## Enseigner en 2025/30?

Démarche prospective et trends pour les applied universities

Dr Lionel Alvarez

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### Admission

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### Progression

- Student Admission
  - Increase student enrolment (in areas of shortage like STEM)
    - there is not a single factor or short-list of factors that will finally provide a definitive answer to why students choose a university (p. 23)

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### ESG

1. admission
2. progression
3. recognition/certification

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Student Admission

Accessibility

- Accessibilité des infrastructures
- Compensation des désavantages
- Sensibilisation/formations
- Conception universelle de l’apprentissage
- ...

Lecture capture is a 2nd chance for...
- Carers
- Commuters
- Workers
- First generation students
- Those with poor study skills...


Admission
Progression
Recognition / Certification

Increase student enrolment
Accessibility
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Digitalization & Blended
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Lifelong learning
Implementation sciences
Competency-based curriculum & Curriculum flexibility
Interdisciplinary

Increase student enrolment
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Competency-based curriculum & Curriculum flexibility
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Open

Auditeurs libres ?
Diffusion web sous licence ☑️ ?
### Admission
- **Increase student enrolment**: Digitalization & Blended
- **Accessibility**: Instructional design
- **Highlighted or new curriculum**: Competency-based curriculum & Curriculum flexibility
- **Open**: Multilingualism & Interdisciplinary

### Progression
- **Digitalization & Blended Learning**
- **Lifelong Learning**
- **Instructional design**
- **Evaluation & Development**
- **Analysis & Design**
- **Implementation Sciences**

### Recognition / Certification
- **Increase student enrolment**: Implementing Digitalization & Blended
- **Accessibility**: Instructional design
- **Highlighted or new curriculum**: Competency-based curriculum & Curriculum flexibility
- **Open**: Multilingualism & Interdisciplinary

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**Student Progression**

**Digitalization & Blended learning**

- #Agile PBL
- #Teacher- vs Student-Centered learning

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**Student Progression**

**Instructional design**

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**Progression**
- **Digitalization & Blended Learning**
- **Lifelong Learning**
- **Instructional design**
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**Recognition / Certification**
- **Increase student enrolment**: Implementing Digitalization & Blended
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**Student Progression**

**Digitalization & Blended learning**

- 1998 Mobile Devices and M-Learning
- 2000 Gaming technologies
- 2001 Open Educational Resources
- 2004 Social & Participatory Media
- 2005 Virtual World
- 2007 E-books & Smart Devices
- 2008 Massive Open Online Courses
- 2012 Big Data & Learning Analytics

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**Student Progression**

**Instructional design**

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**Student Progression**

**Instructional design**

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**Student Progression**

**Multilingualism**

1. Bilingual
2. Immersion
3. Dual
4. COIL

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**Student Recognition**

**Lifelong learning (LLL)**

- All faculty engagement
- Co-designed curriculum
- Co-taught class
- Co-organised class
- Iterative tasks
- Unique task

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**Student Progression**

**Multilingualism**

**COIL With or Without**

- Cultural-specific activities
- All faculty engagement
- Co-designed curriculum
- Co-taught class
- Co-organised class
- Iterative tasks
- Unique task

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**Student Recognition**

**Lifelong learning (LLL)**

- Value of informal/formal learning by experience
- Formal learning methods vs. Informal learning methods

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**Student Recognition**

**Lifelong learning (LLL)**

- Lifelong and Life-wide learning
- Work for Work
- Retirement
- UG, GR 1-12
- SK 4.0
- Formal learning (environments)
- Informal learning (environments)

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**Implementation sciences**

“the scientific study of methods to promote the systematic uptake of research findings & other evidence-based practices into routine practice”


"the need for greater multidisciplinary education"

"Existing curricula may also need to change. For example, software engineers are effectively becoming social engineers"  
"Society might benefit if they were to learn civics and philosophy, subjects rarely taught in science, technology, engineering and mathematics programmes"


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