DESIGNING INNOVATIVE GLOBAL EDUCATION APPROACHES
WITH ICT AND NEW MEDIA

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OUR RESEARCH ACTIVITY IN EDUCATION

PROGRAM DESIGN

- Diversity education for Preschool - Global Kindergarten
- Cross cultural program through media creation in elementary school KomaKids
- Global leadership curriculum development for High schools - Global Workshop
- Big data for active learning - MONO LAB.

MOTIVATION

- Game for Education - Blue Light
- Career education using 360 video for children in developing areas - IN360

MOOCS

- Social learning on MOOCs - FutureLearn
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PROGRAM DESIGN

1. GLOBAL KINDERGARTEN
2. GLOBAL WORKSHOP
3. KomaKids
4. MONO LAB.
“Building new learning environment for diversity education in today’s global society”

“to provide the children with a diversity education experience and raise parents and teachers of it’s importance”
Children presenting what they prepared

Teachers on each side as facilitator
Understanding Different culture

Time difference

Different language

Facilitators communicating

(Sometimes) Not child-centred
NEXT STEP

- Children-centred programme design
- On-going research using digital camera
Pictures with messages and purpose

Effort to communicate—but most ending up one-way
Fostering global leaders for 21st-century society through workshop as a compulsory subject
Single-academic-year Program

MODULE I
GLOBAL SOCIETY

DAY 1
Understanding

DAY 2
Investigating

DAY 3
Connecting

DAY 4
Integrating

MODULE II
GLOBAL ENVIRONMENT

DAY 1
Understanding

DAY 2
Investigating

DAY 3
Connecting

DAY 4
Integrating

Brainstorming  Research / Interview  Prototyping  Video Making  Communication with oversea peers
DAY 1 Understanding
DAY 3 CONNECTING
DAY 4 INTEGRATING
• Enjoyed working with different schoolmates and foreigners but rarely work together
• Positively spoke about global-related topics
• Insufficient mean of interaction with partners
FUTURE WORK

• Improvement of the program with respect to interaction within local and with overseas peers

• Take into consideration to foster participants’ mindset to collaborate with each other
“Promoting Global Competence among elementary school student through media creation”
KomaKids PROGRAM

Learning: Learning about foreign culture
Creating: Reflecting on their culture through media
Sharing: Sharing their impression
Connecting: Connecting with peers in the foreign culture
LEARNING
Learn about partner school basic information
CREATING

Create stop motion animation to share about their life and cultural story
27 different cultural story of stop motion animations
SHARING
Share their opinion and feeling through pen pal letters and website
CONNECTING

Connect with their foreign peers real time
RESULT

I am glad to tell story about my country to foreigner friends

I want to make more foreigner friends in the future

My thought about foreign country has changed after joining the workshop

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I got to learn how to create a stop motion animation. And learned about Japanese culture and exchanged with my friends.

It is very good opportunity for kids to see different point of view. Very proud of my student.

保護者の理解や協力も得られた。子供達の楽しそうな様子に、保護者も本活動に興味を示していた。「夕食時、息子が『これまでの授業の中で、一番楽しかったよ』と嬉々として話していました」

またみんなと交流をしたり、コマドリアニメを作ったりしたい
AIM OF MONO LAB.

It propose new solution for problem which we find through our workshop.

- Making devices for encouraging discussion and group work
- By using Big Data in Education for visualizing data and Quality Education
Group work isn't "black box" anymore
FUTURE WORK

Experiment
install and test “peeking table” and “Whitebox” on classroom and workshop.

Evaluation
Measure how these will influence students' communication and stakeholder's experience.
OUR RESEARCH ACTIVITY IN EDUCATION

PROGRAM DESIGN

GLOBAL KINDERGARTEN

GLOBAL WORKSHOP

KomaKids

MONO LAB.

SUCCESS

• Successfully design for a model curriculum
• Basic prototype

FUTURE

• Share the experience with other countries
• Test the prototype and develop the model tool
THANK YOU