

**The Fourth Session of the Web for Development Conference
Nairobi, Kenya, November 28-30, 2007**

1. **Title of Workshop: Role of E-Learning in achieving MDGs**
2. **Date, Time and Location: 29 November 2007**
3. **Venue: Conference Room 1, Number of Participants: 50**

Panelist/Speaker 1	Eddah Kaguthi (UNEP)
Panelist/Speaker 2	Gajanan Kasbekar (Tata Interactive Systems)
Rapporteur	Bridget Oballa (UN-Habitat), Moses Ako, Nelson Kimanzi (UNEP)
Outline of case studies	<p>Names of case studies</p> <ul style="list-style-type: none"> ▪ MESA (Mainstreaming Environment and Sustainability info African Universities Partnership) ▪ UN-Habitat Local Elected Leadership eCourse ▪ TechDis (UK): eLearning for teaching Learning practitioners on creating accessible content. <p>Lessons learnt – what went right</p> <ul style="list-style-type: none"> ▪ MESA: Importance of partnerships (North-South, South-South), inclusion of University Top Leadership from the start. ▪ UN-Habitat: Simple design that can also be modified to other languages, easy to download, small filesize ▪ TechDis: Effective use of eLearning to teach guidelines & governance around Learning development.
Challenges	<p>Challenges</p> <ul style="list-style-type: none"> ▪ MESA: Time Lag in University Curriculum Development, Reaching critical mass of University users, Inadequate resources ▪ UN-Habitat LEL: Reaching the entire potential target audience
Recommendations	<p>What actions need to be taken</p> <ul style="list-style-type: none"> ▪ Demystify eLearning by laying emphasis on benefits ▪ Mobilise and harmonise resources for elearning from multiple sectors including private sector ▪ Emphasize on localisation of content besides technology ▪ Document and make available success stories and case studies ▪ Leverage open source architecture in reducing infrastructure costs ▪ Identify and make available free content ▪ Complement eLearning with non-computer dependent forms of education ▪ Increase awareness on eLearning e.g. among educator ▪ Recognise the role of media in promotion of eLearning <p>Who are the key actors</p> <ul style="list-style-type: none"> ▪ Governments ▪ UN agencies ▪ Private sector ▪ Media ▪ Civil Society Organisations ▪ End users
Way forward	<p>1-2yr strategy</p> <ul style="list-style-type: none"> ▪ Focus on increasing internet access and affordability ▪ Complement eLearning initiatives with non-computer based initiatives ▪ Make available open source software and free courses <p>3-4yrs</p> <ul style="list-style-type: none"> ▪ MDG8 – foster partnerships in north-south and south south collaborations ▪ MDG7 – mainstream environment and sustainability into online education ▪ MDG1 – Use eLearning to teach skill sets in communities to increase self reliance for poverty reduction ▪ MDG2 – use self-based interesting eLearning to reduce teacher dependence, helping achieve universal primary education