

## Abstract

Studies show that United Nations Sustainable Development Goal Four is yet to be achieved. This paper presents an artefact named “Ambient learning- Knowledge as a Service model” for describing how actionable knowledge can be extracted from ambient learning systems to support improvement and consequently facilitate the achievement of Sustainable Development Goal Four. A creative process was adopted to guide the development of the model. The process involved carrying out problem analysis through literature review, designing the model by combining ambient learning and Knowledge as a Service concepts and demonstrating its application by developing a prototype. Evaluation results revealed that C4.5 algorithm that is implemented in Waikato Environment for Knowledge Analysis (WEKA) software is suitable for extracting knowledge from ambient learning systems while Swi-prolog software can be applied to create a tool for knowledge delivery.