

Internet of Education (IoE) Ecosystem Task Force (ETF)

Industry sector: [Consumer Discretionary](#) | Sub-industry: Education Services

Navigation

- [Objectives](#)
- [Background/Context](#)
- [Organizing Committee](#)
- [Deliverables](#)
- [Intellectual Property Rights](#)
- [Milestones](#)
- [Meeting Schedule](#)

Objectives

1. To incubate the development of an Internet of Education (IoE) ecosystem governance framework (EGF) and a suite of shared, public-good utilities based on IEEE's Integrated Learner Record Recommended Practices.
2. To facilitate the creation or selection of a neutral and appropriate governance authority for the IoE EGF.

Background/Context

The Internet of Education - A global network and vision to connect all humans on earth to education and economic opportunity.

The Ed 3.0 Research Network ([60-min 1/17/20 launch](#)) is a global movement to support lifelong, personalized, competency-based learning at the scale of the Internet. Four initial nodes include:

- **ASU Trusted Learner Network** ([60-min 2/21/20 interview](#)). ASU TLN is the leading example of blockchain-based, reverse transfer education network and application.
- **Broward OpenCLR Lab** ([4-min video](#), [60-min 3/20/20 interview](#)). Broward is the 6th largest K12 district in the nation. The Broward OpenCLR Lab is partnering with [Algebra Project](#), [Broward College](#), the [Greater Fort Lauderdale Alliance](#), [ETS](#), [PCG](#), and others to transform postsecondary success for the most vulnerable young learners.
- **Colorado C-Lab** ([60-min 4/15/20 interview](#)). The C-Lab is leveraging the state's leadership in [digital identity](#), [data trusts](#), and ecosystem innovation to create a decentralized but unified state [learning economy](#).
- **Asia-Pacific (AP) Lab** - The AP-Lab is a flagship pilot network leading Asia-Pacific's adoption of standardized protocols for learning, focused specifically on cross-border mobility and evolving global digital equity and access. It acts as a proof case for other nations and regional ecosystems for incubating new trust networks and marketplaces of learning, testing, pathways, and skills-based applications.

In addition, the [IEEE Learning Technology Standards Committee](#) ([6/5/20 call for participation](#)) is working on the Conceptual Model for Learning Technology Systems (integrating [USED CEDS](#) and [DOD TLA](#)) and Integrated Learner Record (ILR) Recommended Practices (integrating the work of [W3C VC](#), [IMS Global CLR](#), [T3 Innovation Network / LER Hub](#), [US DOC AWPAB](#) and others).

Organizing Committee

1. Alex Jackl, Bardic Systems, CA Community Colleges, A4L SDPC
2. Chris Purifoy, Learning Economy Foundation
3. Drummond Reed, Evernym
4. Greg Nadeau, PathCheck Foundation (PCG/EY/MIT), IEEE, IMS Global
5. Matt Gee, BrightHive
6. Nick Ris, Evernym
7. Phil Long, ASU TLN, US Chamber T3
8. Simone Ravaioli, Digitary, IEEE
9. Takis Diakoumis, Digitary/Australia
10. Taylor Kendal, Learning Economy Foundation, C-Lab
11. Victor Golubkov, Canada

Deliverables

Key deliverables will include, but are not limited to:

1. A **draft IoE Ecosystem Governance Framework** (EGF) that is open, inclusive, and representative of the needs of the IoE community as a whole. (*IMPORTANT: The ToIP Foundation does not produce or approve operational governance frameworks. The role of ToIP Foundation in general and the Ecosystem Foundry WG in particular is to assist existing or prospective governance authorities (governments, consortia, NGOs, companies, cities, etc.) in the job of drafting or revising ToIP-compatible governance frameworks that meet their requirements for trusted interactions.*)
2. An initial **design for an extensible IoE Authoritative Issuer Registry** (AIR) for VCs (verifiable credentials) as specified by the draft IoE EGF. (*IMPORTANT: This proposed deliverable is an initial AIR design, not the proposal of a new Issuer Registry*). As an example of such a registry, see [this European SSI Framework \(ESSIF\) specification for a Trusted Issuer Ledger](#).
3. An **IoE Ecosystem Development Plan** (EDP) for implementing the IoE EGF and IoE AIR via instantiation (or selection) of the governance authority and procurement of the necessary funding.

Intellectual Property Rights

****This includes: Copyright, Patent, Source Code***

As a Task Force (TF) of the Ecosystem Foundry WG (EFWG), the IoE TF inherits the IPR terms from the [EFWG JDF Charter](#). These include:

- Copyright mode: [Creative Commons Attribution 4.0](#). For the IoE TF, this is probably the only relevant licensing provision.
- Patent mode: **W3C Mode** (based on the [W3C Patent Policy](#)). The IoE TF is not expected to produce any deliverables subject to patent rights.
- Source code: **Apache 2.0**, available at <http://www.apache.org/licenses/LICENSE-2.0.html>. The IoE TF is not expected to produce source code.

Milestones

Key milestones will include, but are not limited to:

1. Connect nodes of the Ed 3.0 Research Network (E3RN), T3 Innovation Network, Learning Economy Co-Labs, and other interested/aligned parties.
2. Produce one or more requirement documents.
3. Publish a draft of the IoE EGF for open review.
4. Publish a draft of the IoE AIR design for open review.
5. Publish a draft of the IoE EDP for open review.

The work of the IoE ETTF will be complete when the participants are ready to instantiate an IoE governance authority to implement the IoE EGF.

Meeting Schedule

Coming soon...