# The Role of Student Engagement in e-Learning Strategy

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### The two experiences of student / youth life

- Multiple ways to engage with family and friends
- Flexible and rich communication channels (voice, text, videos)

Social School **Experience Engagement** 

- Fixed curriculum largely based on classroom instruction
- Content is largely static

- Access to high quality content
- Searchable
- Shareable
- Social media engagement

Actsonal Experience Digital **Content** 

School Work End work Extended the sound in t Digital **Youth** 

College **Experience** 

materials that creates

disengaged students Lack of alignment between learning curriculum and future career goals

Inflexible and stale learning

- Access to people and content anywhere, anytime, any device
- physical to online across devices

Anywhere, Anytime

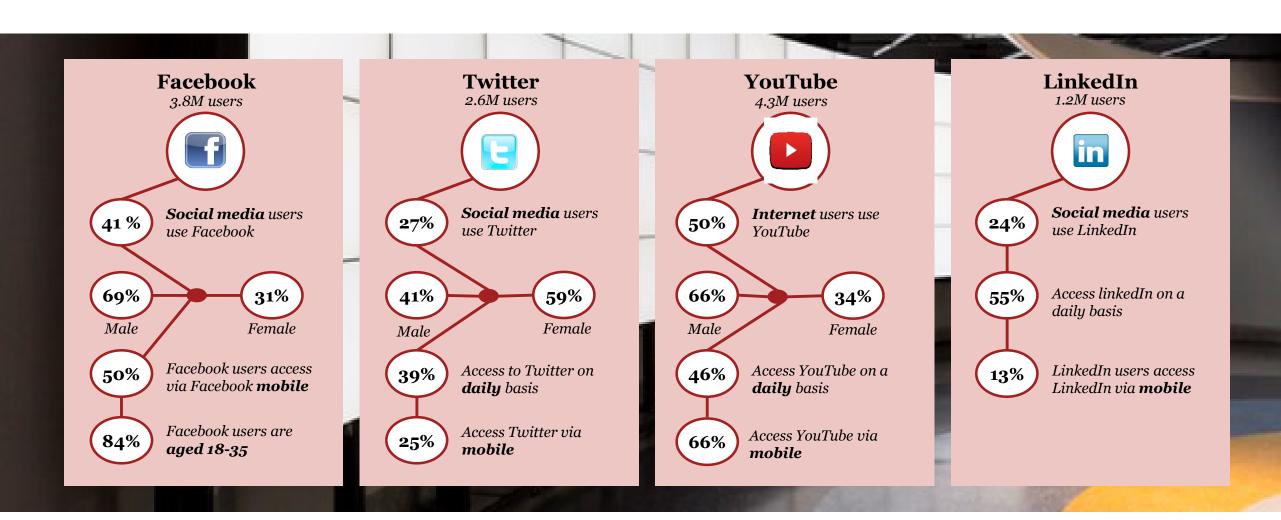
Workplace **Experience**  Face to face and email based communication

- Collaboration is largely face to face
- Fixed working place and time

Seamless experience from

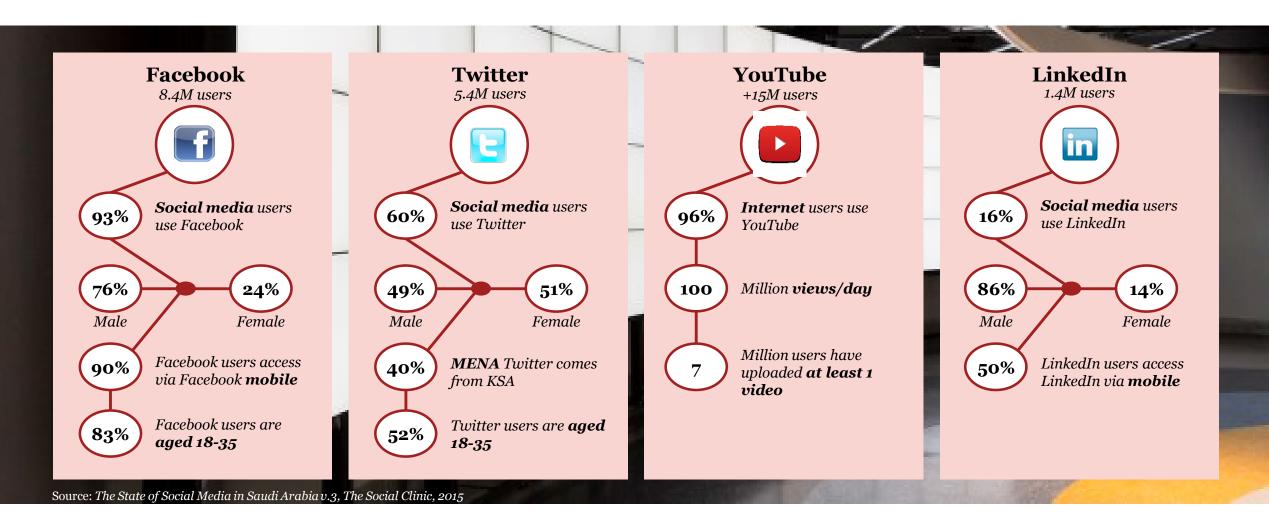
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### UAE's Digital Natives are deeply engaged in social media



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## We see similar trends across the region, especially in KSA



### Who are <u>Arab Digital Youth</u>?

They are innovative, team players, flexible, and take initiative

Value achievement and recognition

73% motivated by intangible rewards\* (responsibility, accomplishment)

86% access the internet daily and 61% are always connected through their mobile

Only 11% (UAE)
14%(KSA)
18% (Qatar)
are satisfied in the current workplace

## Highly Influenced by Social Media

89% take advice and ideas through social media platforms

Only 3% want to work for a local company with no international presence

 $Source: Strategy \&-Generations A-Differences\ and\ similarities\ across\ the\ Arab\ Generations$ 

### What are the <u>Arab Digital Youth</u> looking for?

56% of those unemployed 40% stated that education does not cited lack of opportunities for prepare students for the job market work 59% of females want to 46% of females think they participate in the don't have enough work workforce to "Make opportunities themselves useful"

43% of digital Youths would like to start their own business

53% of females want to make use of their education

 $Source: Strategy \&-Generations A-Differences\ and\ similarities\ across\ the\ Arab\ Generations$ 

## Canada: Only 1/3 of students are satisfied with current learning technologies and their ability to learn at their own pace

#### **Key Findings**

#### Personal experience with the education system survey

Poor	Fair	<b>Good/Excellent</b>	
36%	29%	33%	

How well does the current education system allow you to learn at your own pace?



How well does it adjust to your learning style and needs?



How well does it use technology as a learning tool?

#### Survey on the priorities of Canadian Education System

- Only 32% of respondents feels that Canadian school system is good at preparing students to enter the workforce
- 79% of respondents feels that techniques that make learning more engaging for students is a priority. Only 19% believe that personalised learning is delivered well
- 77% would want to see schools accommodate different learning styles
- 74% agrees that encouraging communication between students, teachers and parents as a priority

## US: Students are now always on, entrepreneurial minded and have short attention spans; fueling a need for education that offers connected 'real' experiences



ALWAYS ON

of teens use the internet on a mobile device

**72**%

CUSTOMIZED EDUCATION

of students want to be able to customize their course of study

**79**%

INTERNSHIP OPPORTUNITIES

prefer course that are integrated with career-align internships

**24**%

CONSTANTLY ONLINE

of teens report using the internet "almost constantly"

**63**%

NEED FOR NEW COURSES

of students believe it is important that colleges teach students about entrepreneurship **42**%

**SELF-EMPLOYED** 

of students expect to work for themselves during their careers

## Schools need to listen to the students' voices and adapt to the rapidly changing education landscape

#### **Interactive Learning**

- Ability to study with interactive content, replacing the traditional, costly textbook model
- In the moment grading and feedback from teachers
- Online collaboration and social discussion between students integrated into the teaching methods

#### **Engaging Content**

- Content that is engaging and sparks curiosity.
   Traditional ways of teaching science, technology and engineering use stale content that creates disengaged students.
- Opportunities for students to engage with and hear from industry thought leaders brings content to life and showcase real world impact.

#### **Career Oriented**

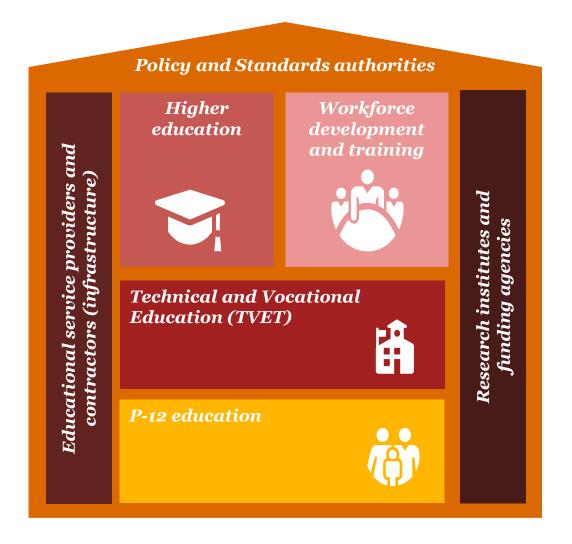
- The ability for a student to customize their learning pathway and curriculum through modular subjects that allow a student to align learning with future career goals
- Entrepreneurial coursework and availability of work placement opportunities

#### **Accessible Teaching**

- Video content and additional learning available beyond the classroom during outside normal teaching hours
- Teachers readily available to discuss students progression with parents via digital channels



## PwC's Education Coverage



#### A selection of our key clients

































