1. Course Code

2281

2. Course Title

ICT4D Project Exercises

3. Teacher

TAKAHARA, Toshiro

4. Term

Spring 1

5. Course Overview and Objectives

The objective of the course is to design a desirable ICT4D projects by deepening the understandings of theoretical and practical framework of ICT4D. Through various lectures, thought experiments and discussions, students are guided to think about the mechanism of ICT4D projects and learn about risk mitigation techniques during the project implementation.

6. Course Goals (Attainment Targets)

(1) Understand different viewpoint of stakeholders on ICT4D projects using analysis skills
(2) Ability to explain logically the mechanism of your project using theoretical frameworks
(3) Ability to explain the risk of your project and how to mitigate these risks
(4)
(5)
(6)

7. Correspondence relationship between Educational goals and Course goals

Educational goals of the school			Course Goals
High level ICT skills	Basic academic skills		
	Specialized knowledge and literacy		(1), (2), (3)
Human skill (Tankyu skill)	Ability to continually improve own strengths		(2), (3)
	Ability to discover and resolve the problem in society	Problem setting	(1)
		Hypothesis planning	(2)(3)
		Hypothesis testing	(2)(3)
		Practice	
	Fundamental Competencies for Working Persons	Ability to step forward	(1), (2), (3)
		Ability to think through	(1), (2), (3)
		Ability to work in a tea	
Professional ethics			

8. Course Requirements (Courses / Knowledge prerequisite for this course)

None

9. Textbooks (Required Books for this course)

None

10. Reference Books (optional books for further study)

The singularity is near -Ray KurzweilPedagogy of the oppressed -Paulo Freire

11. Evaluation

	Evaluation method & point allocation					
	examination	Quiz	Reports	Presentation	Deliverables	Other
(1)				○	○	○
(2)				○	○	
(3)				○	○	
(4)						
(5)						
(6)						
Allocation				50	40	10

12. Notes

Active participation to the discussion will be appreciated and counted to the evaluation

13. Course plan

(Notice) This plan is tentative and might be changed at the time of delivery

Lesson 1: Course introduction/ Kick off/ Method introduction (Analysis skill and Planning Skill) (Lecture)

(Lecture, 90 min.)

1. Course introduction and kick off
2. Skills to be obtained at the end of the course
3. Assignment: Read Alan Kay's "A Personal Computer for Children of All Ages" and write a memo on your viewpoint on it.

Lesson 2: What is innovation? Introduction/ Discussion/ (Lecture/Discussion)

(Lecture, 45 min. / Discussion, 45 min.)

1. Lecture: Different definition of innovation, common point and synonymes
2. Discussion: What is innovation?

Lesson 3; Project failures and cause analysis: Learn from the failure case (Lecture/Discussion)

(Lecture, 60 min. / Discussion, 30 min.)

1. Presentation of project failure examples
2. Discussion on the cause of failure and risk mitigation

Lesson 4: Ethical framework for ICT4D	(Lecture, 75 min. / Q&A, 15 min.)

1. What is ethical framework? Why is it important?
2. Minimize the risk and make a failure into success
3. Discourse systems and critical pedagogy

Lesson 5: Social Change/ Paradigm shift: (Lecture/ Discussion)
(Lecture, 60 min. / Discussion, 30 min.)

1. Theory of social change: Robert E. Park and "Marginal Man"
2. Paradigm shift and disruptive innovation: Example
3. Pros & Cons of social change
4. Future Prediction and dystopia

Lesson 6: Technological Singularity/ Moore's Law and Problem 2045 (Lecture/ Discussion)
(Lecture, 60 min. / Discussion 30 min.)

1. Technological singularity (hypothesis, theoretical background and reality)
2. Explore the ability of A.I. and its limit
3. What is "Proust Effect"?
4. Chinese room experimenrt
5. Discussion: Will the technological singularity really happen?

Lesson 7-8: Cities and Urbanism with Prof. Lukumwena
(Lecture, 90 min. / Discussion, 90 min.)

1. Human and its habitat (Design of the cities)
2. How ICT can contribute to design cities?
(This content is a subject of modification.)
3. Discussion session

Lesson 9: Building ICT4D Project (Lecture)
(Presentation, 80 min. / Discussion, 10 min.)

1. Methodology of building an ICT4D project
2. Choice of appropriate technology
3. Idea is everything
4. How to make your idea really work? Power of design

Lesson 10: Empowerment and participatory method

(Lecture 60min, Discussion 30min.)

1. Definition of empowerment
2. Methodology of empowerment
3. Discussion: "Equality and Equity"
4. Participatory Method: Possibility and limitation

Lesson 11: Various method and tool to build a project

(Lecture 80min, Q&A 10min.)

1. Revision -Stakeholder analysis-Problem tree-Objective tree-PDM
2. Other version of Logframes
3. How to make real activities from the Objective tree
4. Importance of assumptions

Lesson 12: Project management and Evaluation Method (Lecture/Discussion)

(Lecture 80min, Q&A 10min.)

1. Project management: Process and consensus
2. Risk mitigation: Theory and practice
3. Project Monitoring and Evaluation
4. DAC evaluation criteria

Lesson 13: Project Planning / Group work   (Group work 90 min.)

1. Use the same scenario to make different projects
2. What are the target group? What are the project activities and indicators?
3. Use various planning tools to make a project
4. Include risk evaluation and mitigation

Lesson 14: Presentation session (Group)   (Presentation 90min.

1. Presentation session of the group work

Lesson 15: Sum up and evaluation   (Discussion 90min)

1. Revision of the course, important points to remember, and class feedback