One Laptop per Child

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Outline

- Our mission
- How would one design a laptop for children?
- How will children use the laptop for learning?
Our premise: Children lack opportunity, not capability

High-quality education for all is essential to provide a fair, equitable, economically and viable society; access to laptops on a sufficient scale provides real benefits for learning.
How would one design a laptop for children?
A child's laptop is:

- Safe and robust;
- Light to carry; vibrant to look at;
- Used outdoors (ready to go where they are);
- Low power;
- Helps them communicate and interact;
- Encourages them to express themselves;
- Lets them engage in open-ended discovery;
- And of course... inexpensive!
Software features

- Web browser/server
- Word processing
- eBook reader
- Chat
- VOIP
- Email
- Journal
- Wiki

- Graphics
- Logo
- Etoys (Smalltalk)
- Multimedia
  - play/record/stream
- Music
  - synthesis/playback
- Games
Appropriate to appropriate

Transparency is empowering. Open-source software gives children—and their teachers—the freedom to reshape, reinvent, and reapply their software, hardware, and content.
Zoom Interface

mesh view

home view

friends view
Collaborative Interface

We leverage the mesh network to enable collaborative learning—the presence of children and teachers as collaborators and critiques is always present in the interface.
Security

- open design
- low-risk tinkering
- protection for the uninformed user
- secure BIOS
- protection against irreversible damage
- strong authentication between users
- “scrutinizable” software
How will children use the laptop for learning?
Where?
Roll out

- B1: November 2006 (1000 machines)
- B2: December 2006 (500 machines)
- B3: January 2007 (3500 machines)
- C: March/April 2007
- Mass production (June/July 2007)
- 1-million units/month by the end of 2007