

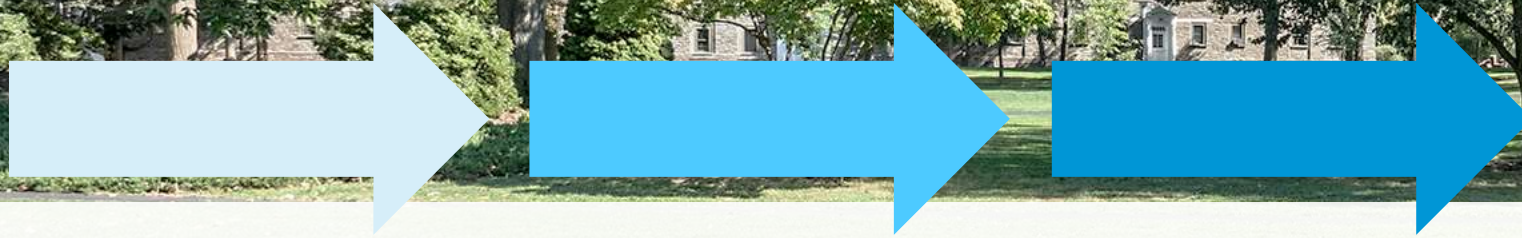


Reinvent Learning

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FOCUS ON THE FUTURE



CLASSROOM
OF THE
FUTURE

www.hp.com/hpeducation

Collaboration
Communication
Creativity
Critical Thinking

CAMPUS OF THE
FUTURE

www.hp.com/hied

SITE LIVE ON NOVEMBER 1

Mobility
Applied Research
Sustainability
Lifelong Learning

OFFICE OF THE
FUTURE

hpofficeofthefuture.com

Workstyle
Lifestyle
Anytime
Anywhere

- PEOPLE
- TECHNOLOGY
- EXPERIENCES



Employment expectations are changing

One Career,
One Employer

Function-Based
Work

Top-Down
Organizations

40 Hour/Wk
Office Jobs

Technical Skills
Focus

Seven
Employers

Project-Based
Work

Networks &
Flat Orgs

Anytime,
Anywhere

Collaboration
Skills Focus

New modes of instruction



3D & The Maker Movement



Blended Learning



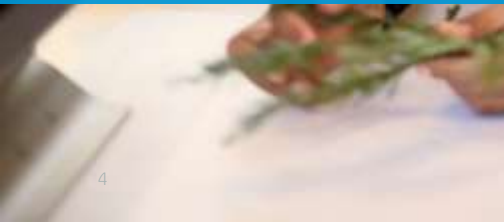
Personalized Learning



Social & Emotional Learning



Vocational, Technical & Modular Learning





Schools need to adjust what they teach and how they teach it

Most education systems are not conferring the skills most sought by employers.

Three Key Challenges

Updating What We Teach

Managing curricular change to enable skills for the jobs of tomorrow.

Improving How it is Taught

Making learning relevant, accessible & convenient for all.

Addressing those out of school

Skilling-up those who have already left the traditional education and training institutions.



flexible **adaptive** collaborative
participatory experiential **self-directed**
critical thinking **multimodal**
engaged **literate** active

The most important skill
schools can teach is
learning itself.



Education is the key to sustainable development



Economic development



Jobs and employment



Diversification



Intense competition



Unemployment



Manufacturing to services



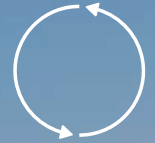
Quality of life



Citizenry participation

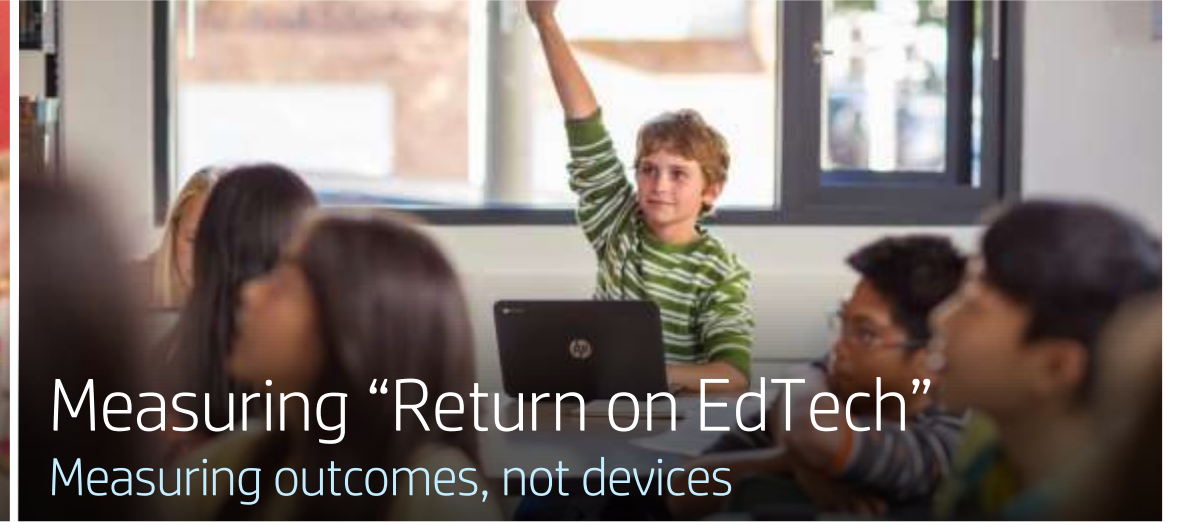


Safety and security



Sustainable resources

Schools also face operational and fiscal challenges



The evolution of work & life has entered the *experience age*

Industrial Age

EFFICIENT



Working 9-5 on a singular task

Information Age

EMPOWERED



Processing data

Experience Age

ENGAGED



Collaborating & creating

IT as a competitive advantage for institutions has evolved to match

DESIGNED FOR GENERATION X



Laptop Program

The historical Laptop Program is being phased out beginning with the Class of 2021 who enters the College in the Fall of 2017. Students who already have a laptop from the former program will continue to have access to that device until they graduate.

Device-Based

Laptop Programs
St. John's Univ
SUNY Genesee
UMinn Crookston
UNC Greensboro
Ursinus College
Wake Forest Univ

DESIGNED FOR GENERATION Z



Maker Spaces
VR & Design Labs
Fabrication Facilities
Trading Floors
eSports Arenas
Engineering Labs

Experience-Based





Reinvent Virtual Reality





Classroom of the Future



Classroom of the Future

An Innovation Framework

More engaged & successful

Students



Mobile
Hands-On
Relevant

Empowered, enabled & professional

Teachers



Differentiated
Time-Saving
Teacher Training

Immersive, constructivist

Classrooms



VR, AR & 3D Print
Autonomic Curricula
Student-Led

Safer, more efficient & effective

Schools



IOT for EDU
Personal Safety
Data Privacy

More vibrant and participatory

Communities



Learning
Economic
Social

Mobile | Exciting | Immersive | Engaging | Kinetic | Safe
Personalized | Fun | Adaptive | Participatory | Relevant

Reinvent The Classroom - Learning Studios

Project-Based Learning powered by next-generation technology



Australia
Canada
Denmark
Finland
France
Italy
Jordan*
Lebanon*
Netherlands
New Zealand
Norway
Spain
Sweden
United Kingdom
United States

<http://global.digitalpromise.org/learning-studios/>





TOMORROW'S CITIZEN LEADERS – LOCAL TO GLOBAL
UNAANA STUDENT LEADERSHIP CONFERENCE, July 2017



United Nations
Association
of Australia
WA Division



Outcomes are created through access and learning



Enabled by a digital ecosystem on anytime, anywhere learning tools
& Powered by teachers, students and communities



HP Solutions for Education

PCs | Print | Workstations | Immersive Computing | Services



4 QUALITY EDUCATION



263 million
children and youth around
the world are out of school

HP will improve learning outcomes for over
100 Million People





From:
Students



HP Life
life-global.org

Users around the world have access to free online business and IT skills courses

Educators use the program to enrich their curriculums

Training helps create jobs, strengthen local communities, and build a sustainable future

To:
Entrepreneurs



HP World on Wheels | HP India

48 learning labs will serve nearly 6,400 Indian villages and impact about 15 million people over the next six years.



Education for Refugees

Syria



HP Mobile Learning in Lebanon & HP Learning Studios in Jordan for Syrian Refugees





WHAT'S
NEXT





Strategy





Thanks

