

## Open Source Education Technology

### Why Open Source?

Open source is about collectively creating knowledge and making it available for everyone's use and benefit

### Projects focused on **learner-centered** education

### Why EdTech?

- Bridging technology and education
- Leveraging technology, the power of data and the Internet to provide adaptive student-centered learning experiences

**“Ribbit Reading”** A mobile app for young children learning to read. Currently, only 43% of children under the age of 5 are being read to aloud daily.

Such a reading experience is crucial in laying the foundations of early literacy. Ribbit Reading uses read-along, interactivity, and personalization to maximize involvement.



**“Personalized Learning Educational Platform”** A platform that intelligently compiles a curriculum customized to a user's goals, interests, schedule and learning preferences. It addresses the need for individualized instruction and guidance in exploring a topic of interest.



**“Reinforcement Learning, Games and Education”** investigates how the gaming and adaptive aspects of reinforcement learning (AI algorithm) can contribute to education. Various organizations have identified “AI in Education” as an important field for research.

**“Reconciling Liberal Arts and Vocation”** An ethnographic exploration of Duke students' attitudes towards Duke's liberal arts curriculum, what contributes to their formation, and how they evolve. This research could contribute to education technology that helps students better navigate Duke their Duke experience.

