Challenges in Higher Education as a Transformative Ecosystem for Students and Professors

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Current challenges (towards a digital ecosystem)

• The world is a place that becomes:
  • Faster
  • Global
  • Diverse
  • Complex
  • With wisdom multiplicity
  • Data aware
  • In excess of (available) information
  • Costly and less sustainable
  • Less stable (requires governance of social, economic and environmental issues)

• More people that counts, less time to make the difference and highly networked, with no easy distinctive voice to follow
  • Drive by risk taking where error needs to be avoided by experience taken
Higher education
From a knowledge perspective

• The house of knowledge (can we say knowledge management?)
  • Organize existing knowledge
  • Communicate and share knowledge
  • Store and preserve knowledge
  • Use and disseminate knowledge
  • Validate and evaluate knowledge
  • Create new knowledge

• Who is responsible for keeping knowledge flow (still a mission?)
  • State? Society? Group of people? Organizations? Other?

• Types of knowledge:
  • Explicit and implicit: the knowledge to transmit and teach
  • Tacit: the knowledge to transfer by experiencing
  • Culture: the knowledge to transfer by living

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Issues and limitations

• The better the higher education, the bigger the territory strength:
  • To do, develop and react
  • To understand and balance its responses
  • To reason and provide better solutions
  • To choose its trueness and unique soul and feeling

• Limitations: instrumental usage
  • The idea that knowledge is a freedom equivalent
  • The idea that knowledge is a sovereignty equivalent
  • The idea that knowledge is a human enhancer equivalent
  • The idea that knowledge is a power equivalent
The idea of reinventing higher education

• Resulting from a global economy and worldwide competition, along with the existence of large quantities of digital and widespread use of information

• ... (and knowledge) that leads to a more competitive higher education global market (it turns having a strategy as a strong requirement)
  • We can always have the major brands near us (or be them)
  • We can hire the best or most suitable people
  • We can take advantage of local talent and relate to the 10% top educated population that exists everywhere
  • We can take risks and innovate as current higher education ecosystem will no longer be in a physical place (but a mix digital one) in (near) future
  • some of the proposals are related with issues as networks, lean, agile and of multidisciplinary nature
  • Digital platforms, artificial intelligence for massive and one to one relationship between student(s) and content(s)

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Some ideas beyond innovation and other hypes

• The classroom as a place of identity
• Projects instead of disciplines
• Human scale for “space and time” is the new premium
• The fall of time as the major work division in higher education
• The fall of subjects as the major learning organization
• The new game is branding everything
• The break of the supply chain for the major activities in schooling
  • Learning & teaching
  • Assessment and evaluation
  • Certification & homologation
  • Pedagogic content creation
  • Research & development (knowledge creation)
  • Project & activities management

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• Full Professor at University Fernando Pessoa
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