

# Opportunities and Challenges in T4D

Rebecca Parsons  
ThoughtWorks, Inc  
Chief Technology Officer  
<http://rebeccaparsons.com>

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## What is T4D?

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It's Not All the  
Same

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My Uganda  
Experience

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Opportunity:  
(Almost) No  
Legacy

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## Implications

(Almost) all greenfield  
implementations

Nothing to leverage (no data, no  
ids, etc)

Can use appropriate tools

Lots of open source available

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Challenge:  
Lack of  
Infrastructure

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Infrastructure

[illegible]



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# Implications

Partially-connected applications

Lower power devices

Resilient hardware design

Small memory footprint

Lots of mobile devices

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Challenge:  
General Lack of  
Literacy

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## Implications

Design for widely varied user groups; kids still learn fast  
Business models around use and equipment

Computer skills often self-taught

University preparation still requires additional support

Potential is amazing

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# Opportunities: Smallish Things Matter

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## Implications

Simplest things that could  
possibly work actually does

Much easier to make a difference

Visible information is power

Feedback is too

Serendipity is your friend

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However, it is a  
system

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“Western” way is  
not always the  
best way

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# Empowering People

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# Questions?

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