The future of lifelong learning: Experience the scenario method

Jocelyn Manderveld - SURFfoundation
Overview

19.30-19.40 Introduction
19.40-20.00 SURF scenario study
20.00-21.00 Experience the scenario method
21.00-21.30 Results of SURF scenario study
21.30 Closure
Research universities, universities of applied sciences, and research institutions work together in SURF in order to:

- improve the quality of research and education by:
- creating pioneering ICT innovations.

For more than twenty years, collaboration within SURF has led to products and services that the participating institutions could not have achieved on their own.
SURF is a partnership
between all Dutch institutions for higher education & research

Collaboration = Success factor!
SURF – ICT innovation by and for higher education and research

- **SURF Foundation**: Driver of ICT innovation
- **SURF Net**: Pioneering network
- **SURF Diensten**: The licensing organisation
Initiates innovation in educational, research and organisational processes

Encourages knowledge-sharing and partnerships

Directs and coordinates the implementation of funding projects
 ICT and Education

Initiatives:

- Innovation: LOREnet, repositories, digital learning materials
- Tenders for implementing “proven technology”
  - NAP, financed by the institutions
- SURFspace: education portal by and for professionals in ICT and education
- Knowledge dissemination: SURF Academy, Special Interest Groups

SURF’s view:

- ICT environment in higher education should reflect the ICT environment of the student outside the institution
- ICT innovation must be sustainable, reusable and flexible, with more emphasis on “proven” technology
- Use ICT innovation to improve academic performance
SURF Scenario study
SURF scenario study

- **Background**
  Virtual learning & working environment for students & teachers in 2020

- **Goal:**
  Develop 4 future scenario’s, which support SURFfoundation & Dutch institutes for higher education in determining their policies on the compilation of the virtual working & learning environment of the future.

- **Method:**
  Scenario Method
Scenario method:
Scenario method: three phases

1. Analyses of future trends
   - Brainstorm about the future
   - Research of trends
   - Choose future drivers/trends

2. Development & presentation of scenarios

3. Reflection
   - Evaluation of scenario’s
   - Writing report
Experience the scenario method  
Fase 1: Analyses of future trends

- In SURF study 300 people from Dutch institutes for higher education were involved.

- Different target groups:
  - ICT & Education policy advisors
  - Dean’s of faculties
  - CIO’s
  - Students
  - Teachers
Experience the scenario method

Lifelong learning in 2020

What kind of services do lifelong learners need in 2020?
• Impact & predictability
Results of SURF study: Unpredictable, high-impact drivers

- Restricted versus open education
- Financing by student versus financing by institution
- Teaching & assessment combined versus testing independent of learning path
- Institutes for higher education provide virtual learning environments versus student/teacher has own equipment (personal electronic learning environment)
Scenario axes

Curriculum assembled by institutes

<table>
<thead>
<tr>
<th>Airport</th>
<th>Department Store</th>
</tr>
</thead>
<tbody>
<tr>
<td>VLE</td>
<td>PLE</td>
</tr>
<tr>
<td>Supermarket</td>
<td>Exchange</td>
</tr>
</tbody>
</table>

Curriculum assembled by students
Results of SURF study: Predictable, high-impact drivers

- Student as “prosumer”
- Formal & indirect quality control
- Open content
- Teacher as freelancer
- Increasing internationalisation of education
- Institutes as a networks
4 scenario’s

- Development by people from HE institutes
- Presentation
  - Newspapers
  - Movies
4 Scenarios

- Predictable trends
- Back casting
- Society in 2020
- HE in 2020
- Organisational perspective
- Student perspective
- Teacher perspective
<table>
<thead>
<tr>
<th>Airport</th>
<th>Curriculum by institutes</th>
<th>VLE</th>
<th>PLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Micro technology implants</td>
<td>Qualifications for all occupations and studies are fixed in Europe</td>
<td>Every module is 7.5 ECTS</td>
<td>Integral platform for working, learning, networking, and communicating</td>
</tr>
<tr>
<td>Focus on individual learning processes</td>
<td>Education is financed by vouchers</td>
<td>Development as commodity</td>
<td>Service of HE-institutes appear as plugins in platform</td>
</tr>
<tr>
<td>Structuring and standardisation</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Private en public education providers</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Studying at own level in communities</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VLE</td>
<td>Supermarket</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Institute is private and public</td>
<td>Exchange</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VLE is a service, providing support for the needs of students</td>
<td>Talent and excellence is defining</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>EXIT: government, HE &amp; diplomes.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Guildsystem works</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Development as commodity</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Living, learning and working are integrated</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Networking</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Basis infrastructure GUIDE:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Reflection

• What do you like in this scenario?
• What do find disturbing in this scenario?
• What’s the predictability of this scenario?
• Are there trends, new developments missing in this scenario?
• What should happen to make this scenario reality?
Reflection

- How will students and teachers work & learn in this scenario?
- What kind of digital solutions will they use to support their working & learning?
- Who will provide those solutions?
Questions

- Manderveld@surf.nl
- http://www.surffoundation.nl/scenario2020

Thank you