



Capacity building in Statistics through e-developments

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Technology is now part of the new reality in developed countries and more and more common in developing countries. Now that most people are comfortable with Web 2.0 and its outstanding tools such as blogs, social-networking sites, video sharing and wiki pages, a new challenge is presented with the new concept of Web 3.0. While Web 2.0 is an interactive system focusing on linking web pages within themselves, Web 3.0 it is not only about interactions between websites but among everything that exists online. Its running motor is based on sharing data based on common semantics, allowing the information to get to the user, instead of him/her looking for it from website to website. In addition, Web 3.0 aims to allow the use of applications within different kinds of platforms used in devices such as iPads, tablets, smartphones, the ones most used by people on an everyday basis. Wouldn't it be wonderful if just by typing "Literacy Statistics" we will be worldwide connected to a network of e-developments of different topics and contents in statistics? While some argue that Web 3.0 is still a web reality in the future, its principles of minimalism and usability can and should be embedded when thinking of e-developments. If we think of Apps within the environment of official statistics, how can they be made so that they are not lost in translation when applied to different countries and realities? Whether through Apps, games or any other e-learning devices, it is all about contents and how we should think about them with technology. Some present examples of e-developments will be address in the English and Portuguese speaking countries.

Keywords: e-developments; statistical literacy; games; official statistics.