



BUSA8030

Data, Analytics Change Management Plan

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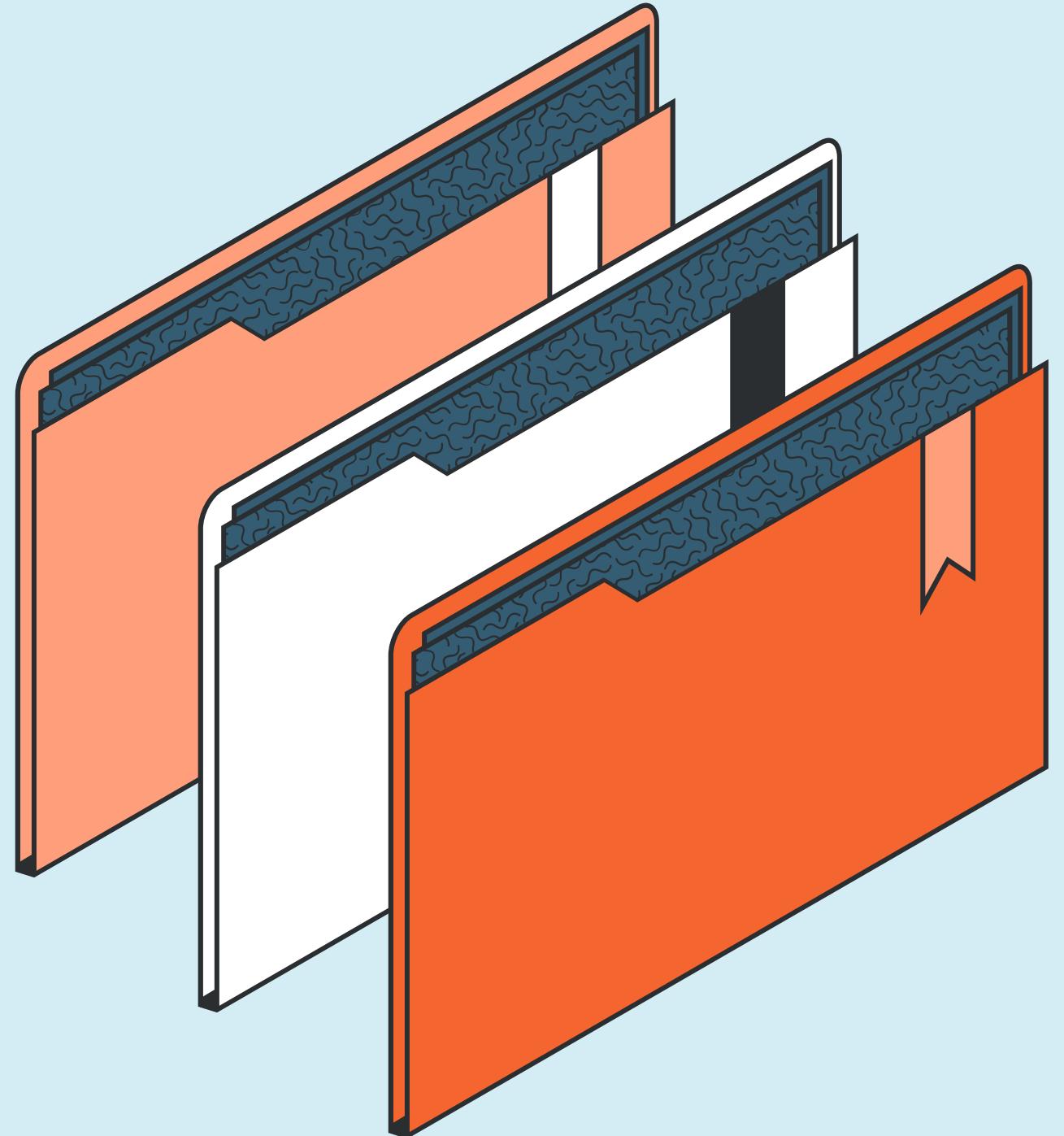
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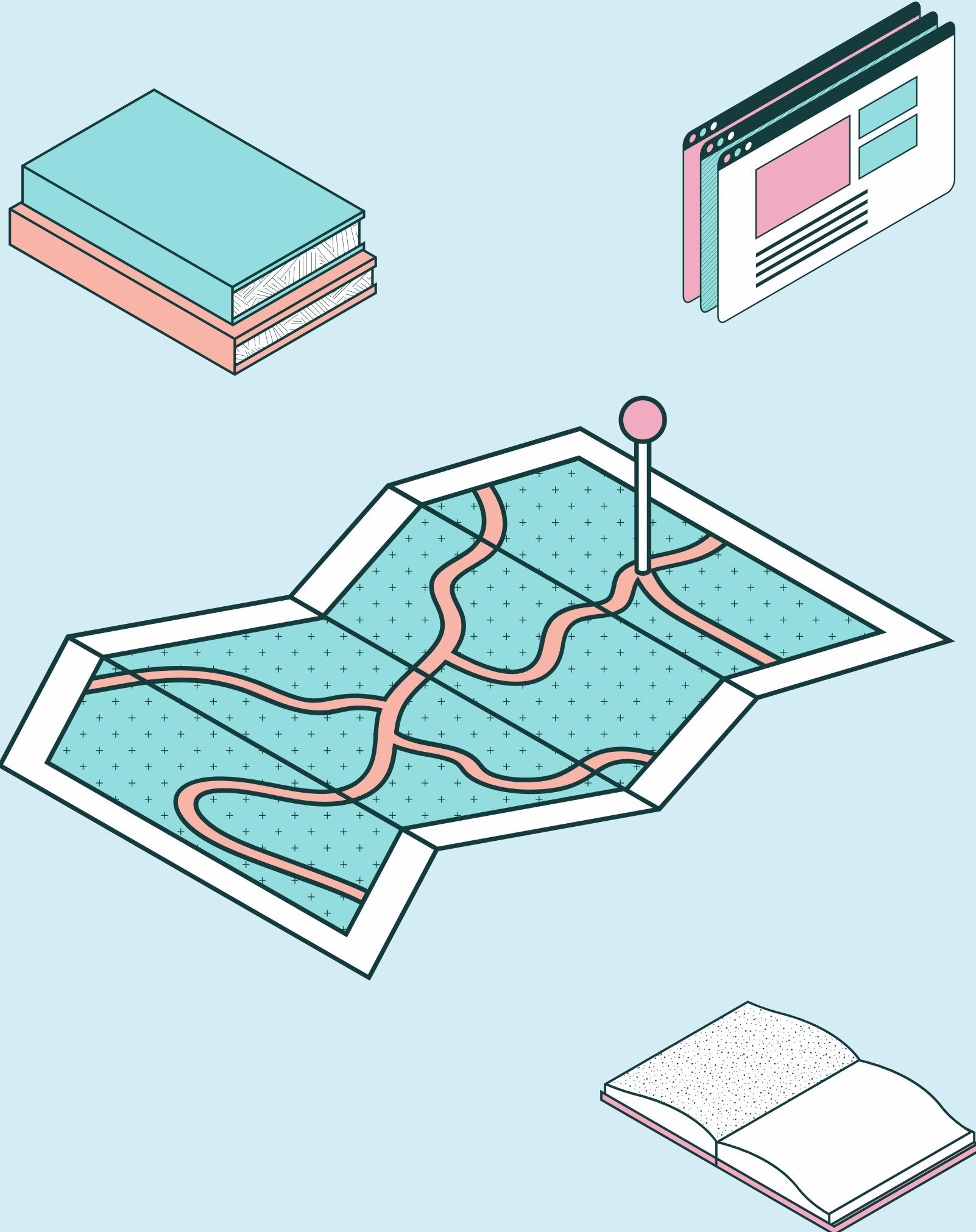


Agenda

- Problem statement
- Stakeholders
- Lotus blossom
- Solution 1
- Solution 2
- Solution 3
- Q&A

Problem Statement

The world is falling significantly behind in achieving inclusive and equitable quality education



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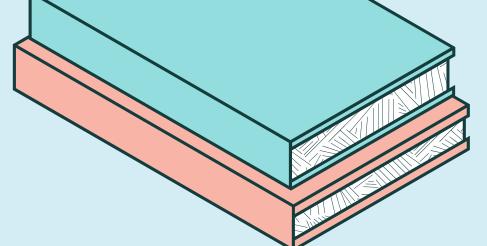
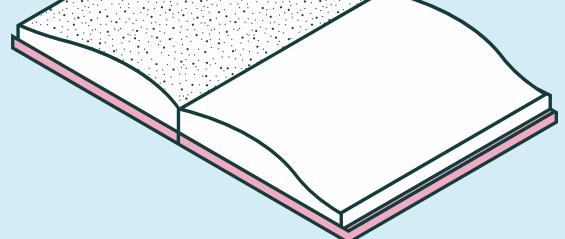
Stakeholders



Students



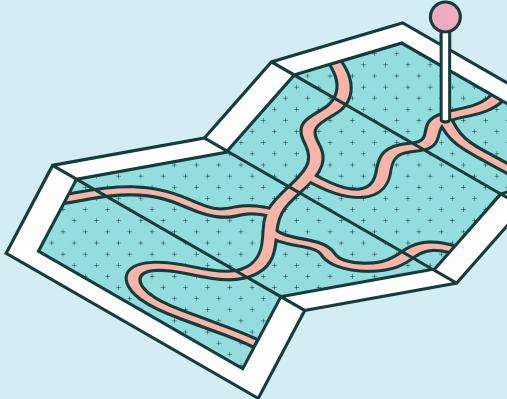
Government



Parents



Teachers



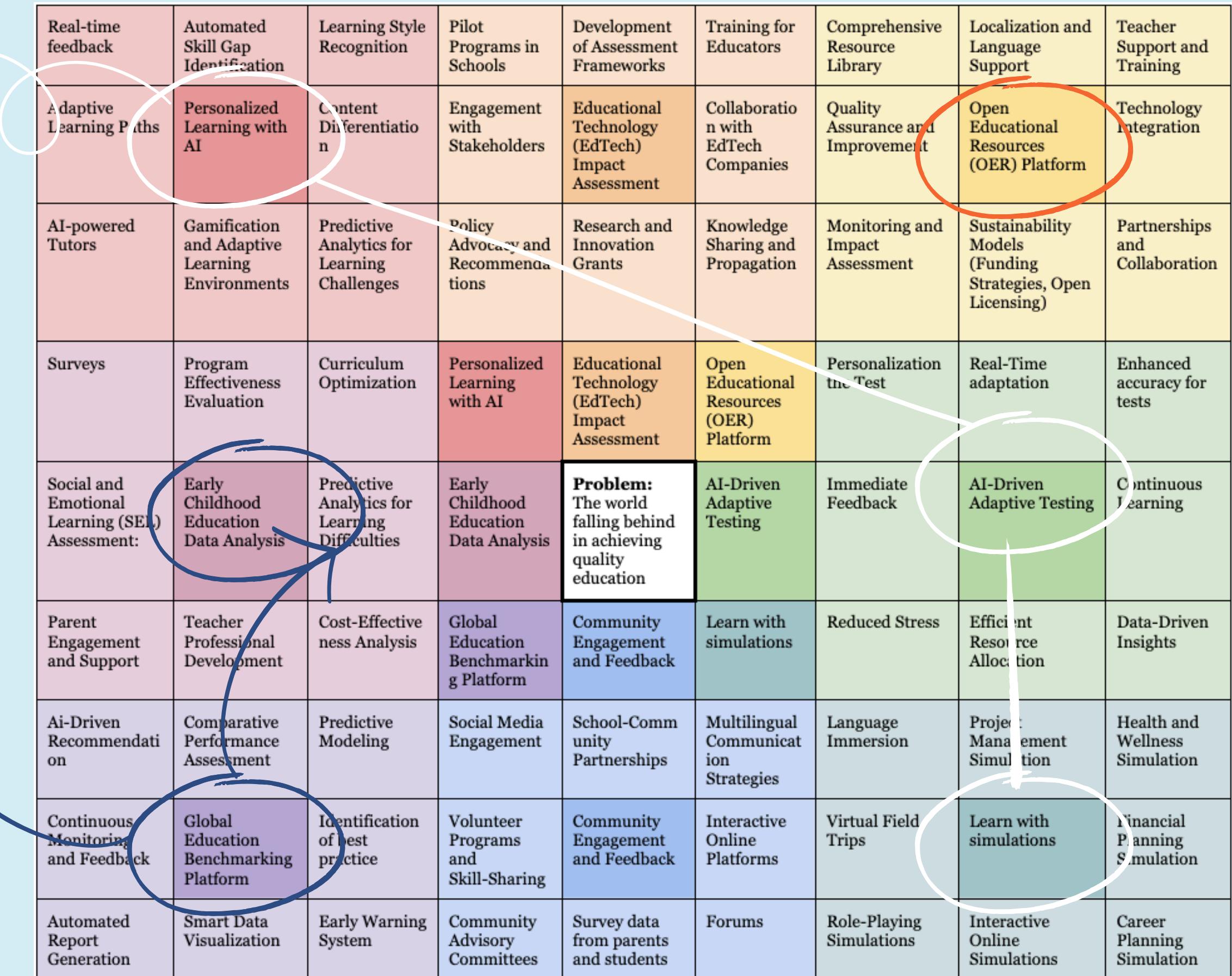
Lotus blossom

Exploration of potential data-driven and conventional solutions for the identified problem

Real-time feedback	Automated Skill Gap Identification	Learning Style Recognition	Pilot Programs in Schools	Development of Assessment Frameworks	Training for Educators	Comprehensive Resource Library	Localization and Language Support	Teacher Support and Training
Adaptive Learning Paths	Personalized Learning with AI	Content Differentiation	Engagement with Stakeholders	Educational Technology (EdTech) Impact Assessment	Collaboration with EdTech Companies	Quality Assurance and Improvement	Open Educational Resources (OER) Platform	Technology Integration
AI-powered Tutors	Gamification and Adaptive Learning Environments	Predictive Analytics for Learning Challenges	Policy Advocacy and Recommendations	Research and Innovation Grants	Knowledge Sharing and Propagation	Monitoring and Impact Assessment	Sustainability Models (Funding Strategies, Open Licensing)	Partnerships and Collaboration
Surveys	Program Effectiveness Evaluation	Curriculum Optimization	Personalized Learning with AI	Educational Technology (EdTech) Impact Assessment	Open Educational Resources (OER) Platform	Personalization the Test	Real-Time adaptation	Enhanced accuracy for tests
Social and Emotional Learning (SEL) Assessment:	Early Childhood Education Data Analysis	Predictive Analytics for Learning Difficulties	Early Childhood Education Data Analysis	Problem: The world falling behind in achieving quality education	AI-Driven Adaptive Testing	Immediate Feedback	AI-Driven Adaptive Testing	Continuous Learning
Parent Engagement and Support	Teacher Professional Development	Cost-Effectiveness Analysis	Global Education Benchmarking Platform	Community Engagement and Feedback	Learn with simulations	Reduced Stress	Efficient Resource Allocation	Data-Driven Insights
Ai-Driven Recommendation	Comparative Performance Assessment	Predictive Modeling	Social Media Engagement	School-Community Partnerships	Multilingual Communication Strategies	Language Immersion	Project Management Simulation	Health and Wellness Simulation
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Automated Report Generation	Smart Data Visualization	Early Warning System	Community Advisory Committees	Survey data from parents and students	Forums	Role-Playing Simulations	Interactive Online Simulations	Career Planning Simulation

Top three solutions

1. Global Education Benchmarking Platform
2. Open Educational Resources (OER) Platform
3. Personalized Learning with AI



The diagram illustrates the top three solutions identified in the list above. Three arrows point from the numbered solutions to specific cells in the table:

- Solution 1 (Global Education Benchmarking Platform):** Points to the "Surveys" row, specifically the "Program Effectiveness Evaluation" column.
- Solution 2 (Open Educational Resources (OER) Platform):** Points to the "Social and Emotional Learning (SEL) Assessment" row, specifically the "Early Childhood Education Data Analysis" column.
- Solution 3 (Personalized Learning with AI):** Points to the "Continuous Monitoring and Feedback" row, specifically the "Global Education Benchmarking Platform" column.

Table Headers (Row 1):

- Real-time feedback
- Automated Skill Gap Identification
- Learning Style Recognition
- Pilot Programs in Schools
- Development of Assessment Frameworks
- Training for Educators
- Comprehensive Resource Library
- Localization and Language Support
- Teacher Support and Training

Table Data (Rows 2-10):

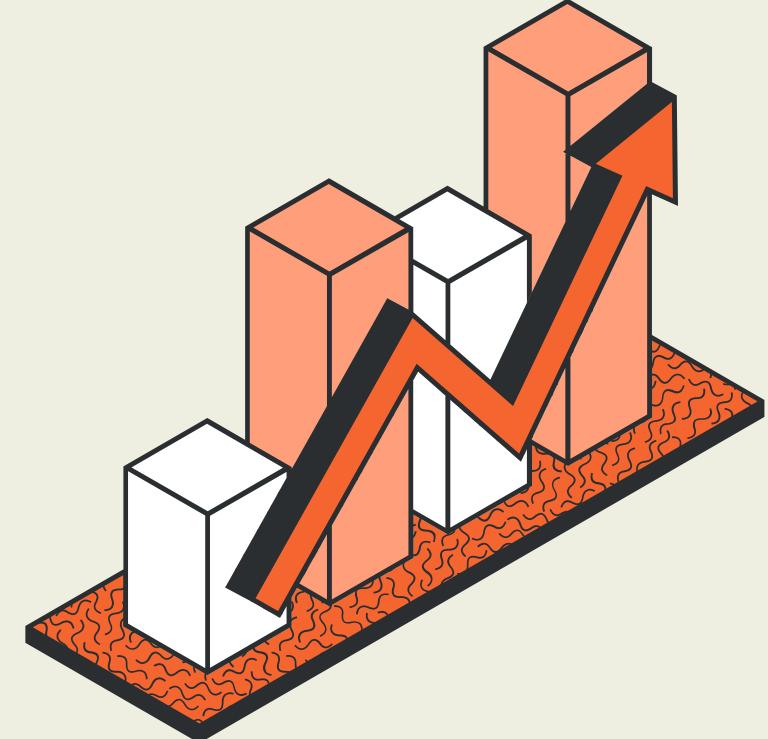
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Solution 1

Global Education Benchmarking Platform

Step 1: Data Collection

- Objective: Gather comprehensive data across key areas: developmental milestones, educator qualifications, classroom resources, and parental engagement.



Step 2: Data Analysis

- Objective: Use advanced analytics to identify patterns and educational disparities.
- Tools: Employ predictive models to forecast outcomes based on different educational strategies.

Step 3: Benchmarking

- Objective: Compare educational outcomes across various regions to set achievable benchmarks.
- Outcome: Establish what constitutes high-quality education in diverse contexts.

Step 4: Knowledge Sharing

- Objective: Facilitate the exchange of successful strategies and innovations among educational institutions globally.
- Mechanism: Use GEBP as a platform for sharing best practices and proven interventions.

Solution 1

Global Education Benchmarking Platform

Step 5: Targeted Interventions

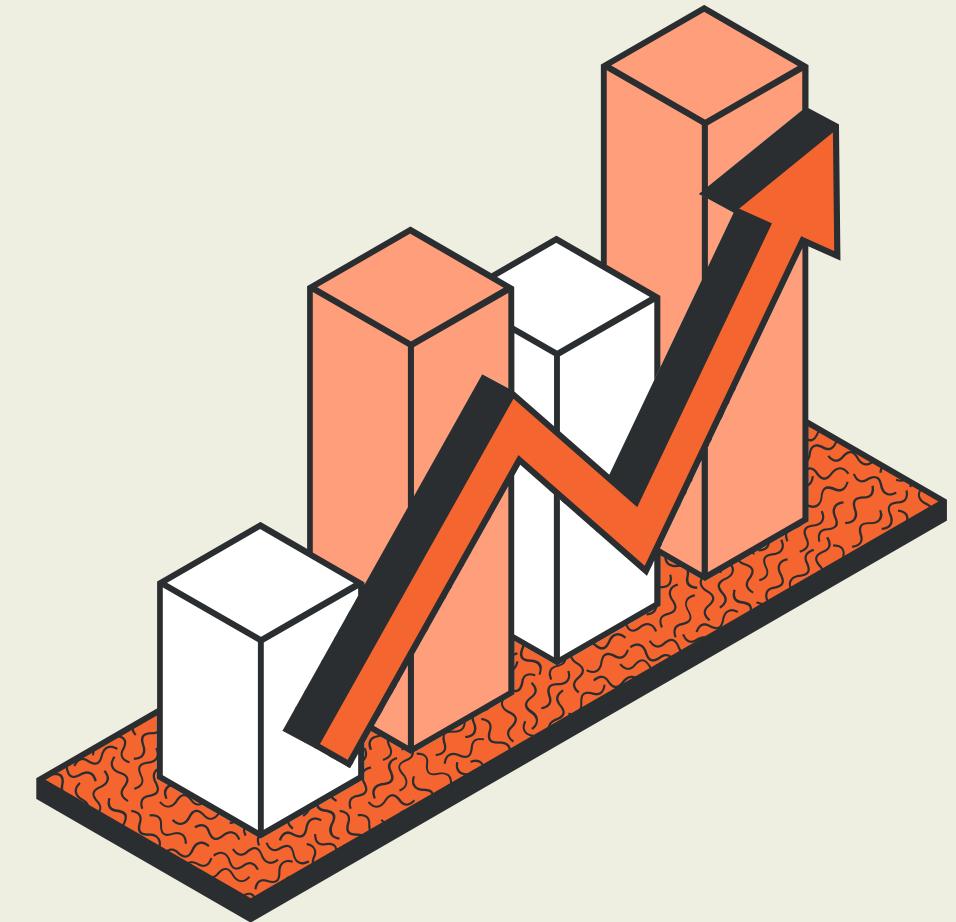
- Objective: Design specific programs to address the unique challenges identified through data analysis.
- Examples: Programs to train STEM teachers in underperforming regions, and enhance resource availability where needed.

Step 6: Continuous Improvement

- Objective: Monitor the effectiveness of implemented strategies and make data-informed adjustments.
- Process: Regular feedback loops to assess progress and refine approaches.

Step 7: Stakeholder engagement

- Objective: Engage a broad range of stakeholders in a collaborative effort to improve education.
- Participants: Governments, educational institutions, non-profits, and local communities.



Solution 2

Open Educational Resources - OER Platform

generate reports
with improvement
suggestions

**Monitoring &
Impact Assessment**

**Localization &
Language Support**

**Teacher Support &
Training**

training programs &
online forums



**Content Quality &
Improvement**

ML model suggest &
highlight content gaps

**Financial
Sustainability**

public & internal
funding

**Partnerships &
Collaboration**

peer support &
shared learning

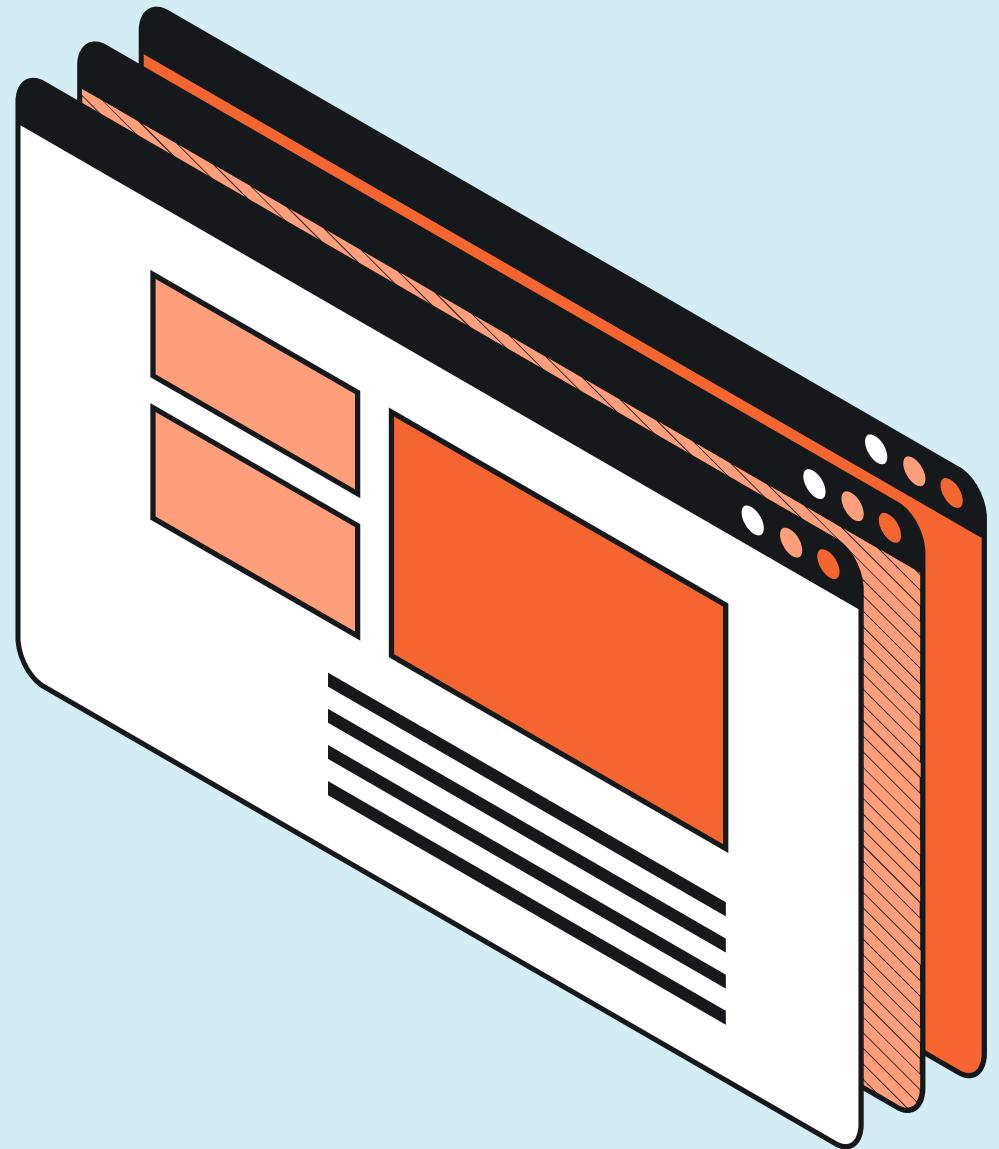
**Technology
Integration**

infrastructure, tools
& ML

Solution 3

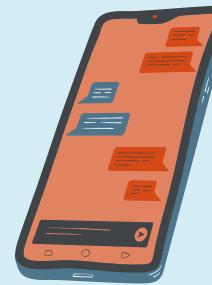
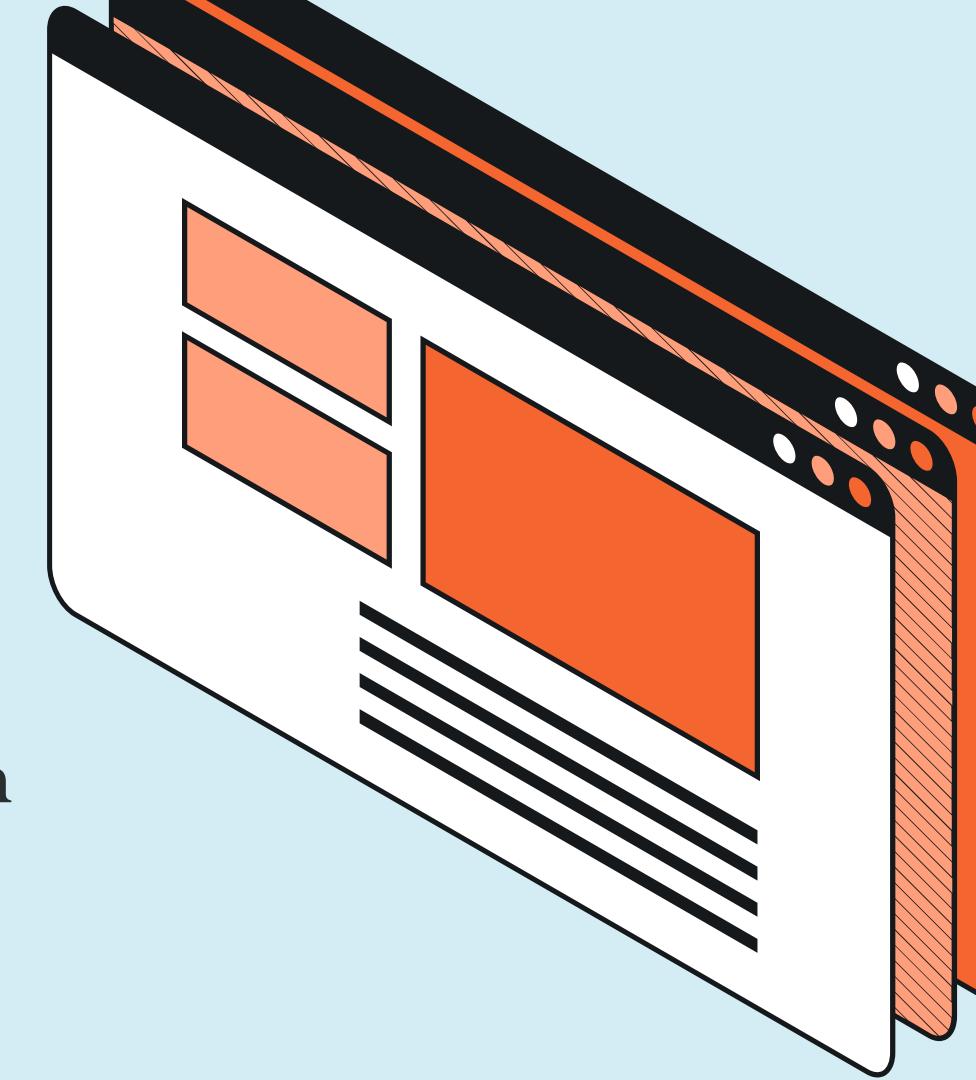
Personalized Learning with AI

Input	Gamification system recording student decisions to predict actions and provide real-life knowledge.
Tools	Robotics, VR, AR, MAR, DGBL, ERPsim
Output	Enhanced students' understanding, socialization, communication, and emotional skills through simulations.



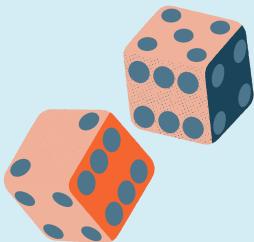
Solution 3

Personalized Learning with AI



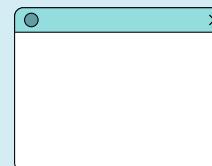
MAR **Mobile Augmented Reality**

enhances real-world environments with digital overlays, improving learning engagement and interaction.



DGBL **Digital Game-Based Learning**

uses game elements to create engaging and effective learning experiences.

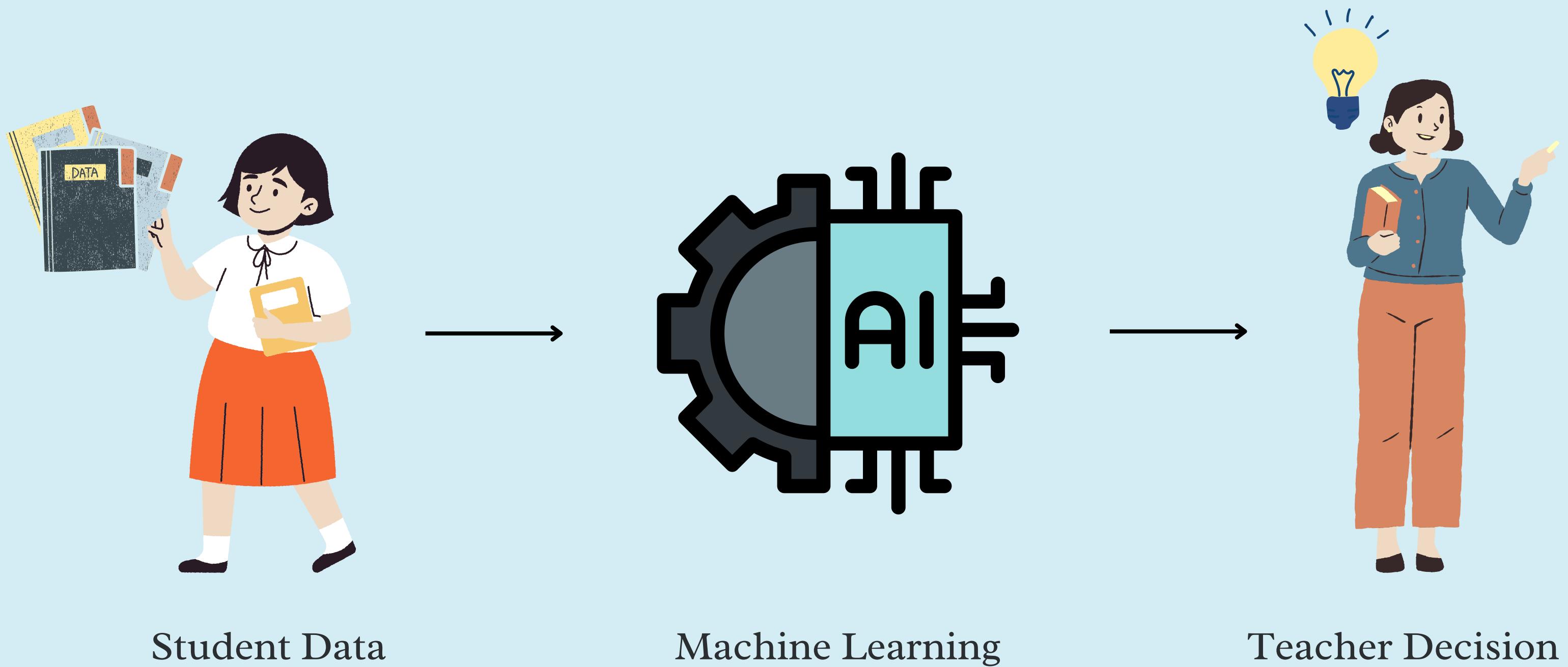


ERPsim **Enterprise Resource Planning**

improve students' understanding of business processes and increase their motivation and engagement in course activities.

Solution 3

Personalized Learning with AI



Q & A

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