

The NetDispenser is an edu-kiosk that enables a parent to supplement their children's education by requiring them to complete educational activities in exchange for internet access. Children quickly develop a bird-birdfeeder relationship with the system and learn to "feed" themselves as necessary with educational content chosen by the parent. Rather than asking a child to read an article before playing more video games, for example, the child now asks for more articles to read. Likewise, it can result in the child asking for more math work, or any subject at all because the NetDispenser acts as a single point of motivation. And this consistent motivation translates to a consistent effort, regardless of subject matter. To realize its potential the project needs a wide variety of contributors. But where is the incentive to contribute?

Idea: Incentivize free edu-software development



The project aims to solve the "incentive problem" by creating an ecosystem around free education software that compensates developers and makes free education software development an attractive and viable pasttime. Parents who utilize the credit-transfer functionality are asked to become subscribers, but they are also provided with an interface to distribute 100% of their subscription fee to the developers of their choice.

This arrangement can increase communication between users and developers and result in fine-tuned activities with increased effectiveness. And by providing a tangible incentive it can stimulate new innovations from a greater number of contributors. The system also has potential as a research tool and for use in schools. All of this is an experiment, and the experiment needs you. Please join us!