80&Co.

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エイティーアンドカンパニー

https://80and.co/en

- Address: Kyoto City, Kyoto Pref.
- Employees: 126
- Established in 2018
- Business: EdTech Business Development

Outline of the demonstration project

■ Design and Validation of a Diagnostic Model for Developing 21st Century Skills in Malaysian Children Utilizing Game-Based Learning

Cooperation with local companies/governments

■ Local Partners: PADU, Sunway University, Bee Informatica, Inc.
■ Details of cooperation and collaboration: Visualization and measurement of 21st century skills acquisition status through observation, analysis, and diagnosis of children's activities during Game-Based Learning, while utilizing the resources of the local partner.

PADU — Verification — Data — BEE INFORMATICA

The Education Performance and Delivery Unit → Local Schools in MY → Bee Informatica

SUNWAY UNIVERSITY A CLASS ABOVE — SUNWAY Univ. ← Design Analysis ← Local Schools in MY ← Curriculum Online Instructors Analysis Tools ← 80&Co.

Targeted economic/social issues

■ In Malaysia, as in other ASEAN countries, the youth unemployment rate (11% for those aged 15-24) is much higher than the overall average (3.4%).
■ One factor contributing to this problem is thought to be the mismatch between job seekers and employers. However, Sunway University conducted a study of employability skills among graduates of higher education institutions and found that in addition to communication skills, which are most needed by employers, problem-solving and analytical skills need to be improved to solve problems.

Details of demonstration

■ As an add-on to the game learning service currently being deployed in Japan, a tool for diagnosing the degree of acquisition of communication and problem-solving skills (21st century skills) will be developed jointly with Bee informatica, and field studies will be conducted at local elementary and junior high schools in Malaysia with the support of Sunway University and PADU.
■ The collected data will be jointly analyzed and diagnostically evaluated by the agencies involved and validated by PADU. AI and digital technologies will be used for data collection and analysis.

Expected outcome of beneficiary effects

■ If a path can be paved to visualize diagnosis, evaluation, and measurement methods of 21st century skill acquisition in primary education institutions, it can be extended to higher education institutions, enabling longer-term and more effective human resource education that is in line with the needs of Malaysian society.
■ The speedy launch of a new genre, Game Based Learning (GBL) market, can accelerate 21st century skills education.