What is it?

CurrantMobile is a suite of game-based assessment modules that measures skills that are critical for participation in school, work, and life. The current package includes games for problem solving and conscientiousness, enabling assessment of complex cognitive and non-cognitive skills. The games are optimized for Android devices and offline use.

How does it work?

The CurrantMobile assessment modules allow users to exhibit (rather than self-report) a set of skills within authentic scenarios of home and work situations. The games use a stealth assessment approach, collecting data unobtrusively in real time while users are playing. Data collected by the games can then be combined with other cognitive data, such as from literacy or mathematics assessments, to produce a holistic view of applied skills and competencies. CurrantMobile assessments are designed for use with young people in peri-urban settings in middle- and low-income contexts. A first set of modules have been field tested with 100 youth in Morocco.

What's next?

RTI is currently finalizing the development of the new module on conscientiousness. We are going to field test and validate the assessments later this year. We anticipate CurrantMobile assessment modules to be used in youth program evaluations or sector diagnostics to inform policy and practice.

Contact

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