Docket #: S24-482

Proprietary learning platform and AI education and teaching tools developed to support CodeInPlace online course offering

Code In Place is an innovative program from Stanford University that provides free, high-quality introductory courses in Python programming, utilizing volunteer tutors to reach a global audience.

Traditional barriers to computer science education, such as cost and access to qualified instructors, are addressed through Code In Place. This initiative uses a crowd-sourced education model where volunteer tutors, including industry professionals and advanced students, offer personalized instruction to learners worldwide. The program's online platform is scalable and user-friendly, supporting a diverse range of participants. By offering a well-structured curriculum developed by Stanford professors, Code In Place ensures quality education at no cost to the learner.

Stage of Development
Code In Place has been successfully implemented, showcasing significant global reach in access to computer science education.

Applications

- Expanding participation in STEM education.
- Promoting lifelong learning.
- Increasing global reach in the tech industry.
- Collaboration with educational institutions, nonprofits, and tech companies for broader outreach.

Advantages

- Provides high-quality education without economic barriers.
- Utilizes a vast network of volunteer tutors for personalized learning.
- Scalable and adaptable online platform.
- Demonstrated success in reaching all populations.

Innovators

- Chris Piech
- Ali Malik
- TJ Jefferson
- Juliette Woodrow
- Julie Zelenski
- Mehran Sahami
- Brahm Capoor

Licensing Contact

Imelda Oropeza

Senior Licensing Manager, Physcial Sciences

Email