
Lifelong Learning

Michael Crow, ASU, Education,
Financialization and Transhumanism

Cultural Erasure - Children First

MONEY

Jeff Bezos to open a free preschool for children from low-income families in October

Dalvin Brown USA TODAY

Published 1:44 p.m. ET Sep. 28, 2020



Amazon founder Jeff Bezos is opening a string of preschools starting in October.

The tech tycoon announced on Instagram that the first location of a network of free-admission preschools named after himself will open its doors on Oct. 19. The "first of many" Bezos Academy schools to come is in Des Moines, Washington, he said.

And the schools for underserved communities will prioritize kids from low-income families, according to a Bezos-run nonprofit.



Blockchain for Social Good: Revolutionizing Pre-School Funding in South Africa



For the past 9 months I've worked with Project Apply, a startup that is building a digital identity and subsidy management system on the Ethereum blockchain for pre-schools in South Africa. During that time we've made amazing progress, going through an alpha launch where we registered over 2000 children on the platform, securing an investment from the UNICEF Innovation Fund and running first successful trials on a private Ethereum chain. This is a small win-up that provides an overview of Apply, why it is important and where its headed.



Targeting Children By Isolating Them From Community

CANADA

The New York Times

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How Thousands of Indigenous Children Vanished in Canada

The discovery of the remains of 215 children at the site of a defunct boarding school in British Columbia has rekindled discussion of a sinister time in Canada's history.

f 📷 🐦 📧 ↗️ 📖 120



A Glimpse into the Future of Learning

In the future...

These changes point the way toward a diverse learning ecosystem in which learning adapts to each child instead of each child trying to adapt to school.

Learning will no longer be defined by time and place — unless a learner wants to learn at a particular time and in a particular place.

Learners and their families will create individualized learning playlists reflecting their particular interests, goals, and values.

Those learning playlists might include public schools but could also include a wide variety of digitally-mediated or place-based learning experiences.

Whatever the path, radical personalization will become the norm, with learning approaches and supports tailored to each learner.

Educators' jobs will diversify as many new learning agent roles emerge to support learning.

A wide variety of digital networks, platforms, and content resources will help learners and learning agents connect and learn.

Some of those tools will use rich data to provide insight into learning and suggest strategies for success.

At the same time, geographic and virtual communities will take ownership of learning in new ways, blending it with other kinds of activity.

As more people take it upon themselves to find solutions, a new wave of social innovation will help address resource constraints and other challenges.

Diverse forms of credentials, certificates, and reputation markers will reflect the many ways in which people learn and demonstrate mastery.

Work will evolve so rapidly that continuous career readiness will become the norm.

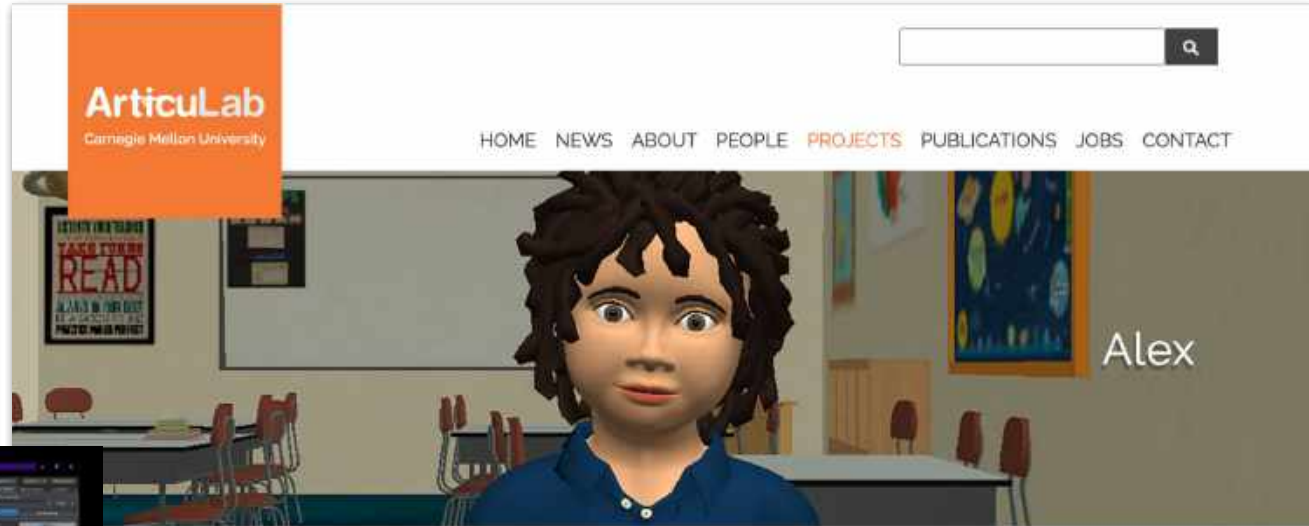
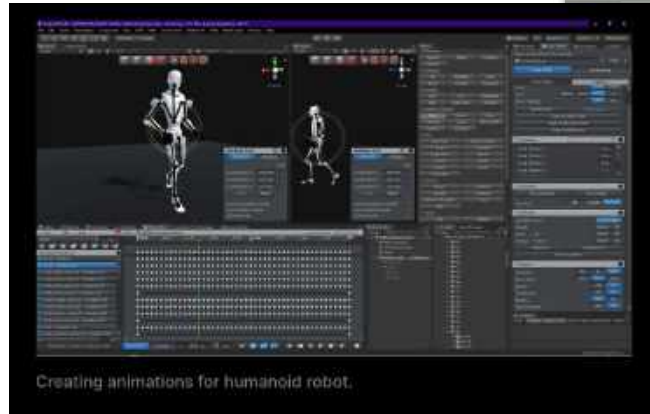
"School" will take many forms. Sometimes it will be self-organized.

For KnowledgeWorks' full forecast on the future of learning, see *Recombinant Education: Regenerating the Learning Ecosystem* knowledgeworks.org/strategic-foresight

The Goal: Harvest The Children To Create The Robots



Miseducation Of Humans Creates Training Data For AI



Scaffolding Science Achievement in a Culturally Diverse Classroom: Bridging the Gap with Virtual Peers

Lifelong Learning Assistant = Militarized Digital Minder

The image shows a YouTube video player interface. At the top, there is a search bar and the YouTube logo. The video title is "PAL3: Personal Assistant for Lifelong Learning Video". The video content features a 3D character with a screen for a face and two large, rounded, blue and white appendages. The video player includes navigation buttons (back, play, volume, full screen) and a progress bar. Below the video, there is a description: "PAL3 is a system for delivering engaging and accessible education via mobile devices. It is designed to provide on-the-job training and support lifelong learning and ongoing assessment." The video has 2,444 views and was uploaded on Mar 7, 2015. The channel is USCICT with 3,346 subscribers. A red "SUBSCRIBE" button is visible at the bottom right.

The image shows a screenshot of the USC Institute for Creative Technologies website. The header includes the organization's name and navigation tabs for "About", "Research", "Workshops", "Academics", "News", "Events", and "People". The main content area is titled "Prototypes" and features a section for "Personal Assistant for Life Long Learning (PAL3)". The text describes PAL3 as a system for delivering engaging and accessible education via mobile devices, designed to provide on-the-job training and support lifelong learning and ongoing assessment. It mentions that the system features a library of content being accessed via custom content and open-source learning systems, virtual roles, and web pages. PAL3 helps learners manage learning resources through a user interface. An orange arrow points from this section down to the video player below.

The image shows a YouTube video player interface. The video title is "Overview USC&A Dallas Pilot School (An Workforce-Aligned Video Game)". The video content features a 3D environment with a large, grey, industrial-looking structure and a green field. A small inset window shows a person wearing a hat. The video player includes navigation buttons (back, play, volume, full screen) and a progress bar. Below the video, there is a description: "Overview USC&A Dallas Pilot School (An Workforce-Aligned Video Game)". The video has 1,108 views and was uploaded on Aug 6, 2011. The channel is USCICT with 3,346 subscribers. A red "SUBSCRIBE" button is visible at the bottom right.

Emphasis Not On Knowledge But Emotional Management

ASU
Arizona State University

T. Denny Sanford School of Social and Family Dynamics

◀ Degree Programs ▶ Why Study Here? ▶ Admissions ▶ Student Life ▶ Research ▶ Resources ▶ People ▶

About ▶

Social and Emotional Development (SED)

The PhD in Family and Human Development offers a training specialization for students interested in the study of social and emotional development (SED) across the life span. Students choosing the SED specialization will learn about contemporary theories, methodologies, and bodies of empirical research pertaining to a range of issues in (broadly defined) adaptive and maladaptive processes in social and emotional development. Students may also become involved in research in other disciplines that informs the understanding of aspects of social-emotional development. Examples of such disciplines include family dynamics, intervention research, social networks, neuroscience, psychopathology, and developmental psychopathology.

The SED specialization requires 18 hours total

REQUIRED = 6 hours

◀ CDE Social and Emotional Development

Measuring and Assessing Skills 2018: Otus [See the original video!](#)



MIKE VIGGIE




YouTube

Character LAB

Playbooks Tips About Us

Playbooks

Research-based guides to cultivate strengths of heart, mind, and will

Heart	Mind	Will
		
Gratitude Playbook Appreciating what you've been given	Curiosity Playbook Wanting to know more	Grit Playbook Passion and perseverance for long-term goals

Academics and Character

A focus on character has been the cornerstone of KIPP since we began and is still the essence of what we believe: to succeed in college and the world beyond, KIPPsters need both a strong academic foundation and well-developed character strengths. They're deeply interconnected and we never compromise one for the other.

KIPP's character work focuses on the seven strengths that are critical for an engaged, happy, and successful life. Our character framework was developed by educators at KIPP NYC in collaboration with Dr. Angela Duckworth, Dr. Martin Seligman, and the late Dr. Chris Peterson, and in partnership with Riverdale Country School.

Work-Based Learning = Training Your AI Replacement

EXECUTIVE SUMMARY

Evidence is growing across fields and disciplines that highlights the importance of “soft skills” to the achievement of long-term education, employment, health, and violence prevention outcomes (Heckman et al., 2006; Carneiro et al., 2007). Soft skills are skills, behaviors, and personal qualities that help people to navigate their environment, relate well with others, perform well, and achieve their goals (Lippman et al., 2015). Soft skills are expressed in the form of observable behaviors, generally in the performance of a task.¹ Once believed to be fixed personality traits, evidence shows that soft skills are malleable throughout the life cycle.

International youth development programs have placed more and more attention on soft or life skills. Investments in school-based, out-of-school, and workplace-based programs and activities that promote developing soft skills have grown significantly worldwide, in different settings, with different mechanisms of change, and aimed at different groups of adolescents and young adults. USAID has invested in identifying the most important soft skills for specific youth development outcomes—first through Workforce Connections and later through YouthPower Action—and on assessing tools that measure those skills. Much less attention has been placed on understanding how these skills are built and what practitioners should do to foster them.



To Mine The Children They Have To Be On Blockchain

CRYPTOCY NEWS NEWS ▾ FORECASTS ▾ CRYPTOCURRENCY LIVE PRICES ▾ CRYPTOCURRENCY CONVERTER ▾ PRESS R

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Home > Blockchain

NEWBORNS' REGISTRATION BLOCKCHAIN SYSTEM APPEARED IN TANZANIA

by Ani — March 6, 2019 in Blockchain 363 0



Pay For Success Home Visit Programs



PHILANTHROPY
Big bets have been made in pediatrics, early childhood workforce, and child care by top philanthropic funders in early childhood. Newer philanthropic players such as the CH2M SUCCESSORS PARTNERED with The Primary School, serving 250 children and families in East Palo Alto, CA this school year, and in 2016 DAY ONE FUND (G&P commitment announced) are starting to fund early childhood learning. Local philanthropy is playing an increasingly prevalent role in early childhood.

IMPACT INVESTING
New commitments in early childhood by impact and edtech investors
COLLABERANS INVESTMENT
MAYN COMPANY INVESTMENTS
LEAD CAPITAL
OPINION INVESTMENTS
ONE VENTURES
STARCH CAPITAL
NETWORK ASSOCIATION
WILLIS TOWERS WATSON FOUNDATION

VENTURE CAPITAL
Examples of leading venture funds and private equity firms investing in early childhood in 2018
ARIZONA COMMUNITY INVESTMENTS PARTNERED WITH OPEN SOCIETIES ON THE EARLY CHILDHOOD INNOVATION PRIZE, WHICH LEVERAGED OPEN INNOVATION TO BRING TOGETHER HUNDREDS OF INVESTORS AND EXPERTS FROM ACROSS THE GLOBE TO COLLABORATIVELY SOLVE THE BIGGEST CHALLENGES FACING YOUNG CHILDREN DURING THEIR FIRST THREE YEARS OF LIFE.
NEWSCOOLS VENTURE FUNDS SELECTED A COHORT OF 10 ORGANIZATIONS AS PART OF THE NEWSOOLS LIGHTS EARLY LEARNING (PRE-K-2ND GRADE) CHALLENGE IN 2017.

INNOVATION PRIZES
DAY ONE COMMUNITY INVESTMENTS PARTNERED WITH OPEN SOCIETIES ON THE EARLY CHILDHOOD INNOVATION PRIZE, WHICH LEVERAGED OPEN INNOVATION TO BRING TOGETHER HUNDREDS OF INVESTORS AND EXPERTS FROM ACROSS THE GLOBE TO COLLABORATIVELY SOLVE THE BIGGEST CHALLENGES FACING YOUNG CHILDREN DURING THEIR FIRST THREE YEARS OF LIFE.
NEWSCOOLS VENTURE FUNDS SELECTED A COHORT OF 10 ORGANIZATIONS AS PART OF THE NEWSOOLS LIGHTS EARLY LEARNING (PRE-K-2ND GRADE) CHALLENGE IN 2017.

NEW FUNDING: Philanthropy, impact investing, and venture capital are fueling new ideas in early childhood. New pools of funding are coming into early childhood—across philanthropy, impact investing, and venture capital. All agree there are opportunities to address these big social needs.

DO YOU KNOW? PHILANTHROPY, IMPACT INVESTING, AND VENTURE CAPITAL ARE FUELING NEW IDEAS IN EARLY CHILDHOOD. NEW POOLS OF FUNDING ARE COMING INTO EARLY CHILDHOOD—ACROSS PHILANTHROPY, IMPACT INVESTING, AND VENTURE CAPITAL. ALL AGREE THERE ARE OPPORTUNITIES TO ADDRESS THESE BIG SOCIAL NEEDS.

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ARIZONA DEPARTMENT OF HEALTH SERVICES
Health and Wellness for All Arizonans

Home About ADHS About the

Home Visiting: An Evidence-Based Best Practice



Home visiting programs are highly effective at coaching new parents to be better parents. Home visiting is particularly effective in building skills needed to be an effective parent as well as providing support for breastfeeding, nutrition, child development, fussy babies, oral health, and access to community resources. Arizona has a long tradition of supporting home visiting. Arizona's coalition of partners is called the **Strong Arizona Families Alliance**.

For example, **Health Start** is a program funded through lottery funds and uses community health workers, to provide education, support, and advocacy services to pregnant/postpartum women and their families in targeted communities across the state. The **High Risk Perinatal Program** assists families who have a child in the neonatal intensive care unit. Taking home a medically fragile baby can be overwhelming, and one component is having community health nurses come to the home and help parents learn how to care for their infant.



Our Bureau of Women and Children's Health and First Things First brought together our sister agencies and awarded a \$12M Maternal, Infant, and Early Childhood Home Visiting grant. The grant supports expansion of Nurse-Family Partnerships, Healthy Families, and Family Spirit to thirty-one at-risk areas of the state through 2015. The **Nurse-Family Partnership** is cited as one of the most effective interventions to improve family outcomes. BTW: home visiting has an ROI of \$5.70 for each dollar spent.

By Will Humble | December 26th, 2013 | Prevention | 0 Comments

Gamified Parenting Behavior

Key Features for Moms:

Goal Mama helps moms to:

- Set and track their most important goals and share them with their nurse
- Build better habits with daily nudges
- Explore informational articles about pregnancy and early motherhood
- Keep track of tasks with a to-do list and reminders
- Connect with other NFP moms through the in-app community



NFP's Cost Savings and Return on Investment*

NFP Cost per Family Served	\$ 9,403
Savings to State Government at age 18	\$11,738
Savings to Federal Government at age 18	\$15,160
Total Government Savings at age 18	\$26,898
Total Societal Savings!	\$60,428

*NFP's benefits to society are estimated to be \$60,428 taking less tangible savings (i.e. potential gains in work, wages, quality of life) into account along with resource cost savings (cost offsets to government, insurers, out of pocket payments by families).

*Ted Miller, Ph.D., Pacific Institute for Research and Evaluation, "Projected Outcomes of Nurse-Family Partnership Home Visitation during 1996-2013, USA" (2015) and "Return on Investment in Nurse-Family Partnership Home Visitation in Scaled-Up Implementation" (2017). Associated Return on Investment Calculator dated 3/28/17.

For more information on Pay for Success:

Contact Tara Jethwani: tara.jethwani@nursefamilypartnership.org

Or Visit our Website: [Pay for Success - Nurse-Family Partnership](http://PayforSuccess-NurseFamilyPartnership.org)

NFP Outcome Metrics

Suggested² for PFS Projects:

- ✓ Closely-spaced second births
- ✓ Pre-term Births
- ✓ Child immunization status
- ✓ Child injuries requiring Emergency Department (ED) visits or hospitalizations
- ✓ Gestational hypertension

²Based on feasibility, measurability, and timeframe of PFS projects

Scottish Named Person Scheme - Family Separation

Named person scheme scrapped by Scottish government

19 September 2019

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GETTY IMAGES

First Minister Nicola Sturgeon was questioned by opposition MSPs about named person ahead of Mr Swinney's statement

The Scottish government has scrapped its controversial plan to appoint a named person to safeguard the welfare of every child in the country.

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International Speaker
Dr Nadine Burke Harris

tigers
www.tigershd.co.uk

Trauma-Based Programming



Arizona Adverse Childhood Experiences Consortium

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The Arizona Adverse Childhood Experiences Consortium

promotes a greater understanding of the impacts of toxic stress and trauma, and supports efforts to address and prevent them.



[Join](#) [Take Action](#)

CA launches first-of-its-kind ACEs initiative; Beginning Jan. 1, 2020, Medi-Cal will begin paying for ACEs screenings

December 10, 2019

Area(s) of Interest: [Public Health](#)

Digital Neural Engineering

The screenshot shows the Tennessee Department of Health website. The main heading is "Building Strong Brains / TN ACEs". Below it is a large graphic of a brain being built on a steel framework, with silhouettes of construction workers. The text "BUILDING STRONG BRAINS TENNESSEE" is prominently displayed above the brain graphic. Below the graphic is the sub-heading "Addressing Adverse Childhood Experiences in Tennessee" and a paragraph of text.

Child Health

- Building Strong Brains / TN ACEs
 - 2016 ACEs Symposium Presentations
 - Building Strong Brains Videos
 - Building Strong Brains Summit 2018
- Child Health Nurses
- Health Advocacy
- Sample Menus for Providers
- Coordinating Health Services for Children
- TennCare Information

Building Strong Brains / TN ACEs

BUILDING STRONG BRAINS TENNESSEE

Addressing Adverse Childhood Experiences in Tennessee

Chronic childhood trauma, or what experts call adverse childhood experiences (ACEs), can disrupt a child's brain-building process. Like building a house in a storm or with below-grade materials and tools, ACEs are toxic to brain development and can compromise the brain's structural integrity. Left unaddressed, ACEs and their effects make it more difficult for a child to succeed in school, live a healthy life and contribute to the state's future prosperity—our communities, our workforce, and our civic life.

The advertisement features the WePlaySmart logo at the top. Below it, a group of children are shown playing with educational toys on a table. At the bottom, a tablet displays a student's profile for "Jayden Smith" with a "TOTAL LEARNING INDEX" of 2.6 and a "CLASSROOM SKILLS" section.

WePlaySmart®

Classroom Solutions

Use your camera

Block

Allow

Clever Badges

Centaur Transhumanism



Clever Badges requires a webcam to log in. Please enable the camera.

Log In

Clever

Clever © 2021
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VITAL SIGNS

WHY CRADLE TO CAREER OUTCOMES

Metrics for Impact Investing



KINDERGARTEN
READINESS



THIRD GRADE
READING



EIGHTH GRADE
MATH



HIGH SCHOOL
GRADUATION



POST-SECONDARY
ENROLLMENT



POST-SECONDARY
ATTAINMENT



EMPLOYMENT

Total Quality Management
Human Capital
Global Finance
Human+

StriveTogether[®]
Every child. Cradle to career.

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our impact what we do wh

Creating ripple effects: Building a culture of continuous quality improvement in Arizona

Category: Continuous Improvement | By Guest Post | January 22, 2019 | Leave a comment



recen

Updates to
transforma
Shifting res
series, part
Data shine
country

Pay For Success

We are bringing together a group of social impact and health sector investors to sustainably fund evidence-based K-12 strategies to improve child health and reduce their health costs.

We are leveraging the Pay For Success “self-funding” model, formerly termed Social Impact Bonds. More than 35 Pay For Success projects have been developed in the US over the last 10 years. This would be the first PFS project implemented in Arizona. It would also be the first whole-population and first K-12 PFS project in the country.

Social Finance is one of the national leaders in developing PFS projects, with a substantial track record in this area. Social Finance works with a number of “Social Impact” Investors, who Social Finance believes would provide the upfront funding to implement this Project.

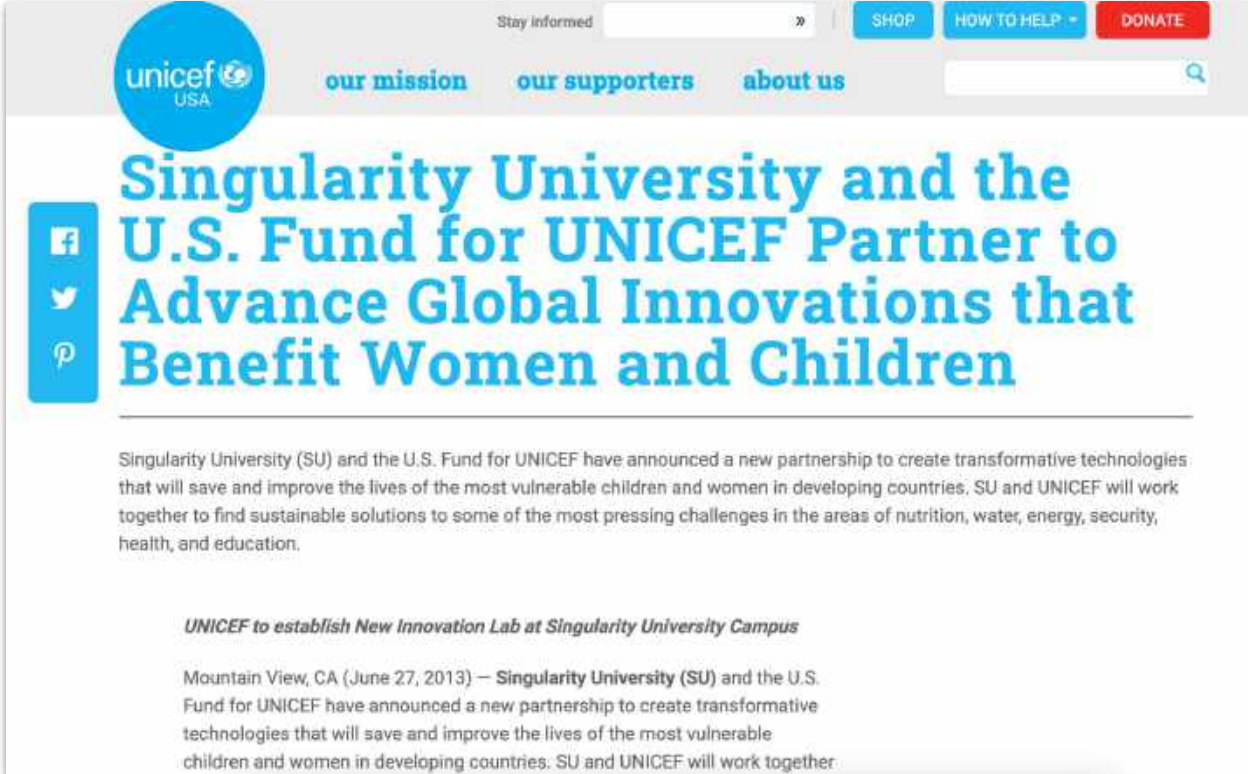
Arizona AHCCCS Plans would not need to spend any money upfront. Instead, the Plans would agree to pay back investment in future years, contingent on the PFS Project achieving verified health cost savings & other goals. These goals would be mutually defined & agreed, before the Project is launched.

Healthy Future US would lead implementation of school-based services in low-income schools, in coordination with Social Finance, schools, AHCCCS/Medicaid Plans & other health organizations, and others. We will utilize the evidence-based, low-cost, high-effect-size **Plan-Develop-Assess** K-12 systemic program model as a foundation. Schools will typically continue to use existing health-related programs and community partnerships, as well as adding new ones such as Playworks as part of implementing their school wellness policy plan.

An independent third-party Evaluator agreed to with the Social Impact Investors and the AHCCCS Plans would evaluate, if the Project is achieving agreed health cost savings & other health-related goals. Assuming those goals are achieved, as certified by the Evaluator, then AHCCCS Plans would be the “Back-end Payors” reimbursing the Social Impact Investors.



Unicef Innovation - Disney \$ - Singularity University



The image is a screenshot of the UNICEF USA website. At the top, there is a navigation bar with the UNICEF USA logo on the left, a search bar with the text "Stay informed" and a magnifying glass icon, and three buttons: "SHOP" (blue), "HOW TO HELP" (blue), and "DONATE" (red). Below the navigation bar, there are three links: "our mission", "our supporters", and "about us". The main content area features a large blue headline: "Singularity University and the U.S. Fund for UNICEF Partner to Advance Global Innovations that Benefit Women and Children". To the left of the headline is a vertical blue bar with social media icons for Facebook, Twitter, and Pinterest. Below the headline is a paragraph of text: "Singularity University (SU) and the U.S. Fund for UNICEF have announced a new partnership to create transformative technologies that will save and improve the lives of the most vulnerable children and women in developing countries. SU and UNICEF will work together to find sustainable solutions to some of the most pressing challenges in the areas of nutrition, water, energy, security, health, and education." Below this paragraph is a sub-headline: "UNICEF to establish New Innovation Lab at Singularity University Campus". At the bottom, there is a paragraph of text: "Mountain View, CA (June 27, 2013) — Singularity University (SU) and the U.S. Fund for UNICEF have announced a new partnership to create transformative technologies that will save and improve the lives of the most vulnerable children and women in developing countries. SU and UNICEF will work together."

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Singularity University and the U.S. Fund for UNICEF Partner to Advance Global Innovations that Benefit Women and Children

Singularity University (SU) and the U.S. Fund for UNICEF have announced a new partnership to create transformative technologies that will save and improve the lives of the most vulnerable children and women in developing countries. SU and UNICEF will work together to find sustainable solutions to some of the most pressing challenges in the areas of nutrition, water, energy, security, health, and education.

UNICEF to establish New Innovation Lab at Singularity University Campus

Mountain View, CA (June 27, 2013) — **Singularity University (SU)** and the U.S. Fund for UNICEF have announced a new partnership to create transformative technologies that will save and improve the lives of the most vulnerable children and women in developing countries. SU and UNICEF will work together

self-movement. As part of its marketing campaign, Kid Power has partnered with the Star Wars brand franchise, and many of the 'missions' that users can join are fronted by well-known sports personalities. Kid Power combines popular culture, gamification, and self-surveillance with the sciences of the body and data analytic technologies to produce a device and a platform that link personal health with global health. It makes physical fitness into a key indicator of responsible citizenship. UNICEF has also developed a 'Wearables for Good' competition to devise new designs for wearable technologies that can solve major global challenges in child health.

"Transformative Learning And Teaching In Physical Education" by Malcolm Thorburn



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Telehealth in Schools: Enhancing Healthcare for Children

By Nathan Bradshaw on Dec 04, 2019



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Classic View

LOS ANGELES UNIFIED SCHOOL DISTRICT

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It's time to play your medicine.

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Are you ready to play your medicine?

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About DTA

Vision

Transforming global healthcare by advancing digital therapeutics to improve clinical and health economic outcomes.

Mission

Broaden the understanding, adoption, and integration of clinically evaluated digital therapeutics with patients, clinicians, payors, policymakers through education, advocacy, and cross-industry collaboration.

> [Am J Public Health](#). 2018 Nov;108(11):1473-1477. doi: 10.2105/AJPH.2018.304651.

Epub 2018 Sep 25.

"Pay for Success" Projects: Financing Interventions That Address Social Determinants of Health in 20 Countries

[Samantha Iovan](#)¹, [Paula M Lantz](#)¹, [Shoshana Shapiro](#)¹

Affiliations + expand

PMID: 30252524 PMID: [PMC6187791](#) DOI: [10.2105/AJPH.2018.304651](#)

[Free PMC article](#)

Exploring technology to combat diseases

Digital Vaccines are a subcategory of **digital therapeutics**, which are evidence-based prevention approaches that use digital technologies (applications delivered via smart-phones, tablets, etc.) for nudging positive human behavior via neurocognitive training.

They are gamified, digital interventions that draw from principles of **neuroscience**, **psychology**, **Artificial Intelligence (AI)**, **persuasive computing** and **behavioral economics** to provide safe and low-risk mechanisms for dynamic **neuro-behavioral-physiological modulation**.



The emerging world of digital therapeutics

The treatment of many physical and mental health conditions is going digital.

Kneoworld - Children With Behavioral Issues



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you'll love
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Academy**

we are giving you **7 days** of complete access for **FREE!**
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Overview Capabilities

Mission

The ASU ADL Partnership Lab's primary focus will be on exploratory learning environments which are more task than content oriented. This includes learning that takes place in simulated environments, context-aware performance support, and just-in-time learning to support on-the-job performance of individuals and teams. The lab is looking to a future that moves beyond the traditional training "course." It is looking towards a new paradigm for learning that is lifelong and integrates with everything we do.

Advanced Distributed Learning (ADL)

The ADL Initiative began as a DoD-wide program in the 1990s and continues to have defense personnel as core constituents. Today's stakeholders are from a wider background that includes government, industry and academia. The mission of this US government program is to promote best practices for distributed learning that is of highest-quality training, informal learning, and just-in-time support for individual needs that are cost-effective for anytime anywhere learning.

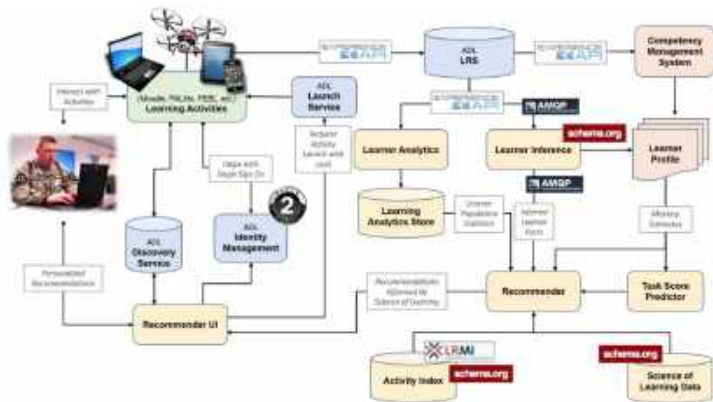
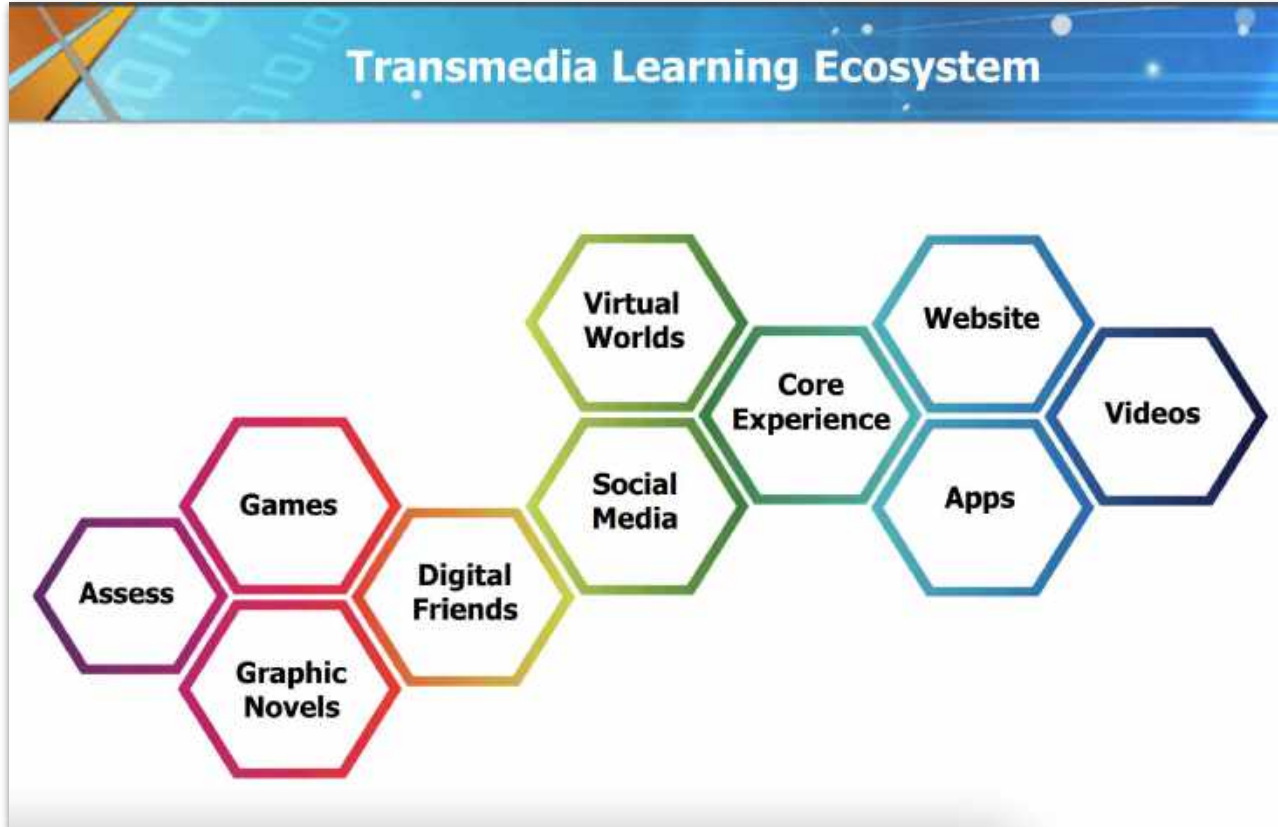


Figure 2. 2018 TLA Reference Implementation: Logical View – Activity providers (green) are instrumented with **API** statements that are streamed to a Learner Record Store (LRS). The ADL Initiative services (blue) include the LRS, Authentication, Identity Management, TLA component discovery, and launch services. A competency

Transmedia Learning - Engineered Behavior Change



We Can Track It!

YouTube video player showing a video titled "Tin Can API - SCORM Could Do More". The video content features three computer monitors displaying the text "LEARNING HAPPENS EVERYWHERE" and a large banner below them that reads "WE CAN TRACK IT...". An orange arrow points from the banner text to the right. The video player interface includes a search bar, play/pause button, and progress bar.

Tin Can API - SCORM Could Do More
19,422 views · Apr 3, 2015

NextU Software
345 subscribers

The Tin Can API (sometimes referred to as the Experience API) is the next generation of SCORM. It solves many of the problems that are inherent in older e-learning standards.

SUBSCRIBE

YouTube video player showing a video titled "Overview STEMull Dallas Pilot School As Workforce-Aligned Video Game". The video content is a 3D game environment with characters labeled "Sophia" and "Bob". A large orange arrow points to a character in the upper right corner of the game scene. The video player interface includes a search bar, play/pause button, and progress bar.

Overview STEMull Dallas Pilot School As Workforce-Aligned Video Game
1,780 views · May 6, 2021

Aileen McDowell
4,764 subscribers

ANALYTICS EDIT VIDEO

Education For Epic Games And Virtual World Building

Teaching for Tomorrow in the Creative

Economy

Suzan DelBene (D-WA)
Created Internet of Things Caucus
Former Microsoft Executive

Helen Gym
Philadelphia City Council

JULY 27, 2016
PHILADELPHIA

Paul Meegan, President Epic Games
Chinese Company Tencent Owns 40% of Epic

Constance Steinkuehler
Gaming Expert, Informatics
Professor UC Irvine

Steve Clemons
Moderator
Atlantic Magazine



HOME > BIZ > ASIA

Jun 3, 2020 12:40am PT

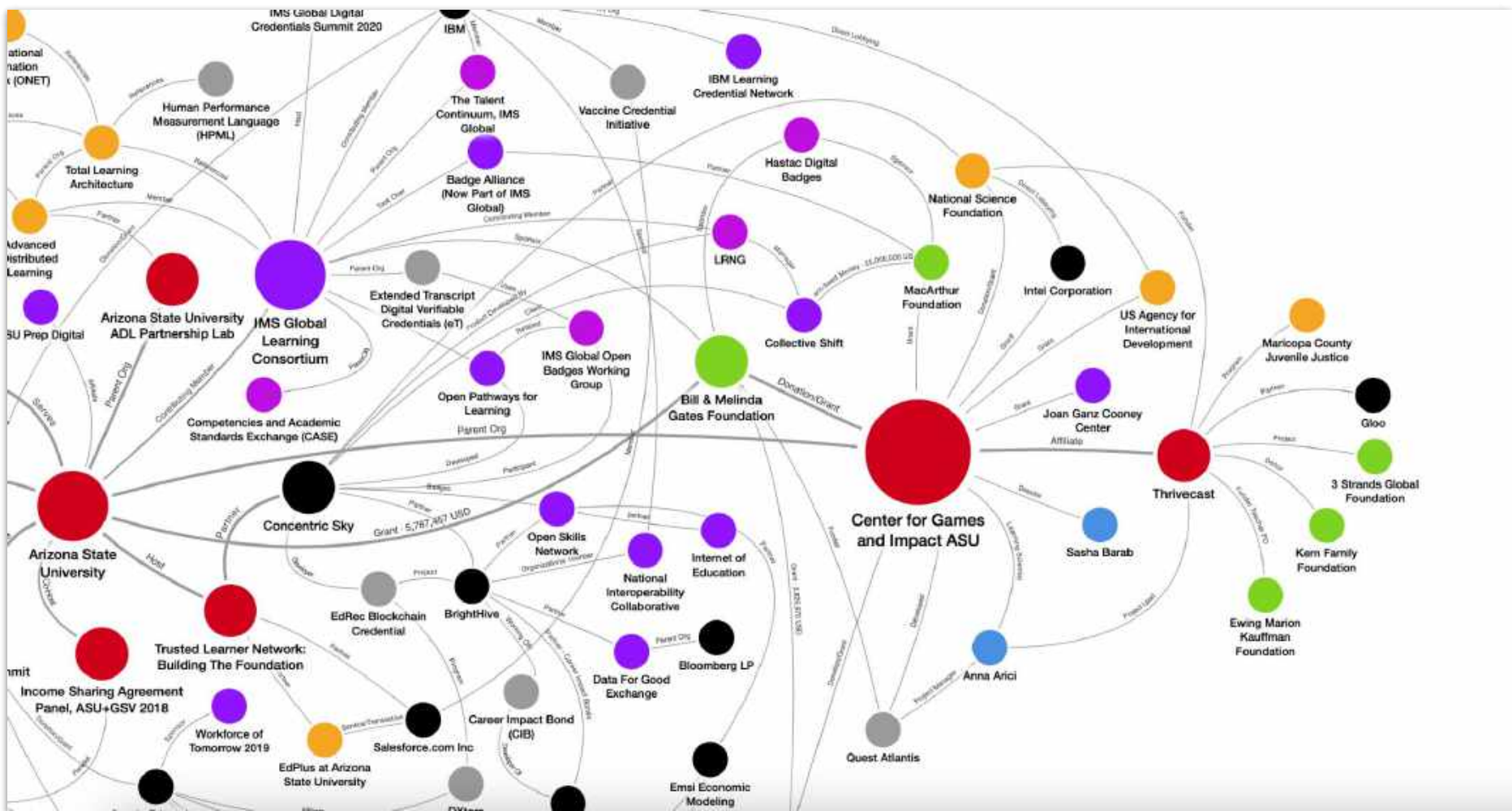
Tencent Accelerates Games Company Acquisitions

By Patrick Frater



Courtesy of Tencent

Chinese social media and entertainment giant **Tencent** is understood to have paid \$260 million for a majority stake in **Bohemia Interactive**, a Czech-based games designer behind the "Arma" and "DayZ" games



The Product: The HP Education Data Command Center

Based on our collaboration, a new cloud-based software tool is now available: the HP Education Data Command Center, powered by Yet Analytics. Featuring real-time interactive analytics supported by machine learning, the command center allows users to visualize and forecast the effects of education and social spending on economic and educational outcomes. The HP Education Data Command Center is powered by Yet's EIDCC artificial brain technology, providing organizations the ability to make data-driven decisions about investments in education and social infrastructure.

The Solution: The Yet EIDCC

Deployable to solve a wide spectrum of human capital data challenges, the EIDCC platform is as flexible as it is powerful. Join Yet Analytics in applying this power to new problem sets, new product development and new solutions.



The screenshot shows the HP Tech@Work website header with the HP logo, navigation links for Explore, Shop, and Support, and a search bar. The main content area features a large image of a person's eye with futuristic digital overlays, including a blue circular graphic and a blue rectangular box with the number '80213648'. Below the image is a social media sharing bar with icons for Facebook, LinkedIn, Twitter, YouTube, and Instagram. The article title is 'Very Personal Security - Your Biometrics Update' with a date of 'May 11, 2018'. The text below the title reads: 'They are finding new ways to figure out who you are' and 'This is part two of our machine learning series. You can read part one on machine and deep learning 101.'



The product page features the HP logo in the top right corner. The title is 'HP D300e Digital Dispenser' with the tagline 'Accelerate pharma and life sciences research'. The main text describes the dispenser's capabilities: 'The HP D300e Digital Dispenser enables you to eliminate serial dilution from your dose response workflow, minimize qPCR reaction volumes, and easily dispense any volume in any well for a broad array of low-volume dispensing applications. Accurately dispense volumes from picoliters to microliters for faster, more reliable dispensing of small molecules and biomolecules to enable drug discovery, genomics, and proteomics research.' Below the text is an image of the HP D300e Digital Dispenser, a white and blue laboratory instrument. To the right of the image is a 'BETTER' section with the heading 'Experience excellent results while minimizing your setup and saving precious fluids.' and a list of bullet points: '• Precisely dispense 0.01 to 1000 µl (at least 11 at 100 µl/min)' '• 10 minute run time using non-contact dispensing' '• Reduce setup effort with the HP digital reader/collector software feature' '• Minimize waste and save up to 10 times more samples and reagents.'

Trusted Learner Network: Building The Foundation

White Paper and Initiative Arizona State University

[add relationship](#)[edit](#)[flag](#)

Edited by **ziggy** 3 months ago [History](#)

The Trusted Learner Network ... [more](#) »

[Relationships](#)[Interlocks](#)[Giving](#)[Data](#)

Parent Organizations

Arizona State University ASU is the largest public research university in the United States under a

• Host ('18-?)*

Members

Concentric Sky Enterprise Software Solutions-Ed-Tech, Badging, Eugene, OR

• Partner ('18-?)*

EdPlus at Arizona State University "Innovative" Tech-Centered Global Education (Partnered with

• Partner ('18-?)*

University Technology Office, Arizona State University Arizona State University

• Partner ('18-?)*

Office of the University Provost, Arizona State University Arizona State University

• Partner*

Other Affiliations

Salesforce.com Inc (Formerly ExactTarget) provider of digital marketing automation and analytics

• Partner*

Basic info

Types

Organization

Source Links

Articles documenting info on this page

Number of documents: 6 [see all](#)

[CONNECTED IMPACT: Unlocking Education...](#)

[Is Blockchain The Answer To Education...](#)

[Trusted Learner Network ASU](#)

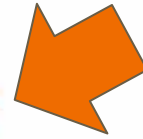
[Learning Economy Case Study and White...](#)

[Trusted Learner Network Paper](#)

[Trusted Learner Network: Building The...](#)

What are the goals of transmedia learning?

- **Transmedia learning** is the sustained experience that **results in measurable behavior change**
- Behavior change can be **physical and overt, intellectual, attitudinal, or a combination**
- The goal is to synthesize information across multiple media channels, to create more **agile thinkers**
- And **scale training** so thousands of learners can hone their abilities



UNCATEGORIZED

Test Scores and Child Hunger: The Cold Calculus of Pay for Success Predators

POSTED ON JUNE 15, 2018 BY WRENCHINTHEGEARS

15
Jun

Food for children?
Not yet workable in a "Pay for Success" context.
Global Finance 1 Hungry Children 0

academic success but it's what we need
to do is recognize that the

1:26:39 / 1:49:34



SUSTAINABLE DEVELOPMENT GOALS

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Goal 2: Zero Hunger

2 ZERO HUNGER



After decades of steady decline, the number of people who suffer from hunger – as measured by the prevalence of undernourishment – began to slowly increase again in 2015. Current estimates show that nearly 690 million people are hungry, or 8.9 percent of the world population – up by 10 million people in one year and by nearly 60 million in five years.

Biometric Solution for Schools – Fingerprint Lunch Line

DANNY THAKKAR | BIOMETRICS IN EDUCATION, BIOMETRICS IN SCHOOL, RETAIL POS

Schools have started using biometric technology, typically electronic fingerprint systems to address various issues such as addressing student truancy, school lunch line delays etc. [Fingerprint attendance systems](#) are already being successfully used in many industries for workforce management. Now schools and other educational institutions too can benefit from this technology by achieving better security and accuracy in student attendance tracking.



Shop online for high quality USB fingerprint reader & fingerprint scanner software

U.are.U 4500



[BUY ONLINE](#)

Hamster Plus

GMO tomato as edible COVID vaccine? Mexican scientists work to make it a reality

BY DANIEL NORERO
MAY 6, 2020



Brad Pinsky and Kimberly Williams-Nelson donate 1 million meals to those in need

FOOD — December 10, 2020

High school-run grocery store for food insecure students and families takes good deeds as payment



By Kelly McCarthy

One high school is helping fight food insecurity with a student-run grocery store that uses paying it forward as capital.

During a particularly difficult year for millions struggling to make ends meet and get food on the table, Linda Tutt High School in Sanger, Texas, partnered with a local nonprofit to ensure students and their

iPinwheel

Software for Pre-K Quality Assessment

add relationship edit flag

PINWHEEL ... more »

Relationships Interlocks Giving Data

Parent Organizations

Early Quality Systems Software Provider for Pre-K Analytics

• Created ('11→1)*

Other Affiliations

Showing 1-10 of 16 :: see all

CenterTrack Case Management and Attendance Software Pre-K and After School

• Syncs With*

ChildPlus Headstart Management Software

• Syncs With*

NoHo Care Childcare Software

• Syncs With*

Learning Genie Education / Parenting App

• Syncs With*

Zangle / Q K12 Student Management by Aquitas

• Syncs With*

Synergy SIS LMS Software Created by EduPoint

• Syncs With*

PROMIS (Patient Reported Outcomes Measurement Information System) Measures of

• Syncs With*

ProCare Childcare Management Software and Hardware, Payments / Biometric Access

• Syncs With*

PowerSchool Student Information System (SIS) Integration in Chicago

• Syncs With*

KinderTrack Software for Pre-K Reimbursement

• Syncs With*



Mark Crandall

President/CEO at Early Quality Systems, LLC

Experience



President/CEO

Early Quality Systems, Inc.

Oct 2012 – Present · 8 yrs 9 mos

San Diego

Co-founder and chief executive of Early Quality Systems, an enterprise software company serving providers of Early Care and Learning.



CEO

EARLY QUALITY SYSTEMS, LLC

Apr 2012 – Present · 9 yrs 3 mos



Chief Agilist (Agile Coach)

FBI Sentinel Program - BAE Systems

Apr 2005 – Oct 2012 · 7 yrs 7 mos

Chief Agilist (Agile Coach) for the FBI's Sentinel Program, 4 scrum teams and a large business support team. Agile Instructor for Project Managers and Technical Leads.



Software Development

Networld Exchange

2003 – 2005 · 2 yrs



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Media & Communications

SCCOE News Releases ▾

Silicon Valley Regional Data Trust: Investing in the Future of Children, Families, and Communities

January 18, 2017

FOR IMMEDIATE RELEASEContact: **Ken Blackstone**
(408) 453-6662

SAN JOSE, CA – Representatives from the Silicon Valley Regional Data Trust (SVRDT), a partnership between the Santa Clara, San Mateo, and Santa Cruz county offices of education; the University of California, Santa Cruz; and health and human services agencies in the tri-county region of the Silicon Valley, yesterday unveiled the governance model for a scalable, secure integrated data system that will support research, policy, and practice. The “DataZone” data warehouse, administered by the Santa Clara County Office of Education (SCCOE), is the education data repository for the initiative and is the hub for the SVRDT.

At a luncheon hosted by the SCCOE, partners of the initiative were treated to a keynote address from Dr. Priscilla Chan, Co-Founder of the Chan Zuckerberg Initiative and CEO of The Primary School. They were also provided a demonstration of the DataZone’s functionality and its FosterVision application that provides critical information to social workers, probation officers and student services personnel who serve some of our most at-risk youth. Attendees heard a lively panel discussion with the Honorable Patrick Tondreau, presiding judge of the Santa Clara County Juvenile Justice Court; UCSC genomic researcher, Dr. David Haussler; and Juan Cruz, superintendent of Franklin-McKinley School District, on the importance of using comprehensive data to improve academic outcomes.



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National Interoperability Collaborative

Advancing Progress in Health and Human Services
Through Collaboration and Actionable Information-Sharing

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 **NCCD** | National Council on
Crime & Delinquency

[National Council on Crime
& Delinquency](#)



[National Fusion Center
Association](#)

VIRTUAL REALITY

IMISI 3D



© IMISI 3D

09 December 2018

Imisi 3D's solution aims to provide quality education by designing educational modules that will enrich and better learning experiences. Originally, leVRn C3 was a roughly thought out idea that focused on teaching kids how to code using hand-based gestures in VR. It has since evolved to become a VR solution that can provide a better quality of education in Nigeria (and potentially across the global south). We believe that to have a significant impact on the educational problems we face, our VR solution should have locally-tailored educational VR content.

For too long, the technology narrative of Nigeria has been one of consumption and not creation. The advent of XR in the mass consumer space has provided an opportunity to not just change the narrative but allow ownership of exponential technologies that allow us to define our future. Given this, ensuring XR can gain more access while being locally designed became a critical purpose for us.

While there are other companies using VR technology, Imisi 3D's leVRn C3 puts a strong emphasis on designing its VR content for education with users.

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POLICY & GOVERNMENT

What to Know About Miguel Cardona, Biden's Pick for Education Secretary

By Emily Tate, Jeffrey R. Young, Rebecca Koenig, Stephen Morris and Tony Wan | Dec. 22, 2020

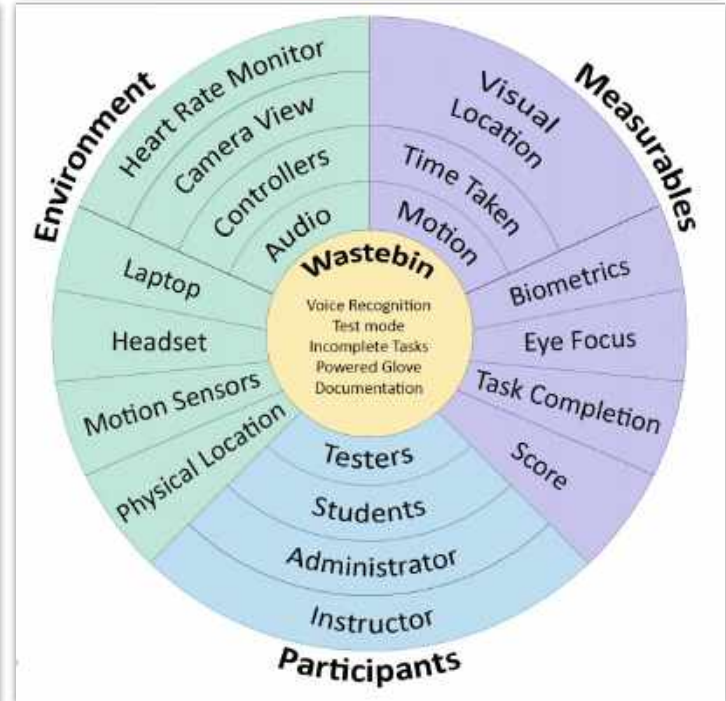


Augmented Reality Skills Training And Child Labor

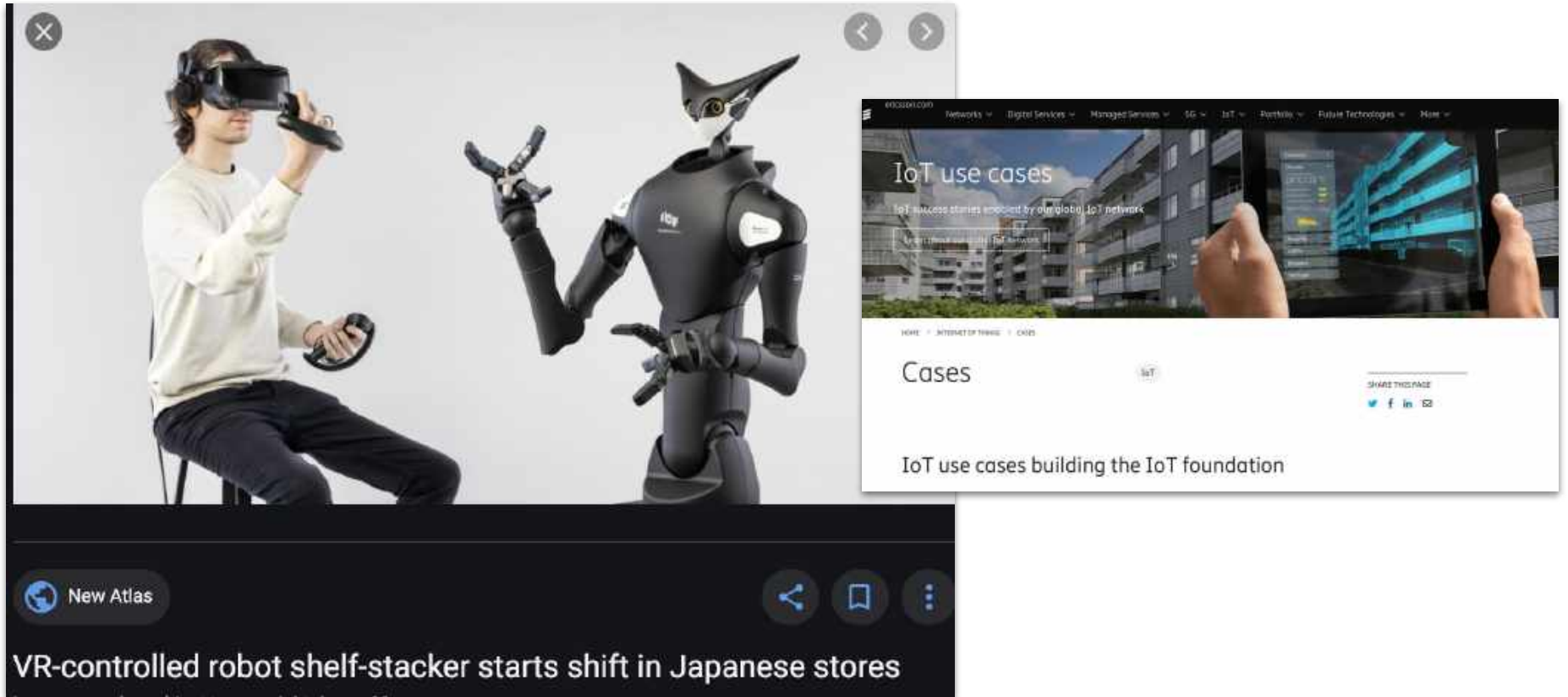
Why use AR or VR?



JCA SOLUTIONS



Global Gig Labor - AI Decides Based on Blockchain Badges



Virtual Reality In Arizona

Research Areas

Applied Natural Language Processing

Biological Informatics

Data Science, Social Network Analysis, Computational Social Science

Information Collections, Libraries, Databases, Archives, & Ethics

Internet of Things

Machine Learning, Artificial Intelligence, & Algorithmic Thinking

Social Science & Internet Studies

Virtual Reality, Video Game Design, & Human-Computer Interaction

Virtual Reality, Video Game Design, & Human-Computer Interaction

Our faculty engage in virtual/augmented/mixed reality (XR), video game design and development, and human-computer interaction – enhancing these forms of interactive technologies for improved user experience and performance.

Virtual Reality, Video Game Design, and Human-Computer Interaction Faculty



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Harvill 422



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- Human-computer interaction

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Professor

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THE UNIVERSITY OF ARIZONA



COLLEGE OF SOCIAL & BEHAVIORAL SCIENCES
School of Information

Blockchain Skills Badges Are For Globalization 4.0

ASU Arizona State University
The Trusted Learner Network



#News

Boosting Degree Completion With Blockchain

Arizona State is building a blockchain-powered platform to share student records between community colleges and universities. Will other institutions embrace it?

By [Lindsay McKenzie](#) // July 9, 2019



Thousands of community college students transfer to [Arizona State University](#) every year, some before obtaining their associate's degrees. While many will successfully graduate from Arizona State with a bachelor's degree, the remainder risk joining the 37 million Americans with some college credit but no degree.

To counter this, Arizona State is working with local community colleges to share transfer students' academic records, enabling colleges to monitor when their former students have earned enough credits to be awarded an associate's degree -- a process known as reverse transfer.

But this process is far from straightforward. Data sharing is dependent on students' permission, and communication between the university and the college can be stilted. Additionally, community colleges have to decode student records presented in different formats and decide whether the courses students take at a university are equivalent to their own.



[istockphoto.com/ojogaboritoo](https://www.istockphoto.com/ojogaboritoo)

Virtual Reality - Blue Light - Melatonin - Pineal Gland

WHAT WE DO

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STORIES

TAKE ACTION



© Utopic studio

Students interacting with VR learning content in class

Utopic Studio (Chile):

Utopic uses VR games that have been specifically tailored to increase children's motivation while assessing their reading skills in a non-traditional, more sociocultural approach to testing.

Key Highlights:



- Team Utopic has tested the platform usability with over 500 students and 20 teachers
- Developed tools to easily switch from the mobile application to webvr-bridging the gap for students without access to VR hardware.
- Received a grant from Chile's Ministry of Arts and Culture to carry out research on VR for building literacy skills.

Blue light has a dark side

July 07, 2020

What is blue light? The effect blue light has on your sleep and more.



Is nighttime light exposure bad?

Some studies suggest a link between exposure to light at night, such as working the night shift, to diabetes, heart disease, and obesity. That's not proof that nighttime light exposure causes these conditions; nor is it clear why it could be bad for us.

A Harvard study shed a little bit of light on the possible connection to diabetes and possibly obesity. The researchers put 10 people on a schedule that gradually shifted the timing of their circadian rhythms. Their blood sugar levels increased, throwing them into a pre-diabetic state, and levels of leptin, a hormone that leaves people feeling full after a meal, went down.

Exposure to light suppresses the secretion of melatonin, a hormone that influences circadian rhythms. Even dim light can interfere with a person's circadian rhythm and melatonin secretion. A mere eight lux—a level of brightness exceeded by most table lamps and about twice that of a night light—has an effect, notes Stephen Lockley, a Harvard sleep researcher. Light at night is part of the reason so many people don't get **enough sleep**, says Lockley, and researchers have linked short sleep to increased risk for depression, as well as diabetes and cardiovascular problems.

Wiring Brains - Cognitive Neuroscience

WORLD
GOODWILL
COMMENTARY

THE CHILD: Awakening the Consciousness of the Soul

Number 28
May
2012



LittleSis  Login Sign Up Explore Help About Blog

Adele Diamond

Professor of Cognitive Neuroscience, University of British Columbia

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Adele Diamond, PhD, FRSC ... more »

[Relationships](#) [Interlocks](#) [Giving](#) [Data](#)

Positions

University of British Columbia

• Research Chair Developmental Cognitive Neuroscience ('04→?)*

University of Massachusetts Medical School

• Ferrer Professor of Psychiatry ('96→'04)*

MIT Department of Brain and Cognitive Sciences

Study of Brain and Mind - Neuropsychology

• Visiting Professor ('95→'98)*

University of Pennsylvania

Private, Ivy League university founded by Benjamin Franklin in 1740 as

• Former Professor Psychology ('88→'95)*

Washington University in St. Louis

A private research university located in St. Louis, Missouri

• Former Professor ('86→'88)*

Education

Yale University School of Medicine

a private research and academic medical institution

• Post-Doctoral Training, Neuroanatomy ('82→'85)*

Harvard University

Elite private university located in Cambridge, MA

• PhD, Social Relations ('7→'83)*

Swarthmore College

Private liberal arts college located in Swarthmore, Pennsylvania

• BA, Anthropology ('7→'75)*

Lucis Trust - World Goodwill - United Nations

WORLD GOODWILL
www.worldgoodwill.org

120 Wall St
24th Floor
New York, NY 10005
U.S.A.
worldgoodwill.us@lucistrust.org

3 Whitehall Court
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London SW1A 2EF
UK
worldgoodwill.uk@lucistrust.org

1 Rue de Varembe
Case Postale 26
CH-1211 Geneva 20
Switzerland
geneva@lucistrust.org

World Goodwill - Lucis Trust (Lucifer Trust)



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LUCIS

World Goodwill at the UN Blog

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[The Audacity of Change: A Specific Example of How the UN Can Still Make a Difference](#)
March 28, 2021

Awakening the Consciousness of a Child



Although the pineal gland atrophies with age, the ancient philosophies teach that when a man takes up the spiritual life, and undertakes certain spiritual practices, then the pineal gland once again becomes active, returning the man to the full glory of God. Bailey writes in *Glamour, A World Problem* (p. 1), “We are told by physicians and scientists that thousands of cells in the human brain are still dormant and, consequently, that the average human being uses only a small part of his equipment. The area of the brain which is found around the pineal gland is that connected with the intuition, and it is these cells which must be roused into activity ... [and] which, when aroused, will manifest soul control, spiritual illumination, true psychological understanding of one's fellowmen...”

Training The Robots To Be Human - Autism



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4 QUALITY EDUCATION

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[Goal 4: Access](#) | [Explore the Targets](#)



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The Esoteric Meaning of Lucifer

There are comments on the World Wide Web claiming that the Lucis Trust was once called the Lucifer Trust. Such was never the case. However, for a brief period of two or three years in the early 1920's, when Alice and Foster Bailey were beginning to publish the books published under her name, they named their fledgling publishing company "Lucifer Publishing Company". By 1925 the name was changed to Lucis Publishing Company and has remained so ever since. Both "Lucifer" and "Lucis" come from the same word root, *lucis* being the Latin generative case meaning *of light*. The Baileys' reasons for choosing the original name are not known to us, but we can only surmise that they, like the great teacher H.P. Blavatsky, for whom they had enormous respect, sought to elicit a deeper understanding of the sacrifice made by Lucifer. Alice and Foster Bailey were serious students and teachers of Theosophy, a spiritual tradition which views Lucifer as one of the solar Angels, those advanced Beings Who Theosophy says descended (thus "the fall") from Venus to our planet eons ago to bring the principle of mind to what was then animal-man. In the theosophical perspective, the descent of these solar Angels was not a fall into sin or disgrace but rather an act of great sacrifice, as is suggested in the name "Lucifer" which means *light-bearer*.

[To read an article on the esoteric significance of Lucifer - "Descent and Sacrifice", published in The Beacon magazine in September/October 1989 - click here.](#)

Vatican Bank and LDS Major Investors in Tech - Bio-Tech United Nations Sustainable Development Goals Aligned



ABOUT THE CONFERENCE

Organized in partnership between the Vatican's Pontifical Council for Culture, the Cura Foundation and the Science and Faith (STOQ) Foundation, the Conference will bring together the world's leading physicians, scientists, leaders of faith, ethicists, patient advocates, policymakers, philanthropists and influencers to engage in powerful conversations on the latest breakthroughs in medicine, health care delivery and prevention, as well as the anthropological outcomes and the cultural impact of technological advances.

Together we will focus on advances in medical innovation and the creation of healthier communities and seek to catalyze new, interdisciplinary approaches and partnerships to improve health and wellbeing, as well as understand human uniqueness. The 2021 event will be moderated by renowned journalists, who will explore the role of religion, faith and spirituality, and the interplay of the mind, body and soul – and, ultimately, search for areas of convergence between the humanities and the natural sciences.

Together we will #UniteToPrevent and #UniteToCure.



16. Chapel of Our Lady of Zion. Formerly the baptistery, the chapel houses the statue acquired in 1993, Madonna and Child, by Utah artist Avard Fairbanks. It also contains eight original stained glass windows and two new windows that were installed in 1993. The new windows celebrate two of the most important achievements of the Second Vatican Council: the ecumenical movement, symbolized by the standard ecumenical emblem, and the church's commitment to dialogue with the modern world, symbolized by the United Nations' symbol and the words "Lumen Gentium" referring to the church as the light to the nations. The statue of Saint Mary Magdalene, carved in the late 1940s by Canadian artist Gordon Newby, is also housed in this room.

Social Isolation - Disconnect From Nature



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TO READ WHILE OUT OF
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Welcome to the Empowerment Scholarship Account (ESA) Program



Customized education funding
for students who qualify

The Empowerment Scholarship Account (ESA) program from the Arizona Department of Education gives eligible parents public funding to pursue flexible options for customizing their children's education. Intended to expand educational opportunity outside of the public school system, it provides public funding for a wide range of personalized education expenses, including private school tuition, tutoring services, textbooks and more.



ClassWallet Information

ClassWallet is a new payment platform for the use of ESA funds. Learn more below.

▶ How to Access ClassWallet

▶ ClassWallet Live Training

▶ Become an ESA Vendor/Provider

▶ Contact ClassWallet

▼ Shopping the ClassWallet Marketplace

Shop online with ClassWallet integrated vendors, and pay for your orders using ClassWallet.

Here is a [Tutorial](#) for how to do this.

Direct Pay Vendors

[Here is a tutorial for how to DirectPay Your Vendor](#).

Some vendors have agreed to work with ClassWallet by accepting email orders rather than integrating their websites into the marketplace. These vendors are found on the ClassWallet Marketplace and have a green banner indicating they are direct pay vendors.

▶ Paying a Private School

DEEP DIVE

The controversy behind ESSA's Pay for Success initiative

Critics of the provision see a for-profit 'money-making scheme'



Photo: US Dept of Education

AUTHOR
Erin McInrye

PUBLISHED
Dec. 14, 2015

With the newly-signed [Every Student Succeeds Act](#) (ESSA) becoming the K-12 law of the land, some critics are decrying one particular clause: the "Pay for Success" initiative. It's a program that allows for private investors to profit from returns on the upfront financing of educational programs, for example, with social impact

It will be framed as “choice.”



KEY TAKEAWAYS

Heritage Foundation

- 1 Education savings accounts (ESAs) are becoming more common around the U.S. at the same time as financial technology is spreading around the world.
- 2 State lawmakers considering ESAs should use mobile money innovations to give parents and students access to a wide range of educational products and services.
- 3 Millennials are already more likely to be using fintech than individuals in other age demographics—making them well-prepared for a change to ESAs using fintech.

Invert These Interactions - The Children Are Teaching The Machines

MentorConnect: Responsive Assistance for Learners

Setting the Scene

What if wearables and augmented reality could help learners navigate extended learning opportunities by connecting with mentors and coaches wherever and whenever they were needed? This future vignette assumes that schooling has shifted considerably from standalone facilities to interconnected learning ecosystems involving many community-based resources and experiences. In it, a fourth-grade student uses information from a wearable device to help surface difficulty approaching a homework assignment. A linked app reminds her that she can ask for help and helps connect her with the relevant educator when she needs support.

Key Technologies

A **smart sleeve** measures students' biometrics to gauge their responses to various activities, determining engagement, difficulty, stress; detecting fidgeting; and providing nudges to refocus.

A **smart ID badge** provides access to community resources such as libraries, maker centers, and learning hubs and performs transactions on behalf of the student. For example, it transfers money from learning accounts to providers, gathers distributed student performance data for learning records, and provides an educator support team with learners' location and task information.

A **learning assistance call button** alerts selected mentors and coaches that help is needed. An educator support team performs remote triage and provides support in a variety of media-rich formats, from simple text to real-time augmented reality conversations to virtual reality huddles.

Augmented reality earbuds reduce ambient noise and provide intimate audio for students' conversations with coaches, mentors, and counselors.

A screenshot of a TechXplore article. The header includes the TechXplore logo, a menu icon, and the text "Topics", "Week's top", and "Latest news". The article is dated "OCTOBER 4, 2019" and is marked as a "FEATURE". The title is "A social robot to enhance children's handwriting skills" by Ingrid Fiedler | Tech Xplore. Below the title is a social media sharing section with icons for Facebook (88), Twitter (36), a share icon, and Email. The main image shows a child from behind, looking at a tablet displaying a large blue letter 'J'. A red and white social robot is positioned in front of the tablet. The credit line at the bottom reads "Credit: Chandra, Dillenbourg & Paiva."/>

Home / Robotics

OCTOBER 4, 2019 FEATURE

A social robot to enhance children's handwriting skills

By Ingrid Fiedler | Tech Xplore

Facebook 88
Twitter 36
Share
Email

Credit: Chandra, Dillenbourg & Paiva.

Cardano - OpenCog - Epstein - Blockchaining Ethiopia



Ben Goertzel - Singularity.net - Sophia - Hanson Robotics

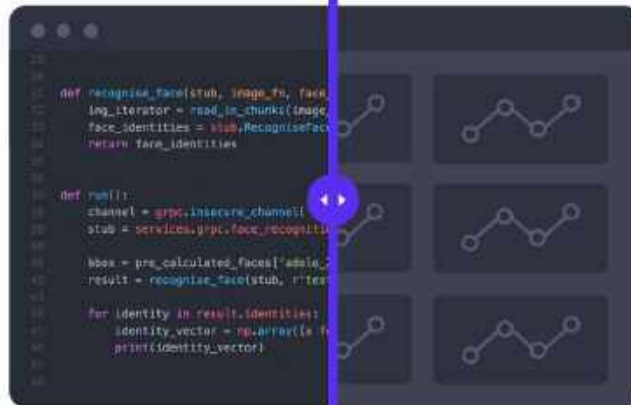
Open AI For All

SingularityNET is a full-stack AI solution powered by a decentralized protocol.

We gathered the leading minds in machine learning and blockchain to democratize access to AI technology. Now anyone can take advantage of a global network of AI algorithms, services, and agents.

AI Research and Services

SingularityNET AI services are based on extensive scientific research. View our research initiatives to discover what we are currently working on.



```
23
24
25 def recognise_face(stub, image_file, face
26     img_iterator = read_image_chunks(image
27     face_identities = stub.RecogniseFace
28     return face_identities
29
30
31 def run():
32     channel = grpc.insecure_channel('
33     stub = services.grpc.face_recognitio
34
35     bbox = pre_calculated_faces['adole
36     result = recognise_face(stub, r'tes
37
38     for identity in result.identities:
39         identity_vector = np.array([i
40         print(identity_vector)
41
42
43
44
```

Decentralized Marketplace

SingularityNET is a decentralized marketplace for AI services. Visit our [SingularityNET Beta Marketplace](#) to view our current offering.





What can Little Sophia do?

Little Sophia can walk, talk, sing, play games and, like her big sister, even tell jokes! She is a programmable, educational companion for kids, that will inspire children to learn about coding, AI, science, technology, engineering and math through a safe, interactive, human-robot experience. Unlike most educational toys designed by toy companies, Little Sophia is crafted by the same renowned developers, engineers, roboticists and AI scientists that created Sophia the Robot.

Ocean Protocol

Ocean Protocol libraries and services help developers build marketplaces and other apps to privately & securely publish, exchange, and consume data.

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Children Need Us To Stand Up

online features

March 27, 1998

Archaeology of the Phoenix Indian School

by Owen Lindauer

"It's cheaper to educate Indians than to kill them."

—Indian Commissioner Thomas Morgan speaking at the establishment of the Phoenix Indian School in 1891



The Phoenix Indian School was part of the Federal government's policy of forced assimilation in which Indian children were to be transformed into Americans along Anglo-Saxon lines. Left, the school's band at Navajo Bridge, ca. 1930. (Courtesy Bureau of Indian Affairs)

Once Native Americans were confined to reservations in the 1880s, the federal government embarked on a plan to bring about their disappearance—not by military means, but by assimilating their children through education. Our investigations at the off-reservation boarding school in Phoenix have yielded subtle archaeological evidence that—along with early records of the school (including its newspaper), biographical accounts of employees and students, and historical records of school life—documents the students' reactions to this attempt to suppress their tribal traditions and identities. The evidence suggests that the need to get along with Indians of different tribes as well as non-Indians, the knowledge that the federal government treated them unlike other people, and the alienation some felt when they returned home fostered a new, pan-Indian identity.



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