nunavut as well as Arielle Grimes and Nyla Innuksuk in Toronto and Max Ahn in Vancouver.

In early 2017 as we continued to grow we brought on Ted Gerry to assist as a project manager and Reagan McFadden to help as a help developer.

[A report on staffing](#) was prepared in January 2017.