**Millennium Development Goals**

**Microsoft commitment and contribution**

**September 2008**

“Eradicating extreme poverty continues to be one of the main challenges of our time, and is a major concern of the international community. Ending this scourge will require the combined efforts of all, governments, civil society organizations and the private sector, in the context of a stronger and more effective global partnership for development. The Millennium Development Goals set time bound targets, by which progress in reducing income poverty, hunger, disease, lack of adequate shelter and exclusion—while promoting gender equality, health, education, and environmental sustainability—can be measured. They also embody basic human rights—the rights of each person on the planet to health, education, shelter and security. The Goals are ambitious but feasible and, together with the comprehensive United Nations development agenda, set the course for the world’s efforts to alleviate extreme poverty by 2015. ”

United Nations Secretary-General BAN Ki-moon

<http://www.un.org/millenniumgoals/bkgd.shtml>

**The Microsoft commitment to local and global development**

Microsoft has a long-standing and long-term commitment to apply technology, training, and partnerships to transform education, foster local innovation, and enable jobs and opportunities to sustain social and economic growth. Microsoft is also a company that throughout its history has always embraced big challenges and set big goals. Much of this is due to the vision and legacy of our co-founder and Chairman, Bill Gates, and the passion and commitment of employees at all levels of the company, not only for the business of software but also to use technology to help improve the world.

Microsoft’s mission is to help people and businesses throughout the world realize their full potential. This means mobilizing our resources across the company and around the world, to create opportunities in the communities where we do business, and to fulfill our commitment to serving the public good through innovative technologies and partnerships. Our overall goal, through Microsoft Unlimited Potential, is **to enable sustained social and economic opportunity for those at the middle and bottom of the world’s economic pyramid—the next 5 billion people.**

The Millennium Development Goals (MDGs) are an important influence on our strategy and activities because of the emphasis on global and local partnerships to realize practical impacts that change lives, and the clarity provided by the focus on real measures of human development

within defined timeframes. Our efforts are also guided by our support for the UN Global Compact, which shapes both our business practices and corporate citizenship strategies.

Technology has a very important role to play in delivering the MDGs, requiring practical impact-focused partnerships underpinned by sound policy frameworks to support the use of Information and Communication Technology (ICT) for development (“ICT4D”). This was reinforced by our company’s participation in the two World Summits on the Information Society (WSIS), in 2003 and 2005, and the Global Knowledge Partnership (GKP) network’s GK3 event in 2007. In the past decade, Microsoft has initiated or joined partnerships with several United Nations agencies and other multilateral organizations that have the MDGs at the core of their mission and goals. And in 2007, Microsoft joined the MDG Call to Action, in which leading companies pledged to implement concrete initiatives that apply their core business, skills, and expertise in a transformative and scalable manner that will enhance growth and wealth creation to help meet the MDGs.

**A multi-faceted approach**

For more than three decades, as our company has grown, so has our commitment to global and local development. Through its global community programs, Microsoft supports schools, public libraries and local community organizations with access to technology and skills training; and enables employee volunteering in Microsoft-sponsored initiatives and in other programs in communities around the world. In addition to employee contributions in fiscal year 2008, Microsoft directly donated $122 million in cash and $376 million in software to nonprofits worldwide. Since 1983, Microsoft and its employees have given more than $3.4 billion in cash, services, and software to nonprofits around the world through localized, company-sponsored giving and volunteer campaigns

In 2003, Microsoft expanded the company’s strategic focus through two global programs: **Partners in Learning,** which focuses on supporting primary and secondary school education worldwide, and the Microsoft Unlimited Potential **Community Technology Skills Program**, which focuses on providing jobs and opportunity training and access to technology for under-served groups including the unemployed, women, people with disabilities, youth, and refugees.

In 2007, building on our experience with these programs and partnerships, we announced the **Microsoft Unlimited Potential** global commitment to extend the benefits of technology by creating new products and programs that will help bring social and economic opportunity to the next 5 billion people.

As Bill Gates said, when announcing this broader commitment, “All human beings deserve a chance to achieve their full potential. Bringing the benefits of technology to the next 5 billion people will require new products that meet the needs of under-served communities; creative, new business approaches that make technology more relevant, accessible, and affordable; and close collaboration between local governments, educational institutions, and community organizations.”

Microsoft Unlimited Potential is based on our conviction that the key asset we can bring is not simply funding—it is our expertise in using technology to design solutions to help address the problems the poorest people face. At the same time, we are guided by the strong conviction that global poverty reduction also involves a clear focus on workforce development and job creation alongside basic education and health needs. We are therefore also accelerating and deepening our partnership initiatives to support underserved people, especially youth, to gain access to job opportunities, become micro-entrepreneurs and earn better livelihoods.

**Setting bold goals on impact and results**

Through Microsoft Unlimited Potential, we have set the year 2015 as the first major milestone for our goal of reaching the first billion of the 5 billion people who are not yet realizing the benefits of technology. In doing so, our aim is to signal our commitment to contribute, through partnership, to the achievement of significant action and results that improve livelihoods and opportunities for under-served people and communities.

It is also relevant to mention that the day-to-day activity of our core software business generates significant economic opportunity and creates jobs in every country where Microsoft operates. In 2007, we commissioned the IDC research group to study the economic impact of Microsoft’s business in around 80 countries. IDC found that in 2007 14.7 million jobs worldwide were attributable to Microsoft and its roughly 700,000 partners, suppliers, vendors, service providers and distributors. This ecosystem of partners was responsible for around $91 billion of investment in 2007. In the Middle East and Africa, for example, 53 percent of IT industry jobs are currently related to Microsoft and its ecosystem of partners, many of which are local companies. Additionally, IDC projected that 393,393 new IT jobs will be created in that region by 2011, with our company a major contributor to this growth. The study also found the software industry alone paid $727 billion in government taxes globally, helping to finance vital public services, including education. Further information about our business impact can be found at <http://www.microsoft.com/presspass/presskits/globalimpact/default.mspx>.

**Microsoft initiatives and partnerships to support the Millennium Development Goals**

As technology is an important tool for the delivery of development programs and resources, Microsoft is contributing to several of the Millennium Development Goals. The remainder of this paper provides details on specific Microsoft programs, initiatives, and partnerships that aim to contribute to the MDGs. We welcome suggestions and feedback on how Microsoft could contribute further.

**Poverty**

**MDG 1: End extreme poverty and hunger**

**UN MDG Target 1: Reduce by half the proportion of people living on less than a dollar a day**

**UN MDG Target 2: Achieve full and productive employment and decent work for all, including women and young people**

**UN MDG Target 3: Reduce by half the proportion of people who suffer from hunger**

Microsoft contributes to MDG1 in four ways:

* Response to complex global humanitarian emergencies and crises;
* Ongoing support for the world’s refugees;
* Partnerships with UN agencies to foster IT capacity development in support of UN goals;
* Support for local community training centers to expand employability skills and economic opportunity, with a particular focus on women and young people.

**1. Humanitarian emergencies and global crises**

Microsoft’s support for people and communities in need all over the world is grounded in the passion and commitment of our employees. For many years and through numerous and complex humanitarian emergencies and crises, our employees have been among the first and sustained contributors of their time, money and expertise with the company’s ongoing support and matching programs. Microsoft is also supporting a wide range of NGOs’ emergency response capabilities thought its $41 million donation in software and cash to NetHope.org and the Interagency Working Group on Emergency Capacity Building (ECB).

The company supports its employees’ commitment with donations of cash, software, technology assistance, and volunteers in close partnership with some of the world's leading non-profit organizations. For example, after the Indian Ocean tsunami in 2004, our company and our employees donated $7.6 million in relief assistance to indigenous relief agencies and international relief efforts. We also provided technology assistance to improve the effectiveness of relief operations in remote communities. And in 2008, Microsoft contributed to the aid relief efforts following the Myanmar hurricane and China earthquake through technical resources, donations, and volunteer support. To support Myanmar, Microsoft’s Disaster Relief team worked out of Bangkok to develop a Web site gathering key information from all relief organizations to facilitate coordination efforts and ensure smoother information flow. The site includes maps, contact information, and meeting details for local and international teams. Microsoft employees volunteered more than 700 total hours—in just over a week—to develop the portal (Myanmar Humanitarian Information Center [HIC]).

In China, the Microsoft Asia research lab team created and posted and interactive LiveSearch map to provide news from each village hit by the earthquake and to help find missing people. Ready within 24 hours, the site enabled individuals to post their status and whereabouts, the government to post names of known victims and those rescued, and family and friends to list people they are seeking. Microsoft also responded to an emergency request for assistance from the China Red Cross Foundation (CRCF) to upgrade the foundation’s donation Web site. To date, the company and its employees have collectively donated approximately US$1.7 million for the earthquake response in China.

**2. Support for the world’s refugees**

For the past decade, Microsoft has also focused on helping to relieve the plight of the world’s refugees—among the most under-served groups of people on earth—through financial contributions, software donations, and technology consulting to employee volunteer involvement, partnership development initiatives and public awareness campaigns. Microsoft works in partnership with a range of intergovernmental organizations, businesses, and nongovernmental organizations to improve refugees’ access to education, skills training, employment, and legal protection.

In 1999, led by a group of employees, Microsoft entered its first partnership with a United Nations agency, the UNHCR, to apply our technology and skills in support of its mission to assist and protect refugees during the war in Kosovo. The company’s efforts are currently focused in three main areas:

* A multi-faceted partnership with the office of the U.N. High Commissioner for Refugees (UNHCR) that extends to dozens of countries worldwide;
* Support of information technology (IT) skills development programs for immigrants and asylum-seekers in several countries; and
* Co-sponsorship of the Seattle, Washington-based program, Volunteer Advocates for Immigrant Justice (VAIJ), which offers pro bono legal counsel for detainees facing deportation.

**3. Partnerships with UN agencies**

We have initiated or joined a range of partnerships with several UN agencies, multilateral organizations, and national development agencies—including UNESCO, UNDP, the ITU, UNIDO, UNEP, WHO, the World Food Program, the International Federation of Red Cross and Red Crescent Societies, and USAID—to support their use of technology in delivering their missions and bringing technology to the people they assist.

To give but one example, the Microsoft partnership with UNDP began in 2004 and comprises a range of joint initiatives to foster IT capacity development and support of broad UNDP goals—such as supporting democratic governance, health, disaster relief and the HIV/AIDS crisis—through technology solutions. UNDP and Microsoft are working in partnership on projects worldwide that range from helping citizens access and navigate e-Government services in El Salvador to NGO capacity building work in Kazakhstan and educating disadvantaged youth in Jamaica. In each case, Microsoft has worked with the local UNDP representatives to assess how best to complement their efforts at a national level.

**4. Support for local community training centers to expand employability skills and economic opportunity, with a particular focus on women and young people**

**Community Technology Skills Program**

By the end of 2007, Microsoft’s five-year investment through the Microsoft Unlimited Potential Community Technology Skills Program (CTSP) has supported some 37,000 community technology training centers and reached an estimated 86 million people worldwide (based on reporting by program grant recipient organizations). This program is expanding and deepening links with government and industry partners worldwide to further accelerate skill development and help employers find qualified candidates.

**Telecentre.org**

Community-based telecenters—public spaces equipped with computers, the Internet, and other technologies—equip users with the resources needed to tackle a wide array of social issues, from computer-based job training and health education to democracy building. To help strengthen the effectiveness of telecenters worldwide, Microsoft, the International Development Research Center, and the Swiss Agency for Development and Cooperation developed telecentre.org, an initiative designed to strengthen the capacity of community-based telecenters to better serve their local needs. At its core, telecentre.org is built around collaboration and partnership—connecting telecenters, networks, innovators, and social investors. The focus of the telecentre.org program is to provide social investments and services at the national and regional level to grassroots telecenter networks. These networks give telecenter managers the training, business planning, marketing, and technology they need to succeed. Through online information-sharing services, they also help local telecenter users learn and innovate together, making technology more useful for the communities they serve.

**Technology for Emerging Markets group at Microsoft Research India**

The Microsoft Research team in India seek to address the needs and aspirations of people in emerging-market countries, including those who are increasingly consuming computing technologies and services, as well as those for whom access to computing technologies remains largely out of reach. The group’s research consists of both technical and social-science research to devise solutions that are designed for emerging and underserved markets, both in rural and urban environments. Several of the team’s research projects focus on technology innovation to enable expanded economic opportunity for the urban and rural poor in developing countries, including:

* [**Digital Green**](http://www.digitalgreen.org)seeks to disseminate targeted agricultural education to small and marginal farmers through digital video. The system sustains relevancy in a community by developing a framework for participatory learning. We digitally record progressive farmers and experts, train local extension staff, and motivate other farmers to improve their practices by narrowcasting relevant content.
* [**Research on Rural PC Kiosks**](http://research.microsoft.com/research/tem/kiosks) seek to address socio-economic needs of rural villages through public, shared-access PCs. These projects have gained worldwide attention in development circles. Through site visits, longitudinal studies, and surveys, we are trying to understand how kiosk operators operate, what impact kiosks have on their communities, and how technology or policy changes could support these projects.
* [**Warana Unwired**](http://research.microsoft.com/~rajeshv/warana.htm)is an experiment to test if PC kiosks set up for an agriculture cooperative can be replaced successfully with a less expensive mobile-phone system. The underlying technology involves a PC converted to a SMS gateway and client devices are cheap SMS enabled mobile phones. The pilot test is running in seven villages at Warana, Maharashtra.
* **Financial Service Delivery to the Poor and Technology:** We are conducting primary research on understanding the ways in which low-income households access and use financial services from formal and informal providers, including microfinance providers. We are investigating ways in which the use of technological solutions to enable various aspects of financial service delivery can result in more cost-effective operations and cheaper, better quality finance for the poor.

**Education**

**MDG 2: Achieve Universal Primary Education**

**UN MDG Target: Ensure that all boys and girls complete a full course of primary schooling**

To help expand education opportunities worldwide, Microsoft is collaborating with government, intergovernmental organizations, academic and industry leaders to facilitate access to high-quality education through dynamic, learner-focused technologies and resources.

**Partners in Learning**

Microsoft recognizes that one of the best enhancements to any education system is to amplify the impact of high-quality teachers. By the end of 2007, the company’s five-year investment in the Partners in Learning program was already active in 101 countries, with training that has equipped 4 million teachers and reached more than 90 million students across these countries. In addition, by 2007 more than 722,000 teachers and students had achieved certification on Microsoft technology through the Partners in Learning program. In 2008, the company announced that, over the next five years, it intends to triple the impact of Partners in Learning’s three core programs, Innovative Teachers, Innovative Students and Innovative Schools, with a further investment of US$235.5 million, which will bring the company’s total 10-year commitment in Partners in Learning to nearly $500 million.

In 2007, Microsoft launched, through the Partners in Learning program, the Microsoft Student Innovation Suite, an affordable and reliable software package for governments purchasing and giving Windows®-based PCs to primary and secondary students for their personal use at home and for schoolwork. The education suite includes Windows XP Starter Edition, Microsoft Office Home and Student 2007, Microsoft Math 3.0, Learning Essentials 2.0 for Microsoft Office, and Windows Live™ Mail desktop. From the second half of 2007, it is being provided for US$3 to qualifying governments that purchase and supply PCs directly to students.

**Local Language Program**

Through the Microsoft Local Language Program, we are introducing people worldwide to the benefits of technology. We work in partnership with governments, universities, and local language experts in order to support our software in as many languages as possible. We strive to find new ways to create economic opportunities, develop customized IT solutions, and preserve local languages and cultures.

For example, in Africa, Windows XP and Office 2003 are available in Kiswahili (East Africa) and a number of South African languages such as Setswana, isiZulu and Afrikaans. Windows Vista and Office 2007 will be available soon in 12 African languages: Afrikaans, Amharic (Ethiopia), Hausa (Nigeria), Igbo (Nigeria), IsiXhosa (South Africa), IsiZulu (South Africa), Kiswahili (East Africa), Kinyarwanda (Rwanda), Sesotho Sa Leboa (South Africa), Tswana (Botswana, SA), Wolof (Senegal, West Africa), and Yoruba (West Africa).

**Imagine Cup**

Each year, Microsoft hosts the Imagine Cup, now the world’s premier student technology competition. By encouraging young people to apply their imagination, their passion and their creativity the competition aims to bring forward innovations that can make a difference in the world today. In 2007, the competition theme was “Imagine a world where technology enables a better education for all,” and in 2008, the competition theme was “Imagine a world where technology enables a sustainable environment.” Imagine Cup 2008 drew more than 200,000 students from over 100 countries and regions, with more than 120 teams participating in the global finals, held in Paris.

In 2009, the Imagine Cup challenge will focus on the Millennium Development Goals, with students tasked to "Imagine a world where technology helps solve the toughest problems facing us today." Further information about the Imagine Cup can be found at

<http://imaginecup.com/>.

**Microsoft Research**

The Technology for Emerging Markets group at Microsoft Research India is leading several research projects in the education field, including:

* **Digital Study Hall**: A collaboration between computer scientists and education experts, the project involves digitally recording live classes by the best grassroots teachers, collecting them in a large distributed database, and distributing them on DVDs to poor rural and slum schools. Education experts and teachers use the system to explore pedagogical approaches involving local teachers actively "mediating" the video lessons. By harvesting a "viral phenomenon" of community participation, DSH aims to help train teachers and deliver quality instruction to underprivileged children. For more information, please visit <http://dsh.cs.washington.edu/>.
* **Multi-Point**: Research shows that in a large number of schools in developing nations, a single computer is shared by multiple children, often with ratios of as many as 5-10 children to a PC. Multi-Point is a technology and an associated design paradigm that provides a separate mouse to each child around a shared computer, each with a separate cursor on screen. Our studies with using this technology in overcrowded poor schools in India indicate increased educational value, greater engagement, and social learning accruing to children using multipoint in a single shared PC. For more information, please visit <http://research.microsoft.com/users/udaip/multipoint.htm>.
* **Text-Free User Interface for** **Non-literate and Semi-literate users**: The goal is to devise and implement design principles such that a non-literate person can, at first contact with a PC, immediately realize useful interaction with minimal or no assistance. Through extensive ethnographic study in very poor communities in Bangalore, we arrived at several design principles that could apply to many non-literate new computer users.
* [**Split-screen UI for Small Businesses**](http://research.microsoft.com/users/udaip/splitscreen.htm): A project allowing two people to work simultaneously on the same PC, in situations where they cannot buy more PCs. This is done by splitting the screen and displaying two independent sessions simultaneously. Each session interacts with separate keyboard and mouse, and makes it seem effectively as if there are two computers in one, for only a small incremental hardware cost
* **Featherweight Computing**:The cost of an Internet-connected computer may be too high for some communities to sustain. We are investigating “featherweight” devices with inexpensive electronics that fulfill a focused function, including electronic books to deliver educational material.

**One Laptop per Child**

In May 2008, Microsoft and One Laptop per Child (OLPC) announced an agreement to make the Windows operating system available on OLPC’s low-cost XO laptops for the world’s poorest children. This is agreement was based on the shared recognition that the challenge of providing high-quality education for children in the developing world was too large to be solved by any single organization. The availability of Windows, in addition to Linux, on the XO laptop will allow customers to have an expanded choice of operating environments to fit their requirements. Through the agreement, Microsoft and OLPC will work with governments and non-governmental organizations to make technology more relevant, accessible, and affordable for students everywhere.

**Partnership with UNESCO**

Microsoft also works with industry partners and UNESCO to help guide teachers with the integration of technology into lesson plans and curricula through programs including Intel Corporation’s Teach to the Future and UNESCO’s ICT Competency Framework for Teachers. The ICT Competency Framework for Teachers is available in English and Spanish and is currently being translated into additional languages. Since late 2004, Microsoft has been engaged in joint partnership programs with UNESCO to develop universal benchmarks for teacher training on the integration of ICTs in the classroom; to create teacher networks for the exchange of teaching best practices, pedagogic learning methods and content material; to connect Web-based communities that will advocate and foster the exchange of know-how and experiences; and to provide capacity building to localized community initiatives such as the Community Multimedia Centers and Community Technology Centers for Youth.

**Women**

**MDG 3: Promote Gender Equality and Empower Women**

**UN MDG Target: Eliminate gender disparity in primary and secondary education**

Microsoft Unlimited Potential encompasses support for education and teachers, bringing technology into the classroom and promoting young people’s interest in both science and creativity; supporting higher education and research; promoting entrepreneurship in universities and in local communities; and supporting technology skills training from basic computer literacy to advanced degrees.

Women, of course, feature strongly in all of these groups, and many of our programs include features that are tailored to women and their needs and interests.

Many of our community partners around the world in the Microsoft Community Technology Skills Program run IT training courses for immigrant and refugee women, helping them to acquire skills that will aid their access to services, employment, and education.

Microsoft is strongly committed to supporting Women in the IT Workplace, and has created and strongly supports organizations and programs for women in the high-tech industry.

The Microsoft IT Academy program is a partnership with schools, universities and community colleges—to provide faculty and students with tools and curricula to business-ready technology skills. One of the features of the program is the focus on attracting women, through part-time and flexible timetables, women and IT careers clinics, and female instructors. Another feature is the close links that are forged between IT Academy institutions and the local business community.

*Women in IT*, started by Microsoft in 2005, now has thousands of employee members worldwide who are dedicated to enhancing the image of women in IT. Networking and mentoring programs offer support; education and training provide skill development; and a dedicated Web site, newsletters, and events give members a chance to make personal and professional connections. Microsoft is committed to increasing the pool of talent in the industry at large through a variety of diversity-specific recruiting and outreach efforts. Over the past several years, for example, Microsoft has invested more than $160 million to help stimulate increased interest among women and minorities in scientific and technical fields.

**Health**

**MDG 4: Reduce Child Mortality**

**UN MDG Target: Reduce by two thirds the under-five mortality rate**

**MDG 5: Improve Maternal Health**

**UN MDG Target 1: Reduce by three quarters the maternal mortality ratio**

**UN MDG Target 2: Achieve universal access to reproductive health**

**MDG 6: Combat HIV/AIDS, Malaria and other diseases**

**UN MDG Target 1: Halt and begin to reverse the spread of HIV/AIDS**

**UN MDG Target 2: Achieve, by 2010, universal access to treatment for HIV/AIDS for all those who need it**

**UN MDG Target 3: Halt and begin to reverse the incidence of malaria and other major diseases**

To help combat endemic infectious diseases that contribute to poverty and marginalization, and to also thereby contribute to improved maternal and child health, Microsoft is partnering with intergovernmental organizations, academic and industry leaders to support awareness, education and fundraising, contribute to cutting-edge research and provide technology support to enable dissemination of research and health-care information.

**Project RED**

In 2007, Microsoft joined the (RED) program, in partnership with Dell, to create a (PRODUCT) RED branded PC pre-loaded with Microsoft Vista Ultimate software, with a portion of the purchase price being contributed to the Global Fund to fight AIDS, Tuberculosis, and Malaria.

**Microsoft Research**

Since 2003, Microsoft Research—the in-house Microsoft organization that focuses on long-term research projects, independent of day-to-day product development—has been helping in the quest to develop a vaccine for the human immunodeficiency virus (HIV), which causes acquired immunodeficiency syndrome (AIDS). This Microsoft research supports the search for an immunogen—the part of the vaccine that triggers an immune response. Researchers elsewhere are working on the other central component of vaccine design, the vector, or the part of the vaccine that delivers the immunogen. As part of this research, Microsoft Research works with many prestigious universities and research facilities throughout the world, including Harvard University, Massachusetts General Hospital, the Fred Hutchison Cancer Research Center, and the Los Alamos National Laboratory in the United States; Oxford University in the United Kingdom; Murdoch University in Australia; and the University of British Columbia in Canada, among others.

Using high performance computer systems and software provided by the Microsoft High Performance Computing (HPC) Group, the Microsoft researchers run simulations of how HIV responds to attacks by the immune system, using the genetic information about the virus—a description of its ribonucleic acid (RNA). The researchers are looking for correlations between the viral RNA and the human immune type. To determine which correlations are significant, they must perform extensive randomized testing. Knowledge of these correlations can thus contribute to the development of an effective immunogen that works for the wide variety of human populations.

**Microsoft Research India – Health Worker Project**

The goal of this project is to understand the role of computing technology to aid health workers in effective health information gathering and transmitting process. We are currently working with preventive and social medicine centers and health workers, doing field ethnography; studying existing information and communication materials; checking the possibility of designing innovative tools for collecting health information.

**Collaboration with the World Health Organization**

Since early 2007, Microsoft has been working with the WHO on the Research4Life project, previously known as the HINARI Access to Research Initiative. Research4Life provides free or very low cost online access to the major journals in biomedical and related social sciences to local, nonprofit institutions in developing countries.

Introduced by former UN Secretary General Kofi Annan at the UN Millennium Summit in 2000, the project seeks to overcome the digital divide in access to the latest information on health. It was officially launched in January 2002 with some 1,500 journals from six major publishers: Blackwell, Elsevier Science, the Harcourt Worldwide STM Group, Wolters Kluwer International Health & Science, Springer Verlag, and John Wiley. Today, more than 3,750 journal titles from more than 100 publishers are available to health institutions in 113 countries, benefiting thousands of health workers and researchers, and in turn contributing to improved world health.

Research4Life’s online library, one of the largest online medical libraries in the world, enables users to search and access full-text articles provided directly from the Pubmed (Medline) database. Publishers play a key role in the initiative by providing free or low cost access to their content, representing an annual value of more than US$ 6 billion. Microsoft is the lead technology partner on the project and working to enhance the platform’s search and security features.

**Environment**

**MDG 7: Ensure Environmental sustainability**

**UN MDG Target 1: Integrate the principles of sustainable development into country policies and programs and reverse the loss of environmental resources**

**UN MDG Target 2: Reduce biodiversity loss, achieving, by 2010, a significant reduction in the rate of loss**

**UN MDG Target 3: Halve the proportion of the population without sustainable access to safe drinking water and basic sanitation**

**UN MDG Target 4: Improve the lives of at least 100 million slum dwellers by 2020**

Environmental sustainability is a serious, global issue that requires a comprehensive response from all sectors of society. To address this challenge, Microsoft is focusing on responsible environmental practices, software and technology innovations, and global partnerships. Microsoft’s goal is to reduce the environmental impact of its operations and products and to be a leader in environmental responsibility.

Microsoft is committed to reducing the impact of our own operations, through energy efficient design of new buildings and innovation in the design and operation of Microsoft datacenters, and policies to promote employee use of public transport. Microsoft voluntarily measures its carbon footprint, provides annual reports on greenhouse gas emissions to the Carbon Disclosure Project (CDP), and was included in the CDP’s 2007 Climate Disclosure Leadership Index.

Microsoft believes in the potential of software and technology innovation to help governments, businesses, and individuals reduce carbon emissions and address pressing environmental issues**:**

* **Energy Efficient Computing:** Microsoft is helping to reduce the impact of computing on the environment through power management at the software and enterprise level. Windows Vistaand Windows Server 2008are designed to provide more energy-saving features than any previous Microsoft operating system. Microsoft Windows Server 2008 power management and virtualization settings provide significant opportunity to optimize existing hardware, maintain or increase output, and effectively manage energy usage. And, the Microsoft System Center software allows customers to manage the energy use of their data centers, servers, and desktops from one central location.
* **Innovative Solutions to Environmental Challenges:** Microsoft Unified Communications (UC) solutions streamline communications and collaboration, reducing the need for business travel and commuting. And our ClearFlow feature in Live Maps enables drivers in over 70 cities to find routes based on the least traffic, reducing travel time and pollution. MicrosoftVirtual Earth allows customers to visualize data to gain insight into global trends and patterns. Both the U.S. Environmental Protection Agency and the European Environmental Agency rely on Microsoft Virtual Earth to share environmental information with citizens, scientists, and policymakers.

Microsoft has formed partnerships with governmental, non-governmental, academic and industry organizations to drive global action on environmental sustainability.

* **Climate Savers Computing Initiative**: Microsoft, along with the World Wildlife Fund, Intel, HP and other software and IT companies, is committed to reducing the IT industry’s carbon footprint by over 50 million tons a year, the equivalent of taking 11 million cars off the road.
* **Clinton Foundation:** Microsoft and the Clinton Foundation are creating tools to enable cities around the globe measure, track and improve their greenhouse gas (GHG) emissions. With these tools, cities can collaborate and share best practices on the most effective ways to reduce GHGs.
* **Equipment Refurbishers:** Through the Microsoft Authorized Refurbisher programs, Microsoft provides low-cost licenses for Microsoft software to help equipment refurbishers extend the useful life of more than 500,000 computers per year.

**Microsoft Research** is committed to delivering breakthrough innovations in research in the areas of energy efficiency and conservation, weather study and prediction, air pollution and quality, climate change, and hydrology. Microsoft Research efforts range from sensor networks to assist scientists in understanding global ecological issues by tracking animals, to Web-enabled sensors that could be used in businesses and homes to monitor energy consumption.

Microsoft Research also has several projects aimed at providing technology expertise and tools to scientists in an effort to improve how data is accessed and used. Such projects include studying how the build-up of greenhouse gases in the atmosphere leads to changes in Earth’s climate, and understanding the impact of increased population and industry on rivers and balancing this with the need to conserve wildlife and protect ecosystems. In addition, in 2008 Microsoft Researchprovided US$500,000 in research grants to four universities for academic research projects focused on energy efficiency in computing in the areas of datacenter power efficiency, power management and the creation of parallel computing architecture with decreased power demands.

More detailed information on these and other initiatives is available at [www.microsoft.com/environment](http://www.microsoft.com/environment).

**Global Partnership**

**MDG 8: Develop a Global partnership for development**

**UN MDG Target 1: Address the special needs of least developed countries, landlocked countries and small island developing states**

**UN MDG Target 2: Develop further an open, rule-based, predictable, non-discriminatory trading and financial system**

**UN MDG Target 3: Deal comprehensively with developing countries’ debt**

**UN MDG Target 4: In cooperation with developing countries, develop and implement strategies for decent and productive work for youth**

**UN MDG Target 5: In cooperation with pharmaceutical companies, provide access to affordable essential drugs in developing countries**

**UN MDG Target 6: In cooperation with the private sector, make available benefits of new technologies, especially information and communications**

As a private sector technology partner, Microsoft is able to contribute towards target 4 and target 6 of the Millennium Development Goal to develop a global partnership for development; i.e. by supporting partnerships to enable expansion of the benefits of new technology especially ICT; and to help expand access to jobs, training and economic opportunity for underserved people.

**Partnerships for Technology Access**

Microsoft Partnerships for Technology Access (PTA) is an innovative global initiative to help governments achieve policy objectives through public-private partnerships that deliver technology solutions to underserved communities. The guiding principle is that technology can be a powerful enabler of development goals when designed with a well-thought-out set of high-quality services and delivered through a partnership that leverages the strengths of the public and private sectors. PTA enables the public sector to harness the expertise, innovation, and resources of Microsoft, other companies, and civil society in order to improve the scope and quality of products and services delivered. PTA solutions combine software, hardware, and services to improve technology skills and access in service of public policies related to e-government, entrepreneurship, workforce competitiveness, public health, education and senior citizens. For more information, please visit <http://www.microsoft.com/industry/publicsector/pta/default.mspx>.

**Microsoft Innovation Centers**

Microsoft Innovation Centers provide local software communities with a comprehensive set of programs and services to expand work-force skills, create jobs, strengthen innovation and improve competitiveness. In partnership with local governments, educational institutions and businesses, Microsoft resource investments provide software development assistance, business skills training, employment training, employment programs for students, and market incubation for the local start-up community.

In 2007, the existing network of 110 centers served 100 communities in 60 nations. Through Unlimited Potential, Microsoft is expanding its resource commitment to Microsoft Innovation Centers over the next two years and anticipates opening and supporting 200 centers in an additional 25 countries by 2009. In May 2008, as part of the Global Business Call to Action on the MDGs, an initiative promoted by the UK government in collaboration with UNDP, Microsoft announced that it would invest in Africa’s new wave of technology start-ups and young innovators by opening six new Microsoft Innovation Centers (MICs) in Africa over the next two years—in Morocco, Nigeria, Rwanda and Uganda, and two additional MICs in South Africa.

In addition, to help build the numbers of young African technology innovators and entrepreneurs who will benefit from the Africa MICs initiative, Microsoft is pioneering and growing Africa’s skills development through initiatives such as a set of “Students to Business” (S2B) job enablement programs. Already successful in South Africa and Egypt, the S2B program will be growing across Tunisia, Algeria, Morocco, Kenya, Nigeria, and Senegal in 2008, and in additional countries in the following year. S2B helps local companies to find and hire talented students, and provides the necessary certification to qualified candidates enabling them to participate in the technology economy and helping to fuel new growth and innovation at local companies.

**Partnership with the ITU**

At the second World Summit on the Information Society (WSIS II) in Tunisia in 2005, Microsoft joined the International Telecommunications Union’s “Connect the World” pledge, and has followed this in October 2007 by forming a partnership with the ITU at the Connect Africa summit in Kigali, to work together to build a safe, inclusive, and interoperable information society, and support programs providing skills development and capacity building along with the delivery of relevant applications and services in Africa.

Microsoft’s contribution to the ITU Connect Africa initiative includes the delivery of a new online solution for all stakeholders to display and track the implementation of development projects in Africa. Called ITU Global View, this solution integrates a broad range of new and existing data sources on global ICT for development accomplishments. Easy to view, the software was developed in partnership with IDV Solutions. The online platform is being hosted and maintained by ITU, and will be open to all stakeholders—governments, industry, international and regional organizations, as well as civil society—allowing users to check status, identify gaps and avoid overlap in collaborative efforts to achieve “ICT for development” goals.

**Partnership with UNIDO**

In July 2006, Microsoft formed a partnership with UNIDO, the United Nations agency responsible for promoting industrial development to alleviate poverty by fostering productivity growth and innovation for small entrepreneurial companies in developing countries. The partnership focuses on supporting initiatives in Africa, such as an Innovation Center in Uganda, technology and training support for a network of District Business Information Centers in Uganda, Burkina Faso and Mozambique, and integrating Digital Literacy into the UNIDO Entrepreneurship Curriculum for African Schools. Microsoft is also assisting UNIDO to enhance the AfriPANet Investment portal, the main UNIDO investment database for Africa deployed in over 30 countries with over 12,000 participating companies. In January 2008, AfriPANet received significant funds from the EU and from the South African government to support development of a new version of the platform (V3).

In March 2008, the first solar-powered ICT Business Information Center was opened in Mozambique (Zambezia Province) through collaboration with the government, UNIDO and Microsoft. The Center provides access to ICT resources such as computers and the Internet, as well as training for micro, small and medium sized enterprises. By relying on renewable energy technologies like solar power, the center is addressing a key challenge in rural areas where the absence of a reliable power supply often precludes the introduction and use of ICTs and other productive activities. More centers of this type will be opened in the future.

In June 2008, Microsoft, UNIDO and the government of Uganda launched the Green Computers Company, Uganda’s first local computer refurbishment center aimed at providing small and medium sized enterprises with low-cost second life computers. The center in Kampala will aim to refurbish 10,000 PCs a year for use by local business across the country through a network of distributors.

**Partnership with the Organization of American States**

Since 2005, the Organization of American States (OAS) and Microsoft have collaborated on the Partnership in Opportunities for Employment through Technology in the Americas (POETA), which provides technology and job training centers for people with disabilities, at-risk youth, and other vulnerable groups throughout Latin America and the Caribbean. Through focus is on developing skills to enter growing economic sectors including telecommunications, telemarketing, and the hospitality industry. Working with local partners, OAS trains volunteer instructors on using of software at each of the 50 centers currently in operation in 18 countries. Additional training is given in the use of applicable adaptive technologies and, where appropriate, instructors are trained in job interview skills training and other relevant curricula.In April 2008, the Inter-American Development Bank (IDB) and Microsoft provided additional funding to support POETA’s expansion. By 2010, the program aims to reach 75,000 individuals throughout the Americas.

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Microsoft’s ongoing commitment to support the Millennium Development Goals is part of our responsibility as a global corporation and technology leader, and involves many areas of our business. Partnership is central to our business model and our approach to corporate citizenship and Microsoft is committed to working with others to deepen and accelerate progress. We recognize the importance of ongoing dialogue with partners and stakeholders including on program design, implementation, and effective assessment of impact and progress.