



TSINGHUA
UNIVERSITY

THE DIGITAL FUTURE OF EDUCATION

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$$\begin{aligned} &= \sum_{n=1}^{\infty} \int_0^1 \frac{(x^n)^2}{n!} dx = \sum_{n=1}^{\infty} \frac{(x^n)^2}{n!} \cdot \frac{1}{(n+1)} \int_0^1 (x^n)^2 dx \\ &= \sum_{n=1}^{\infty} \frac{(x^n)^2}{n!(n+1)} \quad \text{numerical instability!} \\ \text{to get } \int_0^1 e^{-x^2} dx &= \frac{\sqrt{\pi}}{2} \quad (\text{Laplace 1812}) \end{aligned}$$

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BEHIND THE NUMBERS LIES

THE CHALLENGE THAT WE FACE

1. Unequal Access
2. Rising Tuition Costs
3. Inadequate Career Preparation
4. Facilitates Rote Learning
5. Discourages Risk-Taking
6. Lack of Customization
7. Outdated Instructional Methods



"It's not enough to train today's workforce. We also have to prepare tomorrow's workforce by guaranteeing every child access to a world-class education." -Barack Obama



DEVELOPMENTS IN E-LEARNING

GAMIFICATION

- Make learning fun and more engaging
- Help boost hand-eye coordination and enhance brainpower
- Trains user in multi-tasking and critical thinking

CLOUD-BASED SYSTEMS

- Most learning management systems are switching to cloud-based systems
- Helps increase the trend of e-learning while reducing training costs

UTILIZATION OF BIG DATA

- Gathers data to help developers improve the learning experience for the learner
- Content is collected via CRMs, LMSs, and social media

WEARABLE TECHNOLOGY

- Interacts with the student in a multi-dynamic way
- Immersive, 3D experience

ADVANTAGES OF E-LEARNING

LEVELING THE PLAYING FIELD

- Greater Access to Education
- Free Learning Opportunities!
- Personalized Learning
- Data-Driven Curriculum Design
- Improves Collaboration
- Brings Gamification into the Learning Process
- A greater variety of courses to take
- Accessible whenever, wherever





VIRTUAL CLASSROOMS

Virtual classroom gives the students as well as professors/trainers a similar experience like that of traditional classrooms without the need to be physically present, and at the same time offers flexible as well as cost-effective courses.

ARTIFICIAL REALITY/VIRTUAL REALITY

- Making the experience immersive
- Recreating the same social dynamics in classrooms regardless of the distance

ARTIFICIAL INTELLIGENCE

- Allows for more customization of content for the end user or learner
- Makes learning more engaging and fun

Virtual classrooms are the classrooms of the future.

People add comments
whenever they want.
There's no scheduling.

VOICETHREAD



Discuss images, videos, and documents



DIGITAL TEXTBOOKS


CONTENT IS SEARCHABLE

- Cheaper than traditional textbooks
- Downloadable in seconds
- New versions can be updated easily
- Adjust lighting to optimize text for reading
- More environmentally friendly
- Bookmark and tag specific words and paragraphs
- Embed external links
- Content is searchable
- Digital textbooks can be turned into audiobooks with quizzes and tests



 classsoos

Search Resources Hub

Library 

 Ben Brewer
Lady Ebor Hall
Settings | Logout

-  Add New Content
-  My Bookshelf
-  Resources Hub
-  Groups & Classes
-  Timetable

Textbooks My Learning Resources Shared With Me

 <p>Physics Salters Horners Advanced Physics AS Student Book</p> <p>UNSEGA</p>	 <p>History Edexcel International GCSE History</p> <p>Shuan Jane</p>	 <p>Geography OCR A Level Geography Second Edition</p> <p>Raw, Farmer, Jeff, Barker, Harris Hooder</p>	 <p>Mathematics Edexcel IGCSE Mathematics A</p> <p>D A Turner, I A Potts, W R J Waite, B V Honey Pearson</p>	 <p>Philosophy Metaphysics of God and Metaphysics of Mind</p> <p>Michael Lawring Routledge</p>	 <p>Biology Edexcel A Level BIOLOGY 2</p>
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Bookshelf

Subject Type Date


				
				
				
				

Bookshelf

Subject Type Sort

classsoos Latest Updates


 Daniel Young

- Activity feed
- New message
- Inbox
- Sent messages
- New assignments
- Feedback
- Archive
- bookshelf
- Downloads
- Content archive
- Groups
- Contacts

Heidi
Come cheer our basketball team tonight at 19:00, Grand Arena
See you all
Coach Emma






Jaice Davis
Shared an article 20 mins ago

Recent interesting article was to answer the question of whether there is life on Mars



Is there life on Mars?
Some of our friends at the Leicestershire Museum of Art and Science in Peterborough, wonder whether there is a life on Mars

Recently used by you

					
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CLASSSOOS

WHY IT WILL WORK

COLLABORATION PLATFORMS

- Helps Facilitates Collaboration
- Organizes Conversations & Information (stars, hashtags, and search functions)
- Greater Transparency Among Teams
- Less Hierarchical Communication
- Easier to Track Progress & Deadlines
- Allows Users to Discover Instructional Content and User-Generated Content
- Provides Students With Equal Opportunity to Contribute to the Conversations





slack

Acme Sites

● Noelle Kelly

Channels

announcements

cs-marketing

cs-sales

feedback

product

proj-coupons

team-cs

Direct Messages

♥ slackbot

● Noelle Kelly

● Steve Young

○ Terrance Perez

#proj-coupons



Noelle Kelly

Are we still on track for the new offers?



Steve Young

We are! Here's the schedule:



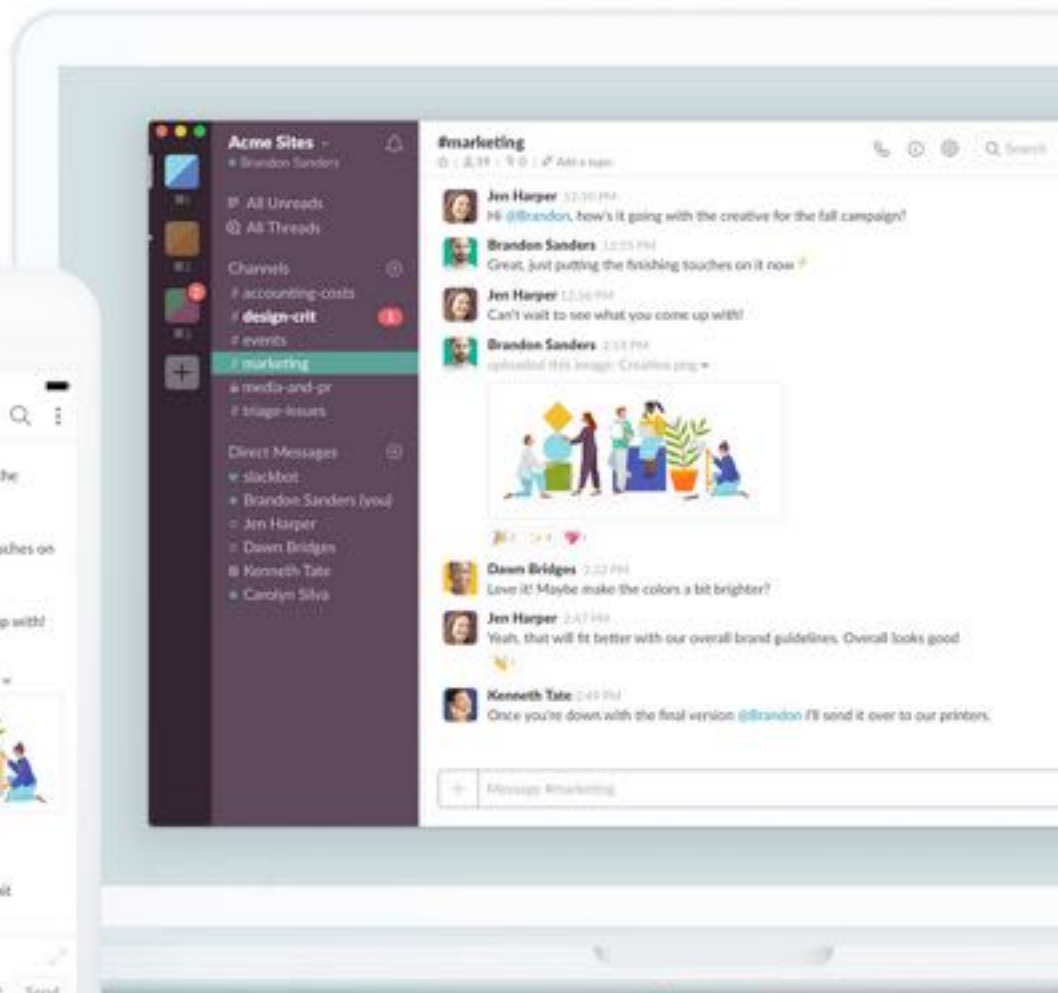
Coupons launch plan

314kB PDF



Noelle Kelly

Awesome. Happy to help with the rollout.



LEARNING DISABILITIES

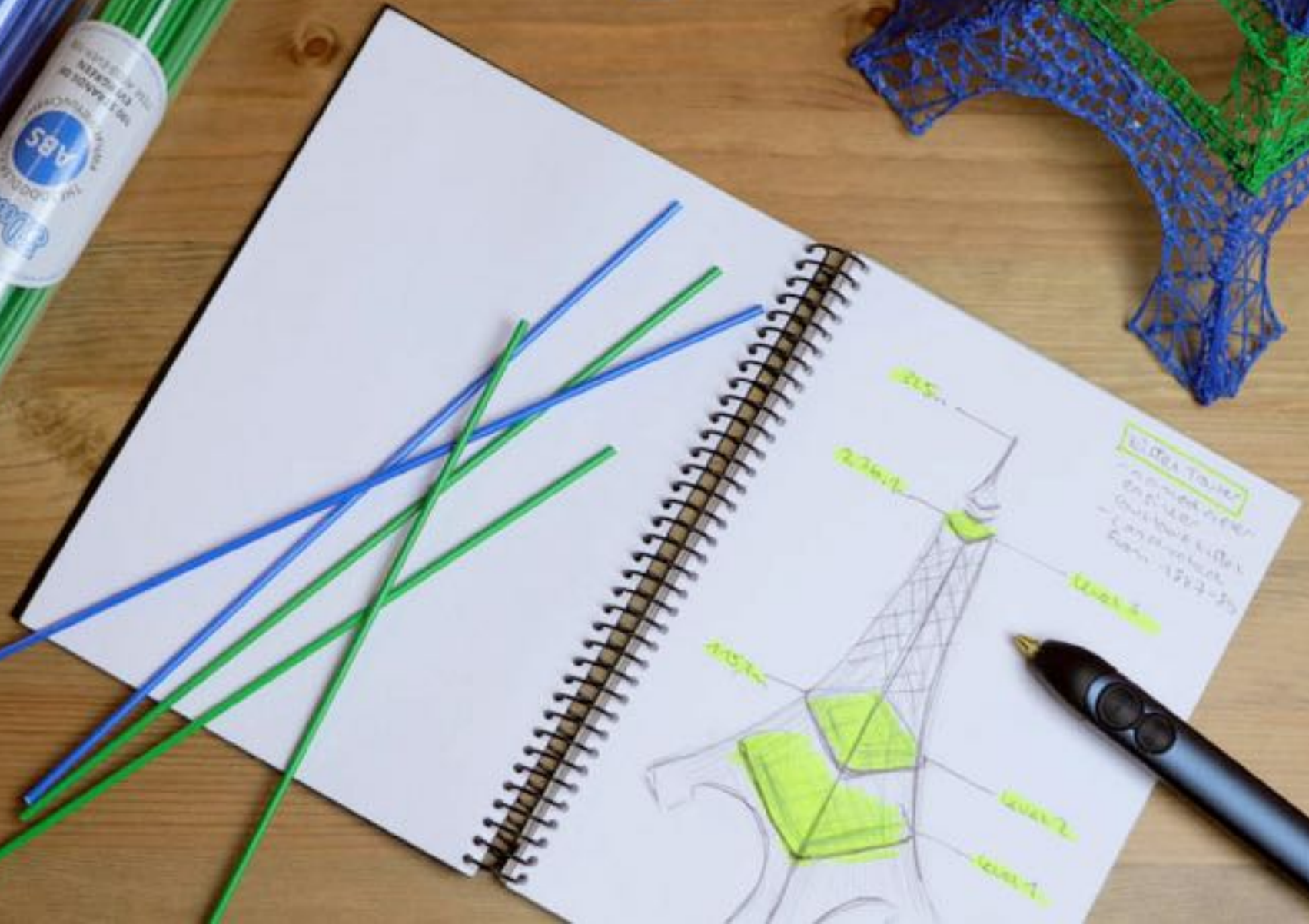
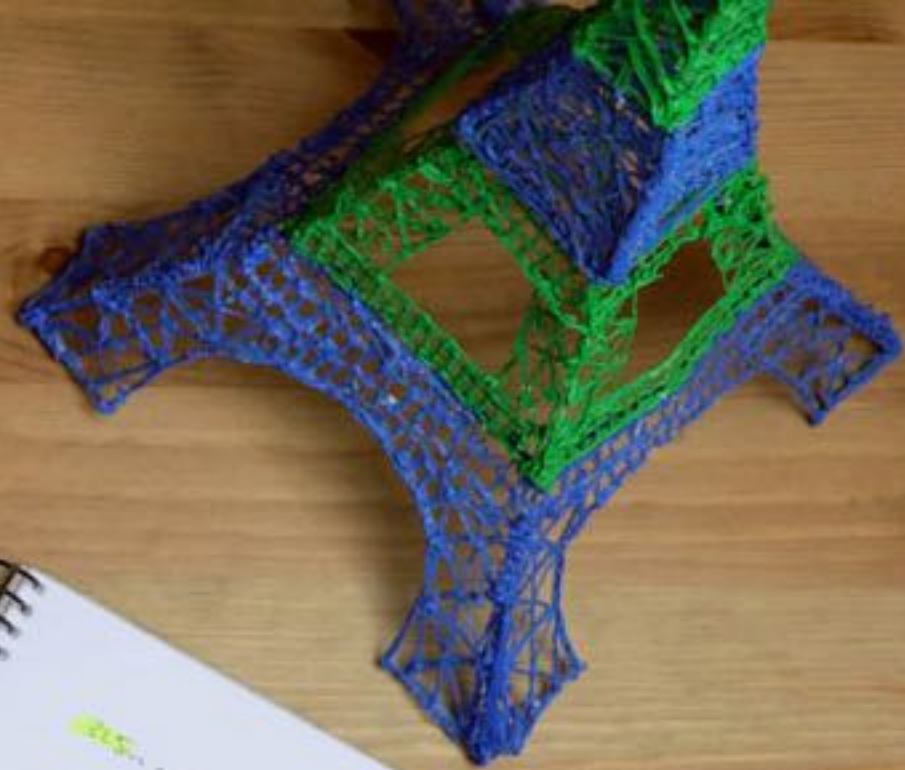
Learning disabilities are neurologically-based processing disorders. These disorders can interfere with learning basic skills such as reading, writing and/or math. They can also interfere with higher level skills such as organization, time planning, abstract reasoning, long or short term memory, and attention.

TYPES OF LEARNING DISABILITIES

- Auditory Processing Disorders (APD)
- Dysgraphia
- Dyslexia
- Non-Verbal Learning Disabilities
- Visual Perceptual/Visual Motor Deficit

A learning disability cannot be cured or fixed; it is a lifelong challenge. However, with appropriate support and intervention, people with learning disabilities can achieve success in school, work, and in relationships.





IDEA Tower
- 100%
- 200%
- 300%
- 400%
- 500%

GAMIFICATION

There is often a misconception about gamification. It does not necessarily involve games; it simply absorbs the fun elements of a game into real-world applications.

PROGRESS BARS

Learners feel accomplished and get them to come back for daily usage

LEADER BOARDS

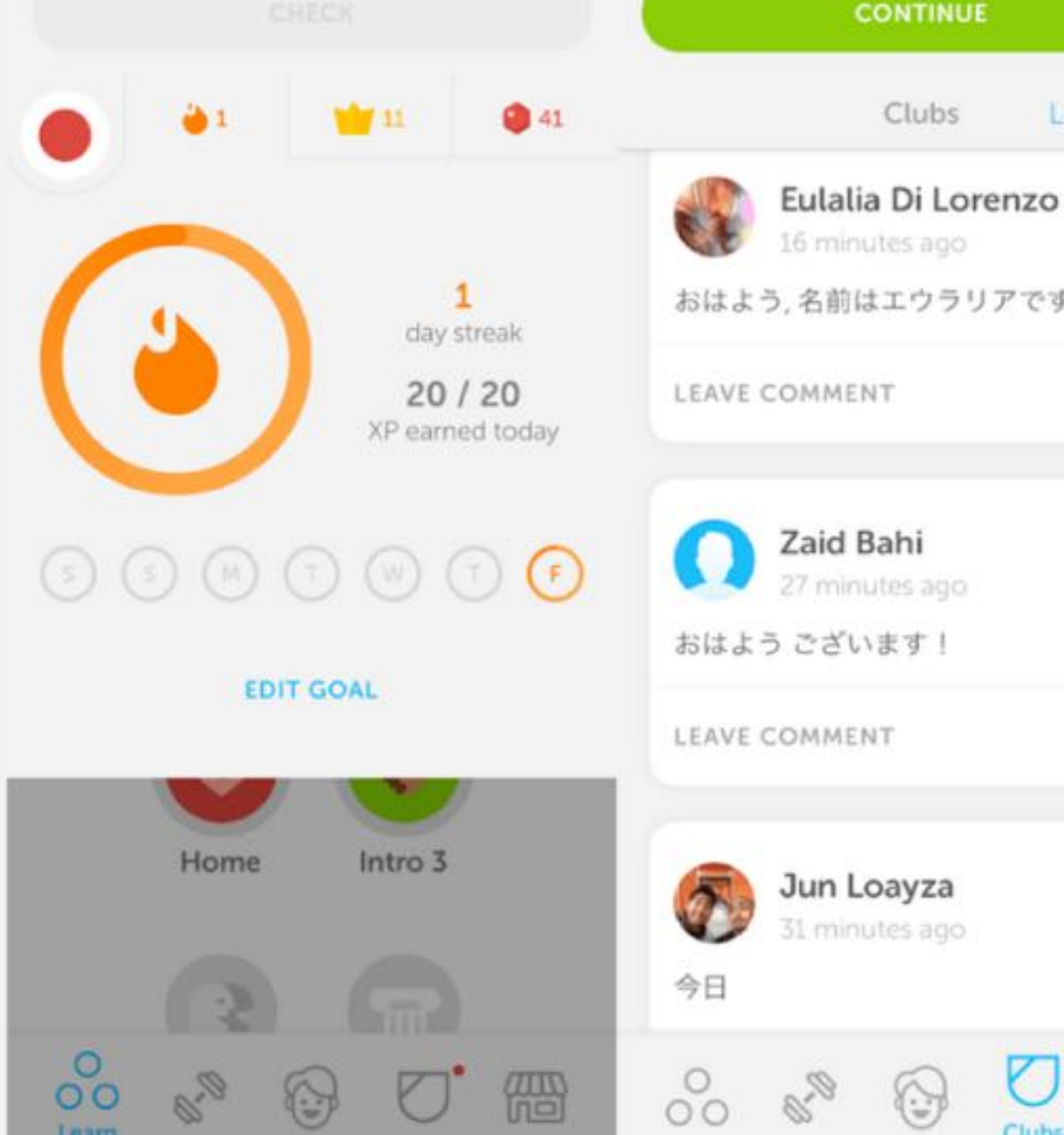
Learner can compete head-to-head in a challenge, incentivizing students to learn material and practice.

EXPERIENCE POINT

Learner progress towards level of mastery

BADGE

Tracking progress and encourage perseverance





SMART TOYS



ENTREPRENEURIAL EDUCATION

An entrepreneur is an individual who has the ability to turn ideas into action with creativity, innovation and risk taking, as well as the ability to plan and manage projects in order to achieve objectives.

VARIES AROUND THE WORLD BASED ON CONTEXT

Entrepreneurship education differs around the world from cultural, political, economic and historical perspectives;

TOOL TO STIMULATE DEVELOPMENT

In most regions university entrepreneurship education is viewed as a tool to stimulate economic development

REQUIRES MUCH EXPERIMENTATION

in many regions entrepreneurship education is new and requires much experimentation including incubation;

NEEDS A GLOBAL NETWORK OF EDUCATORS

A global network of entrepreneurship educators is pertinent to share best practices and improve the quality of entrepreneurship education.



FUTURE OF ENTREPRENEURIAL EDUCATION

DESPITE OUR EFFORTS

THE CHALLENGE IS STILL VERY REAL

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OUR RECOMMENDATION

FRAMEWORK FOR THE FUTURE

CULTURE

- Prioritizing Tech Learning
- Utilizing technology on a daily basis

TECHNOLOGY

- Sustainable business models to drive tech transformation

PROCESS & METHODOLOGY

- Adopt methodologies centered around the user
- Embrace methodologies such as collaborative, flipped, and adaptive learning

VISION & LEADERSHIP

- Alignment of all stakeholders
- Information sharing and crafting a unified vision/strategy



A person wearing a VR headset is riding a bicycle in a field. The image is overlaid with a semi-transparent teal filter. The person is wearing a white tank top and dark shorts. The background shows a wooden fence and a field.

**EDUCATION IS OUR PASSPORT
TO THE FUTURE, FOR TOMORROW
BELONGS TO THE PEOPLE WHO
PREPARE FOR IT TODAY.**

MALCOLM X



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THANK YOU!

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