

How to enhance the impact of digital technology on SDG 4

Eucaid.be,
May 2017





Three principles to enhance the impact of digital technology on SDG 4:

1. Focus on the problem
2. Integrate from the outset
3. Build on the evidence

I. Focus on the problem

UNHCR estimates that 1% of refugees have access to higher education globally.

So how can technology be used to enhance access and quality in higher education for refugees in low-resource environments?

Summary of research activities



8
Field visits



15
Refugee higher education programmes



119
Outcome stars with refugee students



Focus groups and interviews

303 Refugee students

65 Programme staff

45 US-based JWL staff



28
Distance based interviews



kepler

BHER

Borderless Higher Education for Refugees



kiron



spark
ignites ambition



JESUIT WORLDWIDE LEARNING
HIGHER EDUCATION AT THE MARGINS

إدراك
EDRAAK
العلم لمن يريد



UNHCR
The UN Refugee Agency
مفوضية الأمم المتحدة لشؤون اللاجئين

LASeR
Lebanese Association for Scientific Research
الجمعية اللبنانية لدعم البحث العلمي



NORWEGIAN
REFUGEE COUNCIL



UNIVERSITY
OF THE PEOPLE
Tuition-Free Online University



Higher education for refugees in low resource environments: landscape review

December 2016



Higher education for refugees in low resource environments: research study

December 2016

2. Integrate from the outset

Integrate ed tech programmes with:

- classroom rhythms and teacher practices
- regional and national education systems
- the education aid and development sectors

Integrate ed tech programmes by:

- designing based on the context
- building partnerships with educationalists
- developing plausible pathways to sustainability

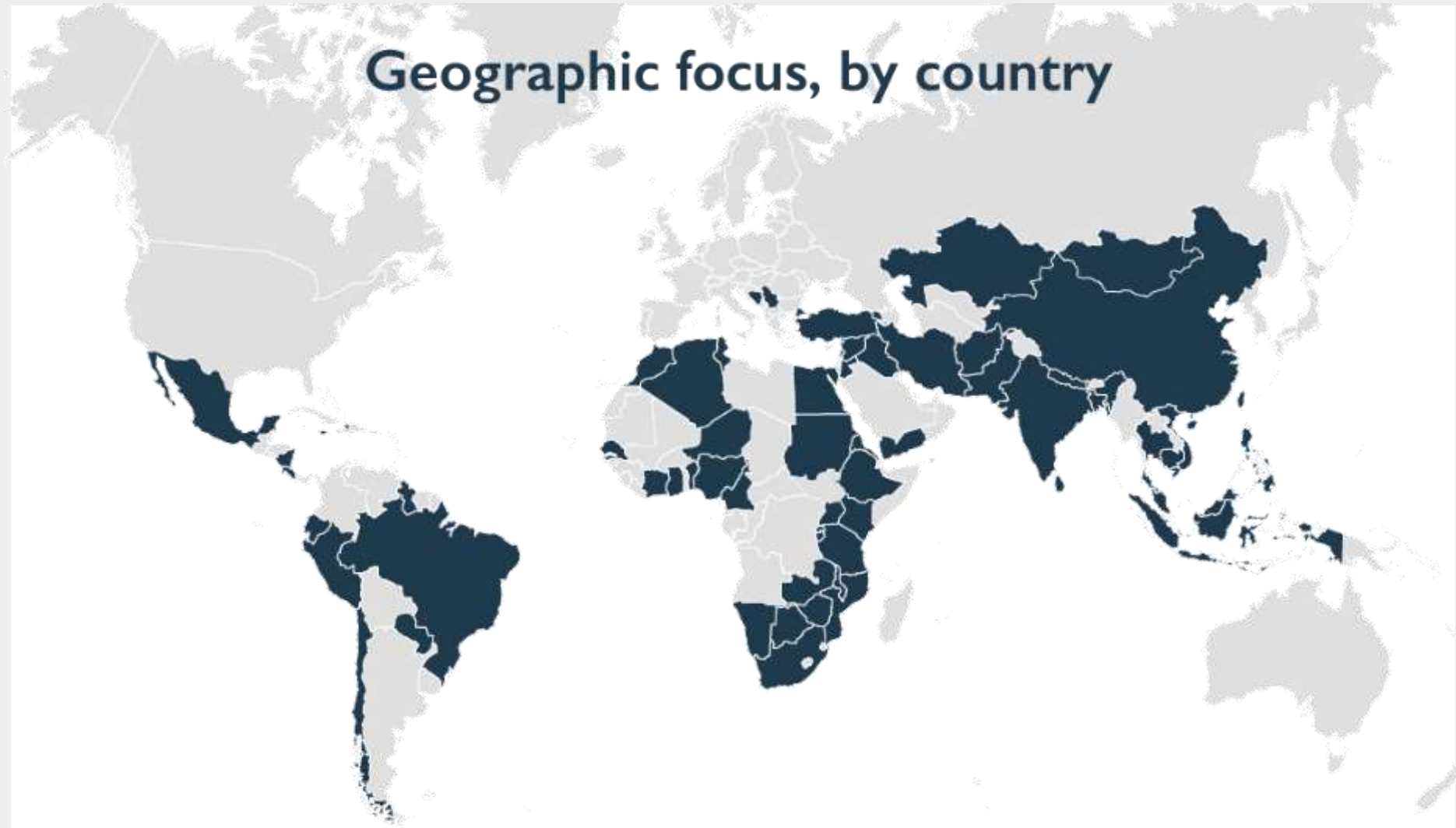
3. Build on the evidence

A map to identify and organise the evidence regarding education technology and the potential contribution it makes to improving outcomes at primary and secondary levels

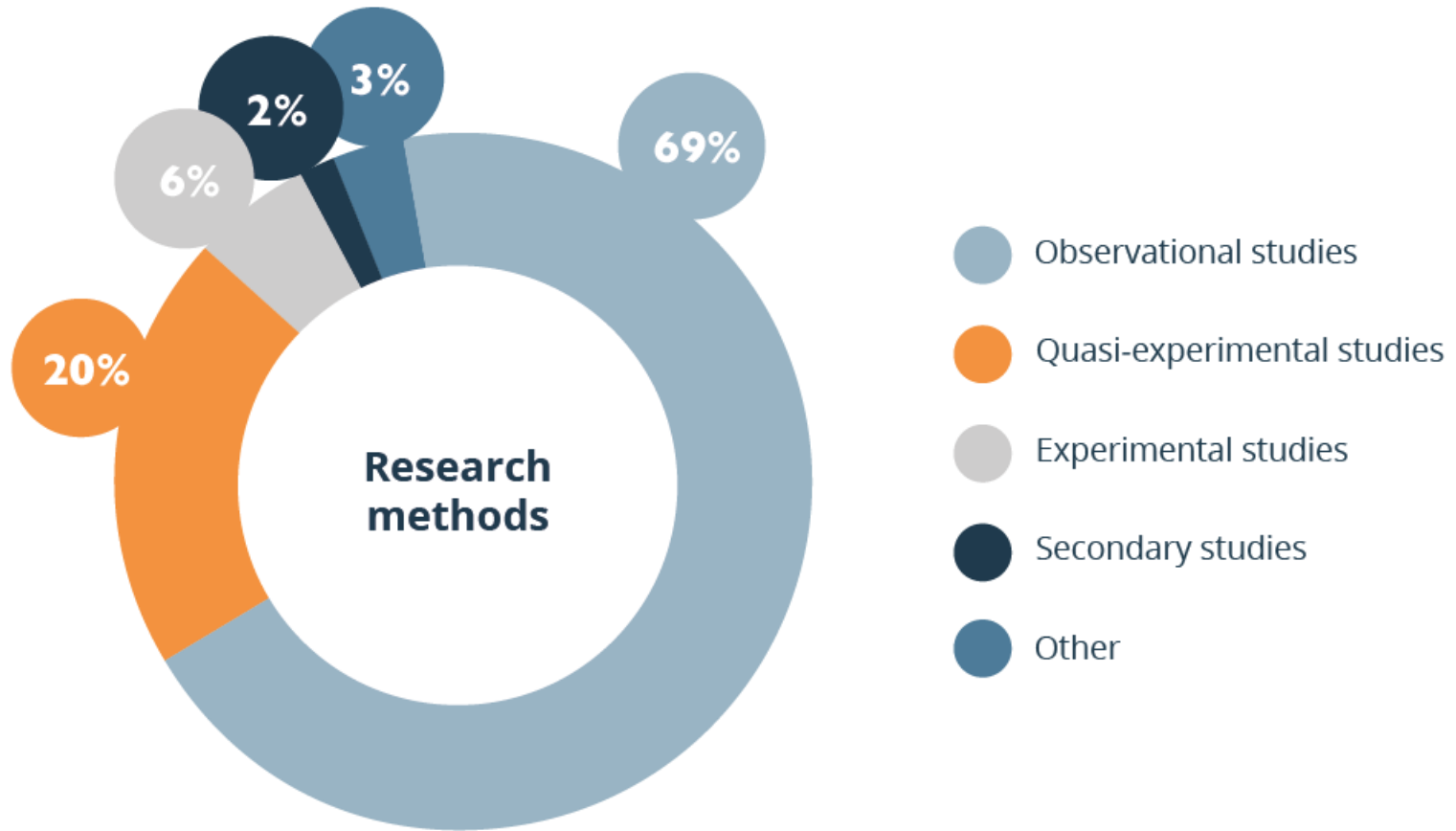
- DFID evidence map on education technology
- Framework of interventions / outputs / outcomes
- Research from low and middle income countries
- Published in the last decade
- Database of 401 research studies

3. Build on the evidence

Geographic focus, by country

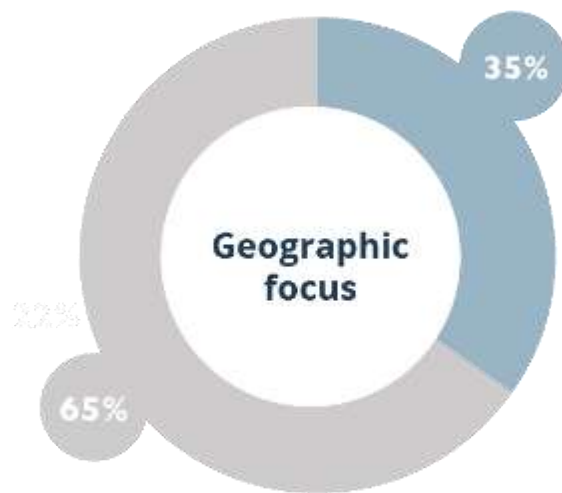


3. Build on the evidence

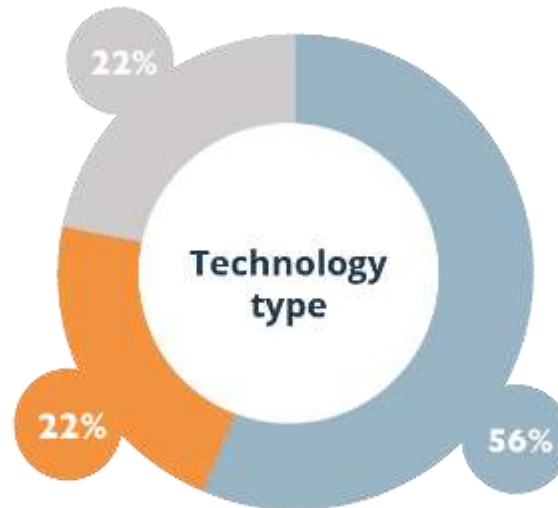


3. Build on the evidence

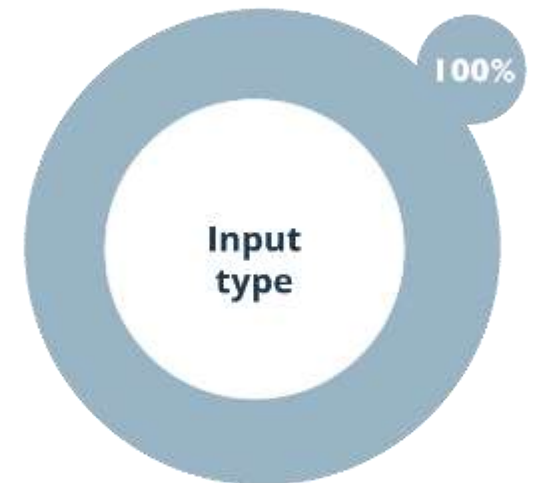
Analysis of 23 experimental studies



- East Africa
- Other



- Education software
- Use of tablets
- Other



- Curriculum and pedagogy

3. Build on the evidence

- Undertake synthesis and targeted research
- Develop agreed evidence standards
- Embrace the way ed tech is changing M&E
- Design programmes that can be measured
- Ensure clarity on anticipated outcomes
- Foster a culture of shared evidence building

Three principles to enhance the impact of digital technology on SDG 4:

1. Focus on the problem
2. Integrate from the outset
3. Build on the evidence

www.jigsawconsult.com

d.hollow@jigsawconsult.com