



# KEY TRENDS IN HIGHER ED

New Media Consortium Horizon Report  
College 2.0 – Chronicle of Higher Education  
Reports on Trends in Higher Education 2013  
*Society for College and University Planning*  
<http://rbccreates.wordpress.com>

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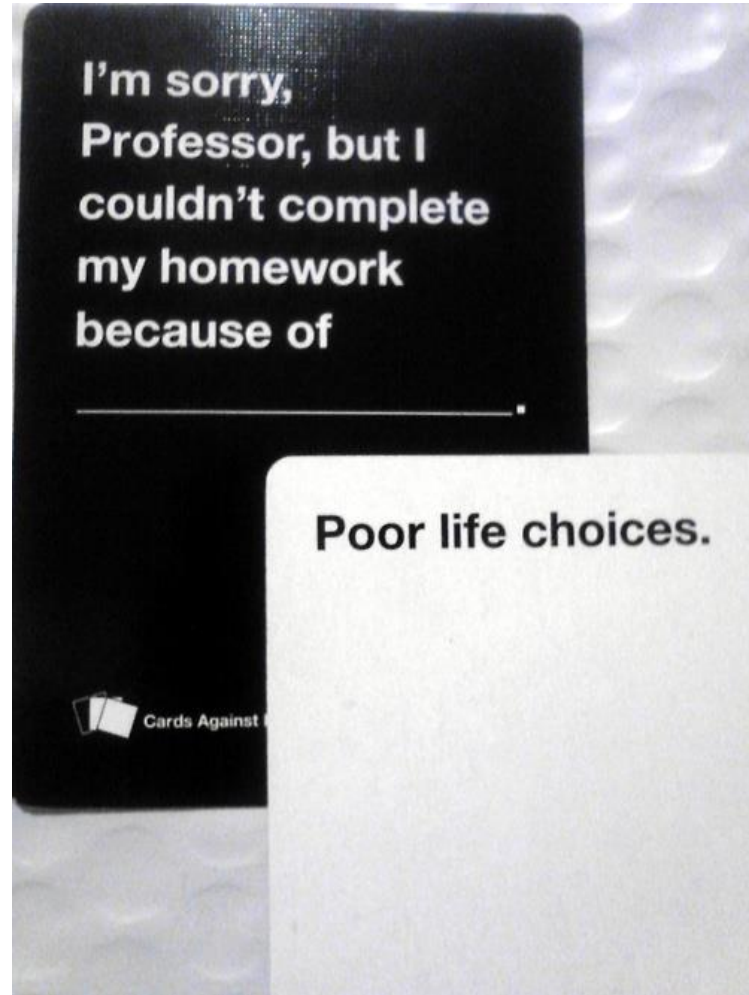
You can't learn  
in school what  
the world is  
going to do  
next year.

Henry Ford

**STARTUP**VITAMINS

# WHAT HASN'T CHANGED?

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**People are curious and love to learn.**

Academic institutions are uniquely qualified to deliver a mix of learning services within a community.

**What good professors do best — facilitating inquiry, guiding learners to resources and imparting wisdom that comes with experience in the field.**

We still need credentials to prove mastery and organized systems to attain skills related to mastery.

# Tony Wagner's Seven Survival Skills . . .

*as defined by business leaders*

**Critical Thinking & Problem Solving**  
**Collaboration Across Networks &**  
**Leading By Influence**  
**Agility & Adaptability**  
**Initiative & Entrepreneurship**  
**Effective Oral & Written Communication**  
**Accessing & Analyzing Information**  
**Curiosity & Imagination**



# WHAT HAS CHANGED?

*The World Got Flat Again*

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**Technologies are changing the landscape of learning, whether formal or informal, by making it more accessible and personalized.**

With both technology and the value of skills rapidly evolving, it is difficult for institutions to stay ahead of workforce needs, particularly with rigid “degree only” participation options of most four-year schools.

**More universities are working to make their institutions more comfortable with change, using agile approaches to be more responsive, nimble and flexible. This trend has at least a five year cycle to mature.**



# EDUCATION IS BEING “UNBUNDLED”

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Services the traditional academy once owned, controlled, and delivered are being outsourced.

These services include research, curriculum design, content generation (such as textbooks), teaching, assessment and certification (such as granting degrees).

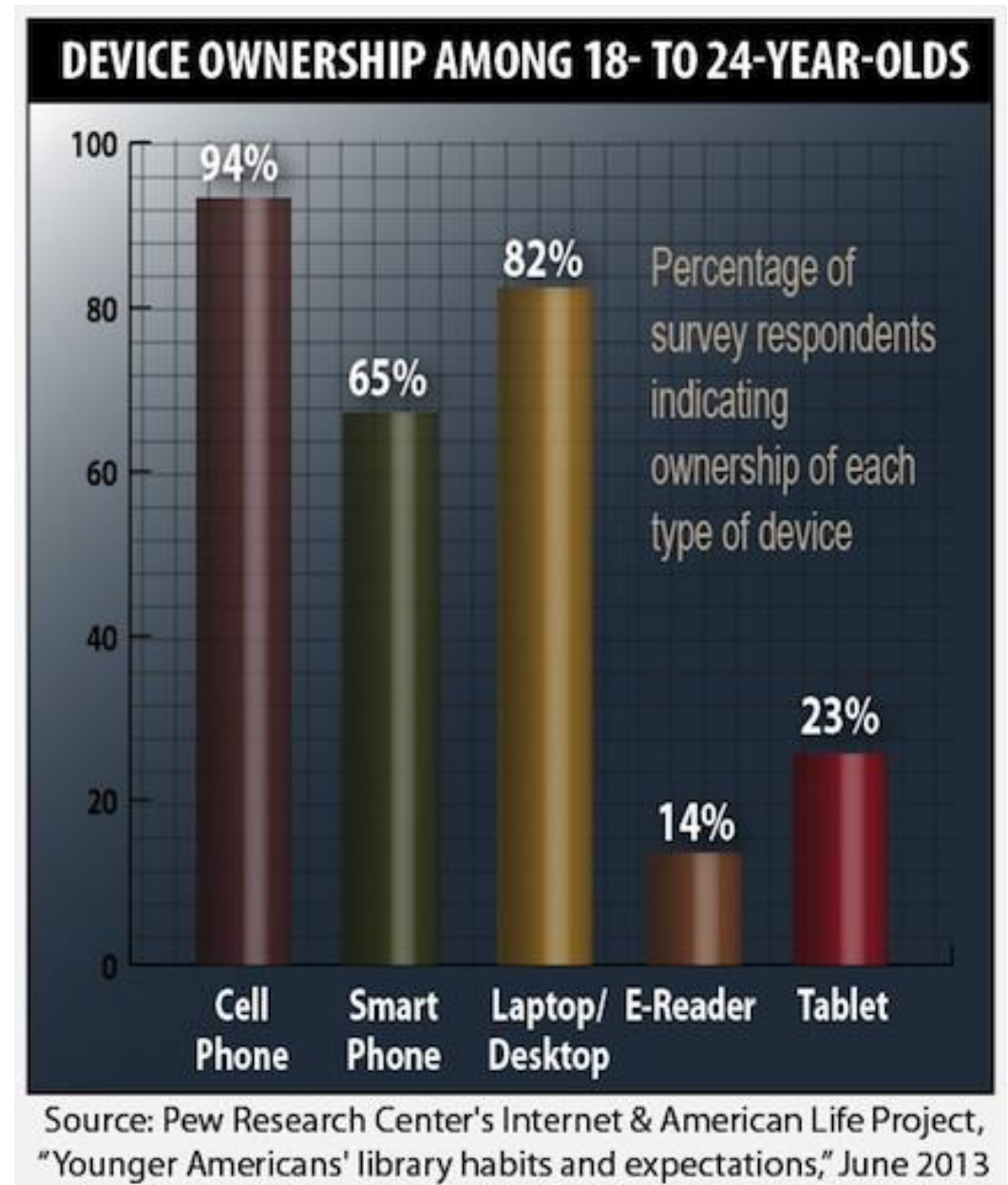
MOOCs and on-line degree programs threaten existing business models by potentially selling teaching, assessment, and/or placement separately from the current package of services offered by most colleges with a campus.



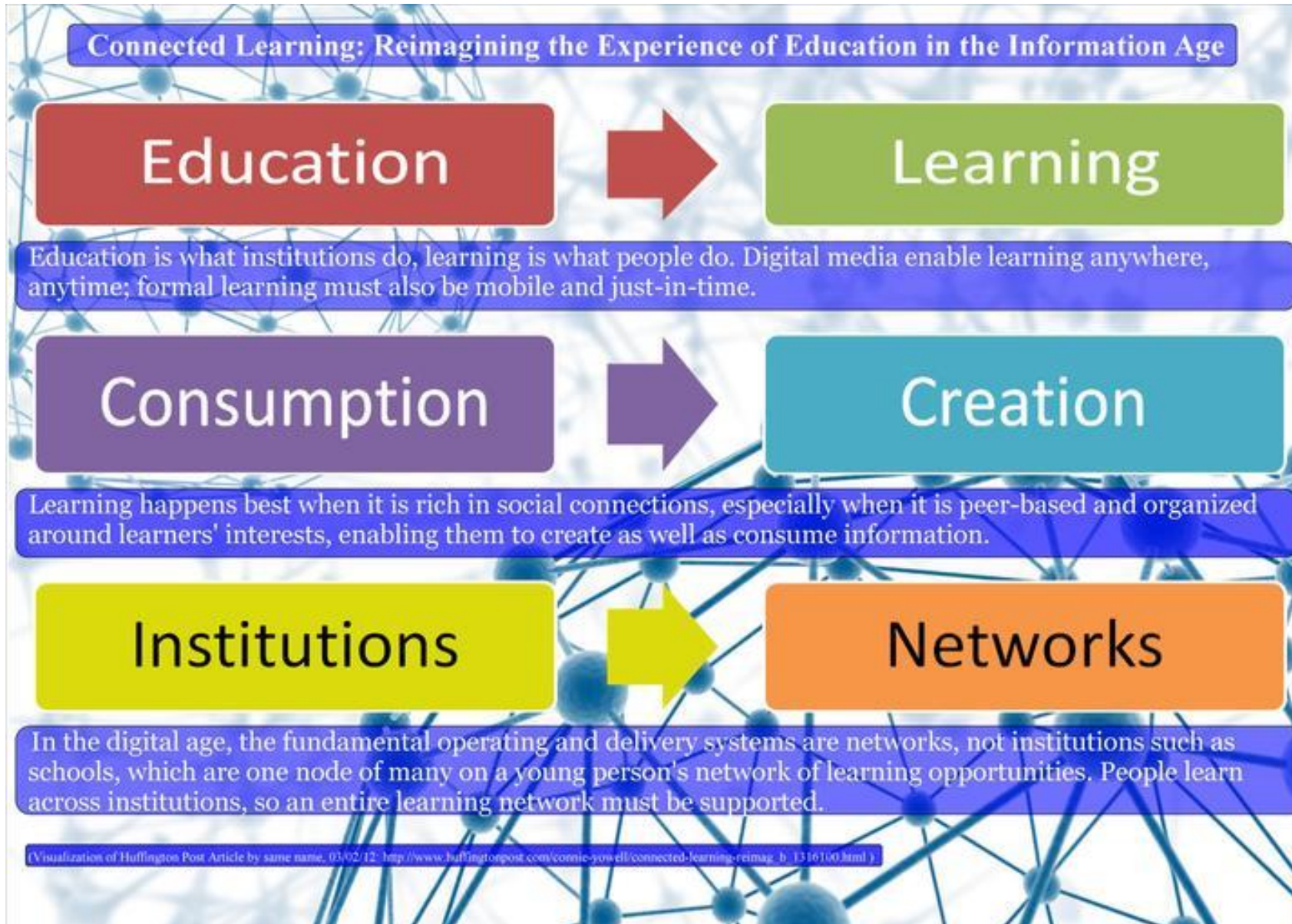
# STUDENTS ARE DRIVING THE CHANGE

People use the computer everyday - technologies find their ways onto campuses because people are using them, rather than the other way around.

Effective digital strategies can be used in both formal and informal learning; what makes them interesting is that they transcend conventional ideas and learning activities to create something that is new, meaningful, and 21st century.



# On-Line “Connected” Learning is becoming part of every degree package



In 2012, 5.5 million students (26% of all college students) took at least one online course and 2.6 million students (13%) studied fully online.

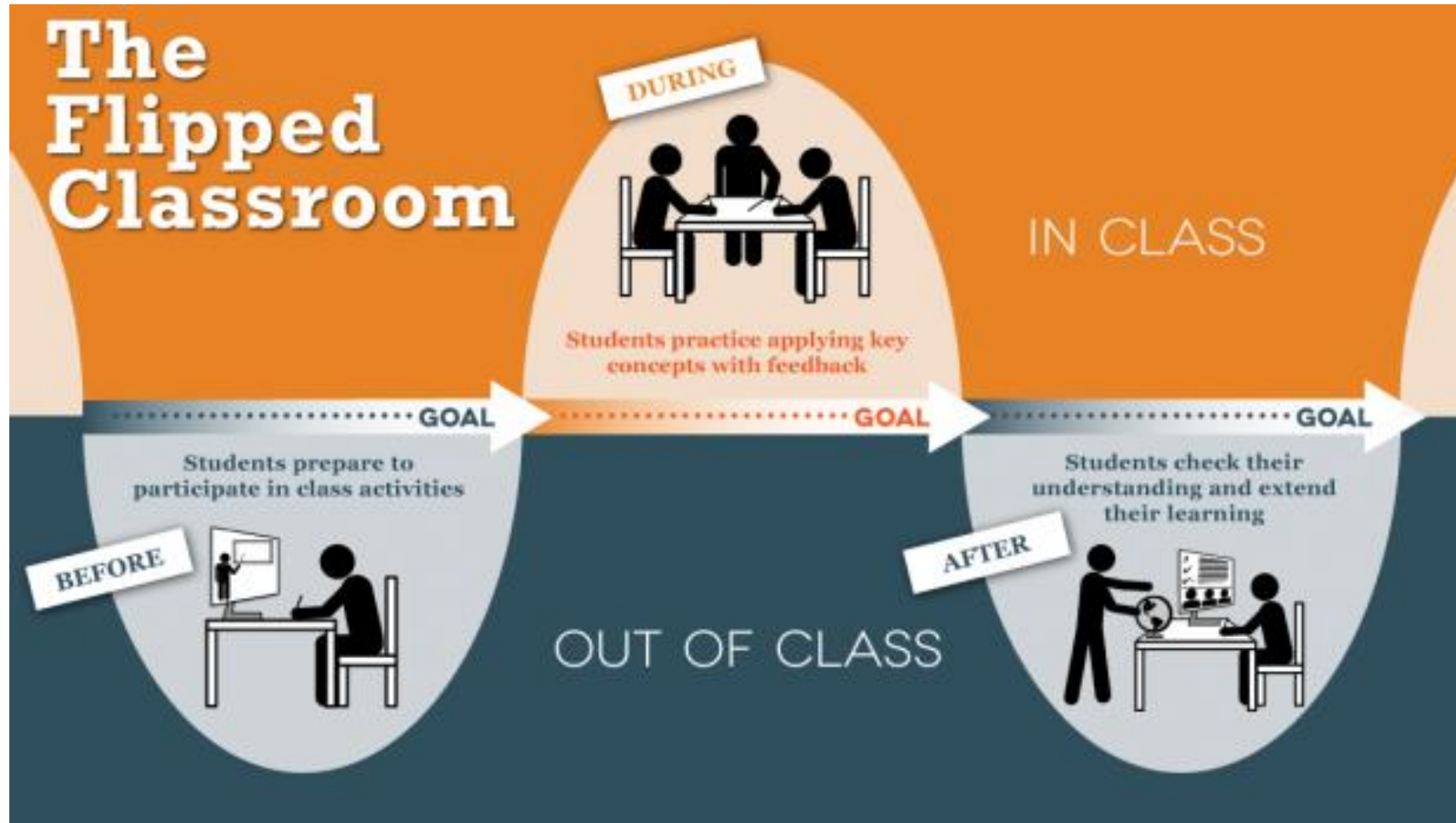
Approximately 2 million of the students who studied fully online were undergraduates and 600,000 were graduate students.



# FLIPPED CLASSROOMS WORK

*The goal is for students to learn more authentically by doing.*

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Rather than using class time to dispense information, students engage with content after class by watching **video lectures**, listening to **podcasts**, perusing **enhanced e-book content**, and collaborating with peers in **online communities**.

Blended and inquiry-based learning is **flexible, active, and more engaging for students**. Students can access this wide variety of resources any time and teachers can devote more time to interacting with individual students.

# GAMES & GAMIFICATION

Gaming is Purposeful, Human Centered (experiential), and balances the analytical and the creative.

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Educational gameplay has proven to **foster engagement in critical thinking, creative problem-solving, and teamwork** — skills that lead to solutions for complex social and environmental dilemmas.

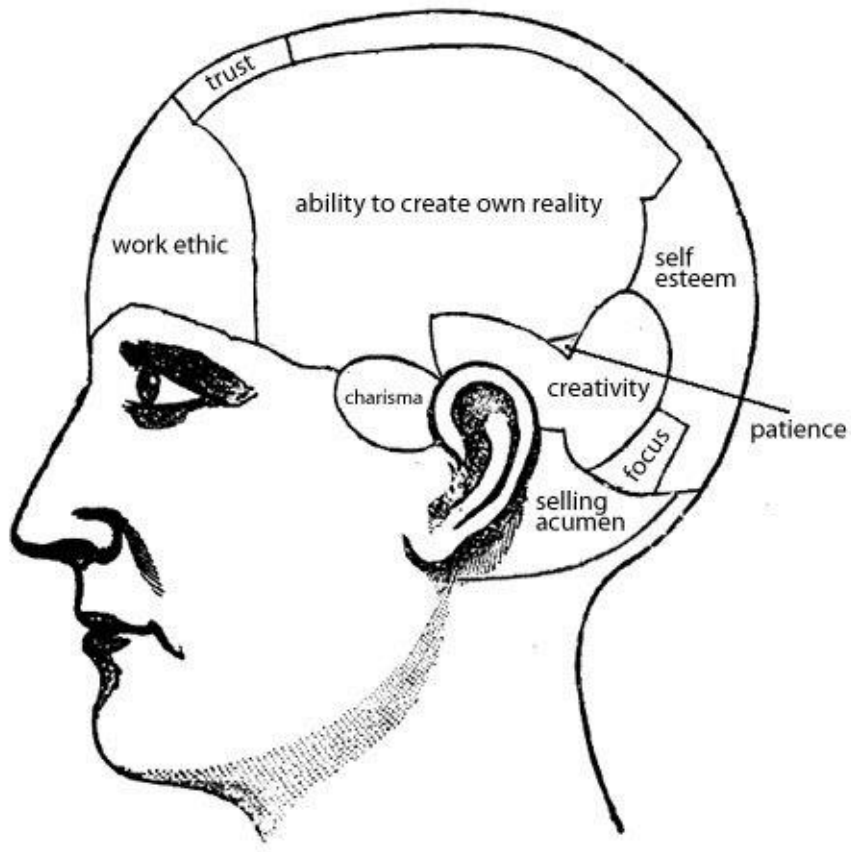
Building games uses abductive reasoning and inference, it is iterative, and involves prototyping and play-testing.



# TRENDS FOR KEEPING EDUCATION RELEVANT

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Phrenology of an Entrepreneur



**Stacked and Latticed Credentials** – Multi-tiered tracks in partnership with industry recognized certifications compliment traditional degree programs.

**Evidence and Competency Based Teaching & Learning:** Use transcripts that show student competencies in an effort to track learning in a way that can be more valuable to future employers – **the digital portfolio model.**

The latest developments in competency-based higher education are in newly-conceptualized “**flex**” **programs**, that combine online learning and in-person practicums along with access to mentors and academic coaches.

# ADAPTIVE LEARNING & BIG DATA — THE QUANTIFIED SELF

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Institute a data-driven approach to increase the success of low-income, minority students and first-generation students.



Gathering data from sources such as residential, library, tutoring programs, and surveys, universities are hoping to understand and predict why some students are more likely to drop out than others. Data helps identify struggling students and behavioral patterns. Early results have provided methods for tackling infrastructure changes, documenting issues and concerns, and identifying areas for improvement for future iterations.



## A Glimpse into the Future of Learning

In the future...

For KnowledgeWorks' full forecast on the future of learning, see *Recombinant Education: Regenerating the Learning Ecosystem* [knowledgeworks.org/strategic-foresight](http://knowledgeworks.org/strategic-foresight)

These changes point the way toward a diverse learning ecosystem in which learning adapts to each child instead of each child trying to adapt to school.

"School" will take many forms. Sometimes it will be self-organized.

Learning will no longer be defined by time and place — unless a learner wants to learn at a particular time and in a particular place.

Learners and their families will create individualized learning playlists reflecting their particular interests, goals, and values.

Those learning playlists might include public schools but could also include a wide variety of digitally-mediated or place-based learning experiences.

Whatever the path, radical personalization will become the norm, with learning approaches and supports tailored to each learner.

Educators' jobs will diversify as many new learning agent roles emerge to support learning.

A wide variety of digital networks, platforms, and content resources will help learners and learning agents connect and learn.

Some of those tools will use rich data to provide insight into learning and suggest strategies for success.

At the same time, geographic and virtual communities will take ownership of learning in new ways, blending it with other kinds of activity.

As more people take it upon themselves to find solutions, a new wave of social innovation will help address resource constraints and other challenges.

Diverse forms of credentials, certificates, and reputation markers will reflect the many ways in which people learn and demonstrate mastery.

Work will evolve so rapidly that continuous career readiness will become the norm.

**RBC-19 | 100% STUDENT SUCCESS**

