National Archive of Educational Computing

The development of educational computing in the UK began in the early 1970s. This has resulted in a wealth of knowledge, experience and artefacts. It is timely now to look at these materials and to represent them as an accessible and substantially complete collection of one nation's pioneering and world-renowned innovation.

Aims

The proposal is to:

1. disseminate the archive so that past successes (and failures) can better inform the future potential for learning with ICT;
2. enhance the archive by using the internet, emulation, video digitisation and virtual reality techniques to provide access to artefacts which have become difficult to view, operate and maintain;
3. expand the archive so that it represents the range of innovations and practice in educational computing with personal stories, interpretations and analyses.

Audience

Many will have an interest in this archive. Specifically:

1. **Public** - parents interested in home & school learning with ICT, those interested in its history;
2. **Learners** - children researching projects about technology and learning;
3. **Teachers, lecturers and trainers** - in initial and in-service professional development;
4. **Researchers** - engaged in policy, educational technology and pedagogical research worldwide;
5. **Educational managers** - decision-makers considering purchase and implementation of ICT learning resources;
6. **Policy makers** - regional and national decision makers when considering effective ICT strategies.
7. **Industry** - eager to benefit from effective ideas and wishing to see their contribution over time.

Online visitors and face-to-face viewers of the archive will be encouraged to add their comments and stories.

Methods

The project will create specific interpretations and representations for each of the audiences and will enhance access to the archive in five ways:

1. using multimedia, emulation and virtual reality techniques to provide interesting and stimulating representations of historical artefacts;
2. recording in digital formats the experience of many of the participants in educational computing innovation in the form of oral and video histories;
3. digitising existing video materials and software from the collection and indexing them for viewers to see how educational computing was pioneered;
4. categorising and recording its collection in a publicly-available database on the internet;
5. providing a publicly accessible location where the archive and all supporting resources can be used.

Objectives in 2008

1. preserve the existing collection;
2. employ staff / identify volunteers / recruit doctoral students to catalogue the existing collection;
3. source additional artefacts to grow the collection;
4. create an organisation with charitable status to permit a long-term, self-sustaining mechanism for funding;
5. plan a representative, substantial national archive of UK educational computing which is open to the public;
6. establish a world-wide-web site which publishes the searchable database of the archive collection and a selection of representations of software and hardware artefacts, personal records and official documents;
7. run a one-day event to bring together enthusiasts to develop the archive further.
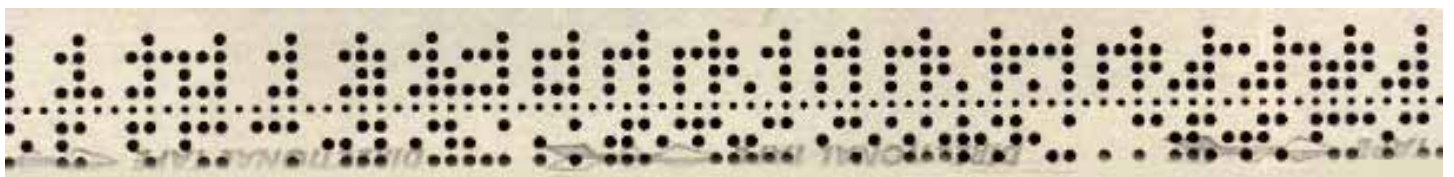
If you would like to support the archive, please visit the web site at www.naec.org.uk/support

or contact: Richard Millwood, Director of Core Education UK, richard.millwood@core-ed.org.uk

Progress of the project so far

The 500 boxes of materials collected by Ultralab throughout the last eighteen years have been secured.

A website has been developed for this project http://www.naec.org.uk/ , which now needs to be developed as the project progresses. This is currently being used as a mechanism to collect new material and support for the project.

Emails have been sent out to a large number of people requesting the following support:

1. identification of interest / experience strengths (including identification of possible relevant 'decade' teams;
2. creation of personal, descriptive, narrative and interpretive material about the history of educational computing (via http://www.naec.org.uk/stories)
3. provision of text, photos, sounds, movies and links to other stuff on the net, which can be used to update the website
4. contribution by searching, scanning, writing, reviewing and organising the team effort
5. provision of advice on curation (how the material should be organised, details of good practice, etc.);
6. pledging support as a potential volunteer (via http://www.naec.org.uk/support/volunteer)

A one-day event has been organised by Core Education UK for 9th July 2008 at the Institute of Education to gather more stories and consider the lessons that can be learnt for present and future development. The event is supported by BESA, The Science Museum, the Association of Learning Technology, Becta and the Institute of Education.

The Science Museum and BESA have already shown support for this venture and in BESA's case, contributed initial start up funding which has been used to provide storage space for the collection to date.

Core Education, directed by Richard Millwood, is directing and managing the venture, owns the materials and is underwriting costs.

Budget for this project

It is estimated that this project will require up to £60,000 per annum for 3 years in order to fully catalogue and research the collection, and to establish the collection to the stage where the trust can consider handling it over to a national museum to preserve and display in the future.

Sponsorship options

All sponsorship levels are possible from helping with refreshments at events to establishing a foundation.

Benefits of sponsoring this project

Sponsorship is buying the right to associate your organisation with the National Archive of Educational Computing. This association connects you with a target audience that includes key decision makers within education, education professionals and the general public. In addition the website will provide international exposure for the project and its associated sponsors.

In return for your investment in the project, your organisation will have excellent opportunities to:

1. strengthen existing relationships with audiences;
2. be exposed to a large, relevant group of decision makers, both within schools, in government and in the home;
3. link your organisation to an internationally significant and historical project;
4. associate your organisation with the education sector, both within the United Kingdom and internationally;
5. Learn from the lessons uncovered as the archive materials are interpreted and summarised and future decision-making is informed;
6. be exposed to the wealth of creativity frozen in the archive software & teaching materials.

Specific benefits

1. Your organisations' logo on the National Archive of Educational Computing website, with links out to your site.;
2. Sponsorship banner and print material at National Archive of Educational Computing events;
3. Logo on all general advertising for the project/website in web and print media;
4. Acknowledgment to your organisation as a sponsor in all media releases;
5. Acknowledgement to your organisation as a sponsor in promotional material.

Sponsorship conditions

CORE UK is undertaking this project as part of its not-for-profit commitment to innovation and the use of technology in education. It is receiving no funding from government departments for this programme, and has to date funded the staffing and all costs for the website development. It has received some support to provide storage space for the existing collection to date. All sponsorship funds will contribute to the staffing, support, promotion, planning, and operation of the National Archive of Educational Computing project and its associated website.

Sponsorship conditions are negotiable and CORE UK is open to discussion of other special requirements or sponsor benefits.

Sponsors are responsible for producing their own banners or other promotional material.