

HOW:

Educate to Innovate

Transition from Education 1.0 to 4.0 Case Study of Chula Engineering

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Pillar of the Kingdom

- The oldest university in Thailand (founded 1917)
- Public and autonomous research university
- 19 faculties/23 colleges and research institutions
- Over 38,000 students

CU Vision

3/09/2017

"World class national university that generates knowledge and innovation necessary for the creative and sustainable transformation of Thai society"









Learning Innovation for ALL

Impact #1
Next Generation of
Learning

Teaching Techniques

Research Grants

Authentic Assessment & Evaluation

Community & Global Network

Impact #2
Digital Learning
Experiences

Smart & Interactive Classroom

Media, Instructional Technology & VDO

e-Learning & LMS across campus

Big data, Business Intelligence & Stats Impact #3
University
Anywhere
Anytime

Open Education Resource (OER)

Massive Open Online Courses (MOOCs)

Nano & Micro degree,
Certifications, etc.
Virtual
University



Summary: CU LIC Strategy = LILLE

- On Campus Transformation through
 - Active Learning Grants
 - Local and Global network of Teachers, Innovators, and Learners
 - New and extensive use of Learning spaces
- Online Platform for ALL through
 - Online (VDO) Library
 - Online Courses to Publics or MOOCs
 - Digital learning experiences by homegrown Online Lecture platform

Our Goals are:

- 1. Support "Next Generation of Learning" within HE ecosystem
- 2. Enable "Digital Learning Experiences" within Chulalongkorn University
- 3. Provide "University Anywhere Anytime" for Thailand and ALL



Education 1.0 Traditional learning

Education 2.0 + E Learning

Education 3.0 + Knowledge creation

Education 4.0 + Innovation





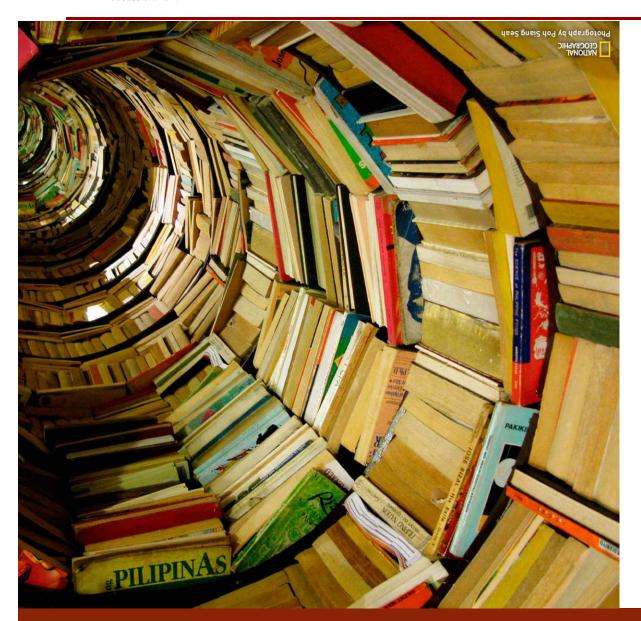
The way things were...

Knowledge

then **Skills**

and some
Attitude





The way to go... flip!

one thing to rule them all...

Attitude



HOW Exactly: 3-Prong Approach

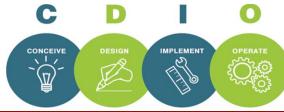






PEOPLEWARE CDIO Framework (Conceive-Design-



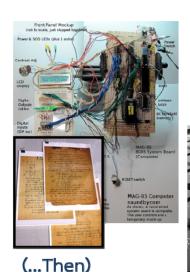


นวิตกรรม...จากการเข้าใจผู้ใช้

Operate



Knowledge





less content cove Real world contex Big world atmosp

Same paper exan Comparable resu

✓ Disciplinary



SOFTWARE

ACTIVE LEARNING COPY TO review task

- Concept Inventory
- Small group activities relicator of level of understanding
 - one-minute paper
 - think-pair-share.
- Flipped classroom



Task assessed, Issue identified.



D) Lecturer to provide in-class activities.

Active Learning Experiential Learning

- Discussion
- Experiment/Projects
 Towards higher-level cognition

Experiential Engagement





COURSEVILLE – the social LMS





Chula Engineering Learning Corridor Conceive & Design iSCALE 4 fl Active Classroom Student Community *iDW* Design & Implement G fl Operation Prototype **Implement** Workshop & Operate

Efficient Graduate: Conceive-Design-Implement-Operate



HARDWARE

A) iSCALE (i-Student-Centered-Active-





HARDWARE



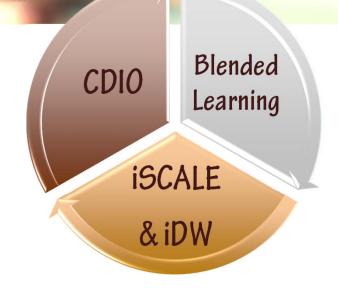


HARDWARE

B) iDesign Worksparek realization of student's DREAM Prompt self FEEDBACK & LEARNING







CDIO framework

Thinking behind innovation

Blended Learning

Delivery of Knowledge, Skills & Attitude – Think like an engineer

iSCALE & iDesignWorkspace

Maker's space – Failing with styles



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