Outcomes

- Discuss what ICT4D is.
- Discuss the concept of CSF in terms of ICT4D.
- Discuss the Siyabuswa case study.
- Discuss the assignment.
ICT4D

- ICT4D = Information and Communications Technology for Development
- “As such, given the above definitions of ICTs and Development, what we would like to highlight are the ICT projects that have a direct impact on empowering people in poor communities as well as impact on alleviating poverty and addressing the MDGs1.” (Tiglao et al: 2004)
- “ICT for Development refers to the university applying ICT in programs outside its walls in the service of communities and the nation.” (Colle: 2005)
- ICT4D projects can attempt to affect a community on different levels:
  - Directly, e.g. Providing hardware or software for the community to use.
  - Indirectly, e.g. Allowing access to micro-finance through mobile phones
  - “Trickle down”, e.g. Improved mobile phone coverage in the area of a community leading to increased access to the outside world.
Different theories of ICT4D (not the same as the different approaches on the previous slide):

- One theory is the “just giving stuff to people”. Placing the ICT in the communities and leaving them there.
- Another theory revolves around community involvement and participation. Finding out what the community needs and wants.
- The “trickle down” theory, when applied to ICT4D, implies that funding ICT4D in a country and community will have a ripple effect on the rest of the country or community, and improve their lives in the process.
- The capability approach theory states that Development (and thus ICT4D) should be used to give people the capability to improve and change their lives.
Critical Success Factors

- Using a more informal definition of Critical Success Factors: “Factors or aspects of a project or initiative without which the project or initiative will fail.”
- Includes the widest possible range of potential factors, not just limited to the project itself, but can include the socio-political environment as well.
- Does not describe the ideal situation for the project but the minimum necessary requirements for the project to succeed.
- This means that the CSF are project dependent, as the success of two different projects are often defined differently.
- A possible example of a CSF for an ICT4D project is access to electricity.
  - One can argue that without electricity one cannot have an ICT4D project as the technology needs electricity to function.
  - On the other hand one can argue that if one where to use mobile phones, then the project location itself could be without electricity so long the participants had somewhere to charge their mobile phones.
Siyabuswa

- “The Siyabuswa Educational Improvement and Development Trust (SEIDET) was founded in 1992 in Mpumalanga Province, South Africa, as a non-governmental, community-based initiative to provide supplementary education for young people in three rural towns with a legacy of substantial educational disadvantage.” (Phahlamohlaka et. al.: 2002)
- [http://www.up.ac.za/academic/scieduc/projects/seidet.htm](http://www.up.ac.za/academic/scieduc/projects/seidet.htm)
- The SEIDET centre consists of various classrooms, an office with printing and photocopying facilities and a computer lab.
The SEIDET Computer Laboratory, Solomon Msiza and Charles Mthetwa during the Primary Schools Science Teachers Computer Literacy session, 2001
Assignment

- Work in groups of 2-4. Prepare a 3-5 page essay and a presentation about the following:
  - List and discuss 4 critical success factors for an ICT4D project in an African country of your choice (similar to the Siyabuswa example). Keep in mind the socio-economic and socio-political situation of the Country and Community the Tele-centre will have to service.
  - You will also need to give some background to your chosen project (whether it is a real or hypothetical project.)
  - Be prepared to defend and explain your choice of Critical Success Factors to the rest of the class.
References