Challenges of education today

Education is in crisis and currently grappling with many issues, including:

- Overcrowding in schools
- Lack of trained teachers
- High costs and lack of locally relevant materials
- Infrastructure
Potential of mLearning

Programmes focused on mLearning have the potential to:

- Supplement and facilitate
- Promote
- Provide learning opportunities
Case Studies
Abot Alam, Philippines

Source: TESDA, GSMA
mLearning during emergencies: Japan

- Following the Great East Japan Earthquake of 2011, 120 students aged 15-18 years old were able to continue their entrance exam studies from their evacuation shelters through the use of tablet computers.
- Almost all of the students who participated in this mobile learning opportunity passed their high school entrance examinations.
El Programa Nacional de Alfabetización

Colombia libre de Analfabetismo

- 2016: El gobierno presentará la estrategia del Programa Nacional de Alfabetización a través de celulares, la cual aprovechará el uso de este aparato para alfabetizar en el Ciclo 1, apropiando el uso de las tecnologías de información y comunicación en los jóvenes y adultos iletrados para que a través de este se desarrolle el programa y sus contenidos.

- La metodología que trasladaría los contenidos de las cartillas y materiales educativos del Programa Nacional de Alfabetización a la tecnología del celular, está diseñada para avanzar en los ciclos, con el usuario como gestor de su propio aprendizaje, haciendo uso de sus habilidades y competencias. Con esto, como señaló la funcionaria del Ministerio, se espera lograr un aprendizaje atractivo mediante la incorporación de tecnologías modernas y obtener una mayor flexibilidad en los horarios de formación y una mayor cobertura.
El proyecto se encuentra en la fase de adaptación del diseño del Programa para ser implementado en cualquier parte del territorio nacional. La iniciativa cuenta con dos etapas: adecuación pedagógica del proceso de formación y adecuación tecnológica del modelo. Su pilotaje comenzará a final del año cuando se espera tener virtualizados todos los contenidos del ciclo 1.

El encuentro fue también el escenario para el lanzamiento del micrositio de Educación para Adultos, que se encuentra en el portal educativo Colombia Aprende (www.colombiaaprende.edu.co).

En el micrositio, los internautas podrán encontrar una amplia información de gran interés y utilidad para la comunidad educativa y también para la comunidad internacional sensible al tema de la alfabetización. Allí, se puede encontrar la información sobre qué es el Programa Nacional de Alfabetización y Educación Básica y Media de Jóvenes y Adultos, el marco normativo que rige la educación de adultos en nuestro país (derivadas de la Ley General de Educación) y tasas y estadísticas en el país por Entidad Territorial.
mLearning Case Study: Italy

- educ@Tion is a web and mobile application for schools that encourages sustainable, collaborative and social learning
- Based on open source modules, no third party licenses required
- Inclusive approach towards both content (multimedia, editorial, self-produced, available on the internet) and devices (by not imposing hardware pre-requirements)
UnX: online entrepreneurial community that promotes open education in Spain, Portugal, and Latin America.

Now optimising MOOC platform for mobile devices
UnX: Latin America, Spain and Portugal

This experience will stimulate entrepreneurship activities, including formation of start-up companies, and part of the activity will focus on mentoring aspiring entrepreneurs and nurturing their efforts.

Phase 1: Learning with on-line MOOCs

Phase 2: Building up an open community of knowledge

Phase 3: Getting certifications and credentials
Certification: Badges and official certification in the near future

Phase 4: Creating new Entreprises

Phase 5: Building up a community of entrepreneurs and local partners (face to face events)

Every member of the community will feel motivated to stay in it, contribute and create new opportunities.

(Employment, Experience, Feedback, Crowd-Learning)
UnX: Latin America, Spain and Portugal

Partners and Roles

OPEN EDUCATIONAL RESOURCES. MITs role involves advice in open education and in mobile learning App Inventor Platform and Tech and Academic Advice in Open Education

TECNOLÓGICA SUPPORT: Aggregating technology to enable open training and the development of the community on the Aprendo+ Social e-learning Platform. Contributes: Blue Via Community and Wayra Project...

UNIVERSIA Network support: 1,232 Latin American universities and 14,3 million teachers and students

University of reference in Distance and Online Education in Latin America (Academic Support, Contents and Official Certification of related activities)

Open Innovation in Virtual Education. (Manages, coordinates and experiments with e-learning methodology, Badge accreditation)
Apps for Good

“An education movement where young people learn to create apps that change the world.”

“Our goal is to transform the way technology is taught in schools; to empower students from all backgrounds to seize the opportunities of our digital age and create solutions to the problems they care about using technology.”
UNICEF: Voices of Youth

“A space where children and young people can have their say on issues that matter to them, and where learning, sharing, inspiration and cross-cultural exchange are actively encouraged.”
UNICEF: U-Report

U-Report gives young people a chance to speak out, be heard and change the world.
UNICEF: U-Report

DO YOU KNOW HOW YOU CAN PREVENT YOURSELF FROM EBOLA?

POLL RESULTS
AUG 4, 2014
Prevention
8,620 responded out of 21,488 polled

YES 38%
NO 62%

JOIN U-REPORT. TEXT "JOIN" to 24453. YOU CAN MAKE A DIFFERENCE TODAY.
MOBILE LEARNING SERVICES DESIGN ACTIVITY
Mobile-Powered Services Design

The situation:

As someone concerned with addressing education challenges in Colombia, you will to design mobile learning tools for citizens in five education sectors:

- Math
- Science
- History
- English
- Spanish
Mobile-Powered Services Design

The situation:

Your group will be responsible for designing for one of the following citizen profiles:

- A student in her late teens
- A mid-twenties taxi driver
- A mother of three primary school age children
- A 70-year-old shop keeper
- A 40-year-old mechanic
- An unemployed 32-year-old woman
Mobile-Powered Services Design

The task:

As a group, with a facilitator taking notes, brainstorm:

- How you would design this service for your citizen profile?
- What type of learning style will you use?
- What type of mobile learning tool will you create?
- How can you make your design and solution socially sustainable?
- How can you make your design and solution economically sustainable?
- Prepare a short presentation that informs the audience about your design, solution, and sustainability mechanisms. You will have 20 minutes to prepare your presentation!
- You will have 5 minutes maximum to deliver the presentation on your solution
QUESTIONS?

Thank you!