

Building Capacity

Through Resilient Digital Skills Development

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Senior Education Business Leader

WW Commercial Organization



Lay of the Land



Sectors change exponentially, organizations logarithmically

TRANSFORMATIONAL

EDUCATION AS A SERVICE

3 – 4 YEARS

DISRUPTIVE

BIG-TECH & ACADEMIA PARTNERSHIPS

SCHOLASTIC GAMING

2 – 3 YEARS

RADICAL

PERSONALIZATION via ML/AI

BOUNDARYLESS CAMPUSES

VIRTUAL REALITY

1 – 2 YEARS

INCREMENTAL

BLENDED LEARNING

CONTENT DIGITIZATION

FLIPPED CLASSROOM

MODULAR COURSES MICRO CREDENTIALS

0 – 1 YEARS

INNOVATION IMPACT

ADOPTION SPEED

(R) EVOLUTION OF EDUCATION

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HP's response to support



Students | Educators | Policymakers

HP IDEA

- HP Innovation & Digital Education Academy
- HP IDEA helps to transform a school’s pedagogical approach. And empowers teachers with digital skills and an innovation mindset.
- Two pathways – HP IDEA Fellows and HP IDEA Associates
- Aligned with UN SDG, OECD and CESA objectives
- Frameworks from Harvard University and University of Michigan

www.hp.com/hpidea

FRAMEWORK

- **1 Million** students and teachers have benefitted
- Recognized at the SABRE 2023 Brand Awards
- Featured as a case study in a global book on corporate SI best practices



An Immersive Instructional Leadership program for Educators

WITHIN 3 YEARS - 28 COHORTS IN 20 COUNTRIES | 7

LANGUAGES

Africa	Middle East	Central Europe	
<ul style="list-style-type: none"> ✓ Nigeria ✓ Ghana ✓ The Gambia ✓ South Africa ✓ Rwanda ✓ Uganda ✓ Kenya ✓ Tanzania ✓ Morocco ✓ Namibia ✓ Angola 	<ul style="list-style-type: none"> ✓ UAE ✓ Oman ✓ Saudi Arabia ✓ Egypt ✓ Qatar 	<ul style="list-style-type: none"> ✓ Romania* ✓ Greece* ✓ Malta* ✓ Poland ✓ Hungary* 	
	<th>Southern Europe</th> <th>Eastern Europe</th>	Southern Europe	Eastern Europe
	<ul style="list-style-type: none"> ✓ Italy* ✓ Portugal* 	<ul style="list-style-type: none"> ✓ Türkiye ✓ Kazakhstan ✓ Ukraine 	
<p>* Potential upcoming launches</p>			



Innovative Practices

HP IDEA Schools

HP IDEA program in schools will leverage existing digital tools to develop effective, scalable practices focused on teaching and learning in a distance, hybrid or blended context.

Teachers will develop this practice using the

- **Creating Communities of Innovation (CCI)** model
- **Teaching for Understanding (TfU)** framework
- **Leading Learning that Matters (LLtM)** collaborative network
- **High- Leverage Teaching Practices (HLTP)** program



HP IDEA Graduations



- Graduates receive certificates and badges. School receives plaque
- Congratulatory note by the President of South Africa and the Exec Director of UN Women to the graduating RSA HP IDEA Fellows



HP IDEA – Supporting teachers in challenging times

Trauma Informed and SEL (Social Emotional Learning) Modules added to the program since Ukraine cohort

Certificate of Excellence - Africa

SABRE 2023 Awards



Ukraine | HP IDEA's largest cohort to date

Türkiye | HP IDEA launched post the Earthquake

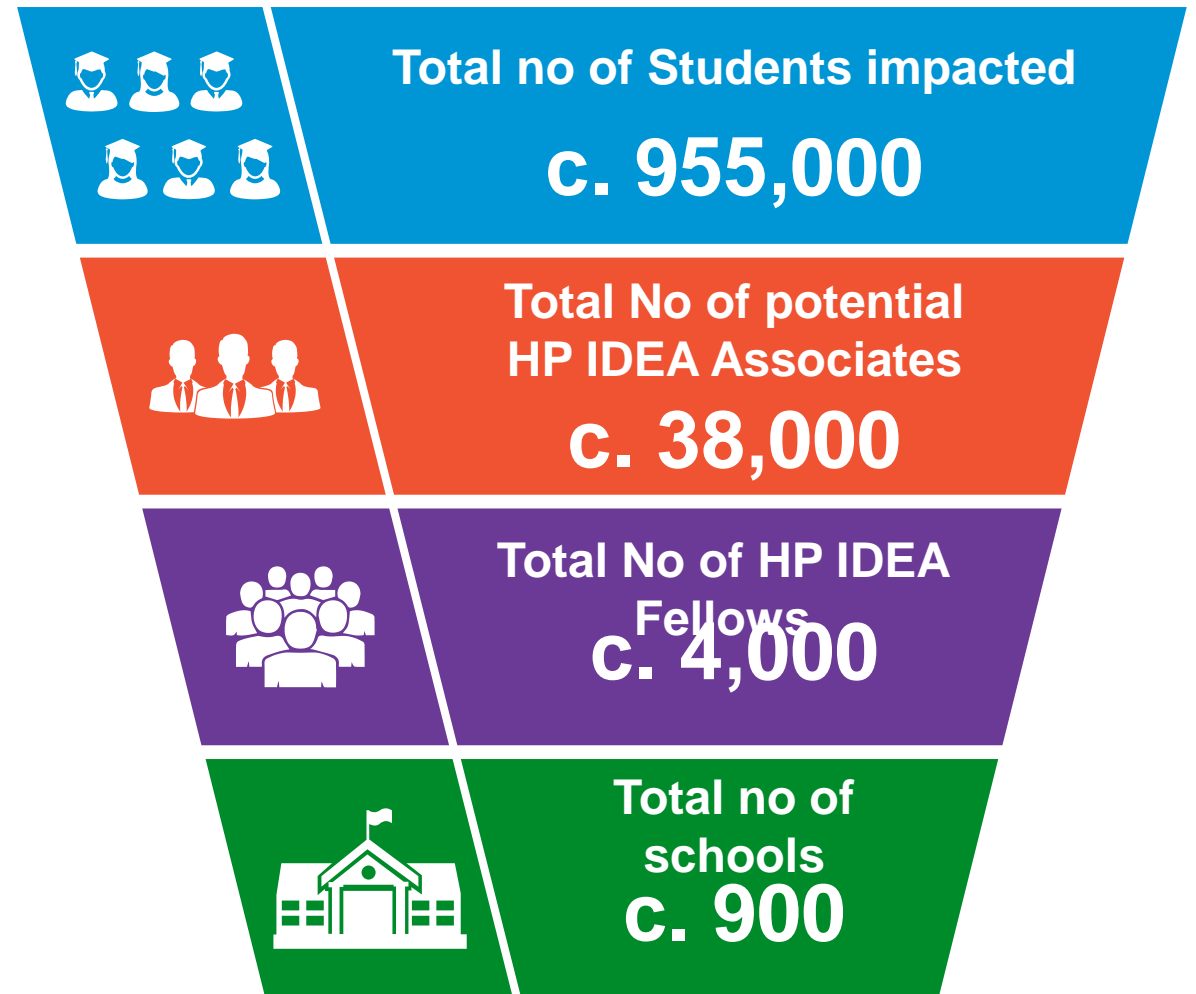


Impact at a glance

HP IDEA builds far-reaching capacity.

We start with high-performing teachers and leaders, build their innovation and digital pedagogy skills as well as their leadership skills to effect change at scale.

The reach and influence of the program has grown exponentially since launch.



HP-Cambridge EdTech Fellows

- HP Cambridge Partnership for Education EdTech Fellowship program
- Landmark collaboration program between a global top tech company and a worldwide top ranked university
- Focused cohort of Education policy leaders, to accelerate equitable digital transformation for millions of students across their education system
- Triple curriculum: EdTech, Policy and Leadership
- Create environment for success towards the national mandates of digital transformation
- Access global network of supportive peers in comparable roles

FRAMEWORK

- 5 to 7-month program, combination of in-person and online
- Delivered by Cambridge Partnership for Education
- Residency week in Cambridge



- HP IDEA **RW** MOE C1 2021
- HP IDEA **GH** MOE C1 2021

- HP IDEA **GAM** MOE C1 2022

- HP IDEA **SAU** MOE C1



The HP Cambridge EdTech Policy Leaders Fellowship



-Face-to-face and online masterclasses with leaders from the public, private, academic and third sector

-Explore core knowledge around key EdTech and digital learning. Learn from other countries' experiences addressing these shared issues at scale. Share best practices and lessons learned.

Guided practice with the application of design thinking processes to EdTech implementation

Practice co-creating equitable solutions with all segments of end users and adapting solutions iteratively as they scale.

1:1 Leadership coaching

Grow leadership skills needed to build coalitions for change across ministry silos and sectors.

Collaborative workshops and alumni events both face to face and online

Build powerful networks to rapidly share best practices, crowdsource ideas, find inspiring role models and find support.

3 month online course for wider EdTech stakeholders

Build the capacity of wider EdTech stakeholders (Associates) to help them play their part in implementing equitable EdTech transformation at scale.



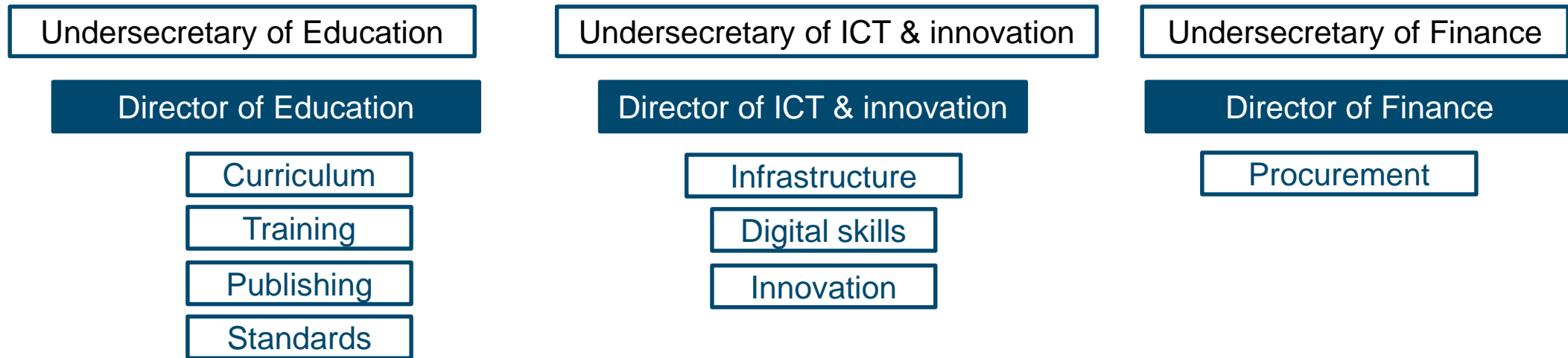
The triple curriculum: EdTech, Policy and Leadership

	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6	Module 7	Module 8	Module 9
EdTech	Learning models Conditions for success Policy	Connectivity	Devices	Data	Platforms	Content	Digital Skills	Security and Trust AI ethics Innovation ecosystems	Reflection Month
Policy	Overview of process Defining the problem Segmenting users	Aligning stakeholders	Defining success	Co-creating solutions	Creating prototypes	Evaluating prototypes	Procurement	Managing partners	Scaling, evaluating and adjusting Handing over for sustainability
Leaders	Leadership for digital transformation					1:1 Coaching			
Fellowship	Network of alumni Resource Library								

The curriculum will be tailored around the needs of the fellows & their context



Transformation Projects require **senior civil servants to build a wide coalition for change across a wide range of stakeholders**



Students, teachers, parents, wider communities

HP Gaming Garage

- HP Gaming Garage launched in Feb '21
- Curated program to promote and encourage **Game Design, Game Programming & Esports Management**; preparing student communities for future jobs in the Gaming, Media & ICT industry
- Available in 12 languages including English, French, Portuguese and Swahili
- Free of cost to all learners, across the globe
- Students from 120 countries enrolled in the program
- <https://www.edx.org/school/hp>

FRAMEWORK

- Labs located in Dubai, Oman and KSA
- Content hosted on edX
- Model for MOEs includes; Content + Lab + ToT
- Bootcamps and Hackathons managed by UNDP & Gamers Hub



OVERVIEW



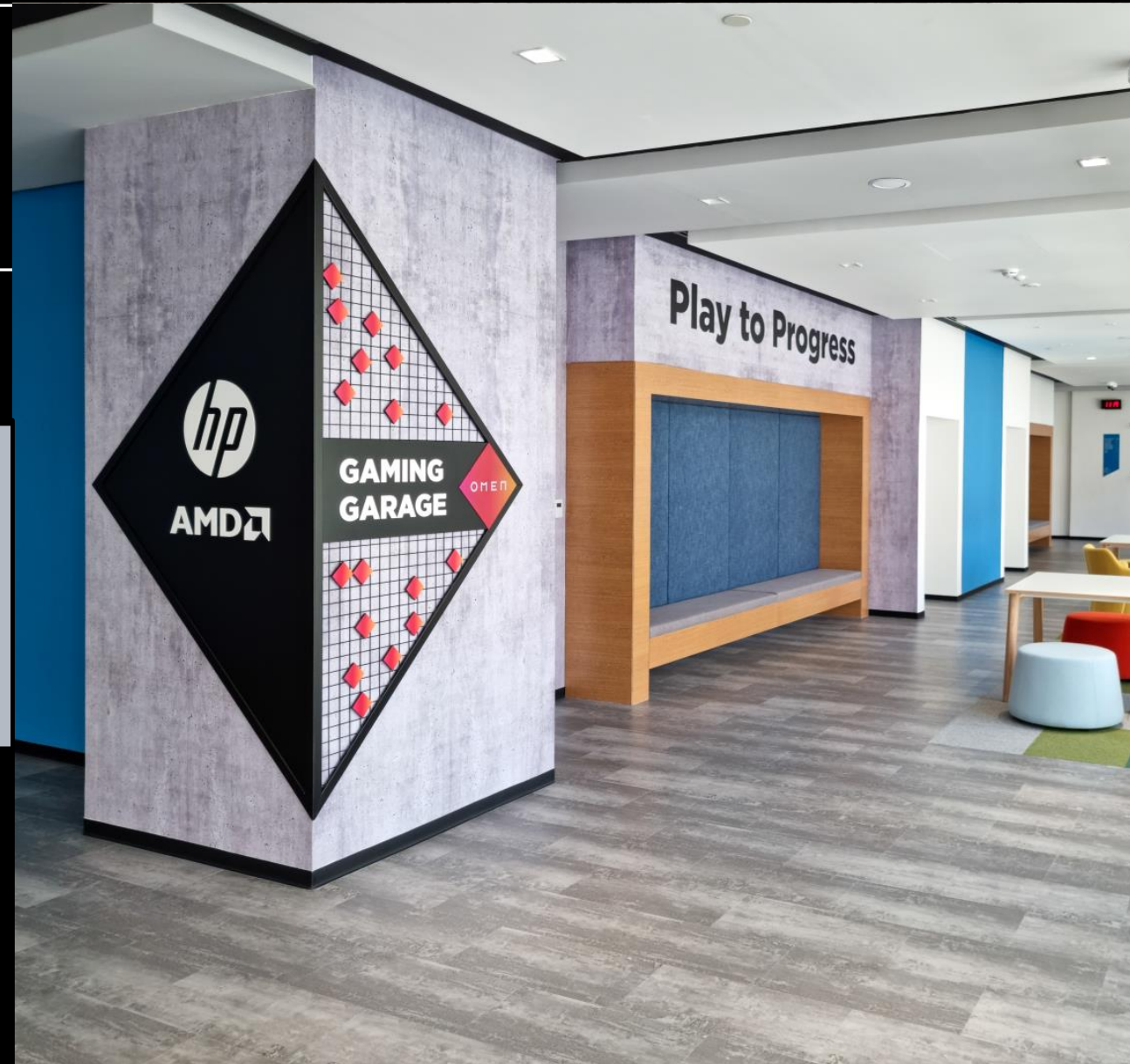
Accelerating Game Entrepreneurship and Skills

HP Gaming Garage offers an exciting selection of courses for those who aspire to build their career in the gaming industry.

With curated modules across:

Esports Management	Game Design	Game Programmin g
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Learners are prepped for future jobs in the Gaming, Media & ICT industry.



Esports Management Courses

Esports 101- Introduction to Competitive

- ✓ ~~What is~~ Esports
- ✓ Esports Platforms
- ✓ Esports Gaming Titles
- ✓ Genres of Esports
- ✓ Real Sports vs.
Esports
- ✓ Esports Ecosystem
- ✓ Esports Stakeholders
- ✓ Careers in Esports
- ✓ Esports Technology

Management of Esports Organizations, Teams, and Players

- ✓ Structure of Esports
Organizations
- ✓ Levels of Esports
- ✓ Esports Players
- ✓ Esports Coaches
- ✓ Esports Teams
- ✓ Game Publishers
- ✓ Managerial Issues in
Esports
- ✓ Esports Investment

Esports Events

- ✓ History of Esports
Events
- ✓ Esports Event
Opportunity
- ✓ Assessment
Esports Event
- ✓ Planning
Esports Tournament
Operations
- ✓ Esports Event
- ✓ Marketing
Esports Event
Sponsorship

Faculty



Kevin Mitchell

Kevin Mitchell is the Founder and Managing Director of College EsportsX, a consultancy, event production, and product development company, that caters to the international college gaming community and hosts CEX events in various countries across the globe.

He also serves as Adjunct Professor at Emerson College, teaching courses on Esports Management and Business. Formerly, he was the Business Development and Strategic Intelligence Director for National Amusements (NAI), where he focused on the intersection of entertainment and technology.

An industry veteran, Kevin has worn many hats over the course of his career in



Ian Schreiber

Ian Schreiber is a Co-founder of Global Game Jam, the largest in-person game creation event in the world. He has worked on five published game titles and has developed training/simulation games for two Fortune 500 companies.

He has taught game design and development at a variety of schools and workshops, and has been on the faculty of Ohio University, Columbus State Community College, Rochester Institute of Technology, and Savannah College of Art and Design.

He has also shared his expertise in the gaming field through three books that he has co-authored - Challenges for Game Designers, Breaking into the Game



Raja Ravi

Raja Ravi Chandra Prasad Kanakamedala is the Game Director at Artemisia College of Art & Design (ACAD). ACAD is one of the handful of colleges in Asia to be certified by Unreal Engine as an official Academic Partner.

In his role at ACAD, Raja has helped students to develop 200 plus games and level prototypes using Unity and Unreal engines. Raja has been in the field of Game Design, Development and Testing since 2013, and has also worked with numerous indie game studios and renowned game publishers, such as Rockstar Games.

His current projects include creating AR/VR game prototypes for Epic Games

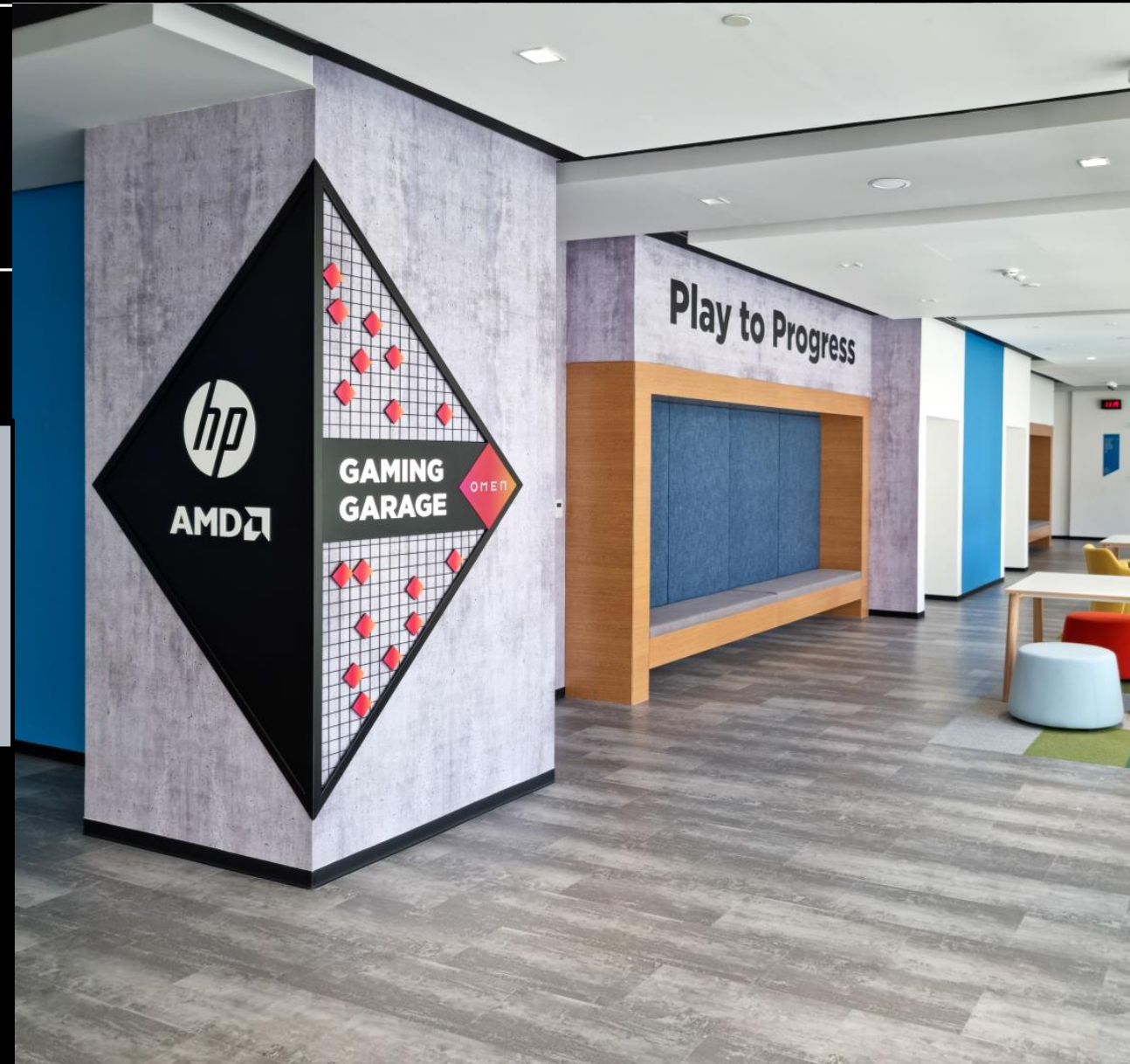
Collaboration with Ministries

HP Gaming Garage offers a modular partnership model for national ministries of education, ICT and youth

Three tracks:

HP Gaming Garage Lab infrastru	Over 60 modules with certifica	Train the Trainer support
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Learners are prepped for future jobs in the Gaming, Media & ICT industry.



Ghana Ministry of Youth and Sports



HP will enable better learning outcomes for

150 Million People

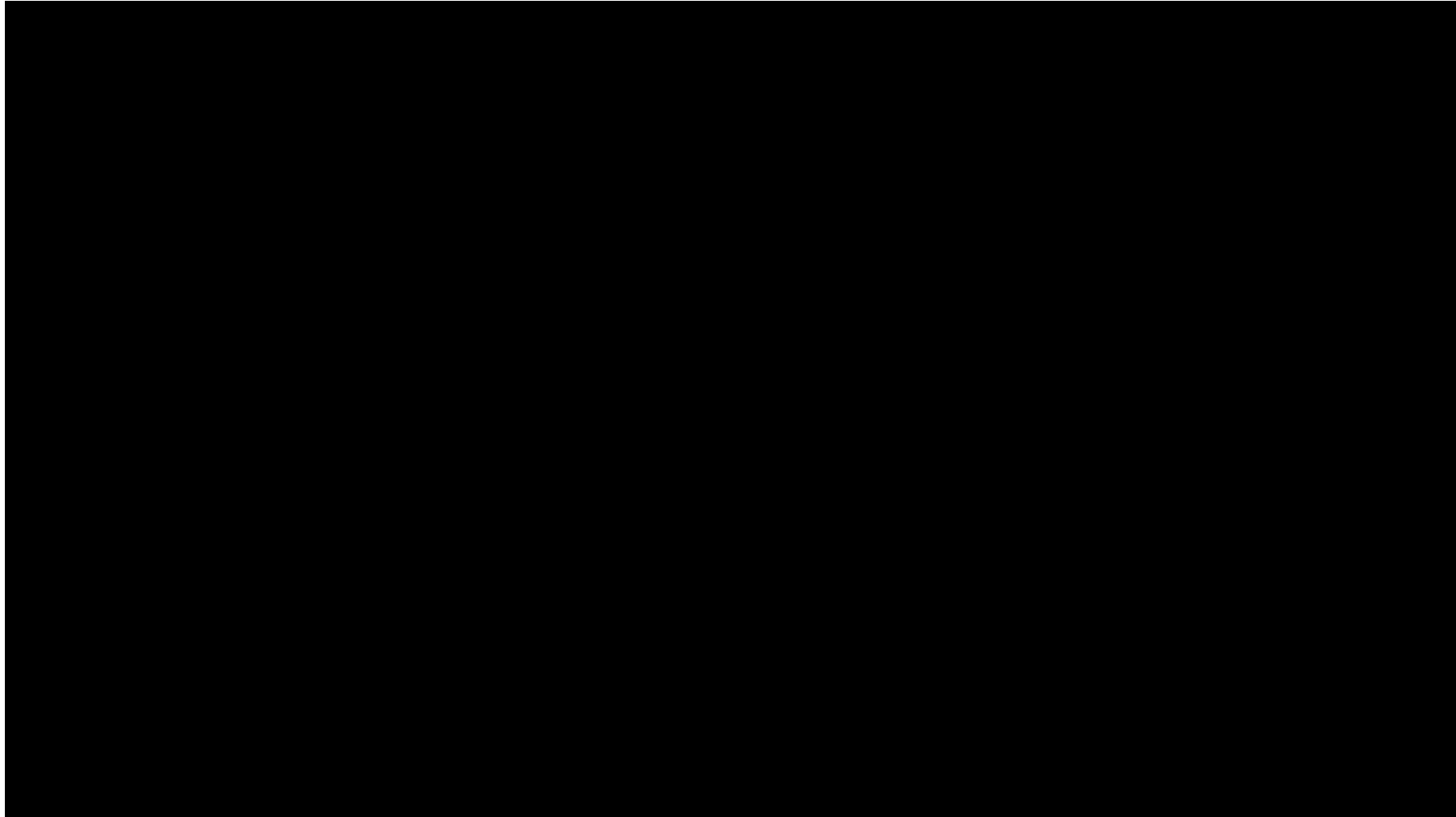


263 million
children and youth around
the world are out of school



HP will invest
over
\$20 Million

HP IDEA Impact Video



Thank you

