

ICT Inventory for Education in Emergencies

Using technology to ensure and improve education in crisis contexts

The **Inter-Agency Network for Education in Emergencies** is an open, global network that promotes access to quality, safe, and relevant education for all persons affected by crisis.

www.ineesite.org

The **INEE Technology and Education in Crises Task Team** is a global group of non-profit, academic, philanthropic, and private sector experts focused on the use of technology to enhance educational opportunities in emergencies.

www.ineesite.org/technology

The logo for the Inter-Agency Network for Education in Emergencies (INEE), consisting of the letters "INEE" in a bold, blue, serif font.

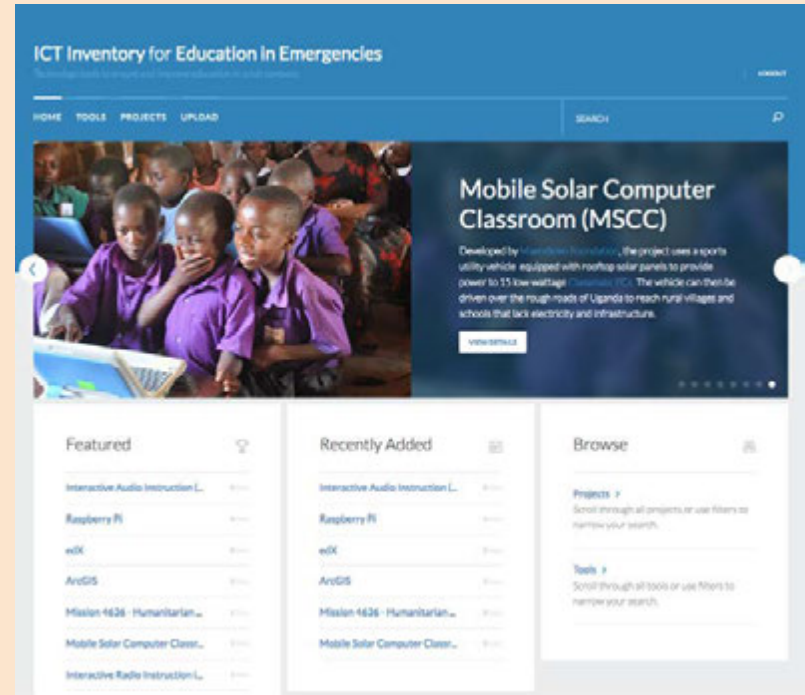
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The **ICT Inventory for Education in Emergencies** makes it easy to find useful tools and real world examples of technology use in crisis contexts.

*EiE focus | Crowdsourced | Expert vetting
Free registration | Search | Filter
Upload | Ratings | Comments*

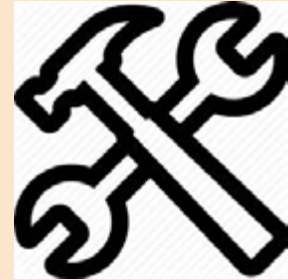
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Tools: *Any hardware or software that facilitates learning and increases the ability to deliver and access quality education. Tools may include devices, software programs, platforms, systems, equipment, and a range of other implements.*



Projects: *Any planned effort designed to provide education. Projects may include both short-term and long-term interventions and may be collaborative or solitary endeavors.*



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**Use.
Share.
Contribute.**

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The screenshot shows the website's main page. At the top, the title "ICT Inventory for Education in Emergencies" is displayed in white on a blue background, with the tagline "Using technology to ensure and improve education in crisis contexts" below it. On the right side of the header, there are links for "REGISTER" and "LOGIN". Below the header is a navigation bar with "HOME", "TOOLS", "PROJECTS", and "UPLOAD" in white text on a blue background. A search bar is located on the right side of this navigation bar. The main content area features a large featured article titled "Can't Wait to Learn" with a photograph of two children using a laptop. The article text describes a unique learning environment where children learn through serious educational games on tablet computers. Below the featured article are three columns of project listings: "Featured", "Recently Added", and "Browse". Each column lists several projects with their names and "Items" counts. The "Featured" column lists OpenEMS, BrainPOP, Feed The Monster, Antara and the Letters, RapidPro, and Tabehours. The "Recently Added" column lists Funzi, Zoom, OpenEMS, BrainPOP, Feed The Monster, and Antara and the Letters. The "Browse" column has a "Projects" section with a scrollable list and a "Tools" section with a scrollable list. At the bottom of the page, there is a footer with navigation links "HOME", "ABOUT", "TOOLS", "PROJECTS", "UPLOAD", and "CONTACT" on the left, and a statement "This website is a product of the Inter-agency Network for Education in Emergencies (INEE)" on the right, accompanied by the INEE logo.