“Global Competition on Design for Future Education”

is coming!

Are you ready?

ORGANIZER: BEIJING NORMAL UNIVERSITY / REGISTRATION START TIME: MARCH 7TH, 2022
Artificial Intelligence (AI) is profoundly changing people's way of life and learning. It promotes an era of human-computer collaboration, cross-border integration and co-creation and sharing. Since education is undergoing tremendous changes, AI and learning become more active and meaningful in an interconnected intelligent environment. The futures of education will integrate the virtual and real world to create an educational ecosystem based on open resources of data.

Despite these opportunities presented through intelligent technologies, access to high quality education remains incomplete and inequitable. Furthermore, exclusion from educational opportunity remains unsolved. For example: 1 in 2 children of primary school age did not reach the minimum proficiency level in reading quality standards. 1 child out of 11 does not go to primary school. In sub-Saharan Africa, one in every three children, adolescents and youth are out of school with girls more likely to be excluded than boys. For every 100 boys of primary age out of school, there are 123 girls denied the right to education. (UNESCO, 2018)

This could be due to several issues, such as poverty, wars, or cultural beliefs in some areas. Furthermore, COVID-19 pandemic came with unprecedented challenges where over one billion students had to study online. Some of the major challenges included digital infrastructure, availability, and accessibility for learning to everyone.

In 1994 UNESCO proposed the concept of inclusive education, which refers to “a process of addressing and responding to the diversity of needs of all learners through increasing participation in learning, cultures and communities, and reducing exclusion from education and from within education”. In 2017 UNESCO reiterated the significance of ensuring inclusion and equity in education. In 2021 UNESCO launched the Futures of Education initiative and published its report on Reimagining Our Futures Together: A New Social Contract for Education, calling for rethinking current education in an increasingly complex, uncertain and fragile world. Looking to 2050 and beyond, we should work together to redefine and transform education along five key dimensions: pedagogy, curricula, teachers, schools, and educational opportunities.

Since 2018, Beijing Normal University has been hosting the annual "Global Competition on Design for Future Education.” The aim was to build an international platform to develop cooperation with international organizations, universities, and research institutes. This was done by inviting teachers and students worldwide to explore future-oriented educational solutions for a better educational opportunity for mankind.

In this extraordinary year of 2022, Beijing Normal University is going to celebrate its 120th anniversary, when the competition will be listed as an important event.
**Competition Objectives**

Beijing Normal University will host the 2022 Global Competition on Design for Future Education from March to September 2022. The competition also aims to:

- **Understand the concept intelligence education.**
- **Apply emerging technologies (e.g. Virtual Worlds and metaverse) to improve cognitive needs of students.**
- **Tackle educational challenges to rural areas and disadvantaged groups.**
- **Apply intercultural and interdisciplinary collaborations.**

During this competition, participants including teachers and students can provide constructive insights into the futures of education. Teachers and students can utilize design thinking by putting forward innovative educational projects and presenting the future-oriented case studies. The competition is an opportunity for university students, primary and secondary school teachers to have an international interactive opportunity.

**Competition Themes**

The competition aims to demonstrate how intelligent technology can meet the diversity of learning needs, while reflecting the possibilities that technology can bring to disadvantaged groups and underdeveloped areas. The main themes include:

- **AI and education:** How can AI create infinite possibilities in smart learning environment, students’ self-regulated learning, human-computer interaction, and home-school interaction?

- **Metaverse and education:** How can an immersive online space construct educational scenarios and provide curriculum resources and teaching methods to improve the learning experience?

- **Rural education:** What design can help solve the needs of rural areas, such as the shortage of quality educational resources, and the lack of education for left-behind and migrant children?

- **Inclusive education:** How can an educational model help include all students? Consider students with physical disabilities, health impairments, learning difficulties, COVID-19 dropout-students and discriminated groups (due to gender, color, race, ethnicity).
**Competition Arrangement**

**Group 1: college students** can participate in teams (5-6 members per team). Their design solution can be in the form of posters or videos. The participants should be undergraduates and postgraduates majoring in education, design, computer science, psychology and other related majors across five continents around the world. The category of college students consists of two rounds:

- **First Round:**
  - **Registration and Team Building:** March 7 - April 17, 2022.
  - **Online Learning and Project Design:** April 18 - May 18, 2022.
  - **Project Review and Results Announcement:** June 2022.

- **48H Global Finals:** The shortlisted teams will compete online during 48h-live working. The specific time is to be decided and the notice will be issued one month in advance.

**Group 2: primary and secondary school teachers** can enroll individually or in teams and submit their case studies online, in the form of core documents and types of supplementary materials. The participants should be primary and secondary school teachers across the world, with no limitations to the teaching subjects, including teachers in formal, informal and non-formal schools and those engaged in K12 education.

- **First Review:**
  - **Registration and Case-study Submission:** March 7 – May 18, 2022.
  - **First Review and Case-study Optimization:** June - July 2022.

- **Final Review:** The shortlisted teams will report their case-studies online. The specific time is to be decided and the notice will be issued one month in advance.

The organizing committee will organize international experts to assess the final projects and case studies during the completion, and organize training via Tencent Meeting, ZOOM or ClassIn platforms.

The official website of the competition: [http://gcd4fe.bnu.edu.cn/](http://gcd4fe.bnu.edu.cn/)
**Competition Benefits**

**For college students:**
- Golden, silver and bronze medals plus prizes.
- The winning projects will be included in an international educational resource platform.
- Winners would receive certificates, internship opportunities and letters of recommendation, etc.
- Projects can be transformed into achievements, such as intellectual property rights, patents, papers, etc.
- It would help apply for other projects and awards.

**For primary and secondary school teachers:**
- Trophies and prizes.
- The winning case-studies will be included in an international educational resource platform.
- Winners to receive certificates issued by international organizations, letters of recommendation, etc.
- Winners to participate in series of e-Library activities initiated by UNESCO IITE.

**Assessment Criteria**

01 **Problem Awareness:** The essence should be analyzed through phenomena to discover what the problems really are.

02 **Innovation Spirit:** The design should be original with innovative concepts and methods based on scientific and pedagogical theories.

03 **Science and Education Integration:** The design should integrate future technologies with education in search of appropriate solutions.

04 **Social Responsibility:** The design should identify the social challenges and solutions considering Sustainable Development Goals of UNESCO SDG4.

05 **Application Prospect:** The solutions should be designed for specific teaching scenarios, that can be understood and accepted easily.
As a conscious activity, education requires the integration of design and learning. The value of the competition lies in provoking students’ inspiration and innovation through design and conception, which will express their understanding of education by proposing a solution for the future of education.

Zhou Zuoyu  
Vice President of Beijing Normal University, China  
In the competition, cross-cultural understanding and communication is more significant than design and methods.

Song Weizu  
Founder of Beijing Design Society  
During the competition, participants carry out the educational design in groups, which not only helps them better integrate and utilize their expertise but also draws more attention to various hot issues, which will improve students’ capacity.

In the competition, cross-cultural understanding and communication is more significant than design and methods.

Ugljesa Marjanovic  
Consultant of Department of Technology Development and Innovation, Serbia  
We should attach great importance to innovation and creativity. In particular, we should provide the youth with opportunities and contribute to international cooperation through design.

Taha Querfel  
Vice President of University of Kairouan, Tunisia  
The competition helps students improve their skills in the 21st century and their innovation capability in design.

Huang Ronghuai  
Co-Dean of Smart Learning Institute of Beijing Normal University  
As a conscious activity, education requires the integration of design and learning. The value of the competition lies in provoking students’ inspiration and innovation through design and conception, which will express their understanding of education by proposing a solution for the future of education.

Omer Rana  
Professor of Cardiff University, UK  
The competition is a great opportunity to integrate design, technology and education, which will provide solutions for the future of education.

GLOBAL COMPETITION ON DESIGN FOR FUTURE EDUCATION 2022
Past Events

- Theme: Family Education, Science Education, Safety Education
- Range: China
- Participants: Over 50 undergraduate students
- Form: On-site competition (48H Design), Awarding

2018 48H Finals on Education Design

- Theme: Education in the Intelligent Age
- Range: China, Serbia, Tunisia
- Participants: Over 500 undergraduate students
- Form: On-site competition organized in three countries separately (48H Design), Global Finals, Awarding

2019 Global Competition on Design for Future Education

- Theme: Inclusive Education
- Range: Over 150 universities in 13 countries and over 100 primary and secondary schools
- Participants: Over 500 undergraduate students and over 100 teachers of primary and secondary schools
- Form: Submitting projects online in the First Round, attending the Global Finals online (48H Design), Awarding

2020 Global Competition on Design for Future Education

- Theme: Inclusive Education
- Range: Over 150 universities in 13 countries
- Participants: Over 500 undergraduate students
- Form: Submitting projects online in the First Round, attending the Global Finals online (48H Design), Awarding

2021 Global Competition on Design for Future Education

- Theme: Inclusive Education
- Range: Over 150 universities in 12 countries and over 100 primary and secondary schools
- Participants: Over 500 undergraduate students and over 100 teachers of primary and secondary schools
- Form: Submitting projects online in the First Round, attending the Global Finals online (48H Design), Awarding
Winning Projects

2018
- **Grand Award**: Companion – Family Interactive Game Experience for Families with a Second Child

2019
- **Gold Award**: VOVREE – A System to Improve Students' Practical Skills by Creating Virtual World
- **Silver Award**: Be safe – A Smart Watch and Mobile APP for Preventing Bullying
- **Bronze Award**: Micro Horizon – Interactive Smart Books on Popular Science Subverting the Traditional Reading Model

2020
- **Silver Awards**:
  - GOGO Smart Glasses
  - All-See Smart Glasses
- **Bronze Awards**:
  - Qingyun Classroom - Rural Youth Aid and Encouragement Platform
  - Fun Diet – A Personalized Diet Education Platform for Children Based on Projection and AR Technology
  - Smile Lab

2021
**Competition for Teacher**
- **The First Prizes**:
  - A Case-Study on Improving the Speech Intelligibility of Children with Autism Spectrum Disorder
  - Shooting and Application of Time-lapse Video for Teaching
  - The Design and Production of Unity Video Games
  - The Design and Application of Subject-Based Classroom

**Competition for Student**
- **Gold Award**: X Space—Inspire Rural Students with Design Thinking
- **Silver Awards**:
  - Mind Forest – Searching for Maddie
  - RecMooc—Learning Paths Recommender
- **Bronze Awards**:
  - Vision Studio-Discovery Space for Blind Children Based on the Multi-sensory Virtual Reality
  - AI ZHI XUN- Chinese assistance training program for dyslexic children based on AI intelligence training
  - UIU Community
Contact

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