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Digital Learning Week 2023

Steering technology for education

4-7 September 2023 - Paris, France

Context

The pace of the digital transformation of our societies is accelerating. In recent years, we have seen the rise of what some have called ‘the platform society’ – a society in which economic production, public and private services, social interactions and cultural creation are increasingly being reorganized around digital platforms. The pervasiveness of these platforms is further reinforced by rapidly evolving Artificial Intelligence (AI) particularly generative AI models. This complex interplay between digital platforms and Artificial Intelligence has deepened concerns about transparency and data privacy protection, and presents profound challenges for the governance of emerging technologies.

In order to leverage digital technologies in education, governments and their partners need to agree on norms around open, public and secure hybrid spaces for education. It is only through the co-creation of common frameworks that we can hope to leverage emerging digital opportunities to improve the quality of pedagogical practices and to strengthen the management of increasingly hybrid learning systems with a focus on promoting education and social equity and inclusion. Digital Learning Week provides the venue for the multiple constituencies and stakeholders that comprise the global digital education community to shape these norms through dialogue, exchange of knowledge and policy learning.

The event

[Digital Learning Week](#) builds on the foundation of UNESCO’s Mobile Learning Week over the past decade. The event brings together the community of leaders, policy-makers, researchers and practitioners from various organizations, including UN agencies, governments, NGOs and the private sector. It presents a rare opportunity to participate in dynamic and thought-provoking discussions, dialogue and groundbreaking ideas, and to foster meaningful co-creation that promotes collaborative efforts to advance the digital transformation of education. The four-day event in Paris on 4-7 September will offer a diverse range of exciting sessions, including plenary sessions featuring esteemed experts and Ministers of Education. Moreover, dynamic breakout sessions will provide attendees with the opportunity to engage with speakers selected through a competitive call for proposals.

Aim and expected outcomes

Under the banner of “Steering technology for education”, Digital Learning Week will delve into the transformative influence of digital learning platforms and advancements in AI as part of building a new social contract for education. By focusing on governance, norms and standards, as well as best practices for pedagogical transformation, Digital Learning Week aims to foster inclusive and ethical practices while cultivating collaborative partnerships to achieve greater impact. The central aim of the event is to facilitate the productive exchange of ideas, experiences and practices to steer and leverage technology for education. Core expected outcomes include:

1. [Guidelines on use of Generative AI in education \(and research\)](#)
Present and gather inputs on draft version of UNESCO’s Guidelines on use of Generative AI in Education and to improve and finalize.
2. [Frameworks of AI competencies for teachers and students](#)
Collect feedback on draft UNESCO Frameworks of AI Competencies for Teachers and Students in view of their finalization by early 2024.
3. [Global Gateway to public digital learning platforms](#)
Present beta version of the UNESCO-UNICEF Global Gateway to publicly approved digital learning platforms and elicit inputs to strengthen the web-based resource.
4. [Quality standards and norms for public digital learning platforms](#)
Present and enrich the draft version of quality standards and norms for public digital learning platforms developed jointly by UNESCO and UNICEF.

A [communiqué on generative AI and education](#) is to be issued to articulate the perspectives of the international multistakeholder community with regard to the use of this fast-evolving technology.

Themes and sub-themes

The inaugural edition of *Digital Learn Week* will look closely at public digital learning platforms and generative AI, examining how both can be steered to reinforce and enrich humanistic education.

Specific sub-themes include:

- Developing international norms and standards for public digital learning platforms
- Building, iteratively improving, and assuring the quality of platforms and content
- Using platforms to power inclusive and innovative pedagogical practices
- Safely leveraging a new class of technologies for teaching and learning purposes
- Exploring the implications of generative AI for assessment and validation of learning
- Examining the implications of generative AI for research

A highlight of the event will be the [award ceremony](#) for the [UNESCO King Hamad Bin Isa Al-Khalifa Prize for the Use of ICT in Education](#), which recognizes innovative and effective uses of digital technologies in education. This year’s prize winners have all demonstrated excellence and innovation in building and using public digital learning platforms and content.

Participants

Ministers and policy-makers of governments; heads and representatives of UN agencies or international organizations and other development partners, private companies and civil society organizations; and researchers and education practitioners.

Venue and format

The event will take place in-person at UNESCO Headquarters in Paris, France. To ensure maximum reach and inclusivity, selected plenary sessions will be livestreamed. Interpretation will be provided in English and French.

4 September - Day 1	5 September - Day 2	6 September - Day 3	7 September - Day 4
<p>Introduction</p> <p>Presentation and panel discussion:</p> <p>Gateways to public digital learning</p> <p>Breakout sessions:</p> <p>Digital learning platforms: Good practices</p>	<p>Opening ceremony</p> <p>Plenary session 1:</p> <p>Digital futures and the platform society: Implications for education</p>	<p>Plenary session 3:</p> <p>Generative AI and education</p> <p>Plenary session 4:</p> <p>EduGPT: the missing middleware?</p>	<p>Plenary session 6:</p> <p>Regulating and facilitating the use of generative AI in education</p> <p>Launch of guidelines on GenAI and Education</p> <p>Award Ceremony UNESCO Prize for ICT in Education</p>
Lunch break			Reception cocktail
<p>Breakout sessions:</p> <p>Norms on digital learning platforms: Selected good examples</p> <p>Panel discussion:</p> <p>Norms and standards: Ensuring platforms are open, public and secure spaces for learning</p>	<p>Breakout sessions:</p> <p>Best practices of using platforms to advance inclusion, equity and quality in education</p> <p>Plenary session 2:</p> <p>Digital platforms and the future of school education and pedagogy</p>	<p>Plenary session 5:</p> <p>Frameworks of AI competencies for school students and teachers</p> <p>Breakout sessions:</p> <p>Preparing teachers and students for responsible use of AI</p>	<p>Breakout sessions:</p> <p>Responsible use of generative AI: Institutional capacities</p> <p>Public lecture:</p> <p>Reimagining the futures of knowledge and research with GenAI</p>
Networking cocktail			

Contact

For more information, please consult the [UNESCO website on Digital Learning Week](#).

For any inquiries, please contact dlw@unesco.org.

See here for more information on UNESCO's work on [Digital Learning and Transformation](#) and on [AI and Education](#).