Youth Take Charge**

Cordelia Brady  NYU, Silver School of Social Work  
Danielle Eagan  NYU, Silver School of Social Work  
Lauren Kalogridis  NYU, Silver School of Social Work  
Rebecca Park  NYU, Gallatin School of Individualized Study  
Sachiko Pettit  NYU, Steinhardt School of Culture, Education & Human Development  
Bailey Theado  NYU, Gallatin School of Individualized Study  
Sasha Weinert  NYU, Liberal Studies Program

Youth Take Charge (YTC) ultimately seeks to mentor future leaders who will work together to fight human trafficking. Its mission is to foster a unified coalition of self-led anti-trafficking clubs among New York City high schools.

YTC will assemble an anti-human trafficking seminar that includes an overview of the issue on a global scale with information about the many social, cultural and economic factors that lead to this human rights violation. The team will initiate a mentorship program for high school students interested in forming their own, self-led anti-trafficking club. YTC will provide education materials for an in-depth 12-week curriculum about human trafficking, as well as guidance on forming a cohesive high school club and planning events. By providing curricular materials and leadership training to teens, YTC will empower the next generation to realize a world without slavery.

**Denotes Grand Prize Award Winner*/Denotes Grand Prize Award Finalist
Ecoville

Wonyoung (Max) Choi  NYU, College of Arts & Sciences
Henry Lin            Emory, Goizueta Business School
HongHong (Wendy) Lin NYU, College of Arts & Sciences Alumni

Ecoville’s mission is to create a positive impact on the environment while educating consumers about green alternatives through an interactive mobile game. The city-building mobile game, which is specifically designed to lessen our carbon footprint by raising awareness about greenhouse gas emission, allows users to build cities, clean up pollution, and learn about the negative impacts of greenhouse gas emissions on the environment. While players build their cities, they encounter many environmental problems that reflect real life environmental problems such as deforestation, smog and depletion of the ozone layer with a focus on greenhouse gas emissions. When players encounter an environmental problem, they will be presented with solutions to solve the problem. The goal of the game is for the player to overcome most of the environmental challenges they encounter in order to build successful, populated, thriving cities.

Ecoville is a for-profit social enterprise that harvests profit to reinvest in a positive social change. The profits earned from the game revenue will be used to buy carbon offsets from project developers within organizations that identify and perform actions that reduce, avoid or sequester emissions.

Farm to Live*

Brianna Bohnett      NYU, Global Liberal Studies
Victoria Deleone     NYU, Gallatin School of Individualized Study
Eric Fuchs-Stengel  NYU, Gallatin School of Individualized Study
Amanda Gonzalez      NYU, College of Arts & Science
Sophie Lasoff        NYU, Global Liberal Studies
Zach Wellstood       NYU, Global Liberal Studies

Farm to Live will empower and educate local communities through ethical agriculture. The initiative will operate on farmland throughout the NYC and northern NJ area as a volunteer organization that builds social consciousness and grows sustainable, healthy food systems. Farm to Live plans to inspire people by creating farms and a farming community that lives sustainably and naturally with the earth.

The team will recruit passionate student volunteers from local New York City universities and college campuses as well as high school, college and university students in the suburbs of New Jersey to harvest the crops on their farms. Farm to Live will host volunteer events and sustainable agricultural education opportunities for the volunteers in which they will learn about the practice of sustainable growing through hands-on experience.

**Denotes Grand Prize Award Winner/*Denotes Grand Prize Award Finalist
Organization for the Promotion of Pediatric Strength (OPPS)*

Jay Bhatia  NYU, College of Arts & Sciences  
Nimayi Dixit  NYU, Stern School of Business  
Victoria Ettore  NYU, College of Arts & Sciences  
Shweta Gohil  NYU, College of Arts & Sciences  
Diana Yetman  NYU, College of Arts & Sciences  

The Organization for the Promotion of Pediatric Strength (OPPS) aims to provide an educational, supportive and fun atmosphere that motivates and inspires adolescent patients suffering from pediatric cancer and its psychosocial challenges. This is accomplished through a workshop series, a mentorship program, and speaker series. The workshops will provide an engaging and educational environment for patients to help them learn crucial information to further their education and interests. The mentorship program will ensure proper social development and continuation of education during treatment. The speaker series will consist of cancer survivors, doctors and child life specialists and will inspire hope, shed light on new medical advances, and provide suggestions for making the struggle of reintegration smoother and easier.

Thoughtfund

Adam Hubbi  NJIT, College of Science & Liberal Arts  
Brian Liu  NYU, College of Arts & Sciences  

Thoughtfund’s mission is to create an online crowdfunding platform where donors can fund student-created projects that address global problems and help those students regain interest in their major. Thoughtfund believes that students who apply abstract knowledge gained in classes in the real world by solving global problems are more likely to discover their passion and develop a well thought-out, inexpensive solution for the global community.

Students will submit their projects to Thoughtfund’s site and self-select one of six categories — agriculture, energy, housing, education, mobility, or community service — in which their project lies. Project creators will have to establish a funding goal and the length of time they wish to fundraise. A successfully funded project will receive seed money and publicity even before the product is released to the public.

Thoughtfund’s impact will be measured by how many projects are funded, how the projects impact the global community, and the number of students that have discovered their passion within their majors.
Under 21*

Noa Genazzano Professional Performing Arts High School
Nicole Johnson NYU, Gallatin School of Individualized Study
Randall Ray NYU, College of Arts & Sciences
Javier Spivey Calhoun High School

Under 21's mission is to inspire young artists and encourage them to use their influence and craft to inform their communities about prevalent social issues. Under 21 will fulfill its mission by providing young artists (ages 9-21) with a curriculum in artistic citizenship and socially responsible artistry through the use of a workshop and conference that ultimately serves as a fundraising vehicle.

20 carefully selected artistic students (also known as “MOVERS”) who are proficient in dance, voice, song writing, spoken word, visual art, photography and film will participate in a two-day workshop in which they will learn about a prevalent social issue. Following the workshop, the conference will serve as a platform for the 20 MOVERS to inform other young people about what they have learned through artistic contributions, personal accounts, video and live performance. In an effort to serve as a fundraising vehicle, 25% of the conference registration revenue will be donated to a non-profit organization whose mission aligns with the conference’s featured social issue.