A Technology
Game Changer:
How GenAl Will
Reshape Learning



Speakers:

Gian Marco Iodice, AI tech lead @ Arm and Chair of the TinyML Global meetup Milja Laakso, Programme Specialist, UNICEF Learning Innovation Hub

No one is left behind



Definition

*The Global Goals are an agreed-upon set of goals, targets, and indicators that all member states of the UN agreed to in 2015 with the goal of ending poverty, fighting inequality, and urgently addressing the climate crisis

How are designed

*...designed to provide <u>lifelong education</u> for all.

This is the story we are going to tell you today



Ed Tech for Good Curation Framework

- We are seeing today a plethora of educational technology (EdTech) tools emerging:
 - Adaptive learning programs for math, gamified language learning apps, and robotics kits powered by tinyML!
- However, how can governments, organizations, schools, teachers, and parents know which tool better suits their needs?
- Unicef Learning Innovation Hub-Office of Innovation with the Asian
 Development Bank (ADB) has been developing, along with partners such as Arm,
 the EdTech for Good Curation Framework.
- In August 2023, we met in Helsinki to shape the framework's pillars together.



A scalable learning experience

How can we help kids learn new technologies or programming languages in a scalable way in the global south?



A scalable learning experience

Consider the following example:

Let's assume we provide a fancy, cool robot in the Global South to teach the foundations of technology.

Would it be enough to teach technology?

The answer depends upon whether educators/teachers know the technology and the robot.

If not, the robot will be just a toy.



A scalable learning experience

- Educators/teachers are indispensable contributors to children's education.
- However, they need continuous professional development to help them broaden their knowledge, which can be very tricky in some countries.





























Kids



GenAl to scale professional development and learning experience

 GenAl at the Edge is a MUST in some countries (you will know why in a few slides)

However, is the edge technology ready for genAl?

The answer is...YES!



GenAl on smartphones and edge single-board computer

- Recently, we demonstrated that large language models (LLMs) can already run on the Arm CPUs of many of today's smartphones at a speed higher than the average human speed reading.
 - For example, higher than 20 tokens/second thanks to the i8mm extension (matrix-multiplication extension) available on **Armv8.6-a** onwards
- Software optimizations, like those that enabled LLMs to run on smartphones, also make it possible to run LLMs on single-board computers like Raspberry Pi 5!



LLM performance on Raspberry Pi 5

	TinyLLaMA (1.1B)	Phi-2 (2.7)
Text generation speed (tokens/second)	10.05	5.90
RAM use	606 MBytes	1526 MBytes

- 2 threads on Arm Cortex-A76 @ 2.4GHz
 - SDOT instruction available to speed up the matrix multiplication
- Out-of-the-box performance from the llama.cpp framework
- Int4 blockwise weights compression



The technology is here, but why do we need genAl at the Edge?



UNICEF Learning Innovation Hub

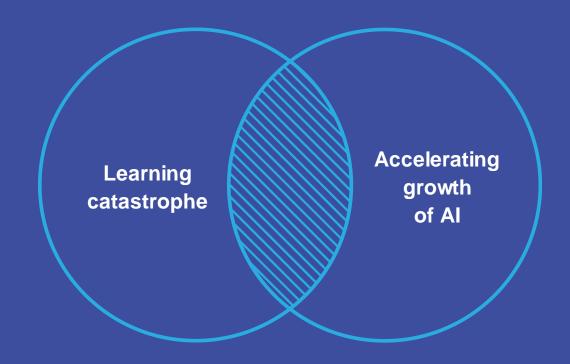
The Future of Learning is Now

Opportunities of Al and genAl in education

Education management and delivery

Learning and assessment

Personalized learning: intelligent tutoring systems, exploratory learning environments, Alsupported reading & language learning, adaptive assessments, smart robots, teachable agents, educational VR/AR, Al-enabled collaborative learning, accessibility & inclusion



Empowering teachers and enhancing teaching

Al-powered teaching assistants (data analysis and insights), Alhuman 'dual teacher' model

Lifelong learning

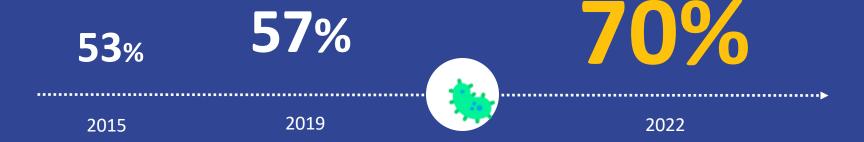
Al-driven lifelong learning companions, Al-enabled record of lifelong learning achievements

LEARNING - CATASTROPHE GROWING TREND

share of children unable to read and understand a basic text by the age of 10 in low- & middle-income countries



% 10-year-olds in low & middle-income countries





Snapshot: Rwanda

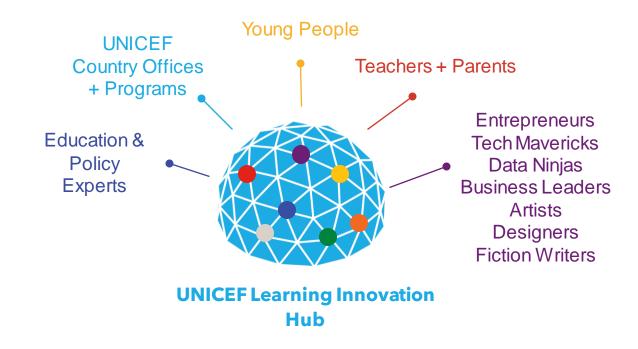
Connectivity

- 30.5% National internet penetration rate
- Internet costs are high and often unaffordable for families
- 1 smartphone per family (in remote areas "feature phone")

Infrastructure

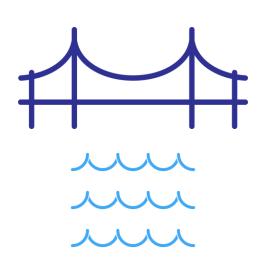
- 40% Schools with ICT equipment (usually 1 laptop & 1 projector per school)
- "Smart classrooms": computer labs – students share devices
- Frequent power cuts

A global home for the architects of the future of learning in Helsinki



Hacking the road to children by accelerating and scaling access to digital learning









Online platform of curated EdTech tools

A publicly accessible platform that aims to become the go-to place for anyone looking for cuttingedge digital learning solutions, servings as:

- 1. An easy-to-explore, search and filter **curated collection of ed-tech tools** that can inform governments, organizations working in education and educational institutions on their education digital transformation.
- 2. An **open pipeline** of digital learning solutions to be considered **for the Learning Innovation Hub portfolio investments.**



EDTECH 4 GOOD CURATION FRAMEWORK

SAFETY FIRST

Safeguards
children's data
ensuring privacy,
security, and
responsible handling
of their personal
information,
guarantee that the
products do not

cause harm

IMPACT ON LEARNING

Effective and positive impact on learner outcomes and educational experiences

DESIGNED FOR CHILDREN

Age-appropriate and engaging design elements, interactive features, and intuitive interfaces that cater to the cognitive and developmental needs of children, fostering an enjoyable and effective learning experience

READY TO REACH ALL

Cost-effective solutions that can be easily adopted, implemented, and scaled to reach a wide range of learners in different contexts

LEAVE NO ONE BEHIND

Equitable access and participation for all learners, regardless of their background, abilities, or circumstances



Blue Unicorn "moonshot"

Challenge the search for 1+ Billion dollars ventures and seek to build ventures that **impact** 100 million children with quality learning experiences that promote gender equality, non discrimination and integrates children with disabilities.



"We are called to be the architects of the future, not its victims."

Buckminster Fuller

Join us

<u>learninginnovationhub@unicef.org</u>

www.unicef.org/innovation/learninginnovationhub



Are you ready to join our network?