<https://youtu.be/aUFjHDP35Rs>

<http://nordic.businessinsider.com/ikea-is-making-an-open-source-sofa-inspired-by-the-app-store---to-encourage-furniture-hackers-2017-1>

<https://globalvoices.org/2017/01/31/building-a-sustainable-open-source-platform-for-language-learning/>

Image: Lena Nozizwe

Image: audiofanzine

Oregon Metro

Image: OurWholeVillage.com

Image: Campeche

Image: Francesca De Gottardo

Image: The Rumie Initiative‏

Image: Google.org

Image: istock

Image: L:ara

Image: Jason Straziuso

raisingphoenicia.com

What can we learn from this letter about the user experience?

1. User experience allows for the user to learn and the effect causes the user to improve the program. Through user experience the user gains knowledge to expand the program. Introduced to the program allows for learning and able to develop her own program.

How extendable was this system?

1. It was very limited at what it could do at the beginning, but they made it more expandable by giving it more uses as they learned how to program. “You would point with the mouse to the box that contained the shape you wanted to draw with, then press the top mouse button. Now the shape would be a paint brush and you could draw pictures.”

Can you highlight the points in which the user was on–boarded?

1. She was “interested in taking a course about the computer language Smalltalk at Xerox.”

They were shown how to work the program, and actions they could take.

“After we had learned just about everything there was to know about boxes we were able to create our own programs (Gulp).”

http://english360.com/

<iframe src="https://player.vimeo.com/video/16993941" width="640" height="360" frameborder="0" webkitallowfullscreen mozallowfullscreen allowfullscreen></iframe>

<p><a href="https://vimeo.com/16993941">English360 - Cambridge University Press</a> from <a href="https://vimeo.com/ateliertransfert">Atelier Transfert</a> on <a href="https://vimeo.com">Vimeo</a>.</p>

<https://docs.moodle.org/32/en/About_Moodle>

week-04

<http://www.zdnet.com/article/linux-foundation-releases-business-open-source-basics-ebook/>

<http://www.liberianobserver.com/technology/fund-open-source-software-research-enhance-ict-development-ict4d-and-ict-dollars-ict4>

<https://www.ubuntu.com/>

<p>Linux Foundation released an eBook about open source basics. This way businesses understand how to be open source and the benefits of open source. </p>

<a href="http://www.liberianobserver.com/technology/fund-open-source-software-research-enhance-ict-development-ict4d-and-ict-dollars-ict4 ">Daily Observer</a>

<p>The impact of open source to an individual and how it is influenced in other parts of the world. </p>

<a href="https://www.ubuntu.com/">Ubuntu</a>

<p>Developed in Africa Ubuntu is a software like Linux and it's all open source. </p>

**Into to Project**

March 7, 2017

My research started with the word accessibility. I was curious about the way programs allow for anyone to have the same resources without costing anything. In this case I questioned how can anybody specially students have access to resources and at the same time be affordable. From this exploration I then moved to open source. Open source has the ability for anyone anywhere in the world have access to code or programs. Open source means that students can learn, alter layouts, and contribute to a community. It opens many doors to places that are imaginable. This idea developed into creating a blog that showcases what is being done to help the underprivileged children, who don’t have the resources to get the best education they can. I’m passionate about this topic, because when I grew up in Mexico and I was going to school I don’t remember having a computer room. I was lucky to move to America, where I had access to resources that I didn’t have access to. When I visit Mexico, I am reminded that not everyone has the resources they need to receive a better education. That is why I am interested in knowing what is being done. How can we continue to strive a need for children that aren’t lucky to have a computer, and the internet. I believe that education is very important in succeeding and having a chance at a better life. Through this blog I hope to highlight that education is a problem we have to face, and bring information to what is being done, as well as getting you involved.

**Bio for Blog**

I’m really interested in seeing what the world is doing to help the underprivileged kids of the world. Especially in the accessibility of education. What is being done? What is available for them to have access to when they might not have the resources like everyone else?

I know that open-source education is useful because it is easily and widely available for anyone to use. It’s very important that an education has the required resources of the 21st Century.

Students should not be worried about not having the same resources. It is a necessity that makes an impact. That is why through this blog I want to show what is being done to bring resources to students, and what resources are available to educate students. In hopes to highlight that it is an issue, and perhaps through these post get them to be involved in some way.

**About Me**

Hello, my name is Irene Hernandez. I’m from a small town in Pennsylvania where the Amish and cows are the biggest attraction. The need of a change led me to study at Parson School of Design in New York. There I study Communication Design, and live a couple of months free of manure smell. When I’m not studying I’m either working on projects, watching Netflix, or eating.

Irene Hernandez was born in New York, but grew up in Mexico. At the age of seven years old she moved to Pennsylvania, where the Amish and cows are the biggest attraction. Her need for a change led her to study at Parsons School of Design. There she studies communication design in hopes of becoming an art director. When she’s not studying Irene is working, watching Netflix, running, or eating.

**Post 1**

**March 9, 2017**

Kids On Computers (KOC) is a non-profit all-volunteer organization. They set up computer labs in low-income schools using donated or new equipment bought through donations. The equipment contains free open source software and educational content that can be accessed without internet. KOC also sets up computer labs that can be used to teach software development, but their goal is aimed at teaching traditional academics.

Kids On Computers receives cash donations which helps them purchase equipment. The cash donation goes to their general fund. Through that fund they purchase computer parts to upgrade or refurbish computers that have been donated. They accept laptops, peripherals, and hardware. KOC pays for shipping and handling of wherever the donor delivers the equipment as well as to where the equipment is headed. KOC has purchased some computes for use in the states. Sometimes they encounter shipping complications, or customs at a host country. They rather use the fund money to buy equipment within the host country.

They are partnered with Linux Foundation and Choice Humanitarian. The Linux Foundation and KCO issued a press release statement on April 2016 announcing their partnership. CHOICE Humanitarian has worked in rural villages and with KOC they support setting up computer labs in rural schools. KCO has been awarded grants, received cash, and hardware from Hewlett-Packard, Free Geek, Yahoo, HP, and Micron Technology Inc. They are always looking for volunteers and always looking to work with other organizations that share the same goal.

Kids On Computers has 20 current labs in Argentina, Cambodia, India, Mexico and Nepal. On their website you can learn more about each lab in that country. KCO gets lots of request, but is unable to take all of them. They have a checklist that helps them make a choice. Schools that have fill the checklist get answered, but a major influence is community support.

KOC is an organization that surprised me the most. They accomplish a lot, and they are making an impact within the gap of open source education in rural areas. KOC is awesome and in the future I would love to get involved with them. If you like to know more click on the link.

[www.kidsoncomputers.org](http://www.kidsoncomputers.org)

**Post 2**

**March 13, 2017**

Continuing exploring open source education I came upon an article that talks about MuseScore. It is different to the other post in that it’s targeted at a specific group, it is music related. I think that any program targeted at improving accessibility through open source is help to students. That is why I wrote about MuseScore.

MuseScore began as a 2002 hobby project from Werner Schweer, Nicolas Froment, and Thomas Bonte. Which is a company that is devoted to help aspiring musicians in mastering their love of music. It is a free easy-to-use music notation software that creates sheet music that works with Windows, macOS, and Linux.

It supports a wide variety of file formats and input methods. The great thing about MuseScore is that it’s free and open-source. The platform allows anyone to create, play, and print music. This is important when it comes to Education in Music.

MuseScore has formed an online community where the community shares their work either privately or public by downloading, or embedding widgets, or using MuseScore’s mobile apps.

An example of how MuseScore has affected learning is Alison Armstrong experience. She is a singer and music teacher at an international school in Laos. Through a course she took they recommended her to use MuseScore. In a interview she mainly talks about how she came across MuseScore and how she is implementing it in her teaching. The interview brief consists of how Alison saw a student use MuseScore and decided to download it. That’s how it started. Alison likes how MuseScore works across platforms. It is crucial because the use of MuseScore has more potential users.

She uses MuseScore to teach her students. It’s very interesting to see how MuseScore is directed at certain users, but has the potential to be used by anyone. That’s what is so great about open source. As well with seeing how MuseScore works, she wishes to see some improvements. The good thing is that since it’s open-source MuseScore has the ability to be improved. There is an API for third party developers on MuseScore.com. Meaning that you can alter MuseScores’ layout. MuseScore is changing how digital sheet music is being created, shared and used. It’s challenging how music education can be taught. If you’d like to read more here is the link to see the full interview.

**Post 3**

**April 3, 2017**

Learning more about what is available through open source education I noticed that more effort should be aimed at teachers. They are the first people in a student’s education who have a major influential in their education. That is why there are open-source programs designed for teachers. By giving teachers more accessible resources they can make an impact on their student’s education easier.

Recently, I read a short excerpt about how Open Up Resources and El Education partner up to create accessible resources for teachers. They developed a free K-5 English Language Arts (ELA) program which can be used reached digitally or in print. It is a year-long curriculum that builds on a curriculum El Education produced in 2012. The program includes hand-on activities and lessons from popular texts. It will be available for the 2017-2018 school year. In order to understand more about these great companies, I did more research.

Open up Resources began as a Collaborative K-12 for Open Educational Resources(OER). Which is a 13-state attempt to fill gaps in the curriculum market. They provide their curriculum to districts at no cost by publishing them as Open Educational Resources. They use experts, check the guidelines, adapt to how it reacts in the classroom, and release as OER. They area able to release their material free due to philanthropic support.

El Education(EL) began as a collaboration between The Harvard Graduate School of Education and Outward Bound USA. They aim to create classrooms with the needed resources for teachers in order to give students the best resources to achieve greatness. They focus on student’s mastery of knowledge and skills, character, and high-quality student work. EL partners with schools, and organizations with similar ideals to bring forth their vision of student achievement.

Organizations like Open Up Resources and El Education are crucial for students to receive the best open source resource. Their accessibility helps more teachers and students receive a better education not just in one area, but around the country. The possibility is more. For more click on the links below.

**Post 4**

**April 4, 2017**

Save The Children is a registered company founded in 1919 by Eglantyne Jebb and Dorothy Buxton. They are an international non-governmental organization that advocates children’s rights through better education, healthcare, economic opportunities, and providing emergency aid in natural disasters, wars, and other conflicts.

My main focus of Save the Children is their take at children’s education at a global scale for developing countries. I gathered that they support education programs in classrooms and also at home. I learned that providing education goes beyond a classroom setting. You also have to think about children that can’t go to “school”, because they have to take on other responsibilities.

Save The Children train teachers, coach parents and caregivers to help children learn at an earlier age so they are prepared to enter school. They offer ways to get kids to read or do math outside of school. Another thing that I like about Save The Children is that they introduce the arts to children. They don’t just focus on traditional education. They try to make sure children don’t stop learning due to a crisis, and try to help kids stay healthy so they can continue with their education. It makes me happy knowing that there is an established organization that is already tackling education at a global scale. There still needs more to be done. They are also helping the children with other problems they face.

I strongly believe that education is very important, and Save The Children needs more knowledge about open-source education. I’m unaware how familiar they are with open source education. They have the capability to improve education in their education plan through open source education.

Save the Children would benefit from partnering with other organizations like Kids On Computers. It would benefit children more. They do a lot of in print and physical teaching that if they open work more with open source resources children receiving an education would increase.

You can help Save the Children by donating. To learn more about Save the Children click on the link.

**Post 5**

**April 6, 2017**

Technology has a big impact on children’s education. Unfortunately, not every child will have access to it. The amazing thing is that we continue to tackle this problem. I came upon the $15 million Global Learning XPRICE competition that is challenging teams “from all over the world to develop an open source scalable software solution that will enable children in developing countries to teach themselves basic reading, writing and arithmetic within the 18-month competition field-testing period(XPRICE).”

As the competition name begins with $15 million that is the prize that will be awarded. The money is divided into two categories. One is five team finalists will receive $1 million each, and the second is the grand prize winner with a $10 million based on the field testing of the team’s solution. Their challenge is to develop an open source scalable software learning solution for children and communities around the world.

There a lots of children that have no access to quality schools or teachers. The demand of building schools and train teachers is not there. That is why through this challenge the barrier is redefined. The $15 million Global Learning XPRIZE competition plans to open-source the winning program, and bring it to children around the world.

XPRIZE is a non-profit organization that manages and designs public competitions that they think will benefit mankind. It was founded by Peter Diamandis in 1995. I’m very excited about this competition because they are tackling a problem that is not seen as a concern.

There are 136 teams registered who come from over 40 different countries around the world. I can’t wait to follow up on this to see what the teams come up with. The results will be amazing. To learn more in depth about the competition, click on the link.

**Post 6**

**April 7, 2017**

Today I came upon an online tool resources composed of open source educational material. It is called Open Culture which aims to bring “high-quality cultural and educational media for the worldwide lifelong learning community (Open Culture).” Resources are available for K-12 students, parents, and teachers. They have free video lessons, tutorials, test prep materials, courses, movies, language lessons, art, images, and music. They also offer writing tips, lectures, and recordings.

The resources are all accessible and organized to find material more easily. They have organized material into audio books, online courses, Massive Open Online Courses (MOOCs), movies, languages, textbooks, and eBooks. They have also archive material and categorize media into categories.

Open Culture realized that open-source material was not easy to find because it is scattered all over the web. They wanted to curate the content, making it easier for you or anyone to find good resources.

Open Culture was founded in 2006 by Dan Colman, Colin Marshall, Josh Jones, Mike Springer, Ayun Halliday, and Eric Oberle. Open Culture’s layout is very simple and a work in progress. You have to look around to find what they offer. It can be a little bit overwhelming, but overall a good tool.

This is a great resource of resources. I think Open Culture is a great idea of brining open-source educational resources into one page. It makes it easier for students to find what they are looking for. It comes in handy in all sorts of educational environments because it offers knowledge almost about everything.

I can see myself exploring this website because there are lots of sources that are free. You can help support Open Culture by making a donation. Open Culture can be followed on Twitter, or Facebook. You can subscribe to receive regular updates. If you want to take a look, click the link.

**Post 7**

**April 7, 2017**

So, what else is being done to help the children of the world? Through my research an organization called The Rumie Initiative strung my interest. It is a not-for-profit organization brining free educational content to underserved communities through low-cost technology. The Rumie Initiative understands that education is a basic human right. I love that Rumie is tackling the problem of denied basic educational necessities. By saying goodbye Rumie is getting rid of outdated resources and embracing technology.

Rumie began in 2013 in Haiti with its open-source Android tablets which can be access without internet that contain educational material for elementary school students. Progress can be tracked with analytic data provided by the tablet. It’s a great addition, because it points out how users are improving. Which leads to understanding who needs help with the material.

The tablets are low-cost, costing less than the averaged textbook. That’s a win and awesome, because it is a big help to people that can barely afford a textbook. The tablets include lessons, videos, quizzes, and textbooks. The information that is included in the tablet’s is approximated to cost at least $5,000 in hard copy. Making the tablet a cheaper resource.

Resources are available to students and teachers. I’m amazed how much fits into the tablet. Education should not have a price. Rumie is impacting many children’s lives. They have at least 5,000 tablets being used worldwide. In 21 countries including Syrian refugee camps in Jordan and Turkey, and in Indigenous communities in northern Ontario, Canada.

I think it’s great that this initiative is having an impact in refugee camps and indigenous people. Rumie is an initiative that has the potential for a bigger impact. I have learned that in order for these types of initiatives to work communities must be willing to work with organizations. This refers back to the first post about Kids On Computers. They stated that when the community is involved they achieve so much more.

This is an amazing initiative and I hope more of these kind of initiatives take place. If more people are made aware the higher the chance at providing underprivileged kids with a competing education. If you want to take a look at Rumie Initiative, click the link.

**Post 8**

**April 10, 2017**

Learning Equality has a mission of providing a quality education to every person in the world through open educational resources, and facilitate their use inside and outside classrooms. In hopes of establishing a new educational model for all to succeed. I’m all in for their vision. It’s one of my favorite. They are trying really hard to provide education to 4.5 billion people. One of their biggest challenges is the lack of internet access. Learning Equality is not standing there and waiting for the internet to be accessed by all, because it will take time. They are going straight to the problem. There’s no time to waste.

Learning Equality is using open educational resources, low cost computing, and sneakernet sharing (no internet access instead information is carried on portable devices) to accomplish their mission. They are thinking about devices their sources are going to be held in, empowering communities, and designing for everyone. I love how much though Learning Equality is giving to the problem of education.

They are using KA Lite which is an open-source platform that interacts with Khan Academy videos and exercises offline. Students just need access to the server over a laptop, tablet, computer, desktop. It can be installed directly on a learner’s computer. KA Lite is functioning in over 175 counties and territories. Learning Equality continues to develop applications for education.

They are working on Kolibri which is open-source that allows peer-to-peer sharing, and educational content all offline. Learning Equality is awesome! They want to combine a vast library of educational content from sources over the web, and make it available offline, on low cost devices. Kolibri heights the expected solution for open-source education to underprivileged kids.

Learning Equality is making a big impact on the world. It is tackling a problem that they are aware of, and are not waiting for anyone else to solve it. I hope more and more people become aware. It will surely benefit the world. If you want to know more click the link.

**Post 9**

**April 11, 2017**

In this post I’m diving into more detail about Learning Equality’s KA Lite and Kolibri. KA Lite is an offline version of Khan Academy. The other app that Learning Equality is using is Kolibri. It is an offline app for universal education.

KA Lite mimics the online experience of Khan Academy. It is open-source software. It runs on the local server and you can watch Khan exercises, and track student progress without the use of an internet connection. There are over 7,000 videos and 20,000 interactive exercises. Instructional videos range from math, science, history, and economics. It can be used for personal, classroom, or school usage. Can be used at home schooling, on a road trip, a classroom in India, or correctional facility in Idaho. Amenities that are included in KA Lite are track performance, self-paced learning, individual feedback, and data syncing. Currently, KA Lite is offered in ten different languages with more being develop. Language is very crucial for children to understand material. I’m pleased to see that Learning Equality is taking in consideration a language barrier.

Kolibri is an offline app for universal education. They want to make high quality ed-tech available to low-resource communities. That includes rural schools, refugee camps, after-school programs, and orphanages. A child’s location shouldn’t stop them from having the access to a good education. Kolibri requires no internet. It can be installed in devices and enable learners with a vast library of educational content. The way Kolibri works is by “seeding” a device. Once connected to the internet Kolibri installers updates, and content can be downloaded. This can be done once to access resources. In order for continuing with updates the device needs to be connected to the internet, but it can be distributed between devices. The “seeded” device has the ability to share new content and updates with other devices from an offline local network. A community must be willing as I stated before. That way in order to reach remote communities all you’ll need is a device that is carried by foot to share installation, content, and updates.

These softwares are changing the way education can be accessible without an internet connection. It’s amazing to see what has been accomplished, and I can’t wait to see what continues to be developed.

**Post 10**

**April 17, 2017**

It’s fascinating how diving into more research post begin to connect to each other. In this post I came upon L:ara, a team who is entering the Learning XPRIZE completion. L:ara is a non-profit organization based in Sweden, with an international composition and network.

They want to create an educational app for children that don’t have access to schools. Aiming for it to be available everywhere, and they hope to extend their app into multiple languages. “The first versions of the app are in Swahili and English, and we already have plans to extend to more cultures and languages. (L:ara)”

In order for the app to reach the children in need, L:ara plans to partner with organizations working close to the children in need. They want to make the app available as a download to low-end smartphones. L:ara is thinking about the user and what is available to them at this point. I think that is passion, and it’s admirable to see.

In trying to achieve their goals, Lara wants passionate people to be engaged in the project. It’s awesome that they are thinking about language, because plays a very important role in a child’s education.

Lara is at the beginning stage of their solution. In their first phase they want to target children in rural East Africa, focusing on the basics of reading, writing, and math. The app would run on Android tablets and phones.

L:ara knows that their target are children who don’t have access to the internet, and could have bad eyesight. They are thinking more about the initial problem and going beyond by thinking about design. It doesn’t stop there they also want to emphasize sanitation, hygiene, and security, so they included digital stories in their app.

They also want to encourage collaboration outside the tablet. In doing so they want to use the advantages of technology to achieve that goal. By using the camera, speakers, and voice recording they want to stimulate discussion by making content relevant, and asking open-ended questions.

I’m excited to see what L:ara achieves. It’s awesome to get to see what a team for the Learning XPRIZE completion is thinking about tackling the competition. It’s pretty great to see the development of L:ara. I can’t wait for more. If you’ve like to learn more about L:ara, click on the link.

**Post 11**

**April 20, 2017**

Technology improves education in many ways. In the previous post I mostly focus on organizations, and in this post I want focus more on how technology used is benefiting the children. Through this process I came upon an article that talks about tablets as a platform.

Technologies like tablets are a new platform to be explored as a learning resource. There are educational apps that can be downloaded on the tablets. That means that children all over the world can have access to it. Within the apps children are able to learn about the world. They can connect with others, explore new ideas, and know what is going on within their country. There are many possibilities to what children can gain from technology.

Tablets take away excuses to why children can’t access learning. The only problem remaining then is how they are distributed to the children.

Tablets have the possibility to make learning possible at home if school is too far. The tablets contain levels of education, and children can learn at their own pace. Tablets are less expensive in the end.

Teacher’s don’t need to be trained and hired. No need for buildings or materials. Which can add up to a hefty cost. It might keep children out of prostitution, drugs, or war enrollment. If children have access to an education, they can gain knowledge that helps them lead better lives. It helps them get more opportunities.

Learning through technology also impacts the country as a whole. If a population is more educated the workfare is more effective, and adapted to international markets.

So yes! Technology has a big role in improving education. Just like there are pro there are also cons. Technology works better if it can access internet, but we continue to improve and not let us stop from pursing alternatives. As within some previous post, it is possible for content to be preinstalled.

We just have to figure out more ways to make education available without the need of an internet connection. We can also start thinking of ways that we can get the internet available everywhere, which is a hard task. The good thing is that we keep finding ways to improve education for children that don’t have access to resources. I think that is awesome. We continue to make a bigger effort in providing an equal education to children without resources. If you want to dive more in depth in ways technology is really good for learning, click on the link.

**Post 12**

May 8, 2017

Technology offers many possibilities in creating apps that are useful, it is something I have learned through this research. Through my research found Phoenicia, which is an Android app produced for the Learning XPRICE Competition. It is aimed at literacy. It’s so cool to see what another team competing for the same competition is doing. It provides a different perspective on how they are tackling the same problem.

The creator Michael Hall focuses a lot on beta testing. He wants to keep improving his app and achieves it through testing and retesting. He understands the importance of open source education. His own son was diagnosed with an Autism Spectrum Disorder which encouraged him to developed Qimo which uses Ubuntu ISO in a personalized way for a simple interface for children with learning or developing disabilities. His son overgrew it and no Qimo is no longer available.

Instead he and his wife are further developing Phoenicia. It is written “in Java, using the AndEngine game engine that provides a light layer on top of OpenGL (Open Source).” It is open source from the beginning, because they believe that testing makes their app better. They hope to get it available into multiple languages to reach more children. L:ara and Phoenicia realize the importance of language. It increases the amount of children that can learn.

Hall is expecting to develop Phoenicia and other projects in the future that are education and open source. I’m inspired by Hall. He used his own experience into developing Qimo, and in the process helped more children than he anticipated. It’s also pretty amazing that he continues to strive for open source education. If you like to know more click the the link.

**Comments to Claudia**

*11 Facts About Education and Poverty in America*

Great facts! They are very powerful, and insightful. The one that caught my attention was “In one low-income community, there was only one book for every 300 children.

” I’m trying to imagine this and it’s insane. There needs to be a bigger emphasis on dealing with this kind of problem.

*Right to Education Understanding Children’s Right to Education*