

EDUCADO

A student project by Daniel Britze and Jacob Vejlin Jensen
Computer Engineering, Aalborg University

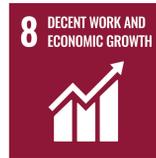


Which SDG does your project relate to?

With the development of a digital learning platform designed for individuals lacking essential education, the project aims to ensure inclusive and equitable quality education while promoting opportunities for the employees at Brazilian recycling centres to find better work and spark economic growth. Additionally, the partnership between the University of Brasilia and Aalborg University is crucial for ensuring implementation of local perspectives, supporting innovation processes and strengthening the means of implementation.



Sustainable Development Goal 4
- Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.



Sustainable Development Goal 8
- Promote sustained, inclusive and sustainable economic growth, full and productive employment and decent work for all.



- Sustainable Development Goal 17
Strengthen the means of implementation and revitalize the global partnership for sustainable development.



What is the concrete problem you have worked with?

In 2018, the second largest dumpsite in the world, the largest in Latin America, located in Brasilia, Brazil, closed. Consequently, the approximately 2500 waste pickers who depended on recycling waste from the dumpsite found themselves without a source of income. To solve this problem, the government created sorting facilities so that waste pickers could still earn income by continuing to contribute to the local recycling chain. In the years since, government entities, researchers and leaders from the sorting facilities determined that, in addition to their low incomes, the lack of financial education in this population was a bottleneck for the waste pickers in meeting their basic needs.

Aware of this challenging scenario, an international, cross-disciplinary collaboration between Aalborg University (AAU) and the University of Brasilia (UnB), the Mobile Education Project (MEP) of the EPIC SDG Challenge (SDGC) initiative started in 2019 with the goal of providing support to waste pickers on their educational gaps through digital learning.

The activities of the MEP initiative resulted in the creation of a digital learning platform named Educado. The platform consists of two subsystems: a web application for creating digital learning content and a mobile application for learners to process the content. Product ownership of Educado was transferred to an AAU-based engineering start-up company, SomethingNew, with the aim of establishing common ground for the continued collaborative effort. While many great contributions to the Mobile Educational Project have already been made, there is still a long way to go and we need to keep pushing the limits of applying digital learning all over the world - where it matters most.

What is your solution to the problem?