

KATINGANIQ

Community, Connectivity and Digital Access
for Life Promotion in Nunavut



Director: Kattinganik Makerspace Network

Location: Nunavut-wide (position available remote or in person from any community in Nunavut)

Term: Until March 2025 (with possibility of extension)

Reports To: KMN Board of Directors

Salary Range: \$110,000

Staff housing is not available for this position

Position Overview

The **Kattinganik: Community, Connectivity, and Digital Access for Life Promotion in Nunavut** is a multifaceted and collaborative effort to create both digital and physical spaces that offer opportunities for our youth to connect with each other, learn skills, be creative and express themselves in a safe environment. The Kattinganik Makerspace Network (KMN) project was founded through an initiative of four partners; the Nunavut Association of Municipalities, Embrace Life Council, Pinnguaq Association and Qaujigiartiit Health Research Centre.

The project will improve youth health and wellness by teaching new skills, improving sense of agency, fostering positive peer and adult relationships, connecting with culture and identity and providing new creative outlets while engaging with data and connected technology as pathways to mental wellness. This will be done through the creation of Makerspaces in communities across Nunavut.

Makerspaces, as defined for the purpose of this project, are central hubs for digital and STEAM-based activities where people of all ages and of all backgrounds come together to share, learn, create, experiment, play and have fun. They will be spaces for healthy living that integrate Inuit culture, knowledge and technology while providing:

- A safe and warm space for youth; somewhere to go and something to do
- A welcoming environment

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- Tools, resources, workshops, curriculum and open-ended projects
- Opportunities to learn new skills and endless possibilities to create
- An outlet for creativity and expression

Our model for Makerspaces in Nunavut is focused on building pathways to life promotion and mental wellness for youth firmly grounded in Indigenous values by nurturing creativity, fostering agency and building positive relationships while engaging in the expanded field of technology at the intersection of art, culture, science and education.

What Does Success Look Like in This Role?

- Building a mental health and wellness
- Nunavummiut and Nunavut communities understand what the Katinganiq Makerspace Network is and how they can be involved
- Unique and community-led spaces for STEAM learning are launched across Nunavut communities by March 2025
- Communities have a sustainable funding plan to maintain these spaces beyond initial funding
- Strong network with local community, regional and territory government leadership
- The resources of the founding partners in the Katinganiq Makerspace Network project (the Qaujigiartiit Health Research Centre, Embrace Life Council, Pinguuq Association and Nunavut Association of Municipalities) are put to use on behalf of the communities

Preferred Qualifications

- Fluent in Inuktitut
- Creative and strategic thinker, entrepreneurial; proven leadership abilities
- Exceptional project management, organizational, analytical, quantitative and qualitative skills
- Excellent verbal, written and interpersonal communication skills
- Interest in leading a new community development initiative and working across communities in Nunavut

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- Experience or abilities connecting technology and wellness
- Ability to work independently and as part of a team

Responsibilities

- Work with the KMN board to set the strategic direction for the KMN program, developing goals and objectives and identifying the means to meet them
- Build and maintain relationships with communities across Nunavut and government decision makers on behalf of KMN
- Work with communities to develop sustainability planning of the KMN program beyond the funding window of the Smart Cities prize
- Travel (where feasible) to communities across the territory to build relationships, provide orientation, training and general support
- Build and maintain relationships with community groups and represent KMN at community events
- Balance key priorities and program goals, while interacting with stakeholders with a strong positive attitude and disposition
- Design, lead and implement all community outreach and marketing efforts in conjunction with KMN board in order to drive program participation across diverse communities in Nunavut
- Create a comprehensive marketing and outreach strategy and plan that includes direct marketing, community outreach and events, engaging and managing community partners, and the production of all marketing materials and press releases
- Establish a positive, credible and influential presence for KMN before elected officials and government decision makers with a focus on local government relations
- Represent and advance KMN's government relations agenda before elected officials and government decision makers
- Prepare written materials for presentations to internal and external stakeholders as needed
- Maintain regular reporting to appropriately monitor proposal processing and spending

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- Serves as the main point of contact for all key relationships for the KMN program including communities, community groups and nonprofits, national stakeholders and other program partners
- Develop and manage the program budget, tracking invoices, grants, and all other financial aspects of the program
- Help communities solve individual and systemic issues that arise with the program, including making decisions, creating standardized processes, and elevating issues as needed
- Implement and evaluate changes to improve program results, operations and efficiencies
- Determine and implement policies, procedures, best practices, priorities and performance standards across Nunavut Makerspaces
- Highly responsive to communications from stakeholders, and ability to translate that communication into the required action in response
- Performs other related duties as required
- Katinganiq Makerspace Network is a project described to support mental health and wellness across the territory, this role will support communities in developing makerspace projects that connect technology and wellness