





















WORLD HERITAGE FUTURES LAB

SOUTHERN AND EASTERN AFRICA EDITION

Agnes Were

CREATIVE TECHNOLOGIST | KENYA

Agnes Were is an innovative and resourceful 3d artist, VR content creator and Illustrator working on a wide range of projects involving 3D modelling, world building, game development, interior design and virtual reality. Having honed her craft, she seeks to offer clients work that is in line with their suited requirements. She completed her studies having received a diploma in Digital Media and a Bachelor's Degree in Arts and Media Technology. After specialising in

Interactive Media Design she received various opportunities to work with a number of companies in the industry.

As an Illustrator she got to work on a regional comic featured in three countries, a virtual reality experience with a leading communications company as a 3D artist in addition to being featured in a magazine on women in gaming.





Daniel Getachew

CREATIVE TECHNOLOGIST | ETHIOPIA



Daniel Getachew Molla is the Founder of Guzo Technologies, an IT services and Media startup company residing in Ethiopia that is highly focused on VR/AR and IoT products. Guzo Technologies is famous for its MegaGrants awarded product by EpicGames called Guzomap XR. Daniel made and contributed

several software projects to multiple local and international clients. Daniel holds an MSc in Software Engineering from Adama Science and Technology University and a BSc in Computer Science from Madaa Walabu University.





Marly Muudeni Samuel

CREATIVE TECHNOLOGIST | NAMIBIA 🥍



Marly Muudeni Samuel holds a master's degree in informatics, an honours degree in Web Informatics, and a bachelor's degree in Software Engineering from the Namibia University of Science and Technology. She is currently pursuing a PhD in Simulation and Visualisation at the Glasgow School of Art. She has experience working with augmented reality, ocean knowledge,

and cultural heritage as well as coordinating and facilitating workshops and events. She is enthusiastic about technology and innovation and how they can be conduits for digital growth, improved education, youth and community development, socioeconomic advancement, information access and distribution and cultural heritage preservation.





Mbangiso Mabaso

CREATIVE TECHNOLOGIST | SOUTH AFRICA



Mbangiso Mabaso, simply referred to as Baso is the Founder of Sisanda Tech. He founded Sisanda Tech on 17 November 2017 after the launch of his first Mobile Game EED. EED was an abbreviation of Energy Efficiency Diva, it is a Mobile Game raising awareness about the importance of saving energy and electricity. This game came in the third position in SAB Kickstart ignite competition. Baso innovated Sisanda App Universe through the realization that game design can make learning fun, and easy and the use of games in education can simplify the abstract concept to

learners with simple mechanics. The version of Sisanda App Universe was launched in 2017 and in 2021 became the first app in South Africa to win an award at MTN Business App Awards, receiving an award for the Most Innovative Solution. In 2022, Baso was selected as Design Indaba Emerging Creative for 2022, He was also selected as top 18 creative technologists to participate in Design Future Labs by Electric South, Twyg, British Council and Crossover Labs UK.





AVUzwa Ntshongwana

CREATIVE TECHNOLOGIST | SOUTH AFRICA



Avuzwa Ntshongwana is a co-founder of SouthGame studio, a gaming studio founded by three young Black women. She is the head programmer of a south game studio. Avuzwa has been in the tech space for 3 years with experience in android development and

AWS cloud engineering. Avuzwa's company is currently incubated with Tshimologong where they are building their first game based on African culture and history. She is also studying Project management at Wits business school.





Benjamin Magory

CREATIVE TECHNOLOGIST | TANZANIA



Benjamin Musa Magory is a Tanzanian 3D Digital Artist with more than six years of design process from conceptualization to delivery in addition to being a Creative Designer specializing in Experiential set designs, VR, AR, Interactive arts and digital arts with artistic directions.

He has spent countless hours experimenting, learning and expanding my artistic skill set to create a personal style that can be best described as Outstanding and Tanzanian made yet elegant, romantic Fusion.





Joshua Mill

CREATIVE TECHNOLOGIST | ZAMBIA



Joshua Chiteme Mill is the founder & CEO of Silent Mill, LLC. He is a data driven Future Synthesist with a passion for Technology & Design. Mill grew up tinkering with computer programs and art and later graduated from SCAD with a B.F.A in Interaction Design &

Game Development, completed a M.A in Management at the University Of Westminster. He is currently pursuing an A.L.M in Computer Science & Software Engineering at Harvard University.



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Takudzwa Brian Denhere

CREATIVE TECHNOLOGIST | ZIMBABWE 🞾



Takudzwa Brian Denhere is a holder of a BA Honours Degree in Archaeology and Heritage Management from the University of Zimbabwe. He is known to be proficient in various digital applications that have since been indispensable in archaeology and heritage management. Archaeology, like most disciplines, now relies immensely on visual technologies such as 3D visualisations. In 2021, Takudzwa created a mobile augmented reality application for Tsindi, a dry-stone walled monument in Zimbabwe. It was built to help in presenting and interpreting the monument. It simulated and visualized, for example, destroyed mud huts that used to exist on the site. Subsequently, in 2022, he created a 3D reconstruction of Great Zimbabwe. As a result of increased interest from the Archaeology Unit at the University of Zimbabwe his model was presented at the University of Zimbabwe's Innovation and Research week and Zimbabwe's premier Tourism Expo. It was used as an aid to showcase to international and local tourists how heritage sites can be presented and interpreted using Virtual Realities and 3D visualisations. Currently, Takudzwa is working in partnership with Savanna Heritage and Tourism Consultancy in creating Augmented Realities, Virtual Realities and Virtual tours of built heritage in Zimbabwe.





Chelsi Goliath

CREATIVE TECHNOLOGIST | SOUTH AFRICA 🞾



A self-proclaimed Engineer by Day and Creative by Night; Chelsi is an Intern Engineer at Microsoft within the Data&Al App Innovation space and a prospectus postgraduate student with her research field focus on Machine Learning, Robotics and Artificial Intelligence.

Outside of that she explores how various forms of STEM impacts art, design and creativity and that they are not mutually exclusive. With the rise of Al and Machine learning she seeks to merge both worlds professionally and creatively to drive impact. Chelsi considers creative coding a multidisciplinary form of art: "There's so many different ways to express yourself and showcase your imagination."

Her favourite part about it is that the goal is not to have or make something functional, but rather to make something expressive and beautiful - "There aren't any rules in creative coding, there aren't any boundaries and there definitely aren't any restrictions." Chelsi also created chelsicodes (TikTok, YouTube and Instagram) as a way to share her creative tech experiments but also to shed light on how there are no boundaries when it comes to creating and sharing.





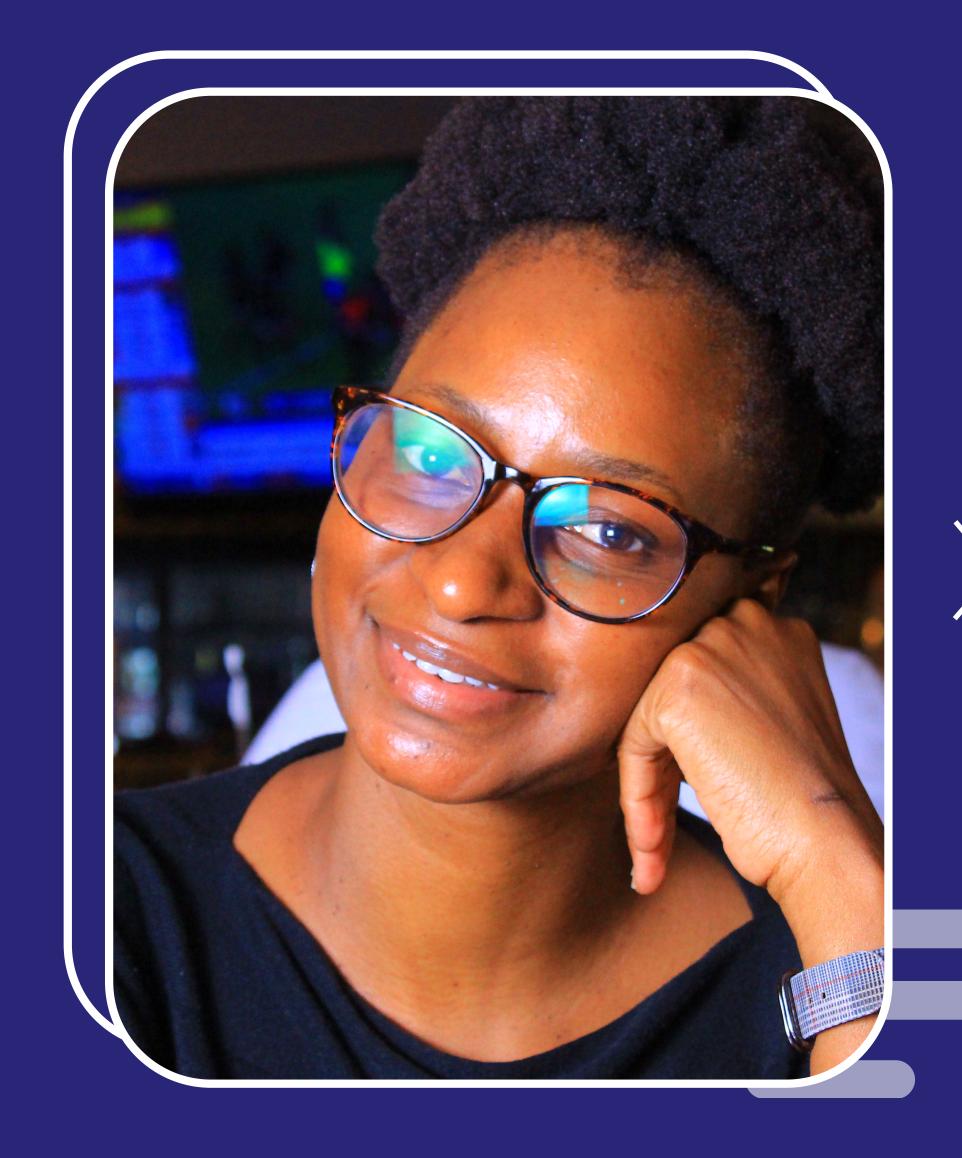
Galaletsang Moeng

CREATIVE TECHNOLOGIST | BOTSWANA =



Galaletsang Moeng (she) is a visual designer and digital artist working in the fields of graphics and interactive art, who is passionate about translating Cultures and Traditional practices, Educational learning aids using Art and Technology. She graduated from University of the Witwatersrand in 2018, with a BA Honors Digital Arts (Interactive Media) and

is currently based in Gaborone, Botswana. Galaletsang collaborated with Sisanda Tech to create a Virtual Science Lab that gives learners an opportunity to experiment with learning aids wherever they may be and at any given time, through use of a smart mobile device camera and real-time 3D design on wearable merchandise.



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Abutwalib Abdulkadir Mohamed

COMMUNITY REPRESENTATIVE | KENYA

Abutwalib Abdulkadir Mohamed is a native Swahili from the Old Town of Lamu in Kenya. He graduated from the Technical University of Mombasa in 2020 with a qualification in Civil Engineering. He spent two years as an intern at the Lamu World Heritage Site and Conservation Office where he gained extensive experience in historic urban and building conservation. He currently serves as an Architectural Assistant at the County Government of Lamu.

In 2021 he led the founding of the Lamu Heritage
Initiative an organization that is in the forefront
of enhancing community participation in heritage
protection and conservation, as well as research and

raising awareness on the OUV of the heritage site. In 2022 he took part in the 'Strengthening Governance and Management Structures in Lamu Old Town' a UNESCO supported project where he conducted a condition survey of the old town structures and assisted in the development of a Geo-referenced map and GIS database for the various building typologies within the conservation area. He is also involved in the development of the 'Kijumwa Youth Heritage Hub' supported by Go-Blue Kenya, where youths shall develop and showcase their artistic talents to illuminate and advance the cultural heritage.





Desale Dejen

COMMUNITY REPRESENTATIVE | ETHIOPIA (**)



Desale Dejen Weday is proficient in managing the strategies and equipment used in the preparation of all necessary tasks. With the ultimate goal of improving member services, he is equipped with a strong ability to continually look for methods to streamline all business

operations. Capable of providing a favorable image of the organisation to the neighborhood's media and residents thanks to detailed training in identifying situations that call for serious strategic planning. A master at handling multiple objectives and paying close attention to details.





Thandiwe Sam

COMMUNITY REPRESENTATIVE | LESOTHO (2)



Thandiwe Sam is a Lesotho Agricultural College alumnus holding a Diploma in Forestry and Resources Management. She worked at Sehlabathebe National Park as Environmental Monitor under the Ministry of Tourism, Environment, and Culture. Her responsibilities included: assistance in identification of Agro ecological projects in the Buffer Zone, environmental and cultural heritage awareness activities, not only protection and restoration of wetlands, but identification of areas with rare and endangered species and their monitoring for in-situ conservation. She also managed

a community forum project that dealt with the protection of rock art and Cultural Heritage in the Buffer Zone. Furthermore, she has worked at the Ministry of Forestry, Range and Soil Conservation as Field Supervisor in both Maseru and Qacha's Nek districts. Whilst in there, she performed duties such as pecking, surveying and construction of stone lines, terraces, brush plugs, firebreaks and diversions. She reclaimed the land for ecosystem services by identifying sites for tree planting, matching species to site, as well as grass seeding and sodding.





Husna Mashak

COMMUNITY REPRESENTATIVE | TANZANIA



Originally from Tanzania, Husna Mashaka Katambo is currently completing a Master's degree with the Department of History and Archaeology at the University of Nairobi, Kenya. Over the past two years, she has participated in two seasons of the Koobi Fora Field School where she taught many eastern African students, including students from Kenya, Uganda, Ethiopia, and Tanzania, interested in paleoecology, paleoenvironments, and community archaeology. Husna has also worked as an "assistant mentor" to different students in addition to teaching Swahili classes

to students from around the world during field seasons. Her other projects include participation in the Kondoa Deep History Project and Heritage Project under the direction of Dr. Kathryn Ranhorn of Arizona State University where she taught Itololo primary school students and the Machinjioni community as a project team leader about our research at the site and the importance of site conservation to the community and future generations.





Lipe Kabanze

COMMUNITY REPRESENTATIVE | ZAMBIA



Lipe Kabanze is a young Zambian woman from Livingstone city, which houses the mighty Mosi-Ao-Tunya/Victoria Falls indigenously known as Shungu Namutitima. Growing up, she woke up every day to the thundering sound, and beautiful misty site of Shungu Namutitima and witnessed people of all races and different stations in life flocking to and from this wonder. The site itself was and is patronised by nature in its diversity both the flora and fauna. This childhood experience has had an indelible

mark on her and inspired an unmistakable passion for culture, environmental preservation, natural and cultural heritage. This has been the guide to her life choices since including obtaining a Bachelors degree in Cultural Studies with Education from The University of Zambia. She has also participated in the archaeological excavation done at Gorge 24 of the Victoria Falls under the National Heritage Commission.





Polite Ruchati

COMMUNITY REPRESENTATIVE | ZIMBABWE 🞾

Polite Ruchati is currently residing in the nearby communities around the Great Zimbabwe World Heritage Site. Motivated by the love of cultural heritage and its preservation, Polite strives to become an outstanding and successful woman in her society. With the definite goal

of protecting and preserving cultural heritage she completed her Bachelor of Arts Honours Degree in Archaeology, Museums and Heritage Studies from Great Zimbabwe University in 2022.





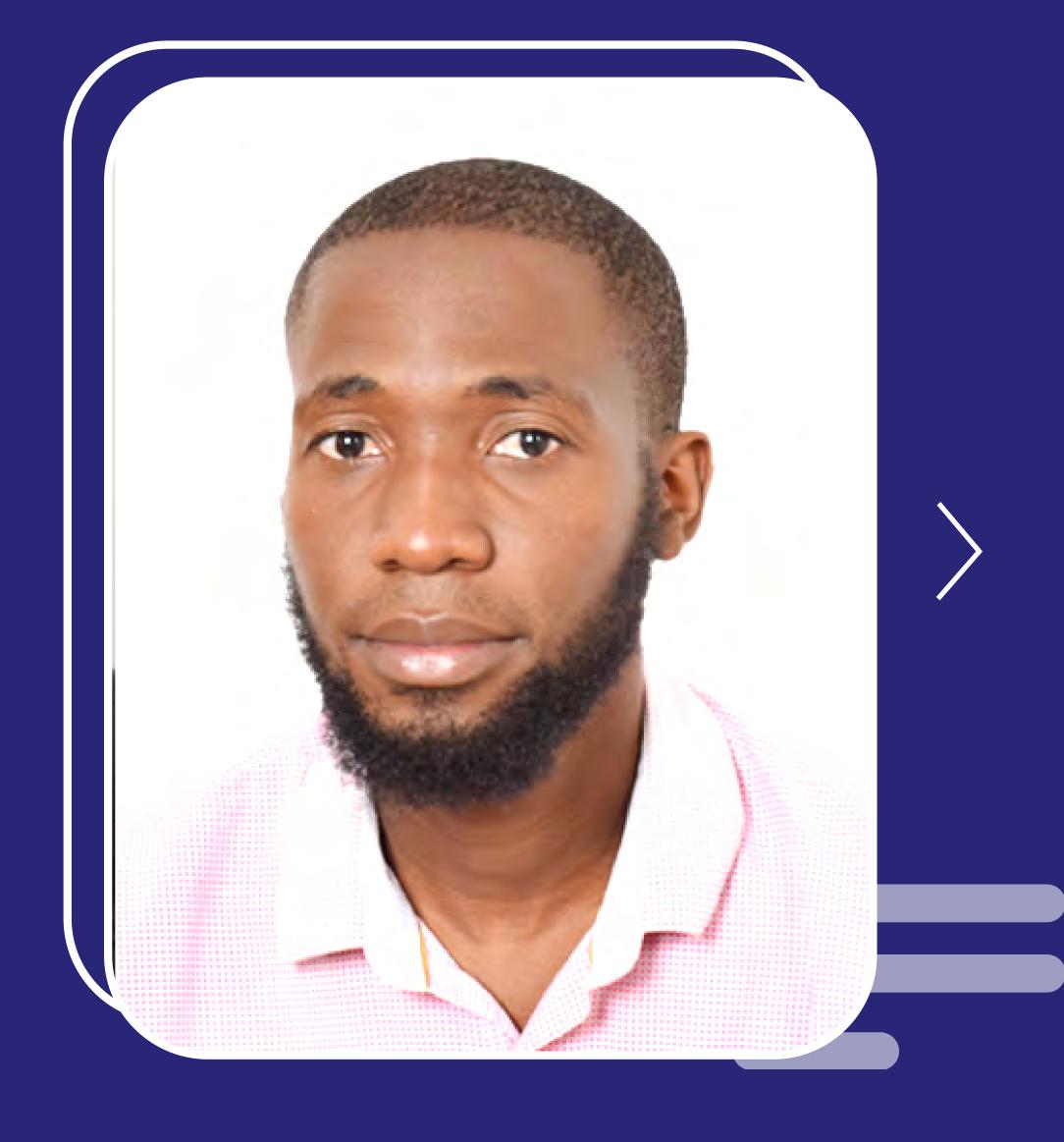
Filipe Alage

COMMUNITY REPRESENTATIVE | MOZAMBIQUE 📂



Mozambique Island including an internship and collaboration as a volunteer of the Gabinete de Conservação da Ilha de Moçambique (GACIM) from 2018 to 2020, in addition to participating in the African World Heritage Youth Forums in 2018, 2019 and 2022.







Hamilton Njala

COMMUNITY REPRESENTATIVE | MALAWI



Hamilton Njala is a young creative born in Dedza District in the Central Region of Malawi. It is in this district where rock paintings are found and where he developed a great passion for this rare

Malawi heritage resource. Hamilton also holds qualifications in Electrical Engineering and Electronics from Soche Technical College.







Filecia Rooi

COMMUNITY REPRESENTATIVE | SOUTH AFRICA 🎾



Filecia Rooi is a proud single mother of three and a 'Richtersvelder' from birth heavily involved in her community through sering on the CPA (Community Property Association) Committee, People and Parks Committee, and World Heritage Site Committee in addition to the Ward Committee.

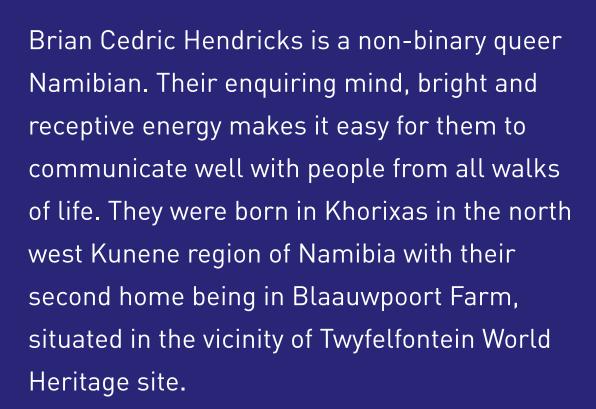
Driven to help these organisations reach greater heights, she strives to deliver her best and improve the lives of community members giving meaning to the work she does.





Brian Hendricks

COMMUNITY REPRESENTATIVE | NAMIBIA 🎾



Brian obtained their Bachelor's in Tourism,
Innovation and Development from the
Namibia University of Science and Technology,
specialising in cultural and natural heritage
management.

As a former tour guide employee at the Twyfelfontein World Heritage site of the National Heritage Council of Namibia they are deeply passionate about the rich culture and heritage of Namibia and the world at large. "Working for the National Heritage Council of Namibia has taught me, appreciation of the past, respect for differences and desire for a common future. I strongly believe that one should embrace their heritage as it is an important component of one's identity."

