E-health in a Global Context: Designing Solutions that Span Geographies
Rebecca Walton, Beth Kolko, UW Department of Human Centered Design and Engineering
Our goal for this paper was to use characteristics relevant to e-health as a unit of analysis to inform the design of e-health solutions: addressing contextual factors and providing a scalable framework for future ICTD work. Using Kyrgyzstan as a case study, we identified germane characteristics and suggested how those characteristics could productively guide the design of e-health solutions in any geographical area sharing those characteristics.

E-Skills and Employability: Getting a Job in the 21st Century
Christopher Coward, Jay Freistadt, Michele Frix, Maria Garrido, Andrew Gordon, Phil Neff, Joyojeet Pal, Joe Sullivan, UW iSchool Center for Information and Society
Computer skills are important workplace assets for disadvantaged populations. In addition to providing a bedrock workplace skill, basic technology training complements and strengthens the wider system of social services required to promote employability. This research assembles evidence from nonprofit training programs from around the world to understand the relationship between technology skills and employability.

Building a Better Clinician Experience in OpenMRS
Yaw Anokwa, UW Computer Science and Engineering, Christian Allen, Partners in Health, Chase Yarborough, PIH, Hamish Fraser, Brigham and Women’s Hospital
The time and training clinicians need to find critical data using the existing OpenMRS interface limits use of the system directly in clinical care. We have built a simpler interface for doctors and nurses to find HIV patient data in OpenMRS. This interface is currently deployed in a rural hospital in Rwanda.

A New Generation of Open Source Data Collection Tools
Yaw Anokwa, UW Computer Science and Engineering, Carl Hartung, UW CSE, Google, Adam Lerer, MIT, Google, Brian DeRenzi, UW CSE, Gaetano Borriello, UW CSE, Google
We have built a phone based data collection system entirely on open source handhelds and infrastructure as an exploration of the future of scalable data collection systems. The client runs on a T-Mobile G1 phone and submits text, image and location data to a Google App Engine server. The system has been used to collect 600 surveys over a three month period in rural Uganda.

Does Public Access to ICT have a Development Impact?
Chris Coward, Chris Rothschild, Rebecca Sears & Araba Sey, UW iSchool Center for Information & Society
This poster describes a global five year project investigating the impacts of public access to information and communication technologies.

Internet Growth in Central Asia: Why So Flat?
Chad Driesbach, Rebecca Walton, UW Dept. of Human-Centered Design and Engineering
Internet adoption has stagnated at low levels in Central Asian countries, as well as countries in other regions. The Central Asia & ICTs project will investigate common explanations for slow Internet growth, using Central Asia as an example of a region with slow growth.

Integrating Projects with Tribal College Curricula
David Broderick, UW Computer Science and Engineering
For Developing World Projects, Tribal Colleges and Universities (TCUs) are in a unique position to partner with Research Institutions. TCU students can provide insight into local community needs, as well as a commitment to learning CS fundamentals. This could improve both Relevance and Sustainability of Research Projects.
The Global Library: Responding to Information Needs in a Globalized World
Rucha Ambikar, Ricardo Gomez, Elizabeth Gould, UW iSchool Center for Information and Society
Public access to information and to ICT is an important way in which the gap between those with access to ICT and those without can be reduced, empowering people with access to information and technology relevant to their lives. Our poster addresses this realm of public access to information and ICT and is based on a large-scale project that was conducted in 25 countries around the world.

Building a Universal Translation Service
Susan Colowick, Utilika Foundation, Jonathan Pool Turing Center and Utilika Foundation
The UW Turing Center, with the collaboration of Utilika Foundation, is building an infrastructure for panlingual lexical translation. One goal is to make every language, from Achinese to Zulu, a useful medium of worldwide interaction.

Building a Transportation Information System Using Only GPS and Basic SMS Infrastructure
Ruth E. Anderson, UW Computer Science and Engineering, Anthony Poon, UW CSE, Caitlin Lustig, UW CSE, Waylon Brunette, UW CSE, Emma Rose, UW Dept. of Human-Centered Design & Engineering, Cynthia Putnam, UW HCDE, Erica Johnson, UW HCDE, Gaetano Borriello, UW CSE, Beth E. Kolko, UW HCDE
This work consists of two main components: (a) a longitudinal ethnographic study in Kyrgyzstan that demonstrates the importance of transportation resources in the developing world and how to plan for an appropriate ICT solution, and (b) the results of a proof-of-concept system engineered to create a bottom-up, transportation information infrastructure using only GPS and SMS.

RuralScope: An Information System for Tracking Rural Disbursements
Sai Gopal Thota, Dhirubhai Ambani Institute of Information Technology, Gandhinagar, India, Rabin Patra, TIER Research Group, UC Berkeley, Joyojeet Pal, UW iSchool Center for Information and Society
RuralScope is a repository for storing and visualizing data related to the National Rural Employment Guarantee Act (NREGA) in India. Through a searchable database, RuralScope reduces the time taken in social audits by monitors and arranges information in a browsable, annotatable interface for easy re-use by researchers and practitioners.

Promoting Interaction in Video-Based Agricultural Extension
Natalie Linnell, University of Washington CSE, Richard Anderson, UW CSE, Kentaro Toyama, Microsoft Research India, Rikin Gandhi, MSRI
Digital Green is a project of Microsoft Research India that increases the reach of agricultural extension officers by creating videos of good farming practices and then disseminating those videos using TVs and DVD players. In this poster I discuss methods for promoting interaction around these video materials using technology.

Computer Games in the Developing World: The Value of Non-Instrumental Engagement with ICTs, or Taking Play Seriously
Beth Kolko, Cynthia Putnam, UW Dept. of Human-Centered Design and Engineering
Researchers in education and psychology are increasingly studying how games are tied to learning. While the game industry may not consider the developing world a major market, games are, in fact, popular and prevalent throughout the world. This study looks at games and learning in resource constrained communities. Games are a pivotal piece of a country's computerization, how its population gains information and communication technology (ICT) related skills, and how ICTs themselves begin to diffuse in developing world contexts.

Modifying methods for persona creation: Bringing user-centered approaches to ICTD research
Cynthia Putnam, Beth Kolko, Emma Rose, Erica Johnson, UW Dept. of Human-Centered Design and Engineering
As part of the research involved in the Central Asia + Information and Communication Technology project we have had many potential product ideas emerge from our findings, one of these products was a Mobile Social Software (MoSoSo) Directory. While typically, the application of common user research communication tools such as personas requires researchers to interact with potential users in the context of a potential product, it was not financially feasible to conduct these kinds of studies for the MoSoSo directory. Consequently we used the data we had - data collected for other purposes. We argue our method is applicable to other geographically distant audiences where user research in the context of a particular product is not always possible.

Multimath: Numeric Keypads for Math Learning on Shared Computers
Sunil Garg, Charlotte Robinson, Clint Tseng, Heather Underwood, Richard Anderson, UW Computer Science and Engineering, Joyojeet Pal, UW School Center for Information and Society
MultiMath builds upon prior research in shared computing by creating a multi-player educational game which incorporates multiple input and split-screen UI. We utilize inexpensive USB numeric keypads and explore their utility as an input device.

Digital StudyHall Chinhat Evaluation Study
Richard Anderson, UW Computer Science and Engineering, Urvashi Sahni, StudyHall Educational Foundation, Lucknow India
This is a two year evaluation study of facilitated video instruction being conducted in rural India. The goal of the study is to assess the impact of Digital StudyHall on student performance and teacher development.