Personalized AI & Open Platforms

A Transformative Technology for SDG #4: Quality Education for All

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Founder & Chief Scientist, Jibo Inc.
• **Intelligent digital assistants.** Multi-billion dollar strategic investment of high-tech companies.

• **Personalization.** Scalable individualized attention.

• **Cloud connected devices.** Enables AI assistants to engage people wherever & whenever.

• **Big data.** Necessary for AI assistants to learn, personalize, and improve.

• **Platforms + Developer Communities.** AI-powered assistance built into developer platforms to accelerate broad application + rapid proliferation.

Reimagine how we might educate children where traditional methods continue to fall short.
Can we Achieve Universal Literacy by 2030?
Science of Learning

We understand how the brain learns to read

Data-Driven Innovation

We build intelligent & personalized technologies

Reach of Mobile Computing

We capture big data to understand behavior and adapt interventions
The Power of Platform: A Global “Living Lab” Process

- **DEVELOPER COMMUNITY & CONTENT**
  - ABC... 123...
  - $10M educational apps donated

- **OPEN PLATFORM**
  - Literacy Apps
  - Needs & Learnings
  - Personalized & Adaptive Technology, Improved Content, & Better theories of Learning

- **CURIOUS LEARNING**
  - Adaptive Interface & Optimized Apps
  - Data & Learning Outcomes
  - Share Data & Results from Globally Fielded Studies

- **SCIENTIFIC RESEARCH & INNOVATION**

- **GLOBAL DEPLOYMENTS**
  - “Collaboratories” with Stakeholders in 7 Countries

**World Class Institutions in Science and Technology Innovation**

- MIT
- Tufts University
- Georgia State University
- Stanford University

- www.curiouslearning.org
ENGAGE, MEASURE, ASSESS

REMOTE VILLAGE ETHIOPIA

SOCIAL & COLLABORATIVE

DAYCARE UGANDA SLUM
Children in remote villages with no access to school.

After 1-year deployment.
Recommendations

Invest in and galvanize global efforts to create an Open Digital Education Platform. Leverage the global community of scientists, innovators, technologists, stakeholders to help solve SDG #4.

Embrace the iterative, data-driven process of digital innovation for effective interventions that are scalable, affordable, rapidly deployable.

Derive solutions and best-practices in the context of “living labs” with stakeholders around the world.

Empower children with no access to school to learn. Boost learning gains for those in school and beyond school.