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MOE Hosts 14th e-ICON World Contest, encouraging Digital Skills Development through International Partnership

- An international contest where students and teachers from around the global team up to develop educational apps.
- Participant recruitment and preliminary round: Apr. 9 - Jun. 3 / Final round: Jul. 8 - Aug. 9

The Ministry of Education (Deputy Prime Minister and Minister of Education Lee Ju-Ho) and the Korea Digital Education Frontiers Association (Chair Lee Hyung-se) will host the **14th e-ICON* World Contest** on April 9th.

* e-ICON: e-learning International Contest of Outstanding New Ages

The e-ICON World Contest is an international event where junior and senior high school students from Korea and developing countries to develop educational apps based on two of the United Nation's Sustainable Development Goals* (SDGs): "Decent Work and Economic Growth" (Goal 8), and "Sustainable Cities and Communities" (Goal 11). By designing and creating their own apps, students not only gain digital competencies but also experience international cooperation and learn about the SDGs firsthand.

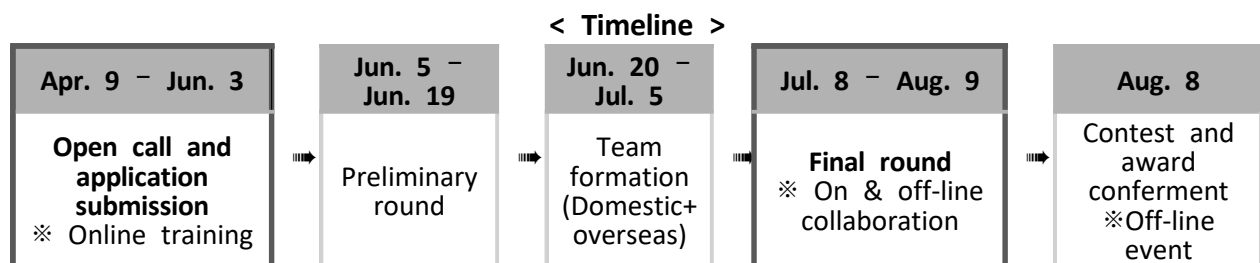
*Sustainable Development Goals: The 17 key goals that the United Nations (UN) and the international community must achieve by 2030 to realize sustainable development.

Since the contest's inception in 2011, 1,147 middle and high school students and teachers from 31 countries across Asia, Africa, Latin America, and other regions have participated, developing a total of 205 educational apps. With the number of qualifying teams increasing* steadily in recent years, the contest is expected to attract even greater domestic and international interest.

***56 teams** (38 domestic/18 overseas teams, 2021) → (2022) **57 teams** (42 domestic/15 overseas teams, 2022) → (2023) **79 teams** (52 domestic teams/27 overseas teams, 2023)

Participant recruitment and qualifications screening will be held online from April 9th to June 3rd. Students can form teams with a teacher and submit an application and app development plan through the contest website (<https://e-icon.or.kr>). A panel of experts will conduct preliminary screening in June based on the submitted plans.

To ensure accessibility, the qualification screening process will be accompanied by free online training (basic and advanced levels) related to the competition theme and software (SW). This training will help interested students apply even if they have no prior app development experience.



In the final round, teams will be paired with one domestic and one overseas team to develop and demonstrate their apps. Specialized guidance (mentoring) in language and technology will be provided to facilitate communication among team members and app development.

The developed apps will be showcased at the "Edtech Korea Fair" (in the second half of 2024). Additionally, post-competition management and promotion will be undertaken, including posting the apps on the competition website. The first-place teams in both the middle and high school divisions will be awarded the Minister of Education Award along with other prizes.

"The e-ICON World Contest" is an opportunity to showcase international collaboration," said Director-General Lee Young-chan of the Digital

Transformation of Education Bureau of the Ministry of Education. "It allows students to consider achieving common goals with the international community in the era of digital transformation. The Ministry of Education will continue to foster digital talents who contribute to the prosperity of the international community."

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