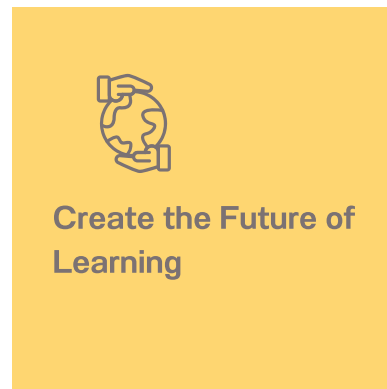




EduInnovate



FutureEd Fest Report 2024

@Grand Postal Building, Bangkok
October 5th, 2024





Executive Summary: FutureEd Fest 2024



FutureEd Fest 2024 returned to build on its success this year with over 2,000 participants from various sectors, including educators, policymakers, innovators in education technology, parents and students. The event presented new Innovation & Edtech along with learning management through Maker Education that focused on building Future Skills to prepare for the Future of Work.

FutureEd Fest 2024 had a variety of interesting activities such as special lectures from leading education experts both domestically and internationally, seminars to provide ideas for modern education that meet the needs of preparing for the future in the AI era, and Onsite and Hybrid Workshops that enhance knowledge and skills, along with How-To tools that can be immediately applied in the classroom. There was also a Meet Up Cafe that focused on exchanging experiences and promoting a network of learning communities, a Pitching competition that allows students, teachers and instructors to present their innovations, and a Maker Fest activity that showcases educational innovations from various educational institutions.

The event consisted of 23 Workshops, 6 Panel Sessions, 7 Keynote Speeches, 12 Booth Exhibitions, Maker Fest from 10 schools, 5 Meet Up Cafes, and 17 teams that made it to the final round of Pitching from over 200 applicants nationwide. There was also the presentation of 10 Thailand Future Ed Awards to teachers and schools with outstanding innovations, and the presentation of certificates to 10 organizational leaders who are leaders of change and promoters of innovation.

FutureEd Fest 2024 also used the UPRISE assessment criteria to measure the workshop results in 6 key dimensions:

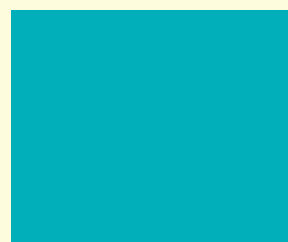
1. **Useful:** Participants gave high scores for the learning that can be applied to benefit themselves and others. (91.66) and developing skills to create results together with others (96.47).
2. **Problem Solving:** Learning to use problem-solving skills and finding solutions to multiple problems was highly rated. (90.36 and 92.75, respectively)
3. **Real World:** The connection of learning to the real world and the rational thinking process received high satisfaction scores. (88.29 and 99.26)
4. **Impact:** Understanding needs and applying them in practice, as well as inspiring development, received the highest scores. (95.59, 100, and 97.23)
5. **Self-Directed:** Participants gained confidence in putting what they have learned into practice and are able to self-assess for growth. (94.54 and 98.18)
6. **Experiential:** Experiential learning that stimulates interest and the discovery of new perspectives was highly rated. (98.08 and 100)

FutureEd Fest 2024 is not only a platform to present and exchange knowledge, but also a source of inspiration and meaningful learning to meet the challenge of creating the future of modern learning and strengthen the network of the education community even more, ready to create a learning society that grows and develops further.

See you again at FutureEd Fest 2025.



Dr. Nanthaporn Janchalia Seributra (Dr. Prae)
CEO, Starfish Education





FutureEd Fest Activities



Meet-up Cafe

Promote networks to exchange and explore innovative educational ideas.



Maker Fest

Discover a variety of educational innovations



Exhibition

Exhibitions of learning innovation from partner organizations



Workshop

Enhance knowledge from educational innovators who share many How-To tools.



Awards

Awards ceremony for outstanding innovations from both students and educators



Keynote Speech

Hear experiences and stories from celebrities, national experts on the topic of future education and cutting-edge education technology



Panel Discussion

Listen to the discussion, discuss and exchange ideas on the topics of educational technology, innovation, Maker Education from Thai and international educators.



Pitching

Listen to presentations of innovative work from teachers, educators and students to win prizes and souvenirs.

Types of Participants

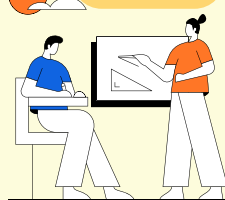
ACADEMICS



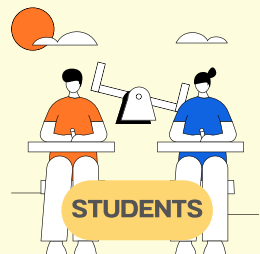
ADMINISTRATORS



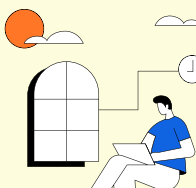
TEACHERS



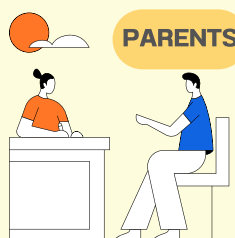
STUDENTS



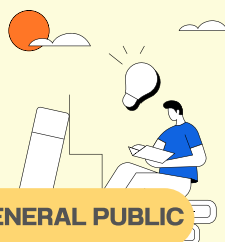
PARENT ORGANIZATIONS



PARENTS



GENERAL PUBLIC



VOLUNTEERS





QUANTITATIVE IMPACT



Registered Attendees



2200



Workshop Registrants



Online

1,276

Onsite

924



Institutions/Universities/
Schools participating in event



218 Schools

47 Organizations



Co-organizing networks



51 Speakers



22 Institutions/Organizations



11 Participating Schools



Website & Social Media Insights

WEBSITE VISITS



via Facebook
10,833



Direct
10,492



via Google
3,280



via Email
378

SOCIAL MEDIA



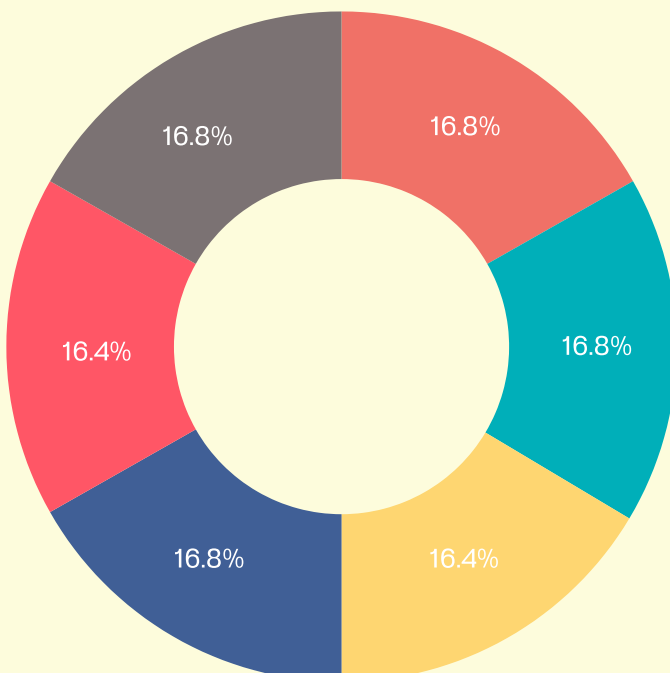
REACH

560,000

VISITS

54,000

Useful Problem Solving Real World Impact
Self-Directed Experience



Meaningful Learning Through Activities (UPRISE)

- What was learned was useful **4.8/5**
- What has been learned is an idea that can be applied to further develop oneself (Problem Solving) **4.8/5**
- What I learned is consistent with what I encounter in daily life (Real World) **4.7/5**
- What I learned can be applied in real life (Impact) **4.8/5**
- What you learn helps you become self-directed. (Self-Directed) **4.7/5**
- What you learn comes from your own hands-on experience (Experiential) **4.8/5**



Workshop Evaluation via UPRISE



USEFUL

%

93.18

Learn to benefit yourself and others

91.66

Learning helps achieve work goals

96.47

Learning can be applied to develop and benefit others



PROBLEM SOLVING

%

90.36

Learning can be used to solve problems

92.75

Learning to have more than one solution to a problem



REAL WORLD

%

88.29

Learning helps to develop a rational thinking process

99.26

Learning can be linked to the real world



IMPACT

%

95.59

Learn according to the needs and requirements of work

100

What you have learned can be applied to various situations

97.23

Learn ideas to continue developing oneself



SELF-DIRECTED

%

94.54

Learning can be applied to planning operations and actual practice

98.18

Learning helps you assess your own performance



EXPERIENTIAL

%

98.08

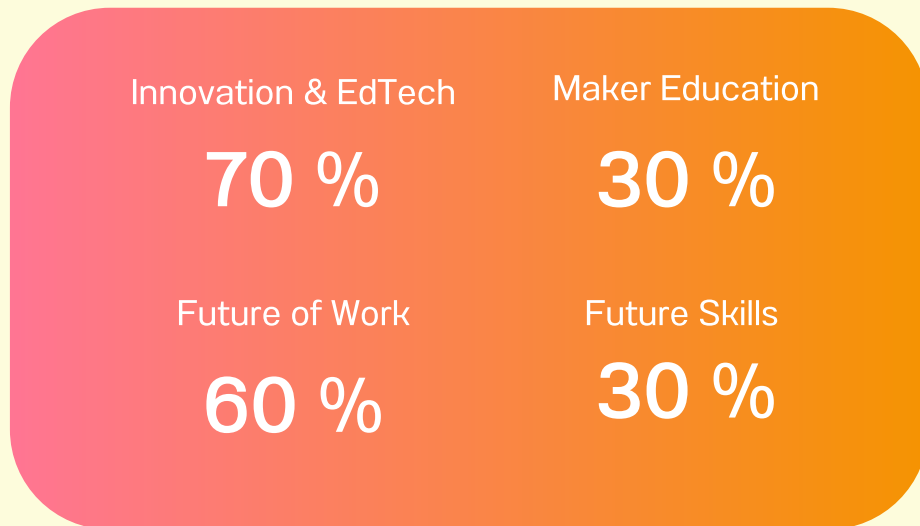
Learning helps to create knowledge, skills and attitudes using previous experiences

100

Learning helps to stimulate reflection on the experience, which leads to new knowledge



Survey results of opinions about 4 Key Pillars



This is an activity to promote innovation for sustainable learning. This activity is an important step in promoting learner-centered learning and the development of educational innovation. It reflects the importance of integrating technology into the learning process.

Echoes and Impressions

The kids are talented

The event was very well organized with participation from many sectors

Live broadcast via Facebook / streaming online

Interesting, suitable for minority children.

It's a good activity that can change your perspective

Work is useful and creates innovation.

I would like to see more innovations in education

This kind of activity should be held every year

It is a good way to exchange ideas on how to manage competency-based learning



Survey results of opinions about 4 Key Pillars



DR. PICHET WANTHONG
DEPUTY SECRETARY-GENERAL OF THE
TEACHERS AND EDUCATIONAL
PERSONNEL COMMISSION (OTEP)

Attending Future Ed Fest 2024
Impressed by the changes in
education Teams network to develop
new ideas for teachers, parents and
children The event gives children
new experiences and teachers can
adapt their teaching methods to be
modern Invites educational personnel
to join in developing education
with Starfish.



MR. THADA SEWATSILA
CHAIRMAN OF THE COMMITTEE ON MEDIA
TECHNOLOGY AND COMMUNICATIONS
FOR PARTICIPATION IN THE PARTICIPATION
NETWORK, OFFICE OF THE SECRETARY OF THE
EDUCATION COUNCIL

It was the first time that I saw
Educators sharing their knowledge
about education. I was impressed
that all parties came together to help
prepare the children. This event truly
reflects the concept of "All to
Education" for a strong education in
the future.



DR. UDOM WONGSINGH
DIRECTOR OF THE OFFICE OF TEACHER
QUALITY DEVELOPMENT AND
EDUCATIONAL INSTITUTIONS, OHEC

The 2nd Future Ed Fest had a lively
atmosphere, with children and
teachers. It presented innovative and
creative innovations to exchange
experiences and develop children's
skills to grow up in the future with fun.



DR. MEECHAI CHANPHO
ASSISTANT DIRECTOR OF ADMINISTRATION,
ORGANIZATIONAL DEVELOPMENT PLAN
DRUNSIKHALAI SCHOOL, BANGKOK

Impressed, happy and delighted
to join Future Ed Fest 2024 this time.
The school has brought innovations
to show & share and come to create
inspiration and exchange knowledge
with agencies and participants.



TEACHER ANNICHA PONGPHATIPHON
RATCHAPRACHANUKROH SCHOOL 60
CHIANG MAI PROVINCE

Participating in Future Ed Fest 2024
was an impressive experience, with
booths showcasing innovative
teaching and fun activities for
learners, different from the normal
classroom. We invite teachers and
interested persons to join next year
to develop teaching and learning
further.



THANK YOU



www.futureedfest.com

