

NUST's Indigenous Knowledge in Digital World Cluster — Co-Designing Digital Tools with Namibia's San and OvaHimba Communities

Digital Inclusion · Good practice · Namibia

Quality score: 80/100

Evidence strength: Descriptive / self-reported

Summary

Since 2008, a NUST research cluster — now a UNESCO Chair (2025) — has co-designed digital games, VR and AI prototypes directly with Namibia's San and OvaHimba communities as design partners, culminating in a 2025 international indigenous-knowledge gathering in Windhoek.

Key dimensions

Dimension	Score
Innovation level	5/5
Sustainability (ongoing)	1/1
Evaluation evidence	1/1
Demonstrated reach	0/1
Documented learning	1/1

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-09-08

[Namibia University of Science and Technology \(NUST\) — Indigenous Knowledge in Digital World cluster / UNESCO Chair in Digital Technology Design with Indigenous People](#) — accessed 2026-09-08

[UNESCO — Global Indigenous Leaders Gather in Namibia to Preserve Culture and Biodiversity](#) — accessed 2026-09-08

[Namibian Sun — New Unesco Chair at NUST to digitise indigenous knowledge](#) — accessed 2026-09-08

[ACM Digital Library — In Search of Alternatives: Co-Designing a Digital Innovation Game With an Indigenous San Community](#) — accessed 2026-09-08

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