Digital Literacy in Seoul

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Urban Challenges in Seoul

OASC 2018 – Digital Literacy in Seoul
Citizen Engagement

Smart City 1.0
- Technology
- Top Down
- Idea Provider

→

Smart City 2.0
- Urban Problems
- Bottom Up
- Collaborator

Government, Policy Designer
Citizen, Policy Innovator

No single solution
Role of citizen engagement ↑
Smart City Initiative

Technical Factors ➔ Integration

Institutional Factors ➔ Governance

Human Factors ➔ Learning

Source: Taewoo Nam (2011)
# Seoul Digital 2020

<table>
<thead>
<tr>
<th>City official-led</th>
<th>Citizen-led</th>
</tr>
</thead>
<tbody>
<tr>
<td>100%</td>
<td>50% : 50%</td>
</tr>
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</table>

## Citizen driven digital governance

<table>
<thead>
<tr>
<th>Big Data Campus</th>
<th>330,000 creative manpower and 645 IT companies</th>
<th>Establishment of Seoul Digital Foundation</th>
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<tr>
<th>Realize a golden time in disaster response</th>
<th>One-Stop Integrated welfare service</th>
<th>World best digital infra</th>
<th>Free wifi across all over Seoul</th>
</tr>
</thead>
<tbody>
<tr>
<td>Realize 97% of the arrival on emergency scenes within 5 mins</td>
<td>Bigcare</td>
<td>Wire-wireless communication network, Clouds, Open Data Plaza</td>
<td>FREE WIFI ZONE</td>
</tr>
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<th>Share Seoul’s digital policies with the world</th>
<th>100 IoT testbed in Seoul</th>
<th>Integrated security monitoring system for all SMG organizations</th>
<th>Set up CCTV cameras in crime prone areas</th>
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Social Empowerment

Source: Google et al. (2017)
Digital Literacy

Vision: Innovative changes led by citizen

- Digital Citizenship: Responsibility, ethic, etiquette, empathy, etc.
- Technical Skills: IoT, cloud, programming, big data, AI, 5G, etc.
- Problem Solving: Understanding city and urban issues, communications, creativity, collaboration, etc.
Discovery to Delivery

Interactive Process

Defined Problems

Urban Problems

Discover

Define

Develop

Delivery

Specific Solutions

Divergence

Convergence

Divergence

Convergence

Workshop

Design Thinking

Coding

Hackathon

Festival

Joint Research

Digital citizenship

Seminar

Maker's fair

3D Print, Maker

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Working as Platform

Connecting, funding, data gathering

Needs  \(\rightarrow\) Supplies

DIGITAL PLAYGROUND

Student, Teacher, Social innovator,
Parent, government officer, Visitor, etc.
Partners

Communities

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## Variety in Programs

### Regular
- Basic to intermediate
- Pilot programs

### On-demand
- On-site
- Customized programs

### Leadership
- Junior competition
- Global exchange
- Seminars / camps

### Advanced
- Data engineering, big data analysis, visualization, etc.
- Civic techs
Curriculum*

* exclusive of expert programs

- **Warm up**: Urban Problem and the role of ICT
  - Prerequisite

- **Digital Citizenship**: Digital Citizenship (Ethic, Protection)
  - Prerequisite

- **Programming**
  - Entry Basic
  - Scratch Basic
  - Python Basic
  - Entry Intermediate
  - Scratch Intermediate
  - Python Intermediate

- **Making**: Maker Basic
  - Maker Intermediate

- **Case-dependent Problem solving**
  - Public Place
  - School
  - Home
  - Transportation
2017. 11. 25. (토)
레고EVE로 만드는 SW정진대회
화성 이후 프로젝트

대/회/임/정
▶ 행사일정: 2017. 11. 25. (토) 10:00 ~ 17:00
▶ 행사장소: 서울아트센터 대강당
▶ 장소위치: 서울특별시 동대문구 유인목로 150

시/장/내/역
▶ 주최측: 레고(한국, 주식회사)
▶ 후원사: 그룹(560억원 상당)
▶ 상장: 1기타당

시/영/내/적
▶ 참여대상: 초등학교 6학년, 서울에 거주
▶ 참여가이드: 레고EVE팀(가이드@gbsp.seoul.kr)
▶ 프로그램: 09:00~17:00

안/내/사/항
▶ 프로그램: 세상의 핥에 대한 정보를 얻는다.
▶ 목적: 다양한 프로그램을 통한 참여
▶ 참여레지: 산성동 \신시아 \행복동 \북구
(세상에 광장, 흥사 및 전시 공간)
Thank You

chilee@sdf.seoul.kr