



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	
Compare the left-hand column of the document “Technology configuration inventory” table with the right-hand column of the document “Community characteristics & orientation” table. What do you notice about the match (or mismatch) between your dominant 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	<p>Current materials lack interactive and gamified elements that could enhance children's learning experiences.</p> <p>There is a mismatch between traditional education methods and digital engagement trends.</p> <p>The game-based approach aligns better with children's learning preferences and modern classroom tools.</p>
<input checked="" type="checkbox"/> Are you almost there? <input type="checkbox"/> Are there big gaps?	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?	

[illegible]