Table 1 Computer and Internet Access of Thai's pupil (Age below 15 years) in 2019
Reference: National Statistical Office, 2019, https://www.bangkokbiznews.com/news/detail/880578

Pupil (Age below 15 Years)/ household	Infrastructure of Digital Education			
	Computer		Internet Access	
	YES	NO	YES	NO
National Statistical Office, 2019	22.4%	77.6%	85.05%	14.95%
International Telecommunications Union -ITU Y2019	21%		68%	
Average Development Country/World	38%/49%		44%/55%	

NATIONAL ECONOMIC AND SOCIAL DEVELOPMENT PLAN Y2016-2021 (THAILAND 4.0)

EDUCATION 4.0
Direction/Goal
Budget
Infrastructure
Network
Support HR/IT/Resource

COLLABORATION
1. Ministry of Education
2. Ministry of Higher Education, Science, Research and Innovation
3. Ministry of Culture

NATIONAL PLATFORM
K1-K6
K7-K12
Higher Education

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1."DLIT" PLATFORM by MOE

DLIT Distance Learning, Digital Learning Information Technology (K1-K6)

1. Classroom 2. Resources 3. Library (project base learning)

4. Professional Learning Community 5. Assessment

2. OBEC Content Center by MOE (Application Platform)

3. Digital Education Excellence Platform (DEEP) By MOE K7-K12

4."THAIMOOC" Platform by OHEC Thailand Cyber University (TCU)

National Platform for Lifelong Learning by OHEC Thailand Massive Open Online Course Platform

5. "TUTOR " Platform by MOE

6. Platform "Trueplookpanya" by CP Group

7. Home Room, Google Classroom, E-Classroom, Tools

DIGITALISATION & BENEFIT & MINDSET OF "BOOK BUSINESS" ?

1.TRADITIONAL STORE TO "ONLINE STORE" & "PAPER " TO "DIGITAL CONTENT"

2. LECTURE BASED to "ONLINE BASED LEARNING"

Focus: Formal Education & Informal Education

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"DIRECTION OF EDUCATION"
THAILAND 4.0 PLAN (2017-2021)
NATIONAL ECONOMIC AND SOCIAL DEVELOPMENT PLAN (2022-2026)
MOE, Ministry of Higher Education, Science, Research and Innovation, Ministry of Culture

6C "Online Based Learning"

1. **Change**: Platform Development, Improvement, DLIT, DEEP, MOOCs
2. **Continuity**: keep Investment 3% of GDP
3. **Connectivity** : 5G, Resources, Network
4. **Collaboration**: Participation, students, teachers, parents, schools
5. **Contents Base**: Create, development, management OBEC Content Center
6. **Creative Economy** : Value added, Creative Industry, Cultural Economy