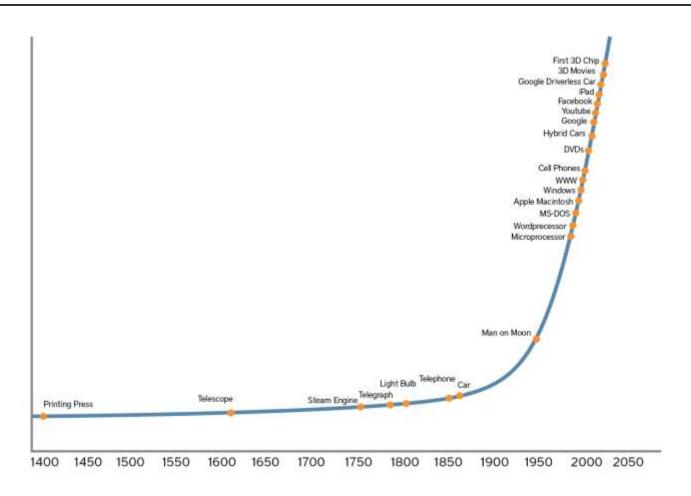
Models for the Future of Higher Education

Simon Collyer





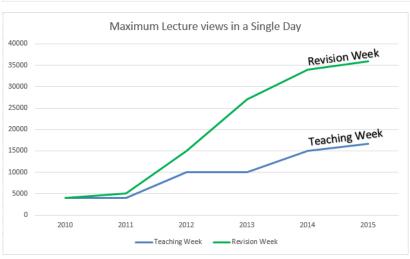
Education is now on "Technology Time"

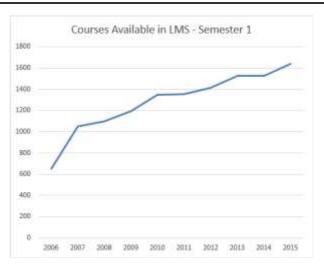




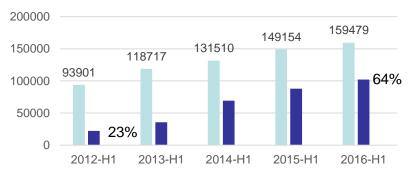
Examples of Rapid Change at UQ





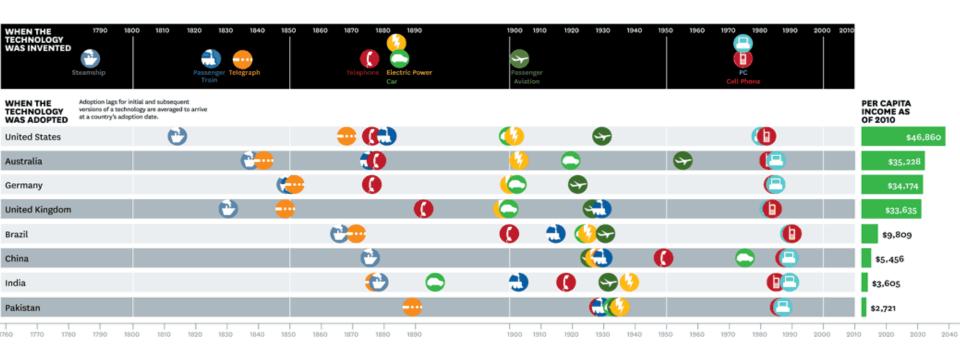


UQ TII Submission and Grading Growth – Sem1 data only





Rapid adoption is critical for productivity

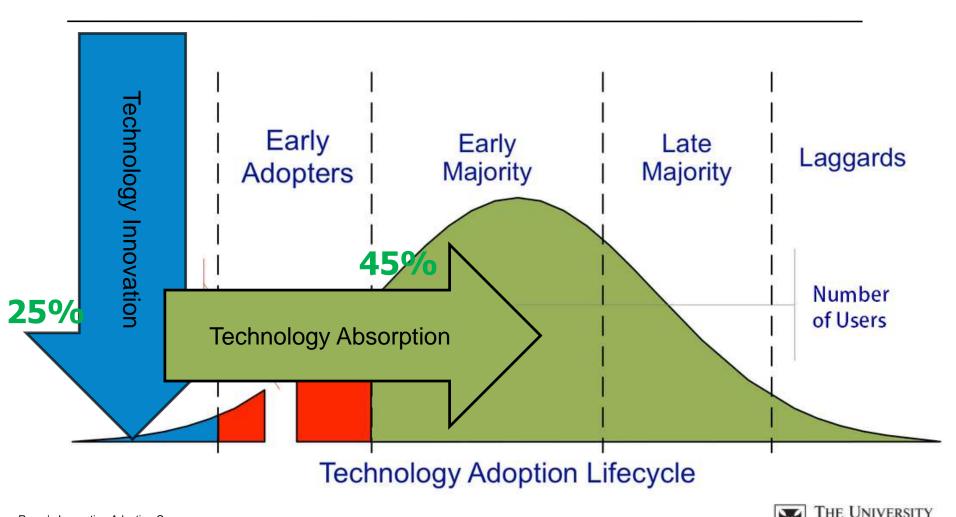


Create change

Comin, D., & Mestieri, M. (2010). The Intensive Margin of Technology Adoption *HBS Working Paper 11-026* Comin, D., & Hobijn, B. (2012). How Early Adoption Has Increased Wealth—Until Now. Harvard Business Review Magazine..

Technology adoption rates account for 70% of the difference in national productivity

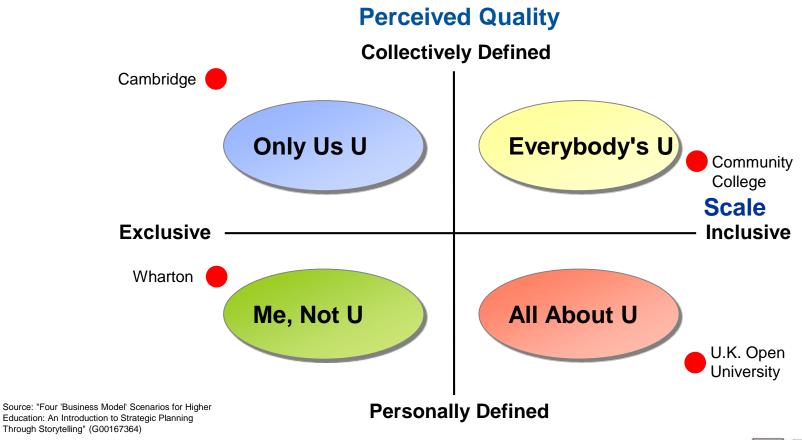
What they found...



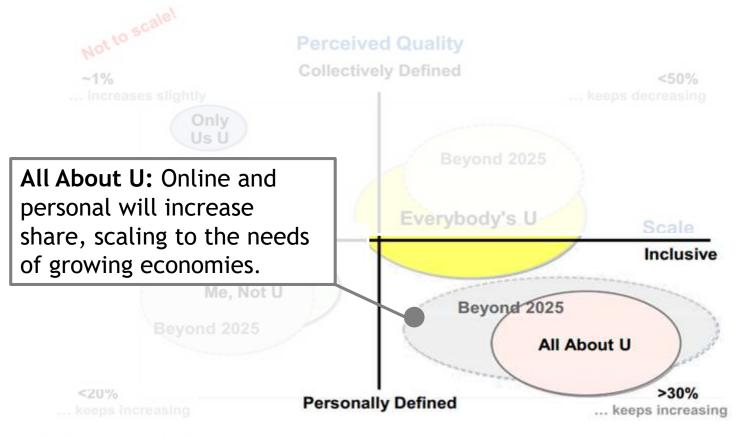
Roger's Innovation Adoption Curve

OF QUEENSLA AUSTRALIA Create change

But which technology to Adopt? ...depends on type...

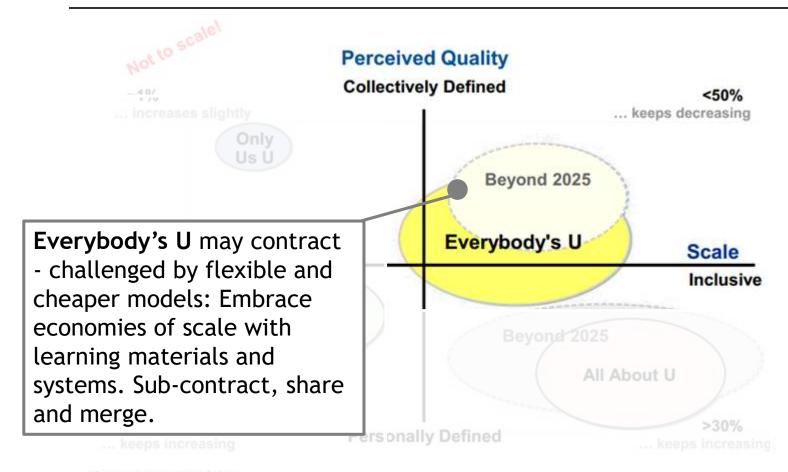






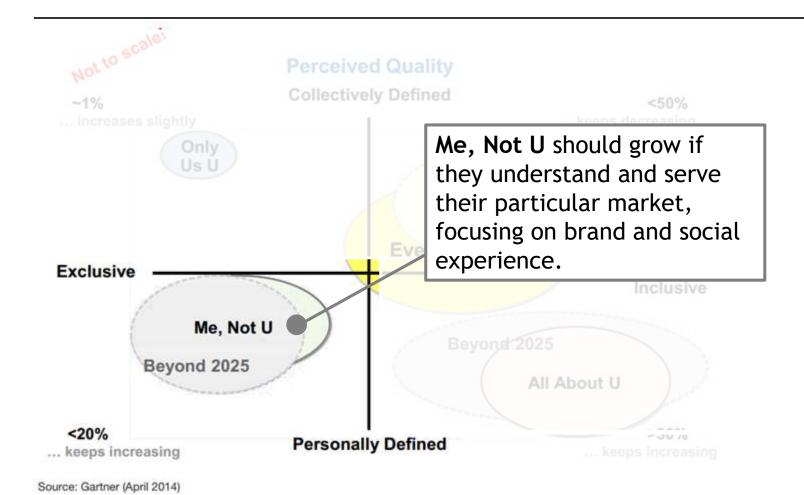
Source: Gartner (April 2014)





Source: Gartner (April 2014)

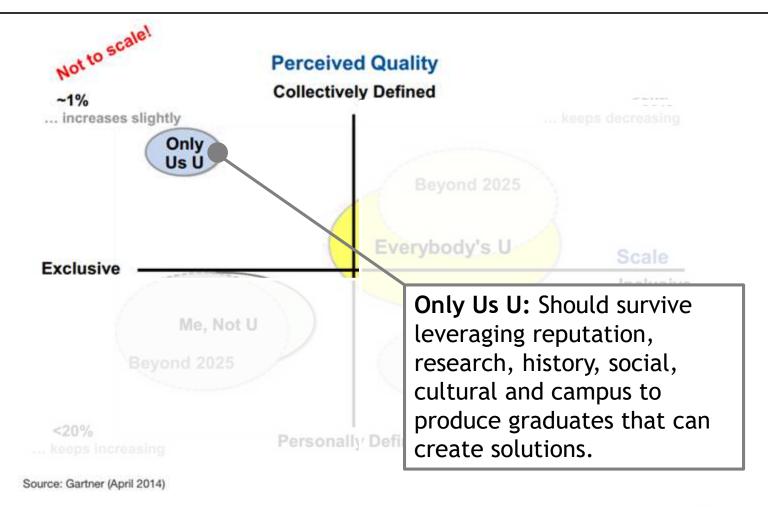




Lowendahl, J.-M. (2014). Predictions for the Higher Education 'Business Model' Landscape in 2025 and Beyond Will Help CIOs Plan Now.



Gartner Research (G00262153).





Lowendahl, J.-M. (2014). Predictions for the Higher Education 'Business Model' Landscape in 2025 and Beyond Will Help CIOs Plan Now. *Gartner Research* (G00262153).

What are the disruptions, and possible responses?

What we do now	Disruption and Responses
Learning Materials	Print replaced with high quality rich multimedia content serving global market - Think Sapling Labs - Scan and absorb
Face to Face Tuition	Content will also be adaptive, personalised and gamified - Think Cerego & Yousician - Scan and absorb
Culture and Social	Increasingly important 'value add' - Enhance
Campus and Buildings	Expensive - Make them 'value add': trimesters, active learning, commercial, social, residential, culture and sport.
Research	Seen as burden - Turn into 'value add' through teaching and brand
Examinations	Investigate e-assessment and outsourcing
Certification - awarding degrees	Beware of new players that don't have research or campus costs - Find and build your 'value add'

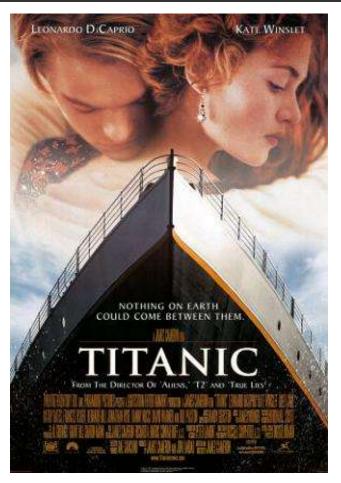
Christensen, C., & Eyring, H. J. (2011). The Innovative University: Changing the DNA of Higher Education. Retrieved from https://net.educause.edu/ir/library/pdf/ff1207s.pdf

Rosen, A. S. (2011). *Change.edu Rebooting for the new talent ecconomy*. New York: Kaplan. https://library.educause.edu/resources/2016/1/higher-educations-top-10-strategic-technologies-for-2016



Example Disruption - Economies of Scale





20,000 universities making home movies.



Blockbusters cost \$10

Example 2 - Personalised Adaptive Learning

Cerego is an application where you can create large quizzes for highly effective personalised adaptive rote learning.

Integrates with LMS, publisher platforms and MOOCs

Cerego video....





Example 3 – Integrated packages

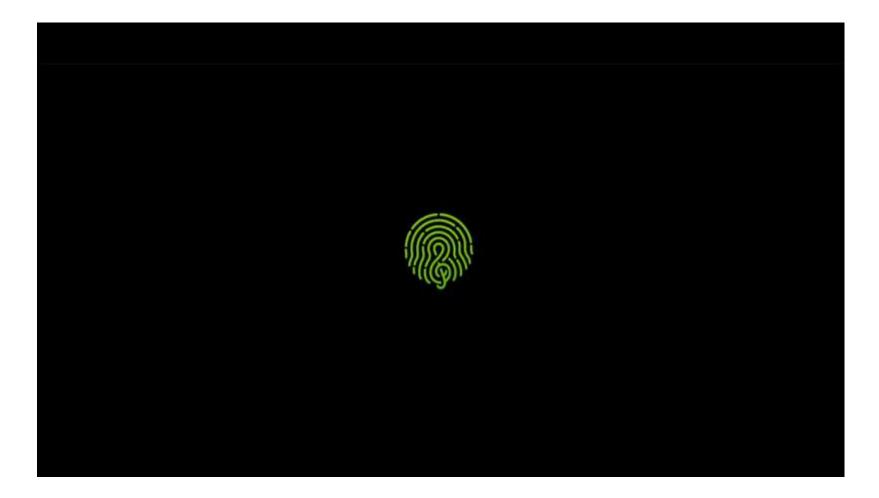
A New Minimum Standard for Learning Materials?

- Rich multi-media for multiple learning modes;
- Adaptive and personalised for more effective learning;
- Gamified with feedback and targets for motivation;
- Reduced cost through global economies of scale;
- Maintained at the cutting edge of research by a large professional team funded by the international market.

Not as easily done by individual academics or even groups of universities

Yousician video...



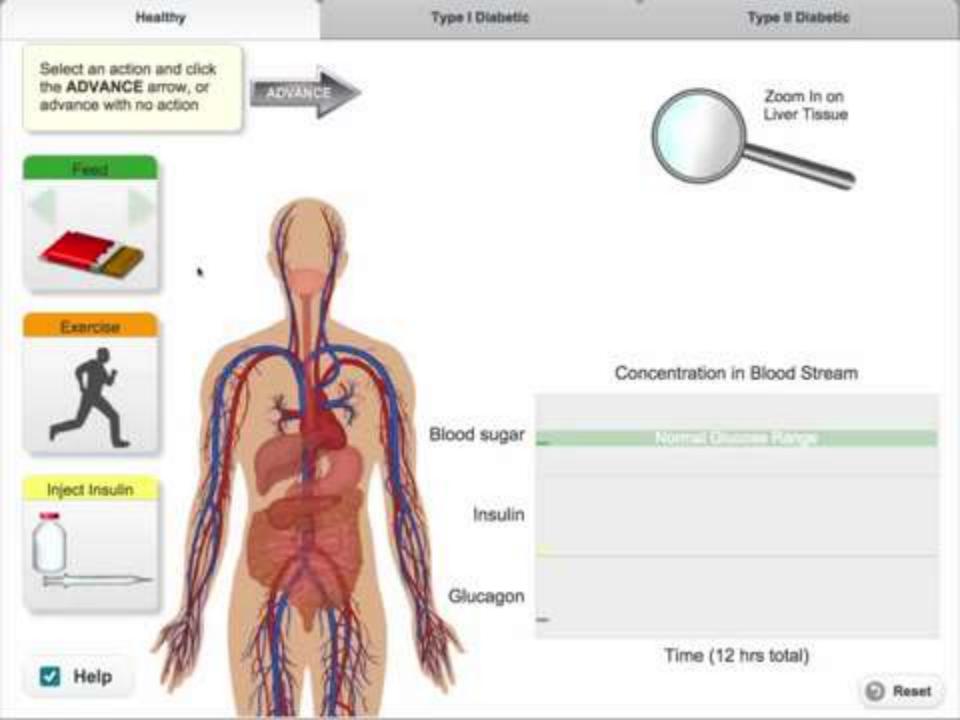




Example 4 – Labs for Biology, Physics, Chem.

The chemistry lab quiz story





Disruptions inform Activities...

Possibly Redundant Activities

- Building advanced learning content
- Writing bespoke learning applications
- Building traditional lecture theatres

Useful Activities

- Vision: Identify your type and competitive advantages to set a vision
- Developing services that complement technology: Collaborative study spaces, residences, social, cultural, sporting, serving a market, flexibility.
- Collaborating with advanced content developers
- Building awareness of OTS options
- Investigating disaggregation opportunities: share services or outsource.
- Work readiness services
- International student work and cultural integration services



Models for the Future...

Traditional: Campus focused eLearning 1.0 - "shovelware"

Blended: Campus focused eLearning 3.0 - Only complementary on campus.

Pure Online: Increasingly competitive! Hard with campus and research.

Student Chooses: Every course can be on campus or online

Work Simulator: Students study in an office with advanced learning technologies and lectures as webinars; collaborating on projects. Student belongs!

Residential Campus: Most students live on campus - enjoy culture and social

Franchised: Top academics create advanced programs and rest are franchisees

Lifelong: Programmes broken down into competency clusters that students acquire just-in-time as required.

Start on Campus: Students start with one induction year on campus then get a job or a placement, and study online or intensive mode.

End on Campus: Students start online, maybe on a MOOC, and if that works out they complete on-campus in blended or intensive mode.

THE UNIVERSITY OF QUEENSLAND

Thank You ☺

Questions?



