Envisioning the Future of Higher Education in a Digital Age

The Times They Are A Changin’
(Bob Dylan, 1964)

On the pendulum Parmenides and Heraclitus
Life wide use of ICT

• Mobile technologies: any time/where
  – Nursing/homecare; access information/welfare technology
  – Teachers online with students (LMS/facebook)
  – Engineers infield have always necessary info
  – Administrators online holiday/conferences
  – 24/7 offices/services/Libraries/post/banking

• Learning/work more often outside institutions/workplaces

• Blended learning/BLENDED LIVES
ICT facilitates collaboration, learning communities

• Social learning in digital world

• Learner centred: wider variety of learning materials, including video, simulations ...

• Flipped classrooms – flipped learning at workplaces (introduction online course to prepare a more effective course at the workplace (KS kompetanse)
Change management

• Meet rising demands/diminishing resources, involving all - using new tools/technology

• To cope it is necessary to have skills like
  – Organising in pro-active manner
  – Team and networking abilities across professions and units
  – Entrepreneurship/co-construction
  – Creative thinking/Critical thinking
  – Meta understanding/responsibility

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Multiple stakeholders involved:

• Inside, across and outside organisations – workplaces and educational institutions

• If one part of an organisation changes it effects others, or at least others must respond in an adequate manner to produce the wanted/needed outcome.

• When some institutions changes profoundly others are influenced and must respond
Both Computer Science and ICT need to involve all stakeholders for developments in education

- learners, parents, policymakers, educational advisors, managers, software developers, professional, teachers, tutors, counsellors.

All learners have specific needs (End of the book Umberto Eco)

- professional, teacher, or student learners
- concerned with developing greater personalisation, accommodating increasingly-found practices as (BYOD).

Stakeholders supporting learning can use both CS and ICT to benefit lifetime learners, including seniors, adopting lifelong and intergenerational practices.
Torun vision

• **focus on five key elements**
  – *collaboration, creativity, deeper understanding, expansion, integration*

• **Key aspects of knowledge/underst. two focal areas:**

• 1. From consuming to innovating, creating, conceptualising, producing: programming (CS) and ICT applications.

• 2. Deploy digital technologies to better
  – support different interactions/different stakeholders, according to technologies selected and used, accommodating institutional diversities, gender, cultural, native language, cognitive and social backgrounds.
• Economy
  – Less money for growing demands (welfare expectations)

• Demographic
  – Fewer hands/heads to deliver public services

• Employment
  – Changing competence necessary for employment