**Remake Learning**

**Understanding the Education Innovation Landscape of Pittsburgh**

*Scope Summary*

**What is Remake Learning?**

Remake Learning is a network of students, teachers, locals and civil organization that seek to improve education in Pittsburgh by introducing technology, media, and arts in their learning processes. The network aims to help children and youth develop skills that can help them succeed in school, work and society, through the use of three approaches: STEAM, Maker, and Digital Learning.

Below you can find some examples of the projects that Remake Learning carries out in these four areas:

* **STEAM Learning**: the organization seeks to emphasize the role of art and creativity in children’ learning process for science, technology, and math. Some projects involve training in visual media, robots’ design and creative labs to explore solutions to community problems using textiles, origami, and switches.
* **Maker Learning:** the organization seeks foster children and teens’ creativity through hands-on learning. Some activities include film screenings, arts presentations, and training in tools like laser cutters, 3D printers, microcontrollers and even a functioning TV studio with green screen
* **Digital Learning**: the organization seeks to help children acquire learning, communication, collaboration, skill-building, and creativity abilities through the use of technology. Some projects include the use of labs for students to build and use simple robotics kits and software workshops.

**Deliverables**

1. **Interactive map and/or data dashboard**. The organization wants our team to develop an interactive map and/or a data dashboard to visualize four types of information:
   1. Groups that make up their network either for their public-facing website or their internal planning purposes.
   2. Events organized by Remake Learning.
   3. The population they serve through their grant offerings and educational events.
   4. Available civic data of the Pittsburgh area (i.e. census data).
2. **Educational offerings analysis.** The organization wants our team to analyze informal educational offerings in Pittsburgh to determine new opportunities to target grants in the city. Some of the grant offerings Remake Learning wants to examine are STEAM grants, Kids+Creativity Network and Hive. They would like our team to conduct the analysis incorporating information regarded SES data - pghSNAP; census data on poverty indicators; school districts and FARM.

**Project Organization**

**Carolina Arroyo**. *Masters in Public Policy and Management. Team Lead.*

**Allyson Fierro**. *Masters in Public Policy and Management - Data Analytics. Research.*

**Stephanie Truong.** *Business and Human-Computer Interaction. Communication*.

**Sheena Jain.** *Masters in Information Systems Management. Data Analysis.*

**Zach Goldstein.** *Statistics and Machine Learning. Data Analysis.*

**Angela Wang**. *Masters in Design. Data Visualization (Design).*

**Eric Shapiro.** *Masters in Public Policy and Management - Data Analytics. Data Visualization (Implementation).*

**Amit Sharma**. *Masters in Information Systems Management. Full Stack + Data Analysis.*