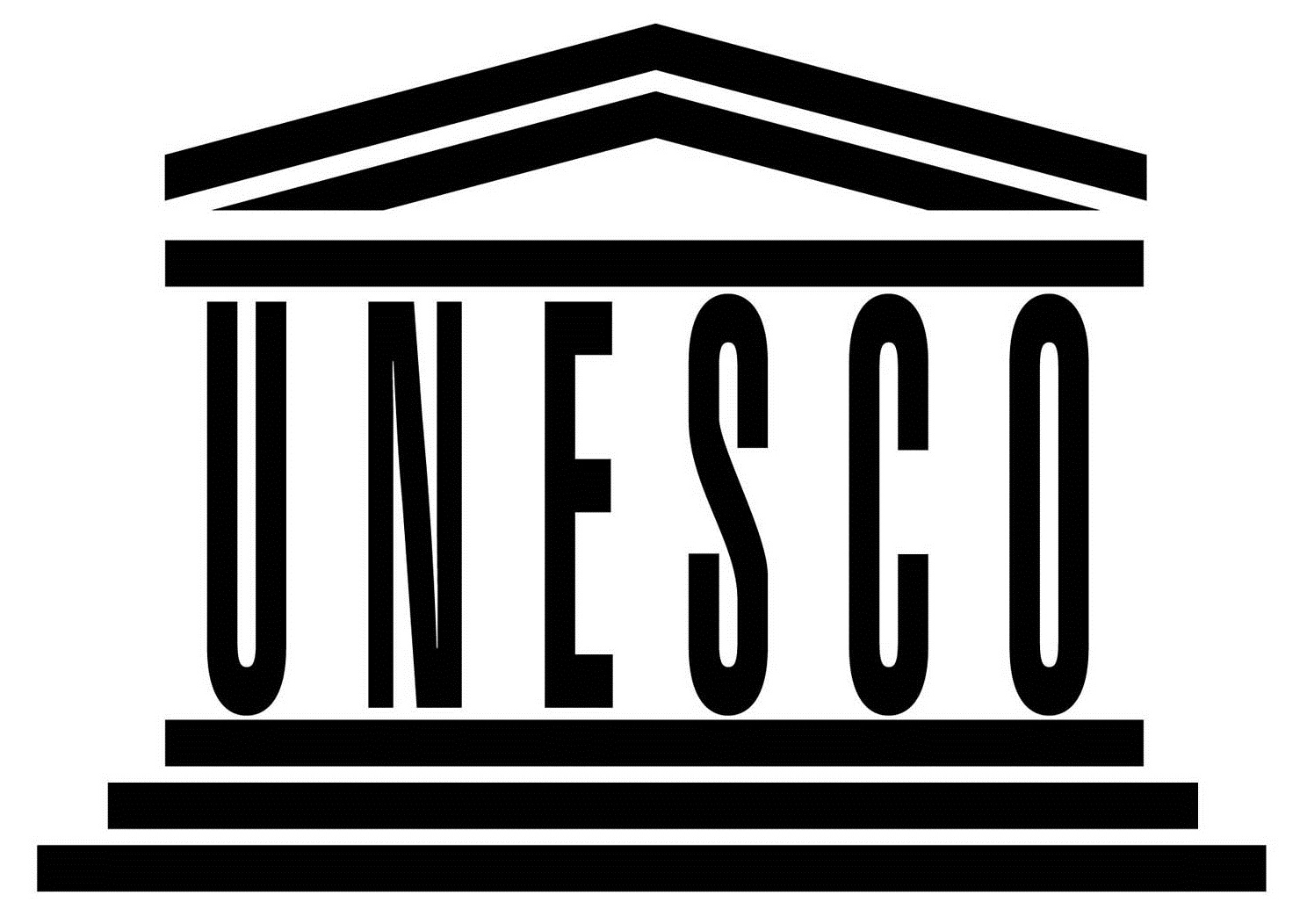
**LehighHacks 2016**

**Smart Environments**

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Overview/Challenge:

The next 1 billion new Internet connections will be from mobile devices in the hands of young people from developing countries. The UNESCO YouthMobile Initiative builds on the experience of many worldwide initiatives that introduce young people to computer science programming (learning-to-code) and problem solving (coding-to-learn). It also seeks to build on experiences targeting young women who are vastly underrepresented in this field. Finally it builds on the consideration that for millions of young people, the smartphone in their pocket is a very powerful computer, it will be their only computer, and they use it for nearly every aspect of their lives: communicating, learning, taking pictures, and playing games.

Develop a platform to teach children in the developing world about Computer Science.

Considerations:

* While platforms like Codecademy exist, it assumes basic computer knowledge. Try to cater this platform to someone who is in the beginning stages of learning to use a computer.
* Mircoservies are an interesting way to attack this problem. What if your platform paired tutors with children for very small time periods via video chat?