GF Webinar IV: Networked Forms of Education

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The educational imperative: external view

Digitalization & Globalization = a continued increase in knowledge workforce

Digital equity gap persists and continues to widen

A significant increase in digital learning & teaching tools, new private sector providers, innovation in pedagogy

Higher expectations of student-centered and experiential learning

The educational imperative: internal view

Students wants options in their return to campus: join any class remotely, more engaging campus classes, more inclusivity...

More free and open source technologies are needed for teachers, students, parents – its takes a community and we need more engagement...

Current systems need to be overhauled to support the changes needed – we have talked about change without executing appropriate change management practices...

Some examples of innovation

(Educause Review: Reimagining Higher Education: The Post-Covid Classroom, 2020)

Florida State University (USA) – Campus Reimagined Initiative

- Recorded over 100 short, on-demand lecture sessions

- Students use a custom app on their mobiles to choose class content for the day

- During use, students provide real-time polling feedback

- Each week, students receive recommendations based on interests and goals and are invited to contribute recorded comments

More examples of Innovation (Educause, 2020)

New South Wales U (Australia):

- Classes are delivered on Microsoft Teams via multiple channels and real time live problem solving is available using a Surface Hub device

- No textbook, students use real-time digital inking and problem solving in chat streams – collaboration serves as the course material

- Qbots scan the chats for conversations and questions about key concepts or problem solutions – the student's assigned teaching assistants or tutors are scheduled to respond

- Microsoft Cognitive Services and QnA Maker is used to train AI to recognize the relationship between answers and concepts over time

- Azure Connect is used to create an augmented reality lab – students are able to conduct experiments with digitized interactive rigs and pull up SharePoint-hosted documents and videos