

What is Universal Access or Service?

Universal access

- This usually means that everyone in a population has access to publicly available communication network facilities and services. Typically, it is provided through such means as pay telephones, community telecentres and community Internet access terminals.

Universal service

- Policies in this area generally focus on promoting or maintaining universal connectivity of all households to public network facilities and services, and at affordable prices.

Either or both

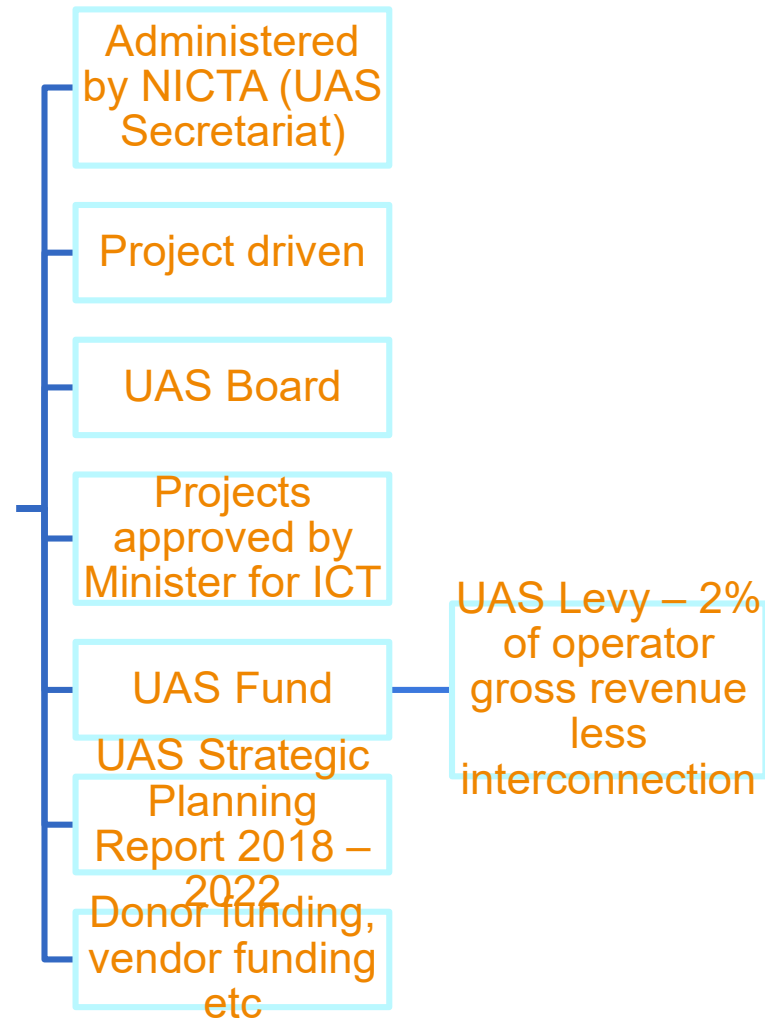
- While universal service and universal access policies may differ, the concepts are closely related and the two terms are sometimes used interchangeably.



UAS Regime



“encourage the development of ICT infrastructure and improve the availability of ICT services within PNG, including in rural communities”



Kore Village, Rigo District, Central Province

UAS Projects – Strategic Plan 2018 – 2022



Safe and resilient digital infrastructure to deliver affordable and meaningful digital services

Looking at digital infrastructure to deliver meaningful digital services (e-health, e-education, e-agriculture, e-commerce, digital finance etc.) customized to the community needs in an affordable, resilient and safe manner.

LALOKI ICT LAB

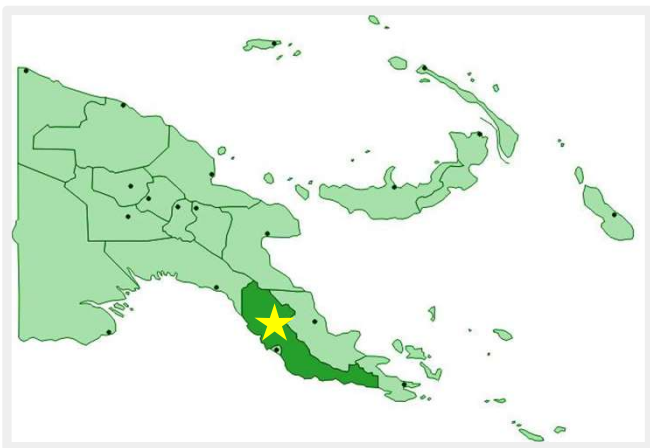
Papua New Guinea Universal Access and Services Project

*ICT enabling 'smart, connected and integrated'
development initiatives at the community level*

1.ICWDI*

Community Project

***ICWDI** = **I**ntegrated **I**CT **I**LG and **W**ard Cooperative **D**evelopment **I**nitiative



LALOKI ICT LAB

Direct Beneficiaries: **1,500+**

Laloki Ward 1, Vanapa-Brown
Local Level Government, Hiri-
Koiari District, Central Province,
Papua New Guinea

Population: **3,000 - 5,000**

Indirect Beneficiaries: **1,500-3,000**

Objective: To integrate ICT into the socio-economic construct of: **Laloki Ward 1 development priorities**; the development needs of the **customary land owners** (CLOs); and the development needs of **residents** (settlers) to improve their collective livelihoods.

Outcome: The community of Laloki Ward 1 are empowered with ICT skills at Laloki ICT Lab enabling them to create income generating opportunities using **reliable, accessible and affordable internet services** and collectively participate in a shared community prosperity.

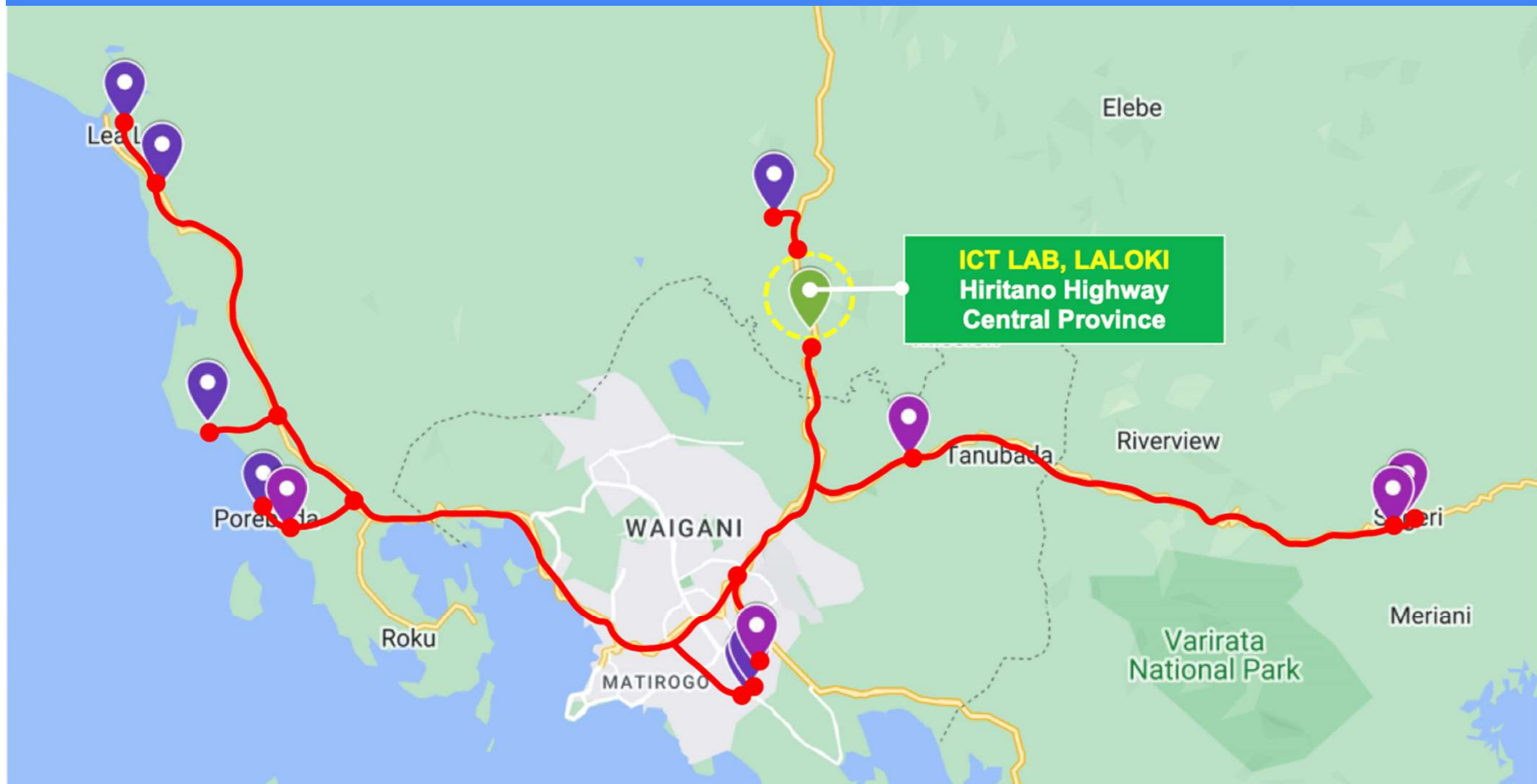
Milestones (2021-2022):

✓ NICTA-supported ICT Infrastructure available for community-based learning.

✓ NICTA-supported Internet connectivity for computer, digital, financial and media literacy.

⊖ NICTA-supported ICT skills training 2023 for women, youths, unemployed adults and teachers using Laloki ICT Lab.

Participating Schools in the National Capital District and Central Provinces



The Laloki ICT Lab is situated on a new **Trans Hiritano Highway** (USD 30 million project) that connects three provinces (National Capital District, Central and Gulf). Gulf is the site for a new **Papua Liquefied Natural Gas** (USD 13 billion) including the **Ihu Special Economic Zone**.

2. Progress

Community Programs

Visual Computer Programming for Kids



3-Weeks 'Breaking Barriers' After School Program Supported by ExxonMobil PNG

NAME OF SCHOOL, TRAINING ORGANISATION/PROGRAM	NO. OF PARTICIPANTS	DATE
1. Laloki Breaking Barriers School Holiday Program	40 Students	Jan. 11-28, 2021
2. Australia Awards STEM Community of Practice	10 University Lecturers	May 12 to Aug. 31, 2021
3. Port Moresby International and Sabusa Primary Code Camps	40 Students	Aug.11-13 and Jun.28-29, 2021
4. Port Moresby International School Technology Day	60 Students	Sep. 10-12, 2021
5. Redscar High School	25 Students	Sep. 20-23, 2021
6. Porebada Primary School	24 Students	Sep. 23-25, 2021
7. Papa Primary School	30 Students	Nov. 10-12, 2021
8. Jubilee Catholic Secondary School	24 Students	Apr. 11-12, 2022
9. Lealea Primary School	24 Students	Apr. 13-14, 2022
10. Boera Primary School		
11. Curriculum Development Division, National Department of Education	40 (Curriculum officers, external reviewers)	Dec. 1-10, 2021
Fourteen (14) Schools organized by U.S Embassy, American Corner for the Girls in ICT Day.		
12-25. Port Moresby National Schools of Excellence Sogeri NSoE, Mairanville Catholic Secondary, Caritas Technical Secondary, Port Moresby Grammar, St. Josephs Secondary, Kundu International Academy, St. Charles Lwanga Secondary, Tokarara Secondary, Gerehu Secondary, Gordons Secondary, Waigani Christian Academy, Badiaghwa Secondary, International Training Institute	200 Students	Apr. 28, 2022
26. Birdwing Independent School	14 Teachers	Jul. 5-6, 2022
27. Bavaroko Primary School	11 Teachers	Jul. 7-8, 2022
28. OI Lida Meri – Women Leaders in STEM Education (12 Schools in PNG)	40 Teachers & Edu Officers	Jul. 11-15, 2022
29. PNGAus Partnerships Secondary Schools (16 Schools in PNG)	100 Students & Teachers	Sep. 24, 25 & 27, 2022
55 Schools	682 Participants	Jan.2021-Sep. 2022



3. Partnerships Community Support



ExxonMobil



CODE AVENGERS



Available Assets of ICT Facility

1. **Building** for ICT Lab
(Community ICT Learning Centre).
2. **Wireless Broadband Infrastructure (VSAT)** for Internet Connectivity.
3. **Power Source** (Solar, Main Grid, Generator)
4. **Furniture & Fixtures**
(Workstations, Conference Tables, Chairs, Cabinets).

*Fibre Optics:



Currently in discussion with NICTA and **DataCo** (2022-2023)

Available ICT Tools

- 1. Computers** (iMacs, MacBook Air, Avita and Surface Pro Laptops).
- 2. Offline eLibrary** (RACHEL 3+ device)
- 3. Drones** (Tello, DJI Quadcopters, eBee).
- 4. Robotic Kits** (LEGO Mindstorm, Twin Science, Spheros, Makey-Makey, Arduino).
- 5. 3D-Printer, Oculus Quest 2 VR Headsets, AR Merge Cubes, Wacom Tablets.**



ICT Trainings 2022-2023

1. **Drone Design Hack** for PNGAus Partnership Secondary Schools (Students, Teachers).
2. **MakerFest** for Girls Secondary Schools.
3. **Entrepreneurial Community Gardening** for Motu-Koitabu Villages.
4. **Science Ambassador Program** for Gulf, Hides & Moro LNG plant sites.
5. **Computer and Digital Literacy** for Women and Youths in Laloki.



Design Thinking:

Students Identify a Problem - Build a Prototype - Pitch a Solution