HEUTAGOGY AND EDUCATION 4.0 IN HIGHER ONLINE EDUCATION



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THE CONCEPT

TECHNOLOGY
Industry 4.0

FUTURE SKILLS Capabilities

CHANGE

The way we live, play, interact, work, and learn

HEUTAGOGY

Approach







conclusion key findings heutagogy

THE PAPER



THESIS

Heutagogy practices in online education aligns with Education 4.0's framework by building the skills needed for today's workforce and in the future.



RESEARCH QUESTION

How does Heutagogy in higher online education and future skills meet the needs of Education 4.0?





APPROACH

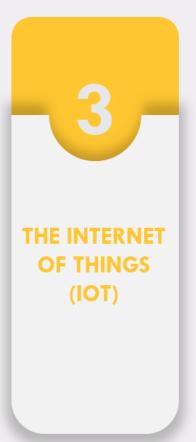
Literature Review to seek connections with Heutagogy, future skills, and Education 4.0 in Higher Online Education



INDUSTRY 4.0 – THE TECHNOLOGY REVOLUTION









neutagogy

THE WORLD ECONOMIC FORUM PREDICTIONS

The World Economic Forum (2018)

of students currently in school will work in jobs that do not exist today in jobs that do not exist today

of today's jobs will be automated in the next 10 years



Content in graduate degrees will no longer be relevant in 5 years

EDUCATION 4.0 - THE EDUCATION REVOLUTION

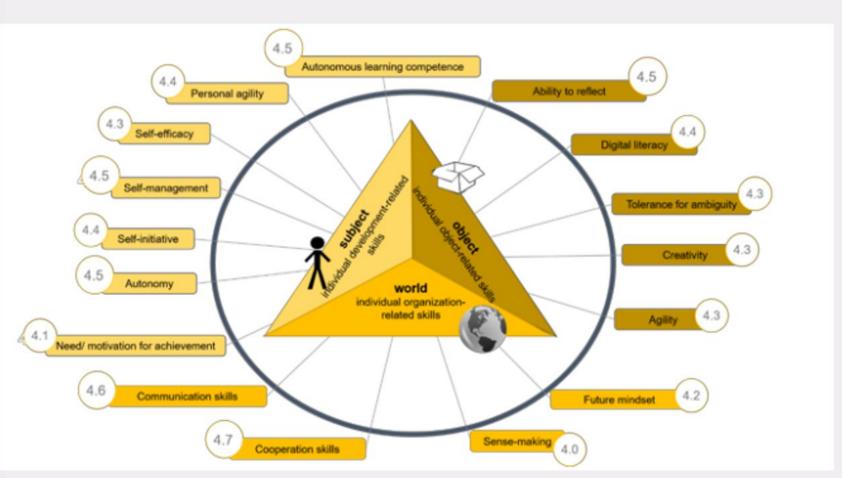


Figure 1: Future Skills: The Future of Learning and Higher Education Report Cover page (Ehlers & Kellermann, 2019)



heutagogy

EDUCATION 4.0 - THE EDUCATION REVOLUTION









heutagogy

EDUCATION 4.0 - THE EDUCATION REVOLUTION

CONTENT AND CURRICULUM DRIVERS

Focus on Future Skills

- Autonomous learning
- Self-organization
- Applying/reflecting knowledge
- creativity

"My-University" Scenario

Students can build their own curricula based on personal interests

Multi-Institutional **Study Experience**

- Important to establish in initial higher education
- Learners in the workplace the main type of student

Lifelong Learning

ORGANIZATIONAL-STRUCTURE RELATED DRIVERS

Figure 3: Future Skills: The Future of Learning and Higher Education -Drivers of Change In Higher Education (Ehlers & Kellermann, 2019, p. 4-5)





THE WORLD ECONOMIC FORUM EDUCATION 4.0 FRAMEWORK

"Schools of the Future: Defining New Models of Education for the Fourth Industrial Revolution"

Content (built-in mechanisms for skills adaptation)

Global citizenship skills

To include content that focuses on building awareness about the wider world, sustainability and playing an active role in the global community.

Innovation and creativity skills

To include content that fosters skills required for innovation, including complex problemsolving, analytical thinking, creativity and systems-analysis.

Technology skills

To include content that is based on developing digital skills, including programming, digital responsibility and the use of technology.

Personalized and self-paced learning

From a system where learning is standardized, to one based on the diverse individual needs of each learner, and flexible enough to enable each learner to progress at their own pace.

Accessible and inclusive learning

From a system where learning is confined to those with access to school buildings to one in which everyone has access to learning and is therefore inclusive.

Problem-based and collaborative learning

From process-based to project and problem-based content delivery, requiring peer collaboration and more closely mirroring the future of work.

Interpersonal skills

To include content that focuses on interpersonal emotional intelligence (i.e. empathy, cooperation, negotiation, leadership and social awareness).

Lifelong and student-driven learning

From a system where learning and skilling decrease over one's lifespan to one where everyone continuously improves on existing skills and acquires new ones based on their individual needs.







dings

WHAT IS HEUTAGOGY?











Learner is at the

centre who decides

what and how to

learn

Ability to know how to learn and have strong self-efficacy

CAPABILITY

SELF-REFLECTION

Critical learning skill
that supports
knowing how to
learn

NON-LINEAR LEARNING

Learners define and choose a variety of paths to learning less neutagogy

WHAT IS HEUTAGOGY?



Ability to know how to learn and have strong self-efficacy

COMPETENCY VS. CAPABILITY

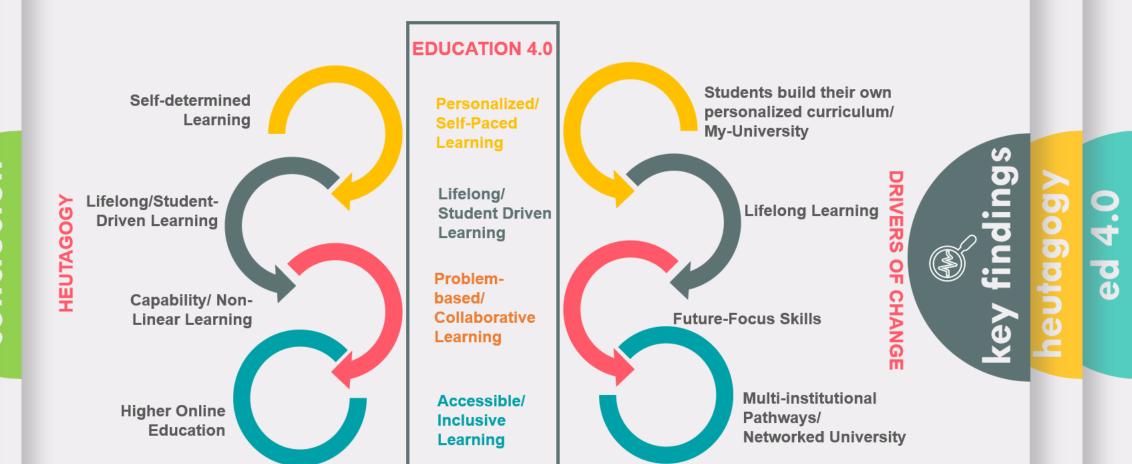
- Competency seen as skills to enable people to perform an job or action; skills, knowledge, and capacity to fulfill current needs
- Capability are qualities, abilities, capacity to have the potential to be developed and adapt to future needs

(Nagarajan & Prabhu, 2015)





CONCEPTUALIZATION



How does Heutagogy in higher online education and future skills meet the needs of Education 4.0?

HOW DOES HEUTAGOGY IN HIGHER EDUCATION MEET THE NEEDS OF EDUCATION 4.0?

"It is a world in which information is readily and easily accessible...disciplined-based knowledge is inappropriate to prepare for living in modern communities and workplaces; learning is increasingly aligned with what we do; modern organizational structures require flexible learning practices; and there is a need for immediacy of learning."

(Davis & Hase, 2020)





UPCOMING RESEARCH

MICRO CREDENTIALS

How can online higher-education micro-credential offerings deliver the 21st – Century skills employers and earners need to stay relevant in our fastchanging world?

Presentation References

or go to https://bit.ly/39EuGRO

THANK YOU

QUESTIONS & FEEDBACK WELCOMED



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