



Future of Learning: From disciplinary to experiential learning

Olga Kokshagina

EDHEC Business School

<https://www.vision-project.org/>



What is VISION about?

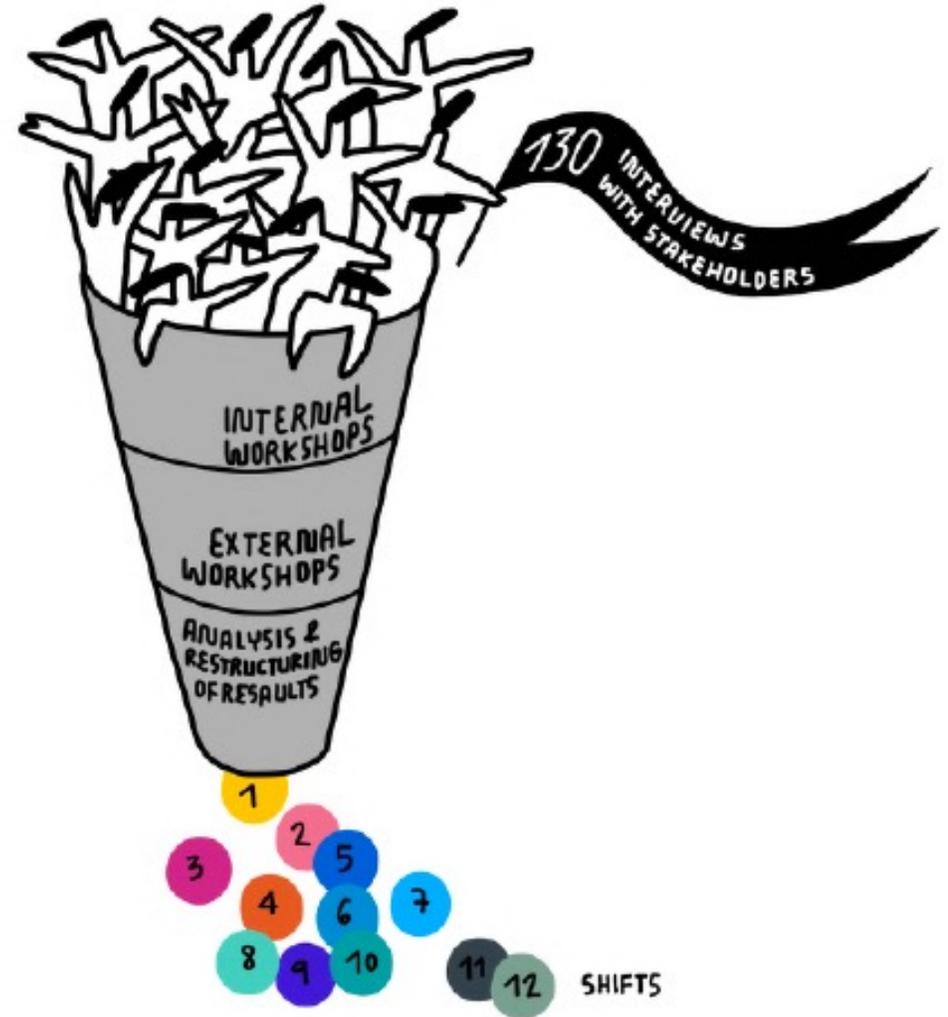
Envisioning the future of
learning for **creativity,**
innovation and
entrepreneurship (CIE)



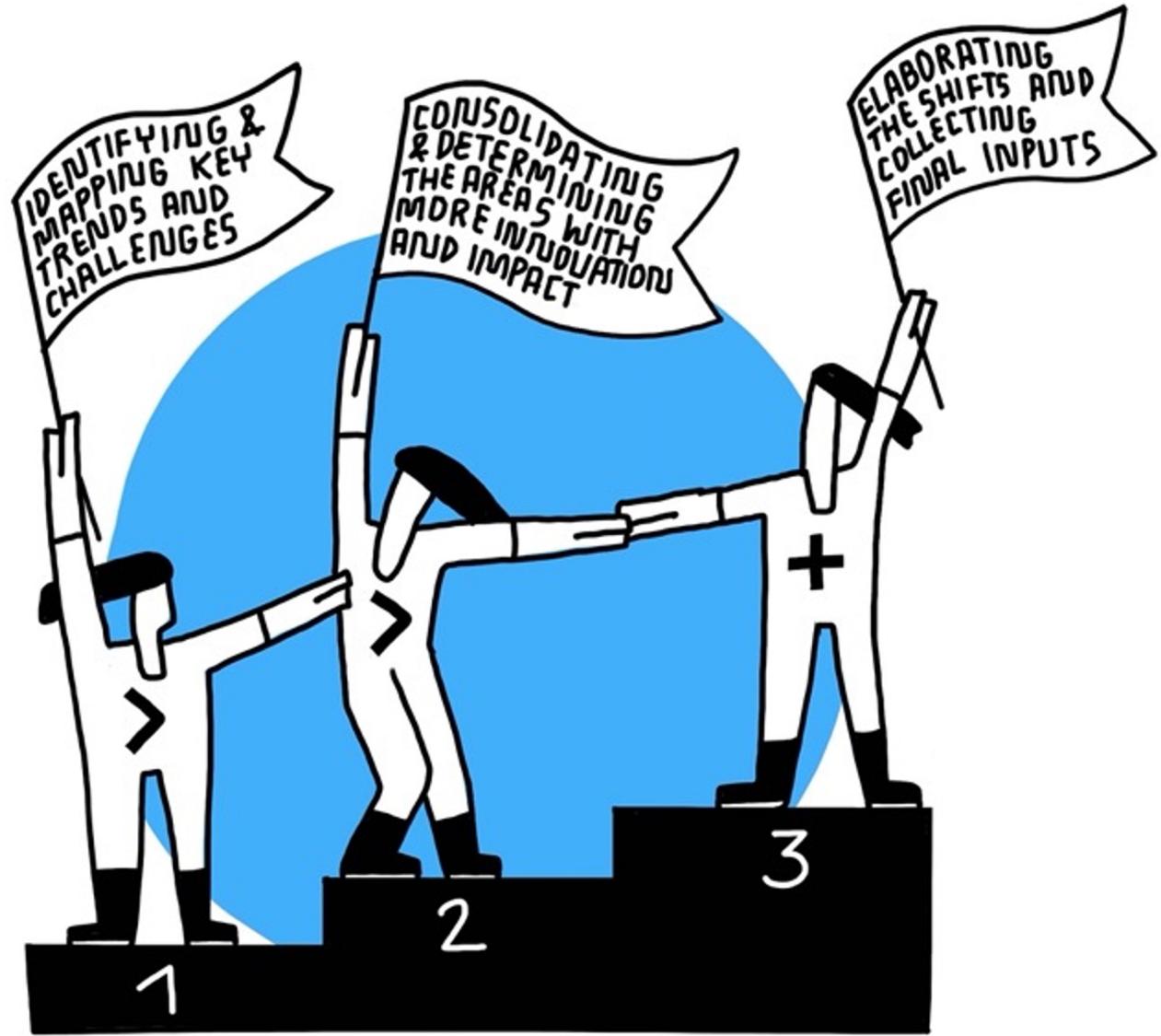
Project partners

 <p>University EMUNI</p>	 <p>ispim</p>	 <p>FUTURE AGENDA Open Foresight</p>	 <p>SOCIĀLĀS INOVĀCIJAS CENTRS www.socialinnovation.lv</p>	 <p>stim</p>
 <p>TUHH Hamburg University of Technology</p>	 <p>esade</p>	 <p>six</p>	 <p>innofora</p>	 <p>TUV NORD</p>
 <p>perceptos</p>	 <p>DE G DE GRUYTER</p>	 <p>Lufthansa Systems</p>	 <p>RMIT UNIVERSITY</p>	

Overview of the project

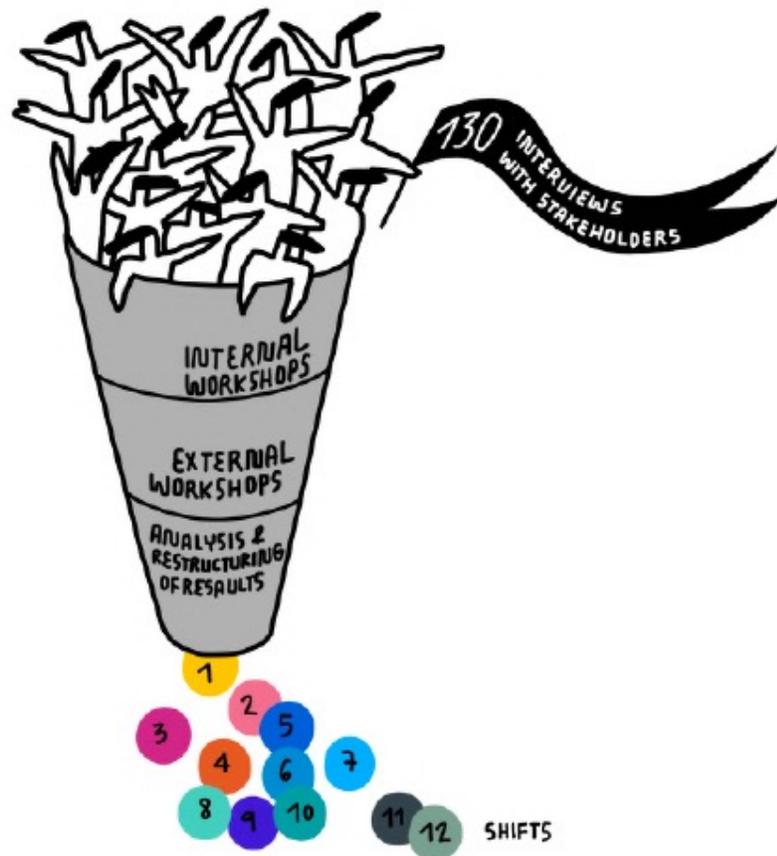
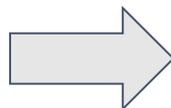


HOW TO?



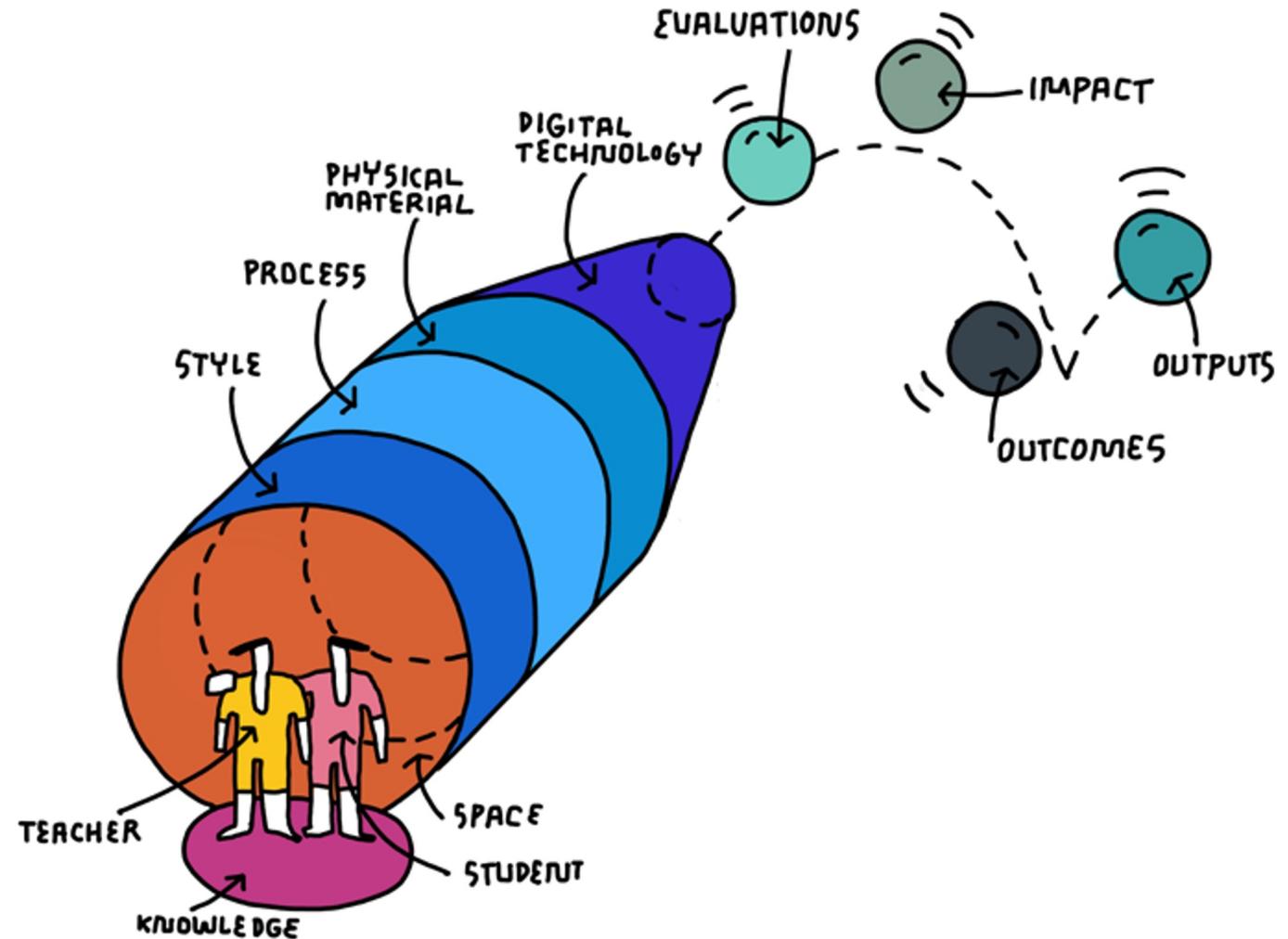
How to?

135 interviews with stakeholders

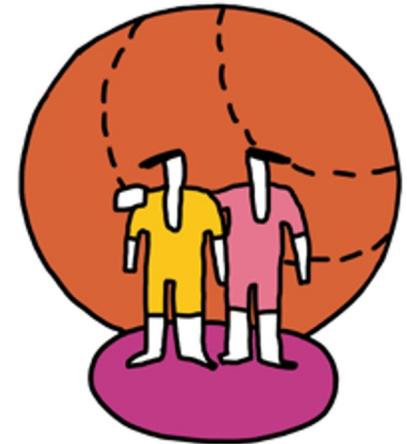


LEARNING LANDSCAPE: 12 ELEMENTS

- I. PILLARS OF LEARNING
- II. LEARNING JOURNEY
- III. LEARNING RESULTS



I. PILLARS OF LEARNING

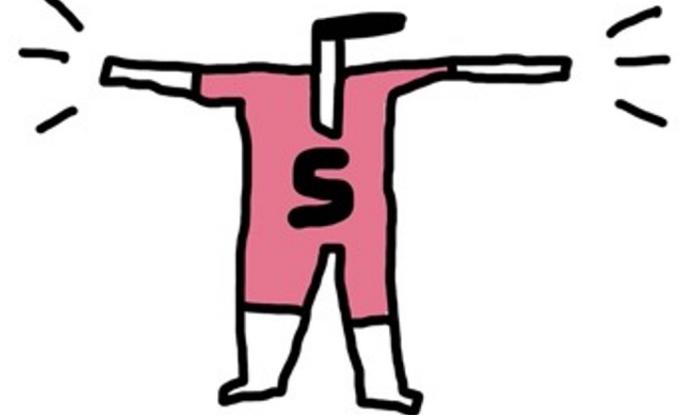


STUDENT

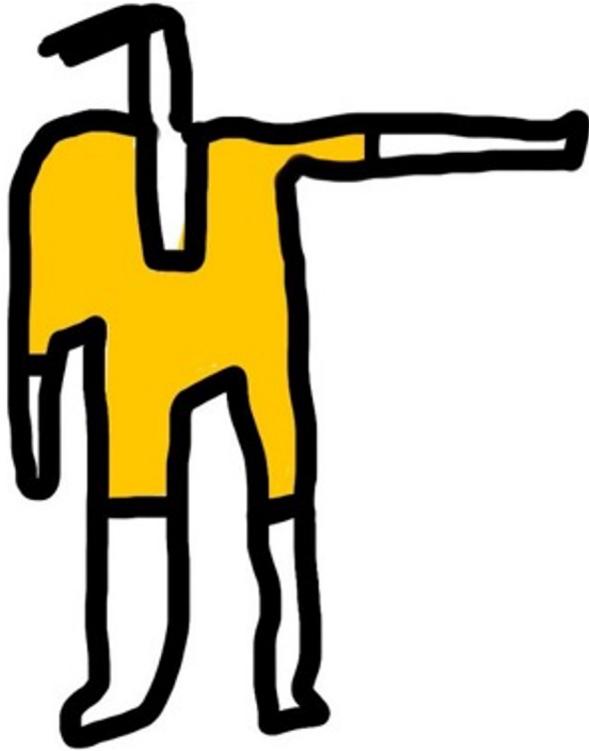
FROM PASSIVE AND INTERIM INFORMATION
RECIPIENTS



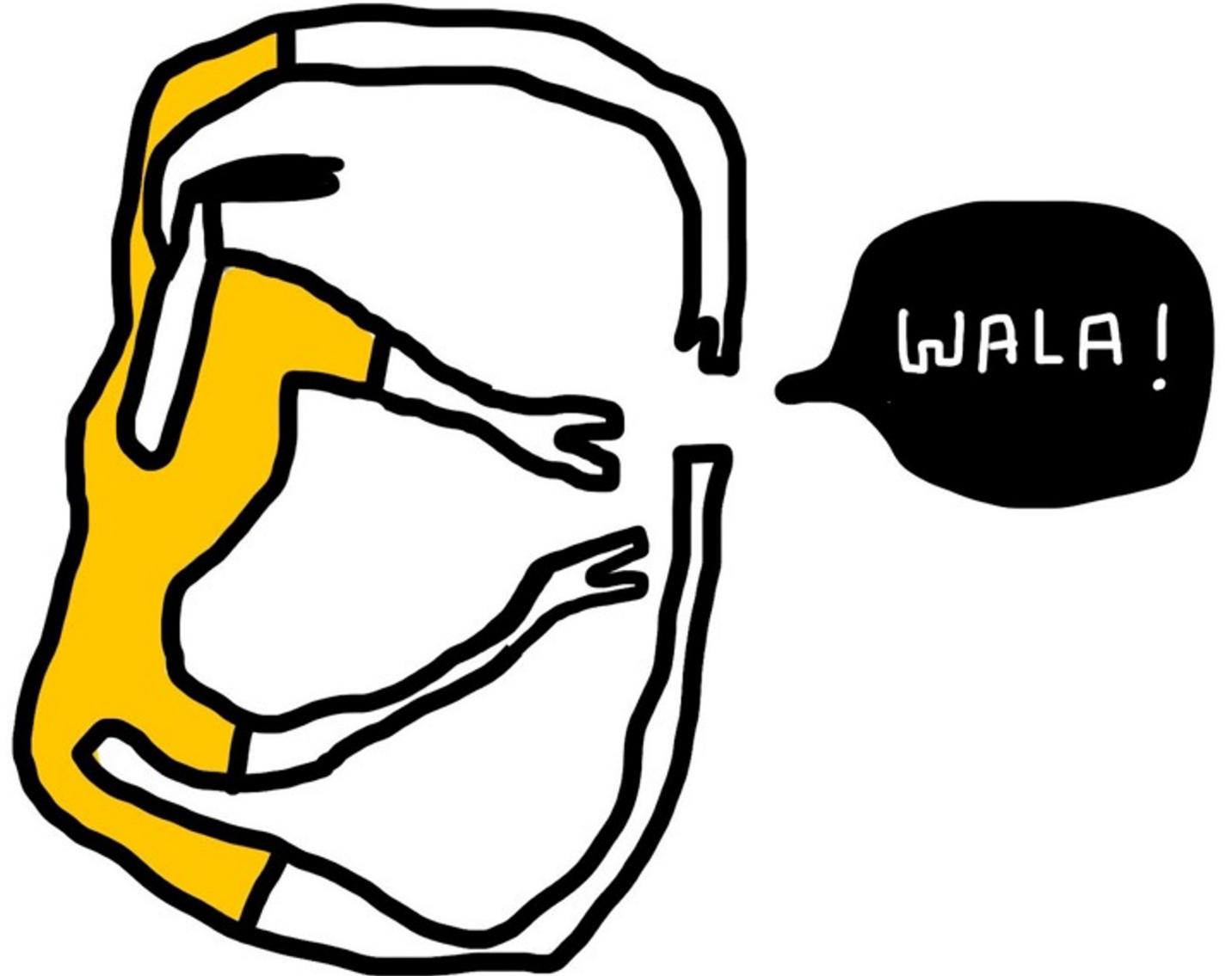
TO ACTIVE LIFELONG LEARNERS



TEACHER

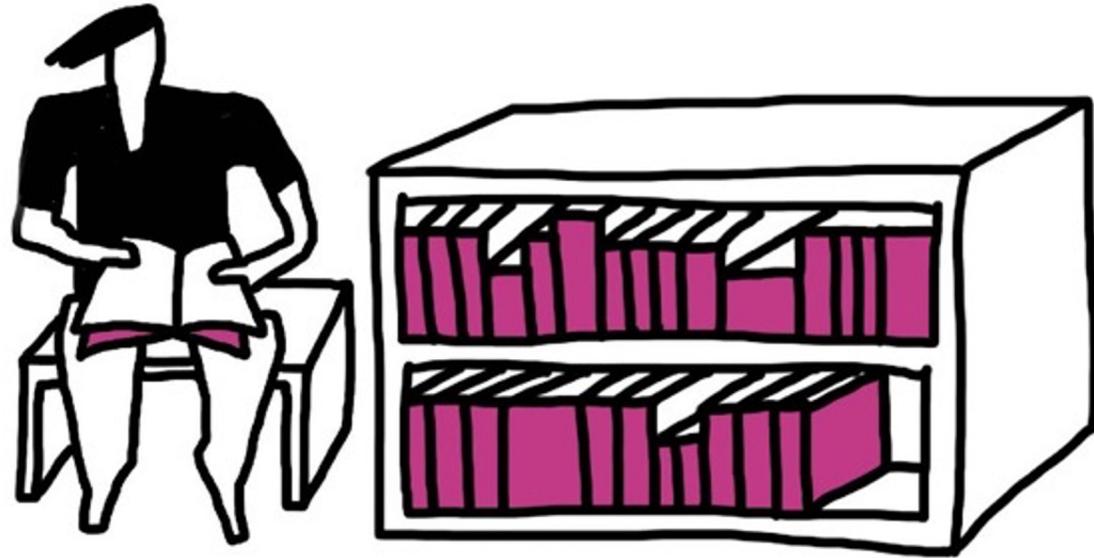


FROM LECTURERS AND SUBJECT EXPERTS



TO COACHES, CURATORS, PRACTITIONERS AND LEARNING DESIGNERS

SUBJECT-MATTER

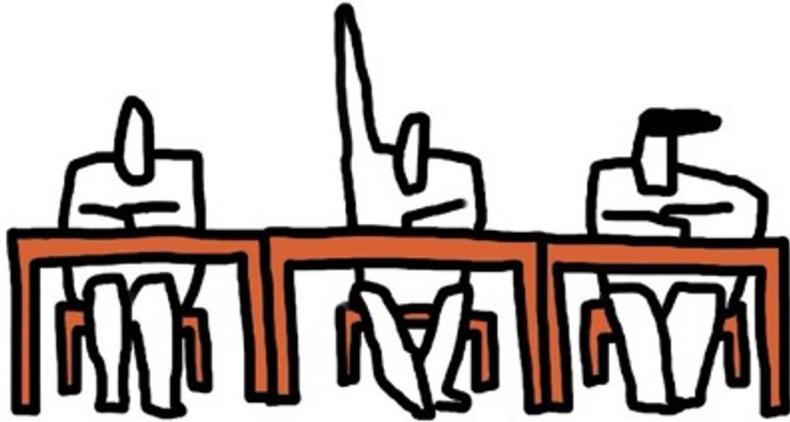


FROM DISCIPLINARY-CENTERED

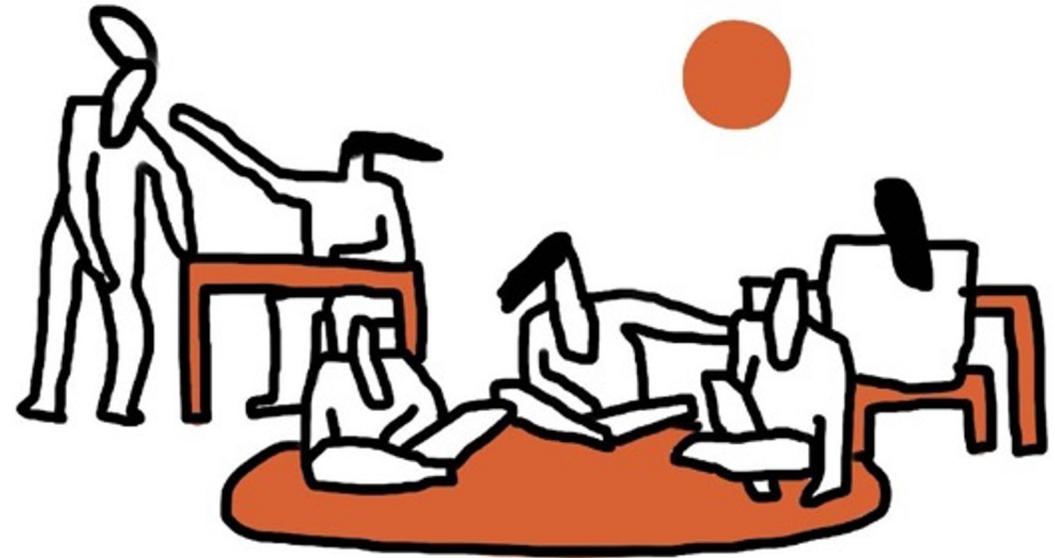


TO MULTIDISCIPLINARY, PROBLEM- AND CHALLENGE-BASED LEARNING

SPACE

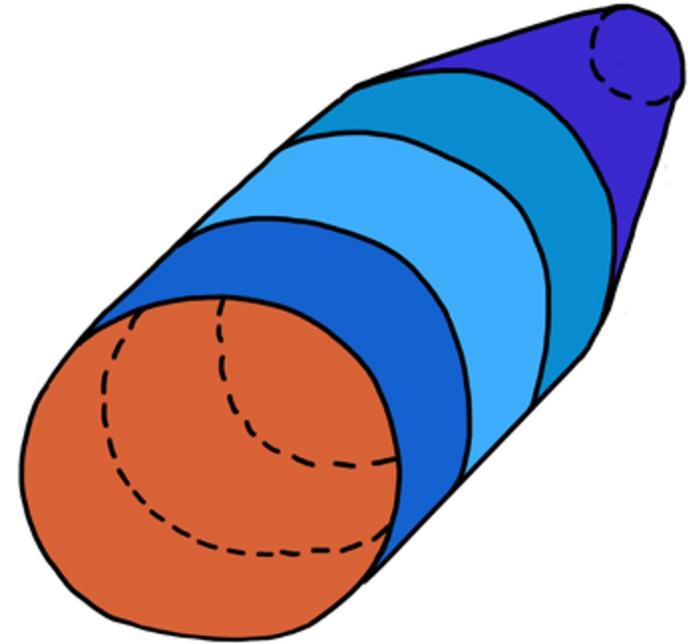


FROM TRADITIONAL CLASSROOMS AND LECTURE HALLS



TO FLEXIBLE SPACES AND THE REAL WORLD

II. LEARNING JOURNEY



STYLE

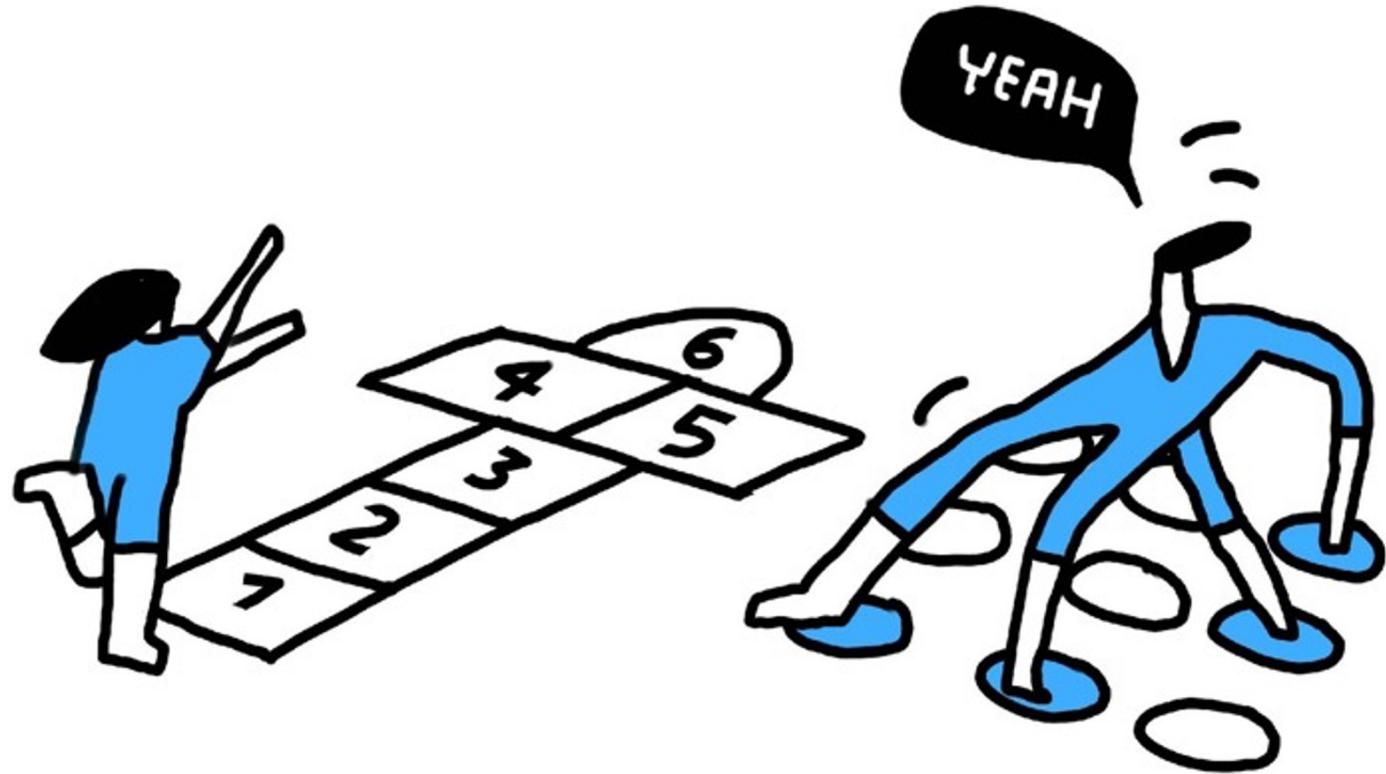


FROM INDIVIDUAL AND INDEPENDENT



TO TEAM-BASED AND COLLABORATIVE

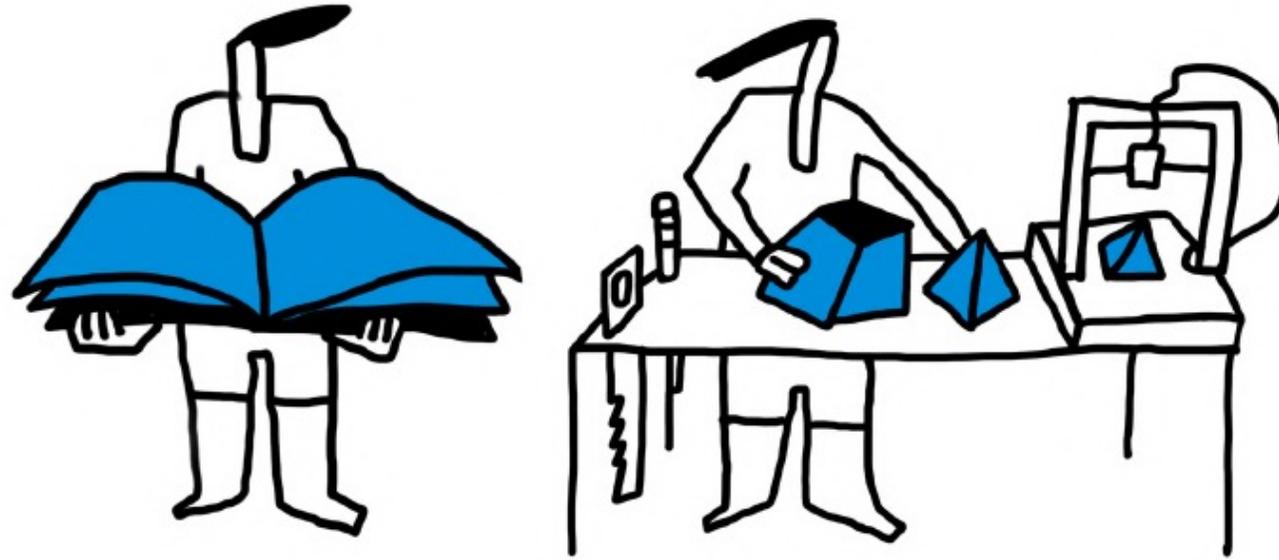
PROCESS



FROM LINEAR TO

TO ITERATIVE, EXPLORATORY AND EXPERIMENTAL

PHYSICAL MATERIAL

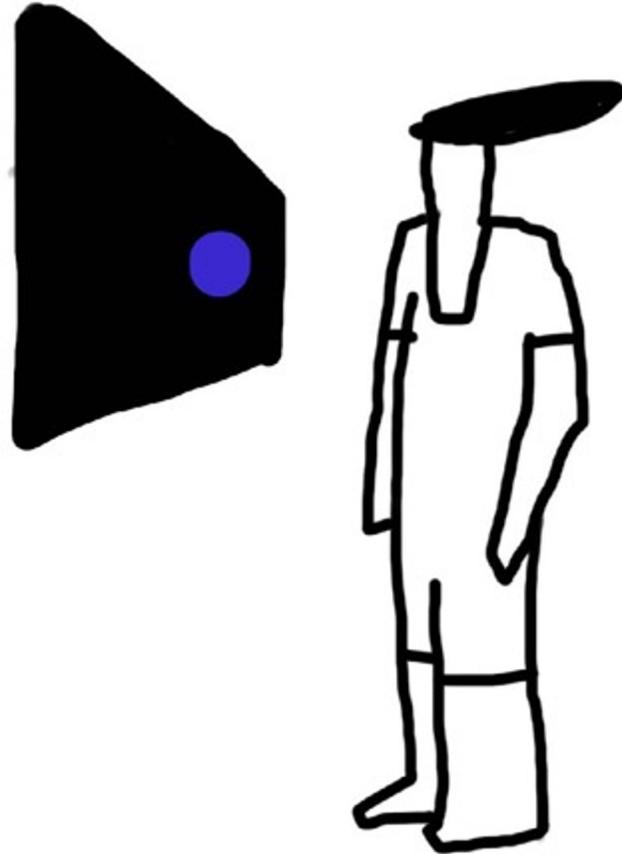


FROM
BLACKBOARDS
AND TEXTBOOKS...

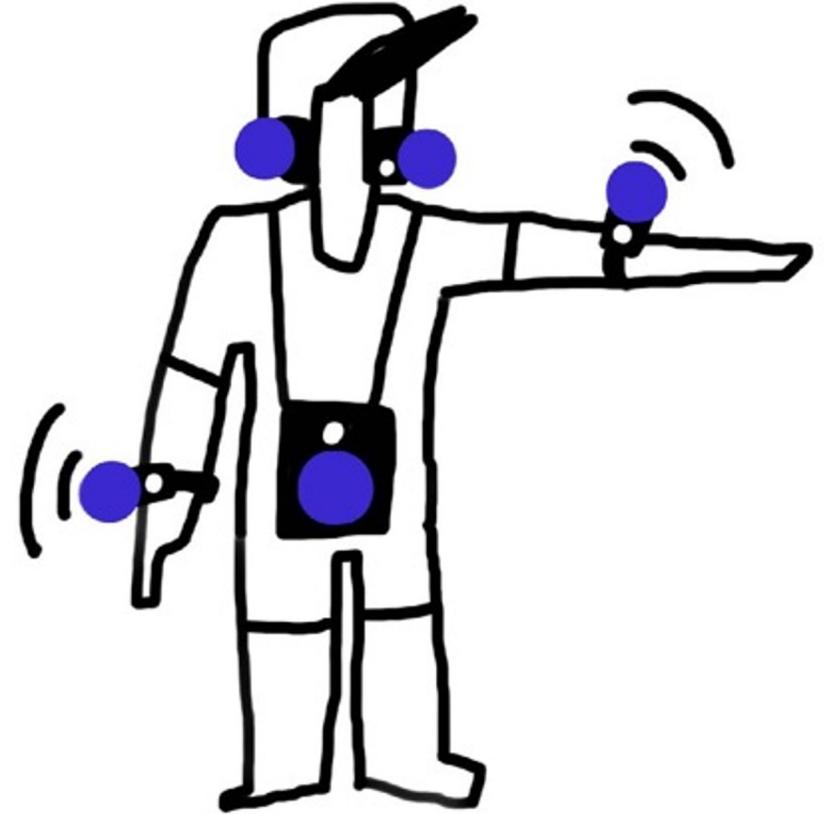
TO
ARTS AND CRAFT

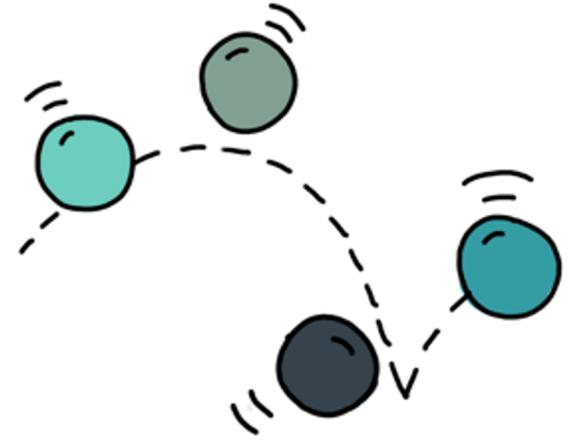
DIGITAL TECHNOLOGIES

FROM ONE-DIRECTIONAL



TO INTERACTIVE APPLICATIONS





III. LEARNING RESULTS

OUTPUTS

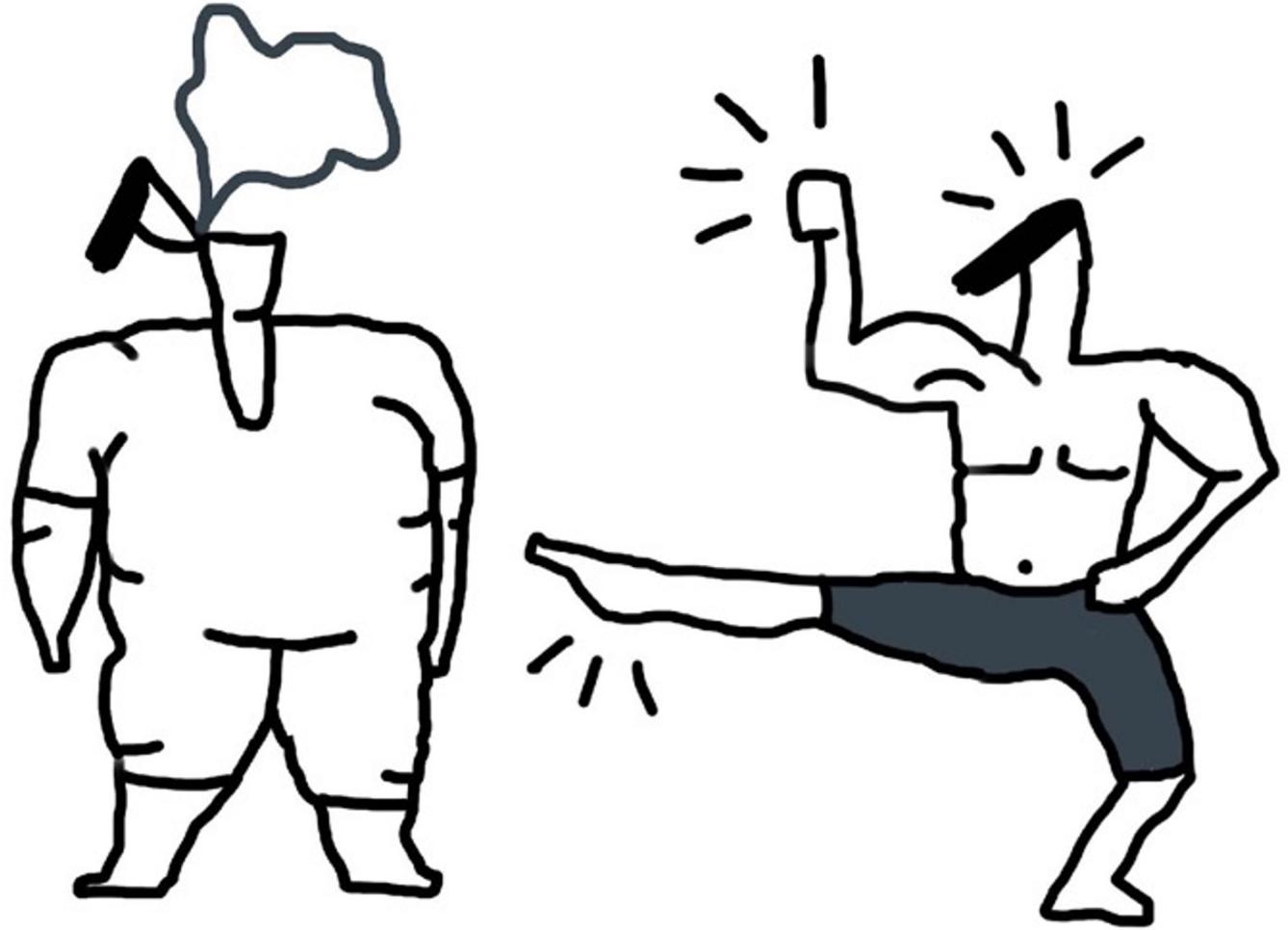


FROM WRITING



TO MAKING AND DOING

OUTCOMES



FROM STANDARDIZED KNOWLEDGE ACQUISITION

TO PERSONALIZED KNOWLEDGE, SKILLS AND ATTRIBUTES

IMPACT



FROM INSTITUTIONAL



TO SOCIETAL

EVALUATION



FROM ONE-DIMENSIONAL



TO MULTIDIMENSIONAL

Learning Landscape

1. Pillars of learning

- △ TEACHER
- STUDENT
- ⬡ SPACE
- ◇ SUBJECT-MATTER

2. Mode of learning

- STYLE
- ⌒ TOOLS
- ⌒ PROCESS

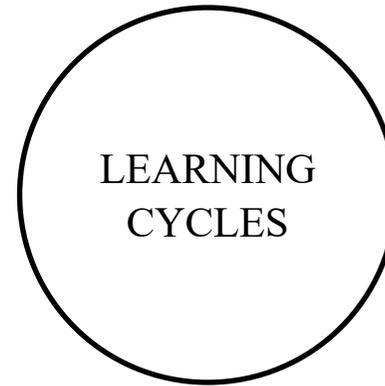
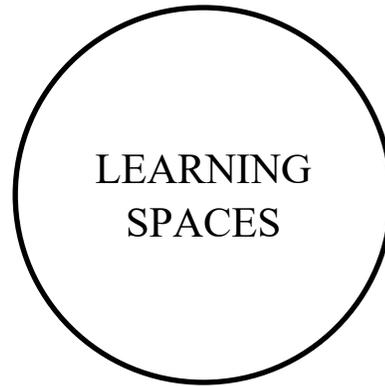
3. Learning results

- ||| EVALUATION
- × OUTPUTS
- + OUTCOMES
- ⊥ IMPACT

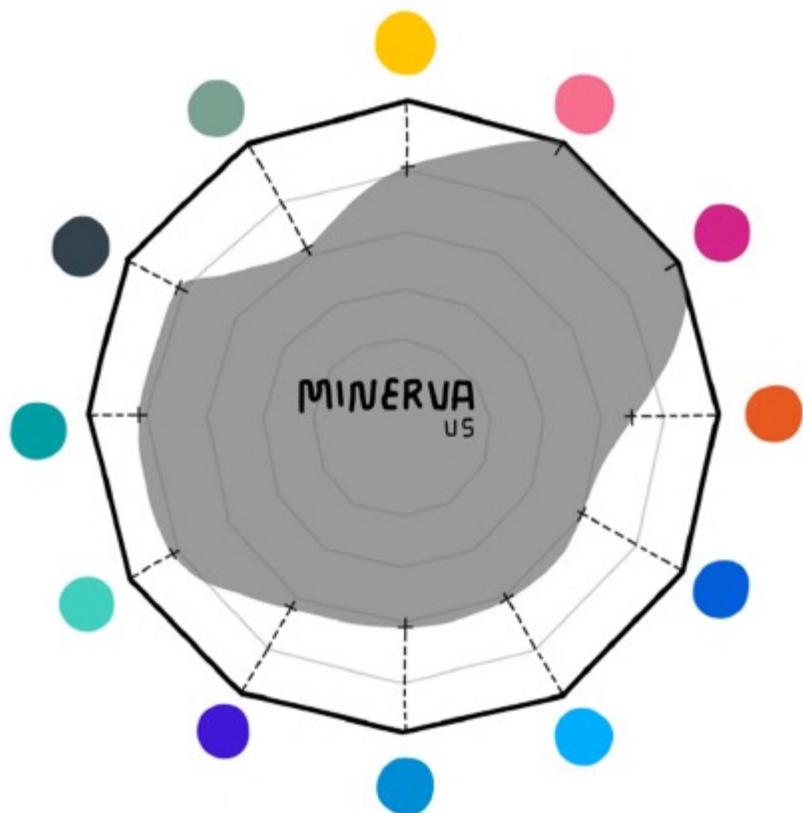


SNAPSHOTS INTO THE FUTURE

Experiential learning







PILARS OF LEARNING

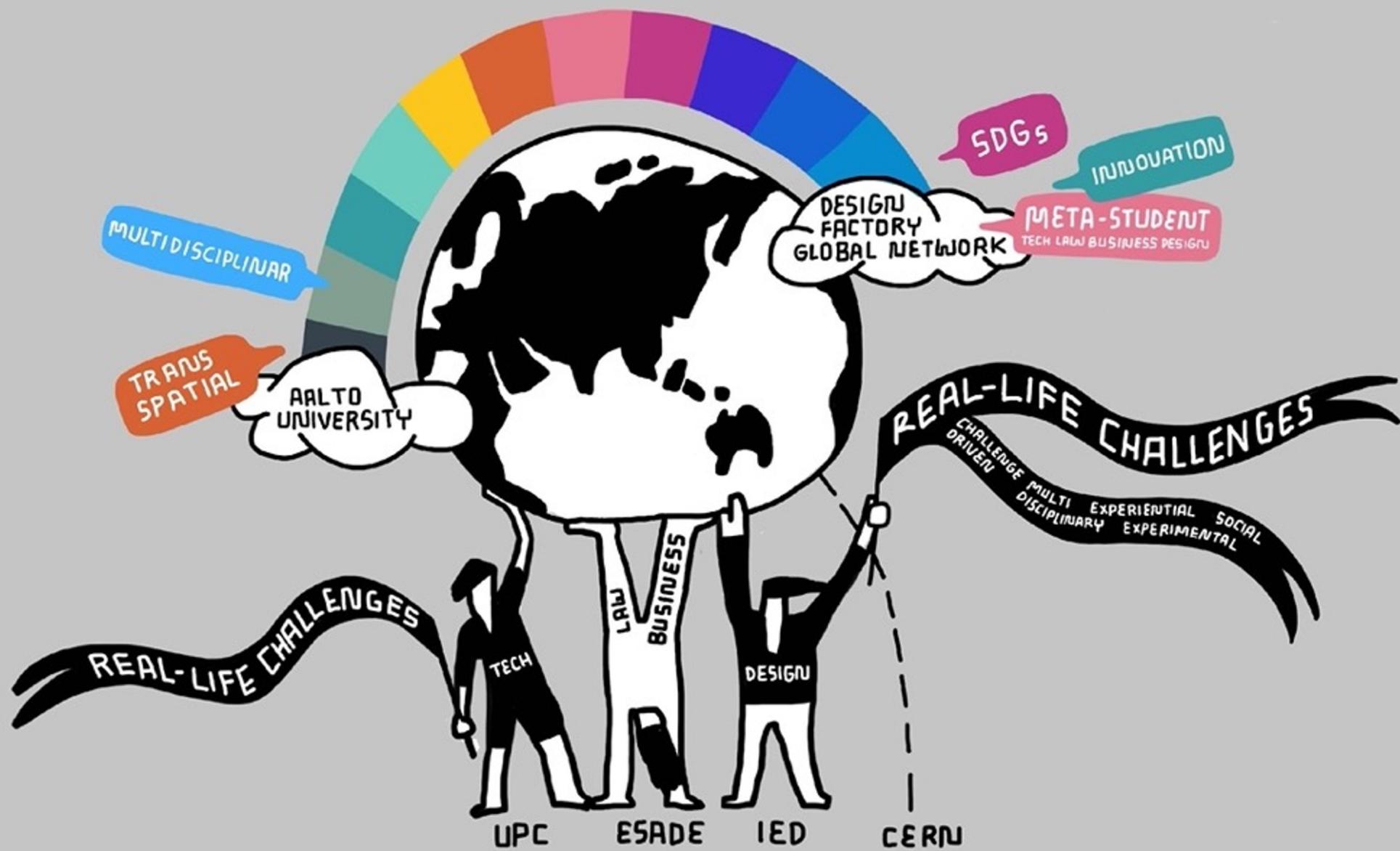
- TEACHER
- STUDENT
- SUBJECT MATTER
- SPACE

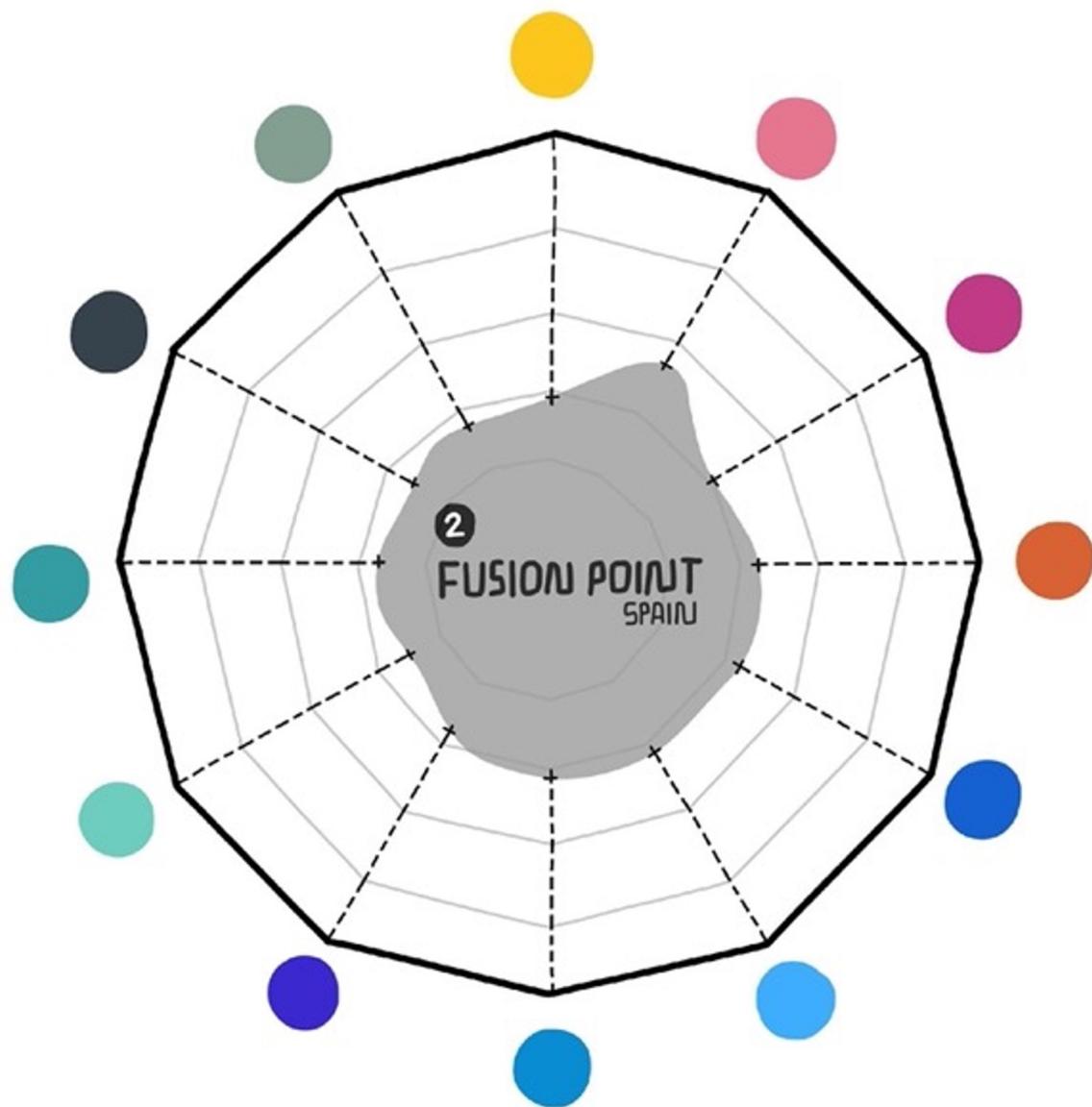
LEARNING JOURNEY

- STYLE
- PROCESS
- PHYSICAL MATERIAL ARTIFACTS
- DIGITAL TECHNOLOGY

LEARNING RESULTS

- EVALUATION
- OUTPUTS
- OUTCOMES
- IMPACT





PILARS OF LEARNING

- TEACHER
- STUDENT
- SUBJECT MATTER
- SPACE

LEARNING JOURNEY

- STYLE
- PROCESS
- PHYSICAL MATERIAL ARTIFACTS
- DIGITAL TECHNOLOGY

LEARNING RESULTS

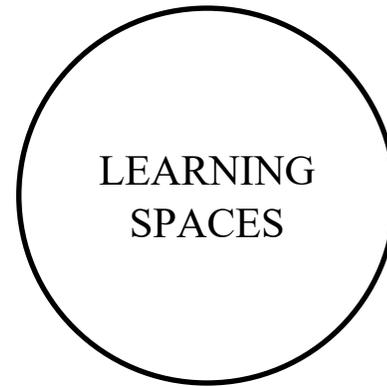
- EVALUATION
- OUTPUTS
- OUTCOMES
- IMPACT



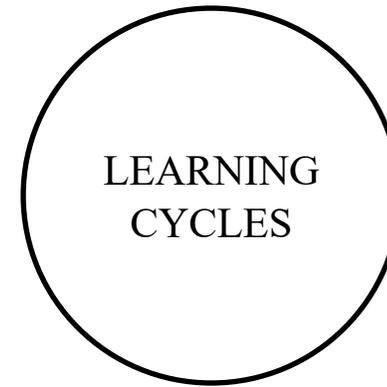
Experiential learning and Challenge-based learning



**COLLABORATION
MULTIDISCIPLINARITY
CREATIVITY,
INNOVATION,
ENTREPRENEURSHIP
FOCUS ON MINDSETS**



FORMATS



ASSESSMENT

**TECHNOLOGY
CHALLENGE DEFINITION**



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