

# ICT4D workshop



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uct cs honours 2009

# Discussion Groups

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- Group1: Sena, Jason, Richard Hilja
- Group2: Neann, Khathutshelo, Heather, Xoluqobo
- Group3: Gregory, Jacob, Pheeha
- Group4: Sanvir, Gina, Michael
- Group5: Jared, Kyle, Michelle
- Group6: Moritlha, Dominic, Lebogang

# Questions

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- What lessons have you learnt from the talks/discussions so far?
  - What are the most important ICT4D issues?
  
- What are the most shocking/startling aspects of ICT4D?
  
  
- What is ICT4D?

# Lessons Learnt

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- ❑ Cannot migrate tech from developed world
- ❑ People are smarter than we think
- ❑ Local champions
- ❑ Importance of users in design – users to own solutions
- ❑ No one developing world solution
- ❑ Identify and tailor existing technology
- ❑ Technology does not solve all problems
- ❑ Importance of mobile technology
- ❑ Cannot assume needs of developing world
- ❑ Getting to root of problem
- ❑ Take note of socio-cultural factors/situation
- ❑ Need more flexible SE techniques e.g., agile
- ❑ Consider legal aspects to encourage development
- ❑ Need for ethnography

# Most shocking aspects

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- ❑ Ignorance of developed world
- ❑ People value connectivity over food
- ❑ CS people can make the world better
- ❑ Big companies are already doing some useful work (e.g., ethnography)
- ❑ We cannot do this from the comfort of our honours labs
- ❑ Most traditional CS is not relevant?
- ❑ The prevalence and use of cellphones in society
- ❑ That NGOs in ICT4D are underfunded
- ❑ Disconnect between population and effort

# ICT4D Definitions

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- understanding ICT for developing world,
- identifying useful and existing technologies,
- tailoring for rural communities,
- for upliftment,
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- bringing ICT to majority of world population
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- creative and tailored/specific solutions,
- for technology and information delivery
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- within a collection of sub-areas e.g., HCI4D

# Case Studies

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- 2 lecture periods
  - 45 minutes to introduce project
  - 45 minutes to discuss issues with class
- Marked for
  - presentation quality
  - discussion quality
- Dates
  - 7/11/12/15/18/19 may

# Case Studies

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- 1: Greenstone
- 2: Free High School Science Texts
- 3: Rural Telehealth
- 4: Wizzit
- 5: Digital Doorway
- 6: One Laptop Per Child



# Postscript: Lessons Learnt

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- ❑ Extract requirements
- ❑ Consult all stakeholders
- ❑ Active community involvement
- ❑ Perform Ethnography
- ❑ Use/identify HAP/Champion
- ❑ Plan for resource constraints
- ❑ Implement iterative/agile processes
- ❑ Exploit existing and accepted technologies
- ❑ Mobile is king for lots of applications!
- ❑ Expect unintended uses
- ❑ Use legal enablers rather than restrictions