Bridging The Digital Divide

We facilitate digital access for internet newcomers and improve the lives of underserved, marginalised global communities



If you're used to carrying around the internet in your pocket, it may be hard to imagine life without a smartphone. But around 4 billion people in the world don't have access to the internet.

And while many of those without digital access live in developing economies, it doesn't follow so simply that those with digital access are from developed economies, and those without aren't. People who live without access to the internet exist in every society, and it took the pandemic back in 2020 to bring to light the digital divide between the digital haves and have nots across the globe. In Singapore for instance, the initial years with Covid-19 brought into public awareness the situation of school children from households with no or limited digital access, who struggled when lessons had to go online.

And from that place, SpudnikLab was born. We're helping to bridge the digital divide across the globe, one individual at a time.

In 2021, we developed the first app review platform for the KaiOS operating system running on feature phones. These old school keypad phones from yesteryear brands like Nokia and Sony Ericsson are now equipped with cameras and internet- and Bluetooth-enabled. These KaiOS-run keypad phones, which go from about USD20, are used by people in various countries who can't afford even entry level smartphones. Often, this keypad device is their only form of access to the internet. We created KOBI, the first ever app review platform specifically for apps running on the KaiOS operating system, to help these new or less experienced users of the internet be better able to make choices about which apps are worth downloading and spending precious data on using. Besides reviewing games apps, we bring a special focus to apps for education, personal development, health and financial literacy.

To help those who are less digitally literate in Singapore, in 2023 we developed D.Lit, a deck of large A6-sized cards designed for senior users and those less familiar with navigating smartphones and important smartphone apps. Participants use the D.Lit cards to guide them through a pathway of skills acquisition from basic to advanced, such as how to connect to wifi and enable Bluetooth, how to install and use Whatsapp, how to book transport using Grab, and how to make purchases online, such as groceries. Participants can even have a go at selling (or buying) items on Carousell as one of the advanced level skills! All this happens in small groups in a venue conducive to learning, guided by trained D.Lit facilitators. For anyone interested in conducting D.Lit sessions please drop us a line at impact@spudniklab.com.

This year, we are working on another product designed to develop scientific literacy, especially for those from communities who are disadvantaged, across the globe. Watch this space for more updates!

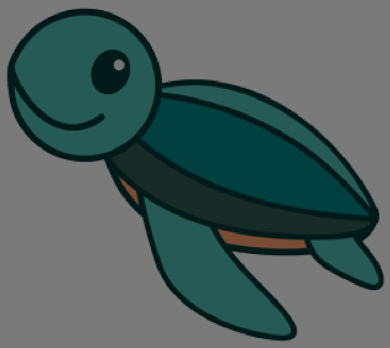
BLOG POSTS

LATEST PRODUCTS



D.Lit Toolkit

D.Lit (short for ‘Digital Literacy’) is a fun and interactive toolkit in the form of a pack of large A6-sized cards, designed by SpudnikLab for seniors and those unfamiliar with smartphone navigation to learn how to use their mobile phones and gain digital confidence.



Kobi

KaiOS reviews

Our first product, Kobi is the first ever app review platform for KaiOS apps. KaiOS refers to the KaiOS oeprating system used for smart feature keypad phones widely used in developing economies by those who can't afford smartphones.

MISSION & VISION

At SpudnikLab, we believe that digital access can be a powerful socio-economic leveler for underprivileged individuals and communities around the world.



However, about 4 billion people globally live with no access to the internet. That's why we've made it our mission to help bridge the digital divide (the gap between the digital access haves and have-nots) through low-cost innovation and appropriate technology. Appropriate technology is a movement involving technological application that's small-scale, decentralised and labor-intensive. It's also energy-efficient, environmentally sound and locally autonomous. We think it's fantastic.

Our solutions to bridge the #digitaldivide aim to:

1. Facilitate digital access for those coming to the internet for the first time.
2. Harness the benefits of digital access to improve the lives of underserved and marginalized communities around the world.

OUR TEAM



MELISSA DE SILVA

HEAD ALCHEMIST, CREATIVE CONTENT

Melissa is a writer and storyteller who believes in the agency of stories to promote empathy across the lines of culture, socio-economics and other differences, and to deepen our understanding of what it means to be human. Melissa comes from a background in publishing and journalism. She is also the author of the book, *'Others' is Not a Race*, about growing up Eurasian in Singapore, which won the Singapore Literature Prize 2018 (Creative Nonfiction).



JAMIE WONG

ARTIFICER, PROGRAMMES & PRODUCTS

Jamie believes that free information plays a huge part in connecting people to the world around us. She finds purpose in contributing to open and accessible knowledge pools, bringing a *rojak* (medley) of experience from facilitation, oratorical, education, creative, artistic fields and volunteering for many non-profit movements. Jamie spends her down time swinging swords and spears at the local historical fencing club, splashing around in a kayak for citizen scientist duty and engrossed in museum galleries around the world.

WENSHAN LEONG

POSSIBILITY PILOT

Wenshan is a skilled professional with decades-long experience in public affairs and publishing. She has had the privilege of working in sectors like book publishing, non-profit, aviation, higher education, the performing arts, and now technology & innovation. Her work has brought her to China, Bhutan, India, Indonesia and Timor Leste. Working across cultures and on new subject matters energise her. In her free time, she volunteers with arts and social service organisations.

MELANIE CHAN

RESEARCHER & PROJECT LEAD

Melanie holds an M.A. in Responsibility in Science, Engineering and Technology from the Technical University of Munich. Her main research interests lie at the intersection of global development and responsible research and innovation, looking at the social, ethical and political dimensions of technology development and social innovation processes. A trained digital marketing and communications specialist, she loves supporting community-driven non-profit organisations in fundraising and knowledge transfer initiatives.

NIKY AYU LESTARI

DIGITAL SOLUTIONS DEVELOPER

Niky was born and raised in the easternmost region of Indonesia. She defines what it means to be both developer and creator with a bit of business sense. Whether building technical concepts, analysing and designing project requirements or digging through data, she enjoys doing research and development through sustainable digital solutions. She holds a Bachelor of Science in Informatics Engineering on a full scholarship program and spends time on productivity and charity. Says Niky, “While we love what we do, we know that life is about more than work, like sharing and being an influence of good to others.”

FIRYAL DALILAH IHSANI

DIGITAL SOLUTIONS DEVELOPER

Firyal has an interest in anything tech, especially software development. She has passion for self development, constantly learning through technical experimentation, and exploring business startups. An entire day spent debugging, solving problems, finding solutions and building projects is a good day for her. She also has an avid curiosity about game development, particularly with Construct3 and Unity. In college, Firyal was an active member of the Google Developer Student Club and Data Science Club, and she recalls fondly her experience of the Machine Learning Study Jam while an administrator then.

SAAD CHINOY

CHIEF GEEK

Saad is a professional geek with a passion for technology and OpenSource methodology. Previous to SpudnikLab, he was conceptualising tech solutions for digital publishing company Tusitala (also part of Potato Productions). He brings his experience developing digital solutions that leverage smart-phone interactivity and his expertise with AR / VR / stop-motion animation and other digital tools to create innovative solutions to bridge the #digitaldivide. When not taking computers apart, Saad volunteers globally with several non-profits and is a self-confessed maker and coffee epicure.

Data Protection Notice

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