



## Drafting an emerging picture

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Community & UN SDG(s): Good health & wealth being, Life on land and Quality Education

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## **Instructions:**

Using your researched information fill out the flowing comparing the current state of the art with what you think new (software) innovations could bring to the community

Covering the orientations		
column of the document "Comm	f the document "Technology configuration inventory" table with the right-hand unity characteristics & orientation" table. What do you notice about the match (or each community orientations and the current configuration of tools?	
How well does the technology inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues' notes	Current materials lack interactive and gamified elements that could enhance children's learning experiences.  There is a mismatch between traditional education methods and digital engagement trends.  The game-based approach aligns better with children's learning preferences and modern classroom tools.	
<ul><li>☑ Are you almost there?</li><li>☐ Are there big gaps?</li></ul>	No, there are still big gaps.	
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	The transition from traditional to digital learning tools is necessary to better align with engagement-focused learning.	
Achieving integration		
Look at all the pieces of your configuration		
What level of integration and interoperability has been achieved?	Web-based compatibility ensures that the game runs on PCs, tablets, and mobile devices.	
Where are there big gaps	Limited accessibility features (potential improvement: adding multilingual support, voice narration).	
Balancing the polarities (Current state)		
How is the configuration balanced with respect to each polarity?		





Synchronous >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<>>>>> AsynchronousAsynchronous tools?	
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<<<<<< <b>Reification</b> Reification tools?	
<b>Group</b> >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<<<<<<< >Individual tools?	
How well does this balance fit your community?	The new digital tool improves engagement while still supporting structured learning.		
Solution seeking			
In the new configuration, do you want your choice of tools to affect the polarities of your community in ways that differ from the current configuration? Which way?			
Synchronous >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>	<<<<<< Asynchronous	
New synchronous tools?		New asynchronous tools?	
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>	<><<<<< <b>Reification</b> New reification tools?	
Group >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>	<<<<<<<< d>Individual	
New group tools?		New individual tools?	
MVP notes			
Web-based interactive game that runs openly available.			
Cincular approximation that to all soft against interestings			

Simple, engaging scenarios that teach safe animal interactions.

Basic feedback system to reinforce learning.

User-friendly interface suitable for children.