Name of students in the team:
Leila Otieno
Bill Harvey

University:
Jommo Kenyatta University of Agriculture and Technology

Country:
Kenya

E-Mail addresses of all students:
- Leila Otieno: akinyileilaotieno@gmail.com
- Bill Harvey: harveybill5645@gmail.com

Supervisor/Mentor's name and email address:
OMAE OTERI
Email: omaeoteri@jkuat.ac.ke

Title:
Global Learning Access Platform (GLAP)

UN goal target:
Sustainable Development Goal #4 - Quality Education

Problem statement including relevance and cause of the problem:
Access to quality education is unequal worldwide, with millions of learners lacking resources and opportunities. The COVID-19 pandemic further exacerbated this issue, highlighting the need for accessible remote learning. The cause of this problem lies in economic disparities, limited educational infrastructure, and geographic barriers.

Target/user group description:
Our platform primarily targets students and learners from underprivileged backgrounds, especially in remote or economically disadvantaged regions. Additionally, teachers and volunteers interested in providing educational support are also part of our user group.

Idea to solve the problem with technological help including HCI elements:
We propose creating a Global Learning Access Platform (GLAP), an online platform that connects students, teachers, universities, and sponsors. GLAP will offer courses funded by NGOs or sponsors, ensuring access to quality education materials without geographical constraints. It will provide computers for learners who lack resources, enabling them to access educational content remotely. HCI elements will focus on user-friendly interfaces, accessibility features, and personalized learning experiences to cater to diverse needs.

(HCI-)Methods that could be used to develop the solution:
1. User-Centered Design: Conduct surveys and interviews with target users to understand their needs and preferences for the platform's interface and functionality.
2. Usability Testing: Regularly test the platform with real users to identify usability issues and refine the design.
3. Accessibility Audits: Ensure that the platform complies with accessibility standards, making it inclusive for users with disabilities.
4. A/B Testing: Experiment with different interface designs and features to optimize user engagement and learning outcomes.
5. Continuous Feedback Mechanism: Implement a feedback system for users to suggest improvements and report issues, fostering a responsive platform.

By leveraging these HCI methods, we aim to create a user-centric and accessible platform that effectively addresses the global education inequality problem outlined in UN Goal #4.