

Case Study



MISSION STATEMENT

Peace Games gives children the skills, knowledge, relationships, and opportunities to be peacemakers; engages its community to support children as peacemakers; creates the next generation of educators and activists; and changes how society views youth and violence.

CONTACT PEACE GAMES

Peace Games
285 Dorchester Avenue
Boston, MA 02127
<http://www.peacegames.org/>

BUDGET AND STAFF SIZE

2001 Budget: \$1,500,000
Full-Time Staff: 22

ESTIMATED PROJECT VALUE:

\$20,000

Peace Games

A virtual private network supports improved information management across new offices.

THE NEED

Peace Games was excited to begin a five-year expansion plan, which called for the development of regional offices in eight different states; to begin this growth, Peace Games opened a Los Angeles office in 2001. However, during the technology needs assessment process, Common Impact found that this expansion had created a new problem for Peace Games: the organization needed an easy way to share information between its two geographically separated offices.

“As a smaller nonprofit, we often have a hard time thinking beyond the next school day, let alone how to build long-term, internal capacity. Our work with Common Impact allowed us to do just that: envision how to use technology as an engine for doing our work smarter and faster.”

– Eric Dawson, National Executive Director

THE PROPOSED SOLUTION

Common Impact created a strategic technology plan for Peace Games, identifying technology solutions to the business problems it was facing. Among other things, this plan recommended that Peace Games install a virtual private network to allow it to share documents seamlessly between the two sites.

THE RESULTS

Common Impact provided volunteers from Cisco to install the virtual private network at Peace Games, and the Cisco volunteers – recognizing an opportunity to do even more – donated the hardware necessary to complete the system. Today, Peace Games can easily share databases, documents, and other electronic information between its sites, giving its staff members more time to do what they do best: build the next generation of peacemakers.

