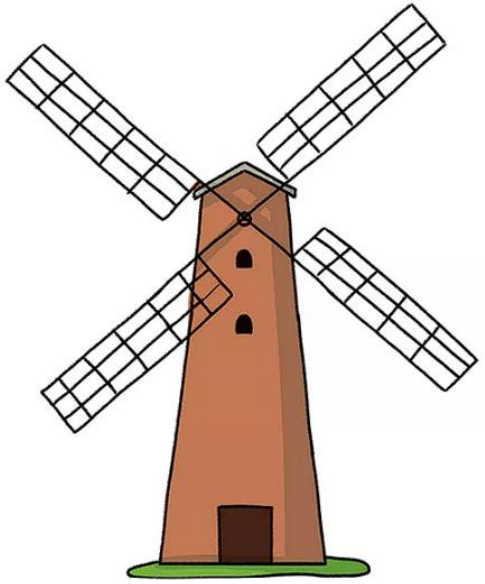

Edtech Trends

Insight on low, medium and high level contexts

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Objectives of the presentation

1. Develop an understanding of country level e-readiness
2. Create an overview of contextualization levels of Edtech deployment
3. Present trends in Edtech
4. Help to guide thought on development pathways

Turn to those near you and make a list of 3 key features of an ideal/desired EdTech enabled education system

sub questions (based on your list)

1. What constraints exist in your country to universal achievement
2. Who are the key stakeholders needed to reach the desired outcome
3. Should it come from a decentralized approach, centralized approach or both and why?

Hot Topics in Edtech

1. Personalized Learning with AI
2. Immersive Learning
3. Microlearning and Mobile Learning
4. Edtech for Soft Skills Development

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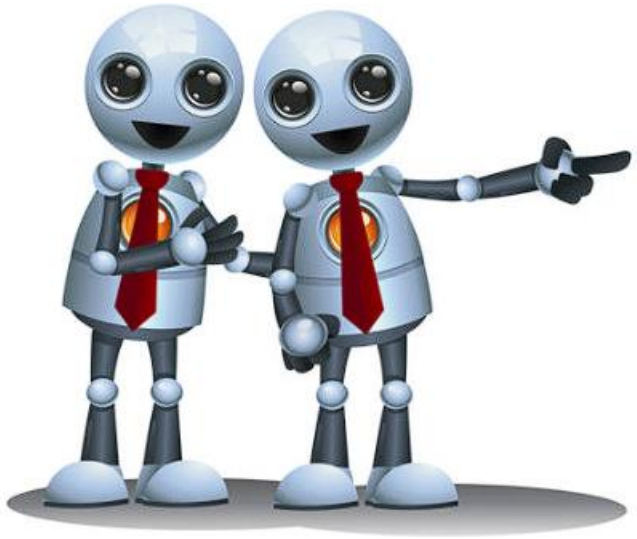
Personalized Learning with AI

Key features

a) analyze student data
b) identify individual strengths and weaknesses
c) tailor learning experiences
d) access at own pace
e) receive additional support where necessary

Real world application

a) Intelligent tutoring system
b) Curriculum differentiation
c) Automated assessment



Challenges

a) Data privacy
b) Teacher training
c) Algorithmic bias

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Immersive Learning

Key features

a) interactive simulations and virtual environments

b) Providing exploration, deconstruction and experimentation

c) Multisensory experience

d) Failure friendly

e) Self paced or socially interactive

Real world application

a) Skills Training for Dangerous or Complex Environments

b) Fostering Empathy and Soft Skills Development

c) Enhancing Learning and Retention Across Subjects

Challenges

a) Cost and Accessibility

b) Complex instructional design

c) Safety/privacy

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Microlearning and Mobile Learning

Key features

a) Bite-sized Content – variety of formats
b) Singular Learning Objective
c) Mobile-Friendly Format
d) Self-Paced Learning
e) Should include interactivity
f) Cost-Effective Creation

Real world application

a) Microlearning apps
b) Educational podcasts and videos
c) Mobile learning management systems

Challenges

a) Quality control
b) Digital divide - accessibility
c) Distraction

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5 Examples of Micro-learning Content Styles

QUIZZES	Quizzes can be used to check the learner has understood the course content correctly.
GAMES	Gamification increases productivity by up to 50% and employee engagement by 60%.
PODCAST	Training can be consumed while the learner is commuting or preparing for the day ahead.
GRAPHICS	65% of people are visual learners. Making infographics an excellent microlearning material.
VIDEOS	Videos are best used to explain how to access a new system tool, and for longer courses.

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Edtech for Soft Skills Development

Key features

a) essential soft skills like critical thinking, collaboration, creativity, and communication

b) Collaborative learning platforms allow students to work together on projects, share ideas, and provide feedback

c) Gamification can also be used to encourage teamwork and problem-solving skills

Real world application

a) Project-based learning platforms

b) Social and emotional learning (SEL) apps

c) Online simulations and role-playing games

Challenges

a) Measuring Soft Skills

b) Technology Dependence

c) Teacher Training and Support

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Online collaboration tools share ideas

miro
Mural
loom
Flip
padlet

Gamified collaboration tools for students

Kahoot!
nearpod

Best LMSs for Online Collaborative Learning

EducateMe
DISCO
360

Collaboration tools create a communication hub

hopin
zoom
Discord
slack

Collaboration tools to improve organization

Airtable
Trello

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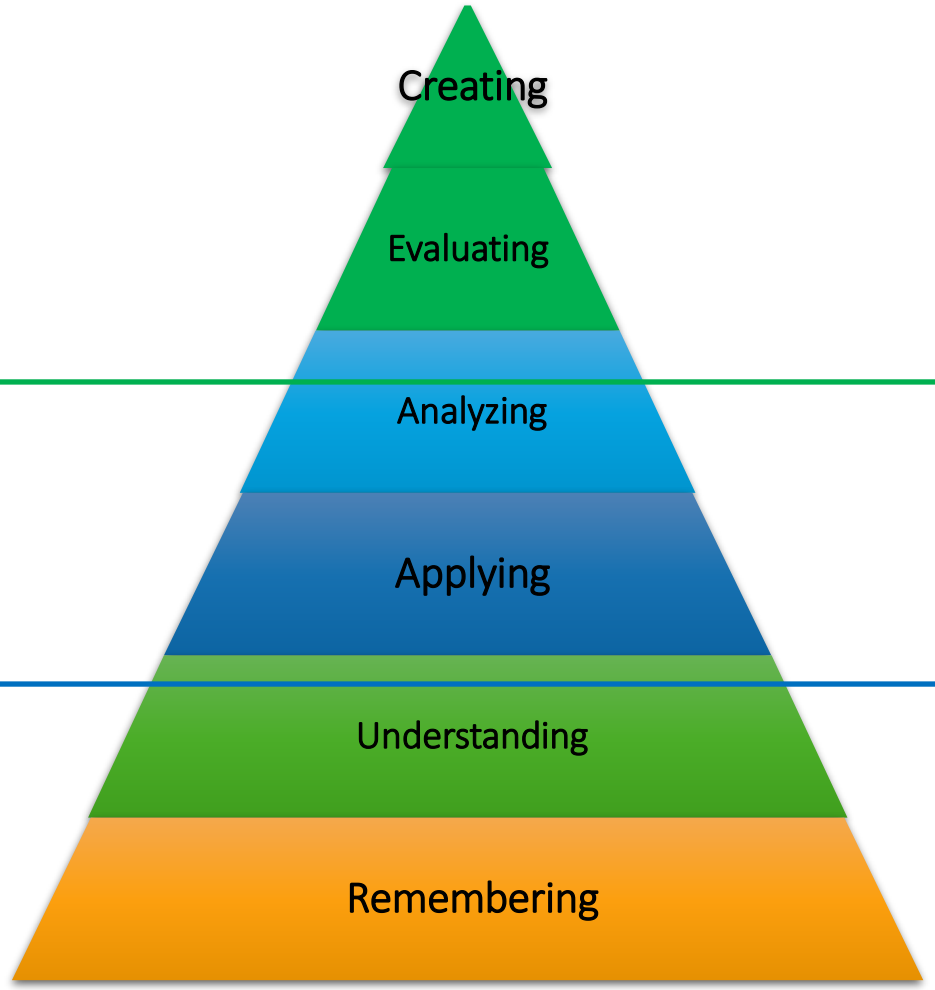
Shift gears – move to the lower end of the spectrum

Turn to the person next to you and go back to your list of 3 key features of an ideal/desired EdTech enabled school system.

Ask each other – what is feasible now in rural/remote areas

Bloom's Taxonomy



Digital Literacy

Higher order cognitive ability to combine education technology, pedagogical experience and subject area knowledge to achieve education goals (learning outcomes)

Digital Skills

Ability to apply/use the devices and digital (offline and online) tools to perform tasks related to the job.

Digital Access

Access to devices, software, digital tools and internet at home, school, community and general knowledge of their use.

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Challenges: EdTech in developing countries

1. **Infrastructure:** Power, connectivity, devices, broadcast capability
2. **Digital Literacy and Teacher Training:** Competency mapping, recognition of the role of teachers, ability to benchmark and gauge teachers and student capabilities.
3. **Content:** create, adapt, share digital content of all types – understanding of quality, purpose and appropriate placing.
4. **Sustainability:** quick investments without a long term perspective are often result in disaster.
5. **Community Engagement:** Successful Edtech integration requires buy-in from the community. - schools, parents, and community leaders.

Some suggestions

1. **Appropriate technology** - low cost, low energy, robust, low maintenance, offline servers, existing devices availability (phones etc…)
2. **Addressing Infrastructure Needs** – encourage partnerships at all levels (telecom- school etc…), look into renewable energy sources for school energy needs
3. **Teacher Education and Support** – develop continuing professional development policy, plans and funding sources, ensure EdTech for low resource environments is integrated at the teacher training level
4. **Focus on Equity and Content** – consider local context as priority (language, culture etc…), use shared resources as a first priority over making new (OER)

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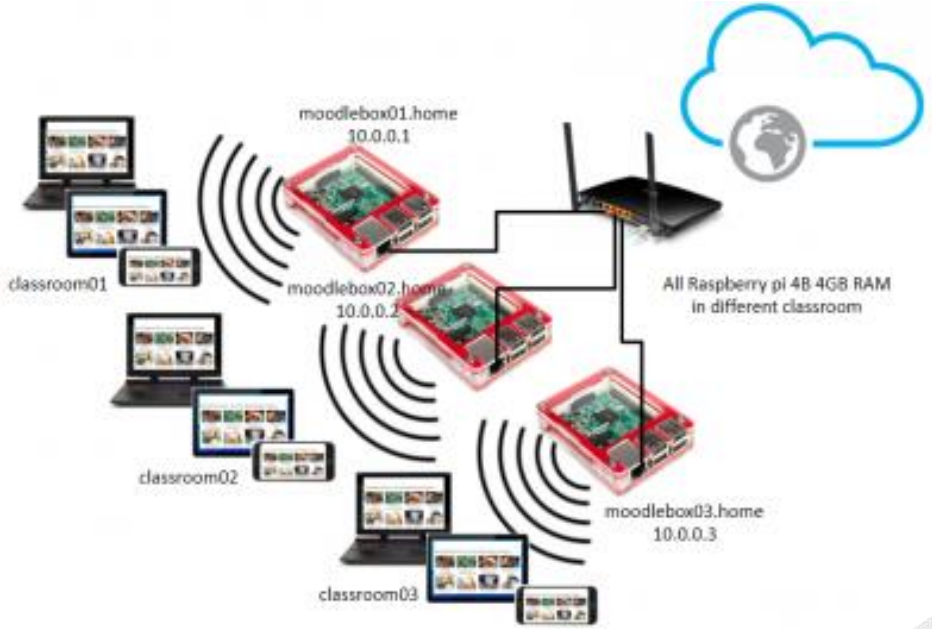

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Digital principles: a set of recommendations about how we can chart a path forward in digital development.

Design for Scale Achieving scale requires adoption beyond an initiatives pilot population and often necessitates securing funding or partners that take the initiative to new communities or regions.

Understand the Existing Ecosystem Well-designed initiatives and digital tools consider the particular structures and needs that exist in each country, region and community.

Be Collaborative Being collaborative means sharing information, insights, strategies and resources across projects, organizations and sectors, leading to increased efficiency and impact.

Design With the User User-centered design starts with getting to know the people you are designing for through conversation, observation and co-creation.

Address Privacy & Security Addressing privacy and security in digital development involves careful consideration of which data are collected and how data are acquired, used, stored and shared.

Build for Sustainability Building sustainable programs, platforms and digital tools is essential to maintain user and stakeholder support, as well as to maximize long-term impact.

Be Data Driven When an initiative is data driven, quality information is available to the right people when they need it, and they are using those data to take action.

Use Open Standards, Open Data, Open Source, and Open Innovation An open approach to digital development can help to increase collaboration in the digital development community and avoid duplicating work that has already been done.

Reuse and Improve Reusing and improving is about taking the work of the global development community further than any organization or program can do alone.

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