Welcome to the Technology for International Development (T4ID) Wiki!

- Course Number: 94-812
- Fall 2015 Mini 2
- Units: 6
- Prerequisites: None

This course will look at meaningful ways that information and communication technologies, especially the Internet and mobile phones, are being used to support development in the world’s poorest communities. How can technology be used to address the challenges of healthcare, education, good governance, environmental sustainability, disaster management, and economic development? And how is technology misapplied? Technology for development has received increased interest in academia, industry (emerging markets), government (a shortcut to development), social enterprise (enabler of micro-credit, micro-finance, micro-insurance), and beyond. This has created a rich literature and interesting debates that draw on insights from a large number of fields. This course intends to bring together technology and policy students to investigate jointly how technology can play a positive role in international development.

Instructor

- Joe Mertz
- HBH 3022
- joemertz@cmu.edu
- T4ID Office hours: Monday 4:45pm - 6:00pm
- General Office hours (potentially busier): Tuesday 2:30pm - 4:30pm, Wednesday 4:00pm - 6:00pm

TA

- Alex Mitchell
- agmitche@andrew.cmu.edu
- Office hours: By appointment

Course learning objectives
Learning objective
Be aware of the history of using technology in international development
Articulate how technology impacts development in terms of agriculture, communication, education, economics, health, government, and gender.
Articulate a basic understanding of how technologies used in development work, including mobile, social media, broadband Internet, web applications, cloud computing, and new devices.
Understand best practices in development and be able to analyze and discuss ICTD projects in light of these practices
Research current literature, synthesize material, make a presentation, and lead discussion on topics in technology for development
Perform original work in the use of technology for development, for example by analysis, defining requirements, designing, prototyping, capacity building, or assessment.

Course Requirements & Grading policy

- Personal bio page: 2%
- Class presentation: 30%
- Final exam: 30%
- Final project: 30%
- Class participation: 8%

Note regarding Pass/Fail: Because the Class Presentation and the Final Project are done with classmates, and because these items constitute 60% of their final grade, it is important that all students are fully invested in the course. Consequently this course must be taken for a grade and not Pass/Fail.

Reading Materials
All reading materials will be made available via this wiki.

Class attendance
This is an exciting and rapidly growing field. But as in most things, you get out as much as you put in. You are expected to prepare for each class and participate in discussions in class. The
class participation grade will be based on your active involvement in discussions.

**Use of laptops in class**

A discussion class works best if all are engaged in the topic, and not distracted by other activities. Therefore please leave your laptops closed and your phone away and on silent.

**Blackboard**

Blackboard will be used as the class gradebook and may be used to do the peer assessments of in-class presentations. All course materials will be distributed via this wiki.

**Acknowledgements and References**

Always make sure you acknowledge your collaborators and others who help you in any written or oral assignment. In general, you should be generous in acknowledging contributions of others. Also make sure you include adequate references to publications, communications, and websites that you use to support different claims in your written and oral assignments. Most arguments are made stronger by supporting citations. There is a strict policy prohibiting plagiarism in this class.