

ISESCO Prize Open Digital Educational Resources



Multimedia interactive
educational projects

Pedagogical scenarios
integrating ICT

2019 EDITION



Technical Sheet

ISESCO Prize

Open Digital Educational Resources

1. General Context:

As the world enters the third millennium with its challenges and digital innovations, and with most countries joining the sustained efforts to achieve transition toward knowledge societies based on the intellectual capital, integrating Information and Communication Technology (ICT) in teaching and learning is no longer an educational luxury or an optional and supplementary operation. It has rather become a strategic option and a necessity imposed by the enormous technological advancements. Among the prominent manifestations of these advancements is the Open Educational Resources (OER) which are increasingly and sustainably developed and used in the educational field.

Education has witnessed many initiatives to develop the necessary programmes, means and materials, and to qualify human capital through adequate and specialized trainings to integrate these technologies and to develop, to distribute and to explore Open Educational Resources as an alternative for the resources subject to intellectual property laws. This has led to adopting these innovative technologies in the educational systems through sectoral policies. Besides, these initiatives have encouraged the users of these technologies to take part in the educational innovation dynamism and attempt to confirm their effectiveness in supporting educational performance so as to achieve the expected transition in improving the educational action.

The Islamic Educational, Scientific and Cultural Organization (ISESCO) has expressed, through its sectoral strategies and action plans, especially in the fields of education and ICT its awareness of these advancements. Thus, the Organization set the roles it may play in drawing a roadmap for Member States in integrating ICT in education through structured projects and various activities and trainings for educational officials and actors.

Indeed, considering the educational technologies' roles in diversifying learning activities, enriching teaching and learning situations, and seeking to encourage digital educational innovations and to stimulate all concerned actors to integrate ICT in education, training, scientific research and administrative management, ISESCO has given great attention, under its educational technologies new vision, to encourage leading initiatives and distinguished works adopting the integration and use of these technologies. Therefore, in order to broadcast successful innovations





and spread the best digital achievements and projects supporting virtuous human values and specificities of Islamic identity, ISESCO is launching “*ISESCO Prize for Open Digital Educational Resources*”

Annually, ISESCO allocates three awards for the best three initiatives from Member States, which are distributed among the three groups of Member States (Award for Arab States, Award for French-Speaking Countries and Award for English-speaking Countries).

2. Prize objectives:

- a. Contributing to support Member States’ efforts in achieving educational quality through the ideal ICT integration in education and training;
- b. Promoting educational innovation in the field of ICT educational integrating through an educational movement aiming to foster the spirit of innovation and competitiveness, and highlighting innovative competencies and capacities of educational actors;
- c. Publishing leading projects and working toward their support and dissemination while accompanying the best contributions related to the integration of these technologies in the field of education and training.
- d. Introducing and publishing innovative projects with support for the best contributions associated with the integration of these technologies into education and training.

3. Projects eligible for the Prize nomination:

- a. Multimedia interactive educational projects:
 - Lessons, software, interactive exercises, simulation, educational games, desktop or mobile applications, or educational websites;
- b. Pedagogical scenarios integrating ICT in education and training.

4. Participation conditions:

This Prize is awarded in the field of educational technologies to practicing educational actors, participating with innovative initiatives (never having been previously awarded) that meet educational, technical and ethical standards, according to contributing with distinguished initiatives (*having never been awarded before*) based on **educational, technical and ethical standards**, subject to the following conditions and arrangements:





a. **Educational standards of multimedia interactive educational projects:**

The content of the product should:

- ✓ Respect official educational guidelines;
- ✓ Respect grammatical rules;
- ✓ Highlight the product's added value;
- ✓ Take into account the cognitive and linguistic levels of the targeted category;
- ✓ Be consistent;
- ✓ Include interactive activities allowing self-learning...

b. Technical standards:



- ✓ Easy to install and use;
- ✓ Compatible with one of the operating systems (iOs, MacOs, Linux, Windows...);
- ✓ Harmonious components and forms (buttons, colors, sizes ...);
- ✓ Adapted components to the specificities and characteristics of the targeted category;
- ✓ Easiness to achieve the objective (orientation and reducing efforts)...



c. Ethical and human rights standards:

- ✓ Respect for recognized ethics and Islamic principles;
- ✓ Respect for national values and specificities, well-established principles and norms, and human rights nationally and internationally recognized;
- ✓ Respect for copyrights by referring to the sources of used pictures, documents, texts and videos... and type of licenses and property rights in accordance with applicable legislations...

d. Standards of pedagogical scenarios

The contributions consisting of pedagogical scenarios integrating ICT should highlight and define the following basic components:

- ✓ The subject, general and procedural objectives;
 - ✓ Learners' prior knowledge and targeted competencies;
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- ✓ Added value of ICT integration and the problematic they help solving;
 - ✓ Phases, components and types of scenarios integrating ICT;
 - ✓ Methods of using and assessing ICT integration;
 - ✓ Roles of teacher and learners;
 - ✓ References of used resources...

5. Arrangements:

After announcing the Prize through a formal correspondence sent to all Member States, the competent institutions in the countries will be in charge of sending the Prize nominations via regular post mail and/or to the email of ISESCO Directorate of Education (education@isesco.org.ma) and via web services in case of uploading large files such as OneDrive, Google Drive, WeTransfer, MailBigFile, 4Shared, Mediafire. The nominee should also fill out the form on the following link: <http://esurvey.isesco.org.ma/index.php/968576?lang=en> before 31 July 2019.

ISESCO will then set up a specialized expert committee to be in charge of studying and assessing the nominated contributions to choose the Prize winners.

Three prizes are awarded this year for the best individual initiatives from Member States, according to the three working languages of the Organization (Arabic, English and French), amounting to three thousand (US \$ 3,000) per educational practitioners from Member States working on the design and development of free digital educational resources, and participating with innovative initiatives (never having been previously awarded), that meet educational, technical and ethical standards, according to the following conditions and regulatory measures:

The Prize will not be awarded in case nominations do not meet the required conditions. ISESCO's decision to award the Prize is final and unappealable.

To apply to the ISESCO Prize, please fill in the form on the following link:

<http://esurvey.isesco.org.ma/index.php/968576?lang=en>

For further information, contact the Education Directorate at education@isesco.org.ma and aelhajir@isesco.org.ma

A.E.

