Five Simple Ideas for Higher Education

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Change
“Change” in Higher Education

How receptive are you to change?

1. Do not like it
2. Like it
3. Ok with it as long as it is not sudden
4. Supportive if the change process is explained and inclusive

How is the “Change” culture on your campus

- Ready for anything
- No Change
- Hell No
- Ready if the process is explained and inclusive
Transparency and Communication

Without WWW, I will be

1. 50% less productive
2. 80% less productive
3. 50% more productive
4. 80% more productive
5. None of the above
Creative Students of Today

World is Homogenous and our surroundings are Diverse
Social Networking

Do you regularly use

1. Facebook
2. Other social networking sites
3. Both
4. Neither

Why does it matter to us?

• Educational Opportunities
• Marketing Opportunities
• Facebook Culture
• Social Media

• Relevance
Gaming and Learning

• Is it possible to leverage learning through gaming?

• If the goal is knowledge transfer, does it matter how a person learns?
  – Learning by doing – Experiential Learning
  – Simulation Center

• We MUST NOT ignore gaming (online gaming) as a learning platform
The Proliferation of Mobile Devices

- Total 500 Million
- Total 35 Billion
- Total 1 Trillion

1/10th of a Device per Person on Earth
- 2007

5 Devices per Person on Earth
- 2010

140 Devices per Person on Earth
- 2013

Source: Forrester Research, Cisco

Smart Phones and Campus

- Can we leverage smart phones in the classroom?
- What about using smart phones for engaging our campus community?

Mr. Thomas 4th Period American History

Before he was our president, Dwight D. Eisenhower was what?
Text me your answers
Web, Web 2.0, and Web 3.0

More Personalized Education

- **ENROLLING** in concurrent programs at multiple institutions
- **SHARING** learning experiences with peers, mentors, and teachers
- **UNDERSTANDING** options and alternatives for learning paths
- **ACCESSING** courses that are not available locally
- **MEASURING** progress against individual learning objectives
- **PROGRESSING** at a rate that recognizes individual learning styles
- **ENROLLING** in concurrent programs at multiple institutions
- **SHARING** learning experiences with peers, mentors, and teachers
- **UNDERSTANDING** options and alternatives for learning paths
- **ACCESSING** courses that are not available locally
- **MEASURING** progress against individual learning objectives
- **PROGRESSING** at a rate that recognizes individual learning styles
- **CUSTOMIZING** learning materials for unique student needs
- **BENEFITING** from an interconnected educational team
- **ENGAGING** in self-directed independent learning
Online classes

Does your organization offer online classes?

1. YES
2. NO

Online classes

Have you taken an online class?

1. YES
2. NO
Coursera

Are you familiar with Coursera?

1. YES
2. NO

What is Coursera?

- Part of the MOOC movement
- 195 courses
- 33 Universities
- Around 2 Million conversations

A History of the World since 1300
Princeton University

Human computer Interaction
Stanford University
Hallmark Moments

• What comes to mind when you see this logo?
Hallmark Moment for Higher Education

• What is going to be our Hallmark moment for higher education?
• It is about our Relevance.

Our Leaky Pipeline

For every 100 ninth graders...
68 graduate on time
Of those, 40 enroll in college
Of those, 27 are still in college the following year
Of those, 16 earn an Associate’s degree within 3 years or a Bachelor’s degree within 6 years
How can we be Relevant?

Relevance

Higher Education

Convergence

COLLABORATIVE

TRADITIONAL

OUTCOME

ONLINE

ON-DEMAND

HYBRID

My Teacher App
Conclusions

• Five Simple Ideas
  – Gamification
  – Emerging Technologies
  – Online and MOOC
  – MY LEARNING
  – Higher Education Convergence

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