



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

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11th October, 2017

*Presentation at Kazakh University of Economics,
Finance and International Trade, Astana, Kazakhstan*

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

Issues and limitations

- The better the higher education, the bigger the territory strenght:
 - 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)

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
- Coordinator of the PhD Program in Informacion Sciences, branch of Systems, Technology and Information Management
- Habilitation (aggregation) in Engineering and Industrial Management (from University of Aveiro, Portugal)
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- His research is related with the impact of digital, computers and networks in human activity with a special focus on e-learning issues
- Authored 16 technical books and more than 300 scientific papers