

# A.I. Translations

The Good, the Bad, the  
Magnificent

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STEAM Teacher Training in Rural Areas  
A.I. assisted translation project

**EdukoMondo**

# Goal: solving 3 challenges

1. Provide a structured program to build STEAM **techno-pedagogical skills** in rural areas with limited **internet access and electricity supply challenges**.
2. Lowering barriers by offering **video** content in **local languages**.
3. Include teachers and students with visual or hearing impairments by offering content that is **dubbed, subtitled and printed (pdf)**.

# Local Language Translations

English Master Video

## STEAM

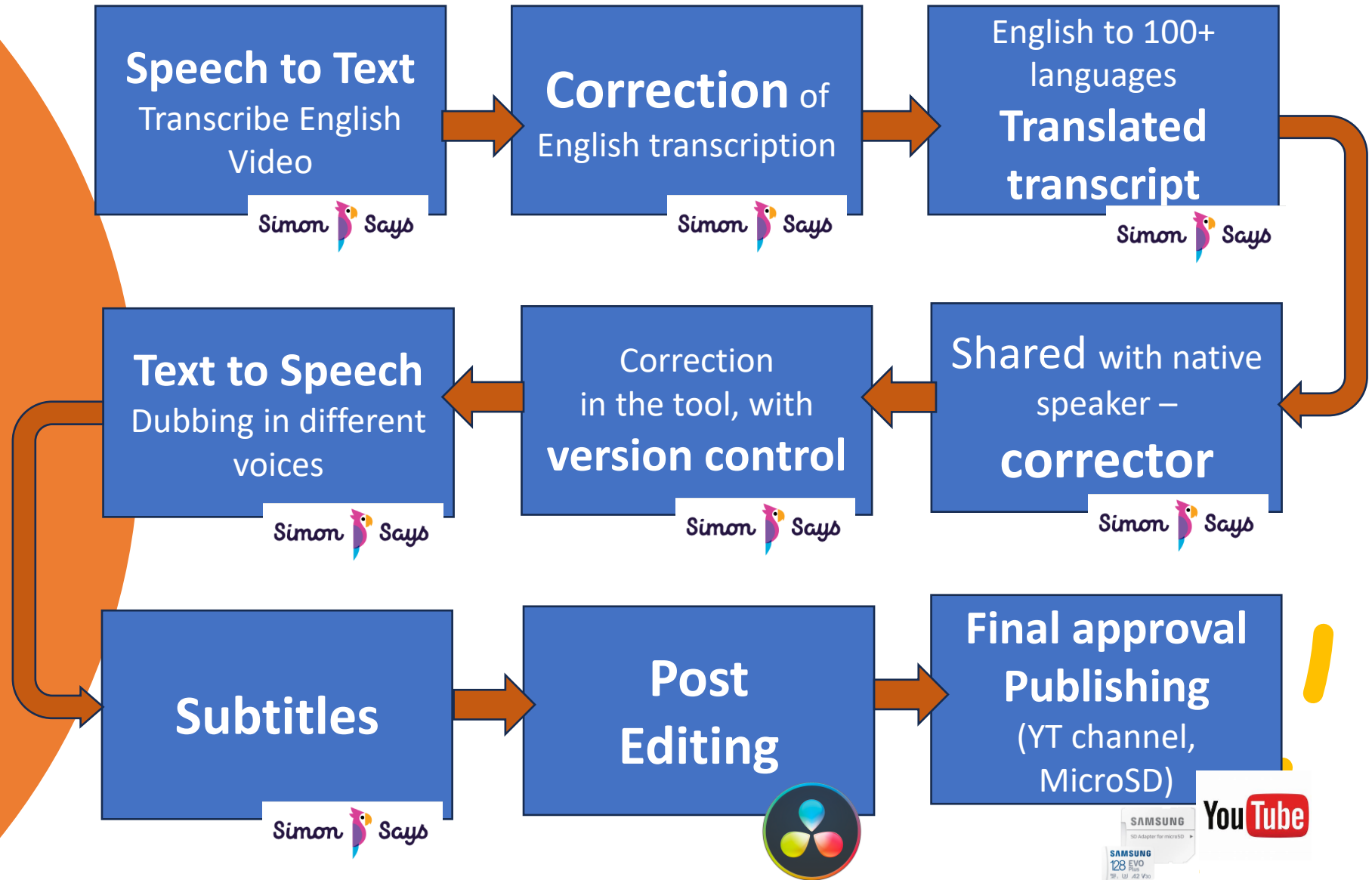
Starter kits  
Arduino (C++)  
Raspberry (Python)  
Robotics

A.I. assisted  
**translation,  
dubbing,  
subtitles**  
SimonSays

Check and  
Correct by  
**native  
speaker**

Publish on  
YouTube  
MicroSD

# Workflow



## Traditional

## A.I. Assisted

20 minute video									
Translator (Freelance.com averages)	5 pages	5 hours	20 \$	100 \$	SimonSays Speech to Text (95% accuracy)	20 minutes	0,11 \$	2,2 \$	
Professional voice over (Voices.com averages)		20 minutes		500 \$	Corrections	1 hour	25 \$	25 \$	
Creation of subtitles		20 minutes	7 \$	140 \$	SimonSays Text to Speech (Dubbing)	20 minutes	0,11 \$	2,2 \$	
					SimonSays Speech to Text (Burn In)	20 minutes	0,11 \$	2,2 \$	
					SimonSays Speech to Text (SRT file)			0	
<b>Subtotal</b>				<b>740 \$</b>				<b>31,6 \$</b>	
Post Production (DeVinci Resolve)		2 hour	40 \$	80 \$	Post Production (DaVinci Resolve)	2 hour	40 \$	80 \$	
<b>Grand Total</b>				<b>820 \$</b>				<b>111,6 \$</b>	

# The Good

1. **Reach:** translations are now available at every organisation's fingertips (but needs qualified people or partnerships)
2. **Efficiency:** speed and price
3. **Local:** involvement and partnerships

# The Bad

- 1. Technology:** good but not perfect.
  1. Speed anomalies
  2. Subtitle anomalies
  3. Synch issues
- 2. Quality variations:** language dependent.
- 3. Niche market** with small players, limited support, mergers and acquisitions.
- 4. Translators** and **voice actors** may become obsolete... soon.

# The Magnificent

1. **Technology:** Improves each day (languages, tone, emotion, accuracy,...)
2. **Inclusive:** different language flavours, choice of voice (m/f).
3. **Job creation:** new role of local correctors
4. Educational videos and translations/subtitles created in one go using future A.I. development...



# Cases

- **KitHub Burundi:** *French* videos to train recent graduates – special focus on women - on STEAM
- **TDSO Cambodia:** *Khmer* subtitles checked by native speakers. Will be included in the new TDSO **Content Integrated English Learning** program.
- **Education International Belgium:** *Bengali* translations.
- **STEAMCube:** India STEMClass platform, *Hindi* and *Tamil*.
- **Surin University, Thailand:** *Thai* translations and dubbing are checked by the science department. Part of a larger, government supported, STEAM program for the Surin province.

*“[the videos] were amazing and easy to understand. I completely agree with you, providing content in local languages will make it easier for the viewers to learn easily and is highly impactful.”*

Sri Sowjanya Suraj, NextSkills 360, India

