



Teaching at the 21st century University

Prof. Jacques Lanarès

- ✓ Which main evolutions ?
- ✓ What challenges ?
- ✓ How to address these challenges ?

Which main evolutions ?

- ✓ Political
- ✓ Economical
- ✓ “Psycho-sociological”
- ✓ Technological

✓ Political

- autonomy & accountability
- EHEA – Bologna Process -ESG



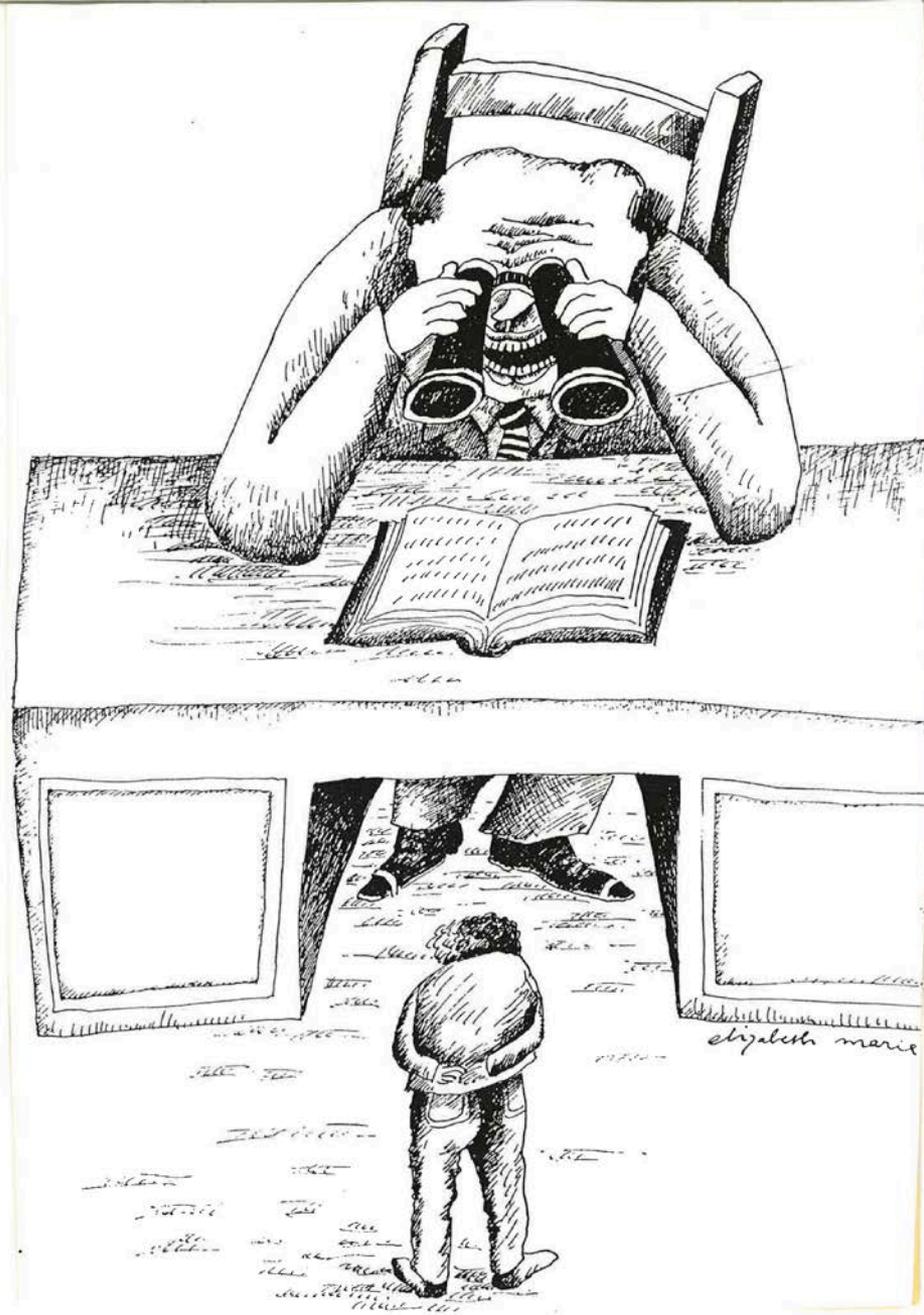
Un cours à l'université donné par Henricus de Alemannia (peinture de Laurent de Voltina (seconde moitié du 14e siècle)

Can you tell me what happened last week ?

Nothing happened the Prof spoke all the time



Student centered Teaching & Learning



1.3 Student-centered learning, teaching and assessment

Institutions should ensure that the programmes are delivered in a way that encourages students to take an active role in creating the learning process, and that the assessment of students reflects this approach

Standards and Guidelines for Quality Assurance in the European Higher Education Area (ESG)

A multidimensional concept & cultural change



OVERVIEW ON STUDENT-CENTRED
LEARNING IN HIGHER EDUCATION IN EUROPE
RESEARCH STUDY



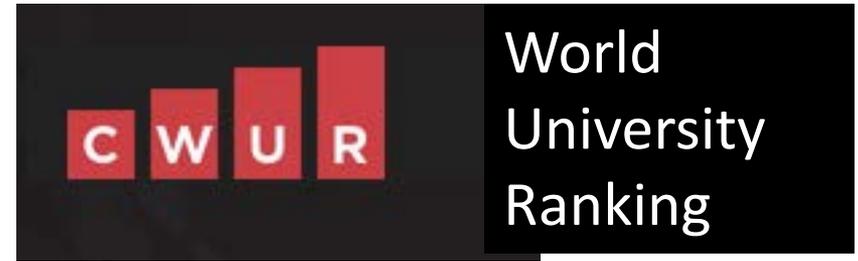
- Diverse & Active Teaching strategies
- Flexibility of individual « trajectories »
- Support structures for Learning
- Responsabilisation & autonomy
- Involvement in programme elaboration



✓ Economical

- Competition between HEI's

Globalisation & compétition



✓ Economical

- Competition between HEI's
- Employability of graduates

STUDENT



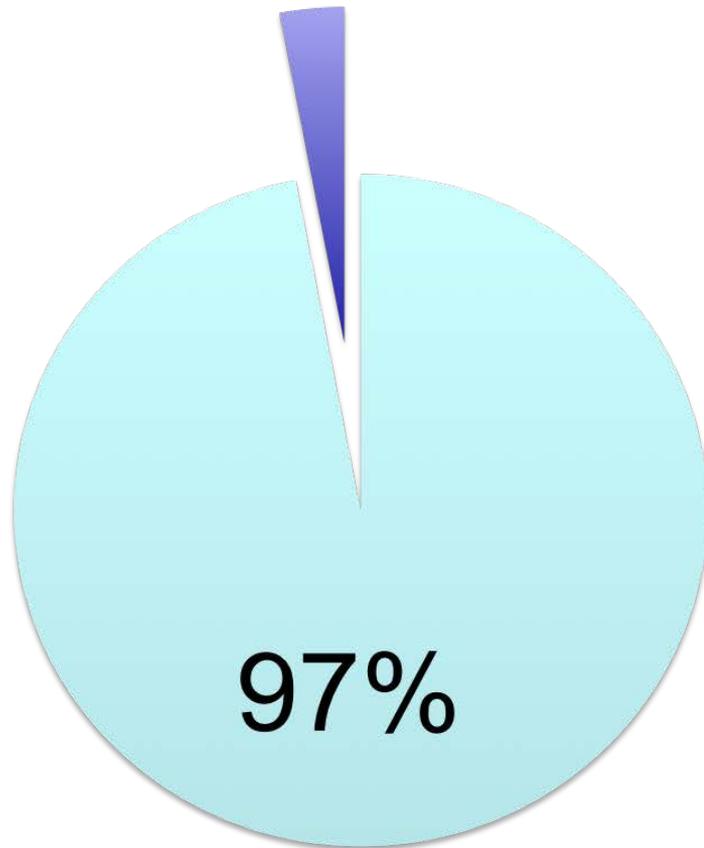
GRADUATE



© Gary Varvel

< 3 % of students will pursue an academic career

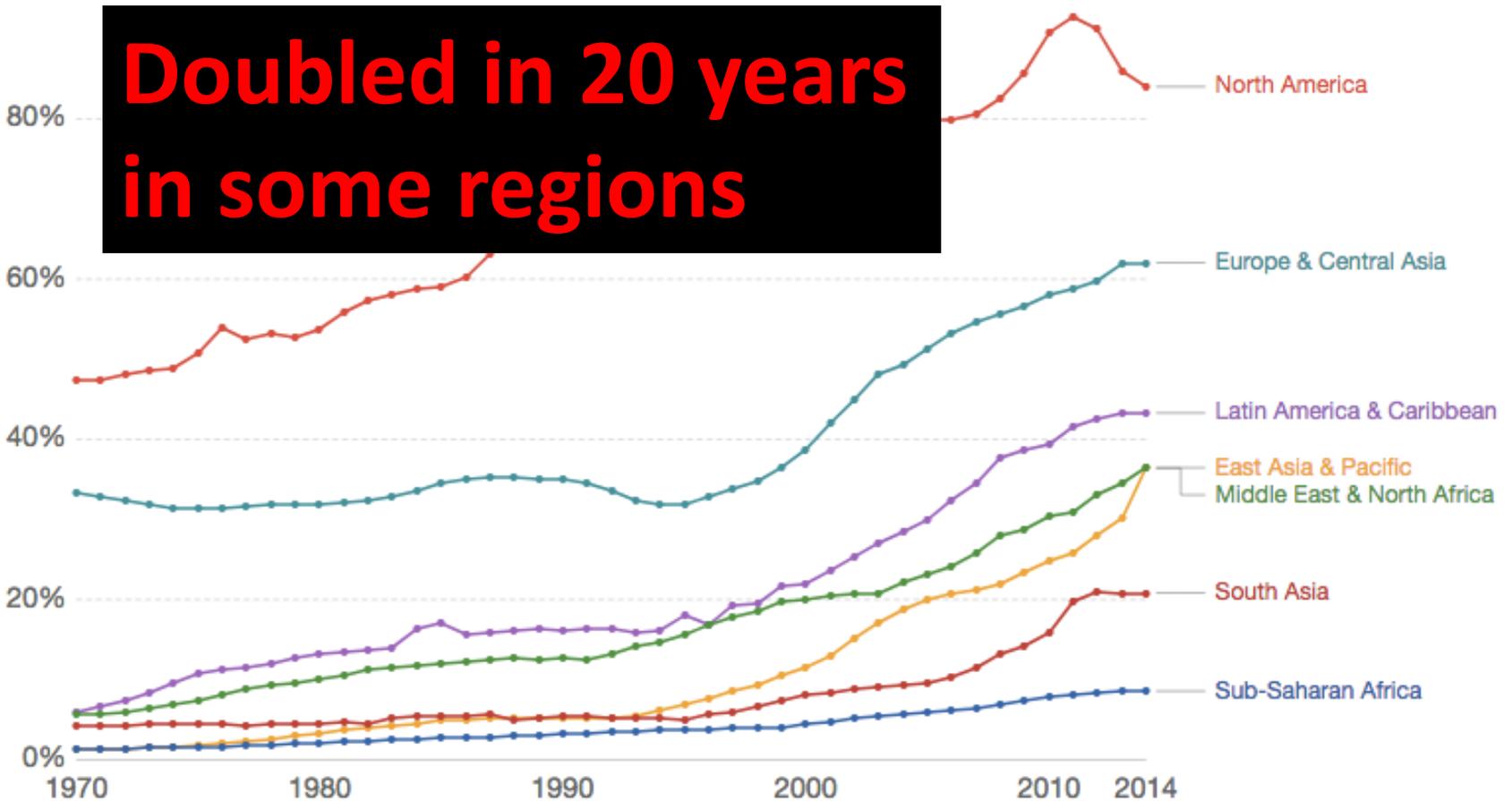
Répartition



- ✓ “Psycho-Sociological”
 - “massification”

Gross enrollment ratio in tertiary education

Total enrollment in tertiary education, regardless of age, expressed as a percentage of the total population of the five-year age group following on from secondary school leaving.



Source: World Bank

CC BY-SA

+ Add country

CHART

MAP

DATA

SOURCES



- ✓ “Psycho-Sociological”
 - “massification”
 - Evolution of profiles

Generation Z is starting university - but is higher education ready?

Smarter than baby boomers and way more ambitious than Millennials: universities don't seem to be considering the impact of Gen Z

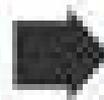


 Change is coming and this new generation of students is leading it. Photograph: Alamy

Characterics Z Generation

- Born after 1995
- **Independent** et responsable
- Entrepreneurial
- Favour **applied and practical approaches** to learn
- Use **social network** for research
- Communicate with **images**
- Are very **connected**....

The average human **attention span**

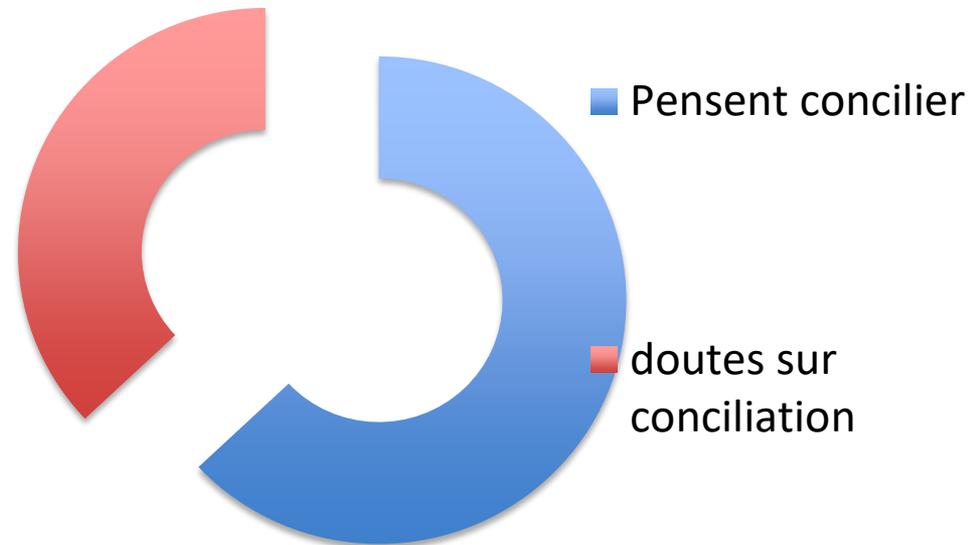
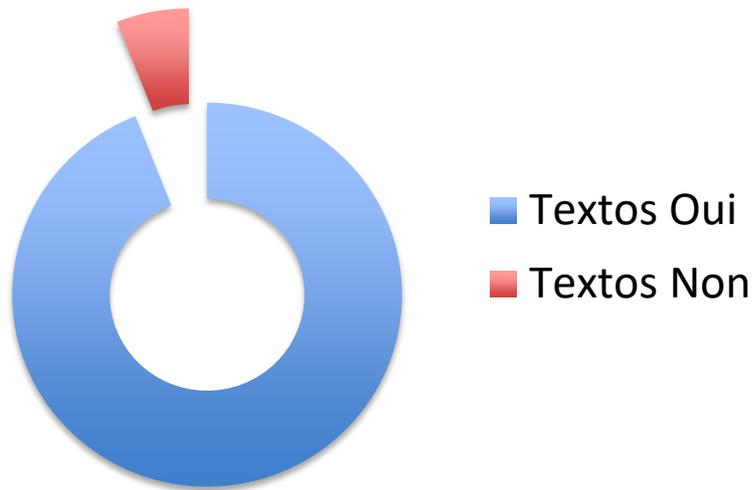


Source probably non existing

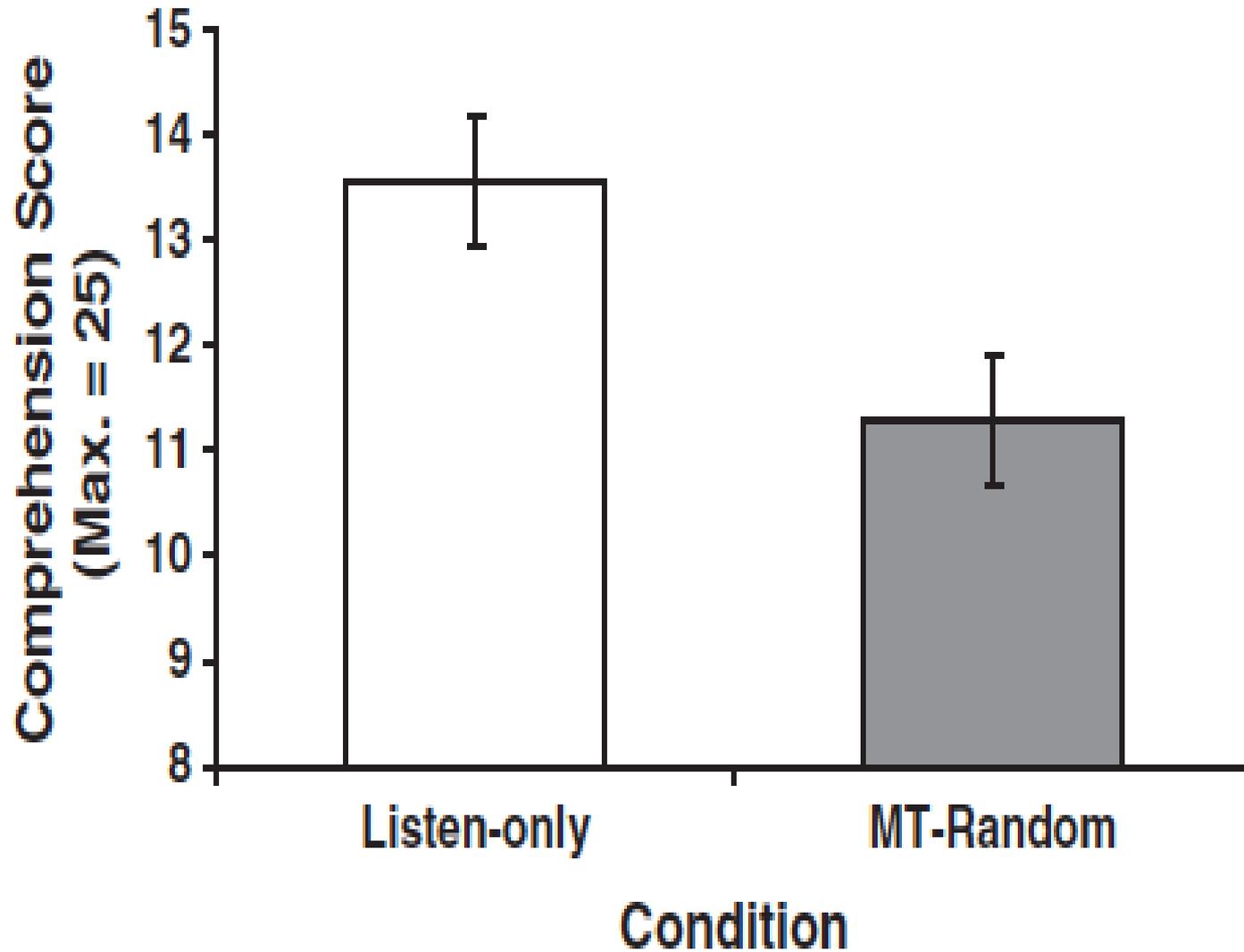
« multitaskers »

94% receive and send SMS

63% think they can conciliate
sms and lectures



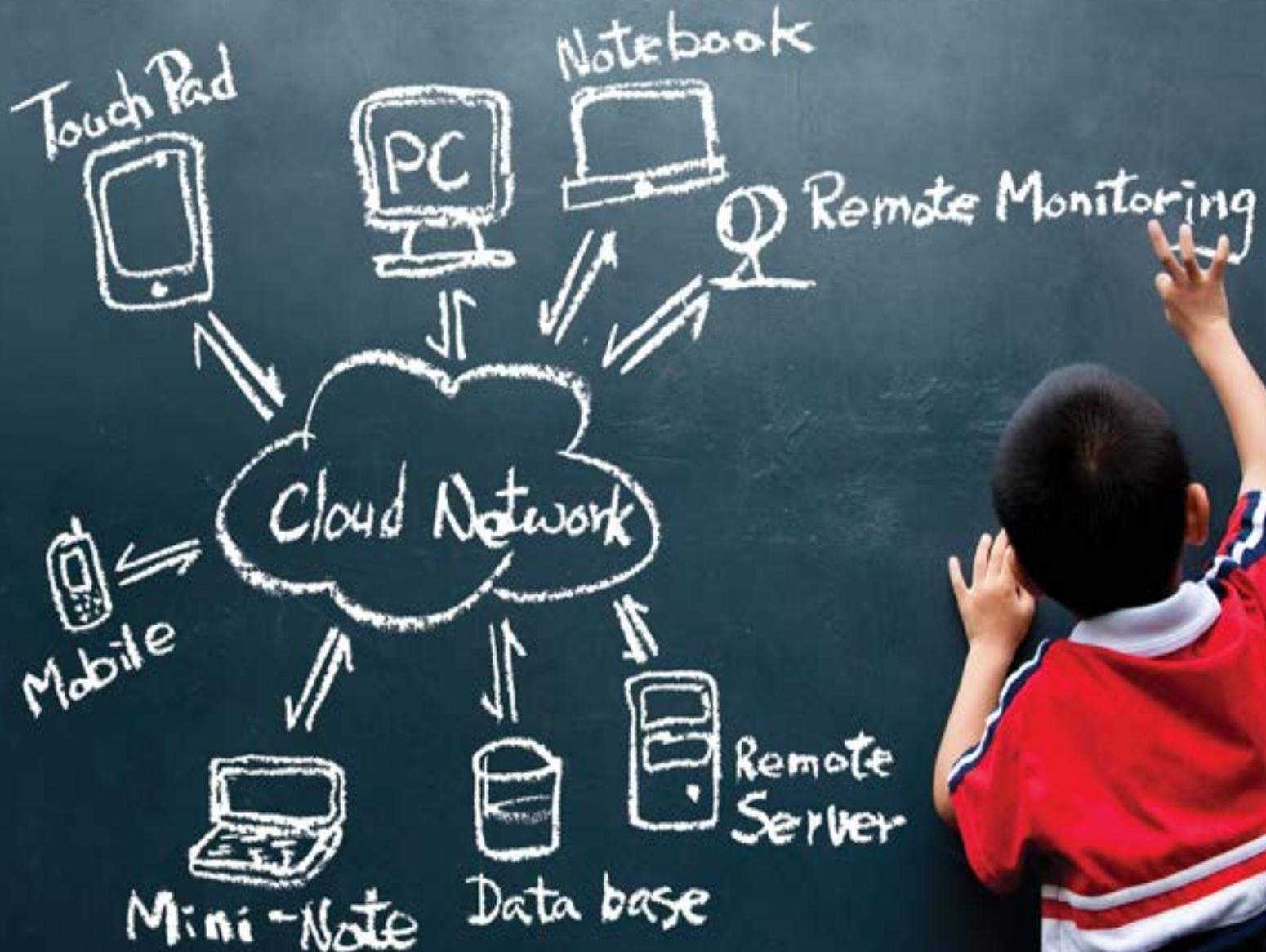
Real effects on Learning



✓ Technological

- Digital Revolution

Digital Revolution





WIKIPEDIA
The Free Encyclopedia

“There are Wikipedia sites in **300 different languages**, with **46 million articles** accessed by **1.4 billion** unique devices every **single month**”.



INDEPENDENT

David Barnett 18.02 2018

- ✓ Which main evolutions ?
- ✓ What challenges
- ✓ How to address these challenges

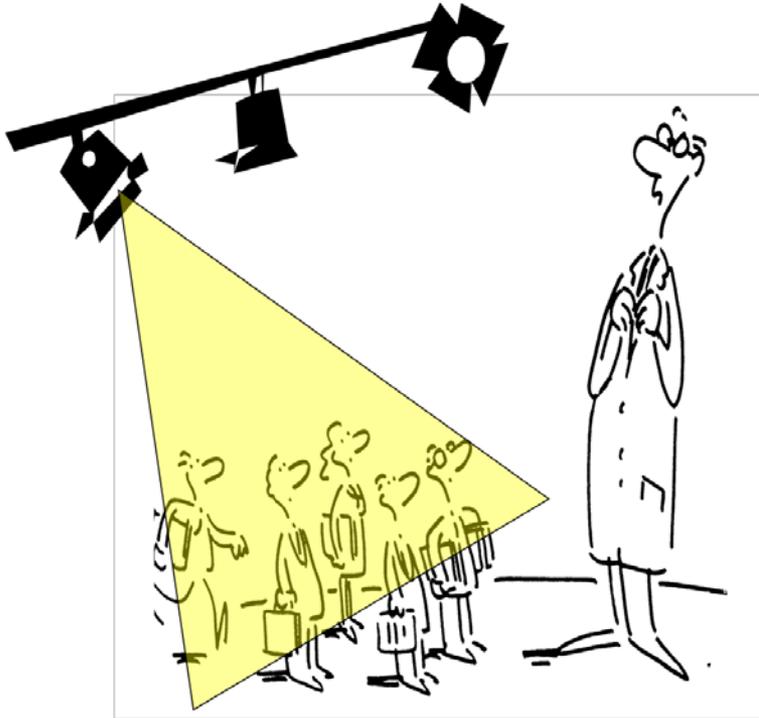
- ✓ Student centred Teaching and Learning
 - => Focus on Learning outcomes

Shift focus from ...



- Focus on Teachers
- Focus on Content

... to an other Focus



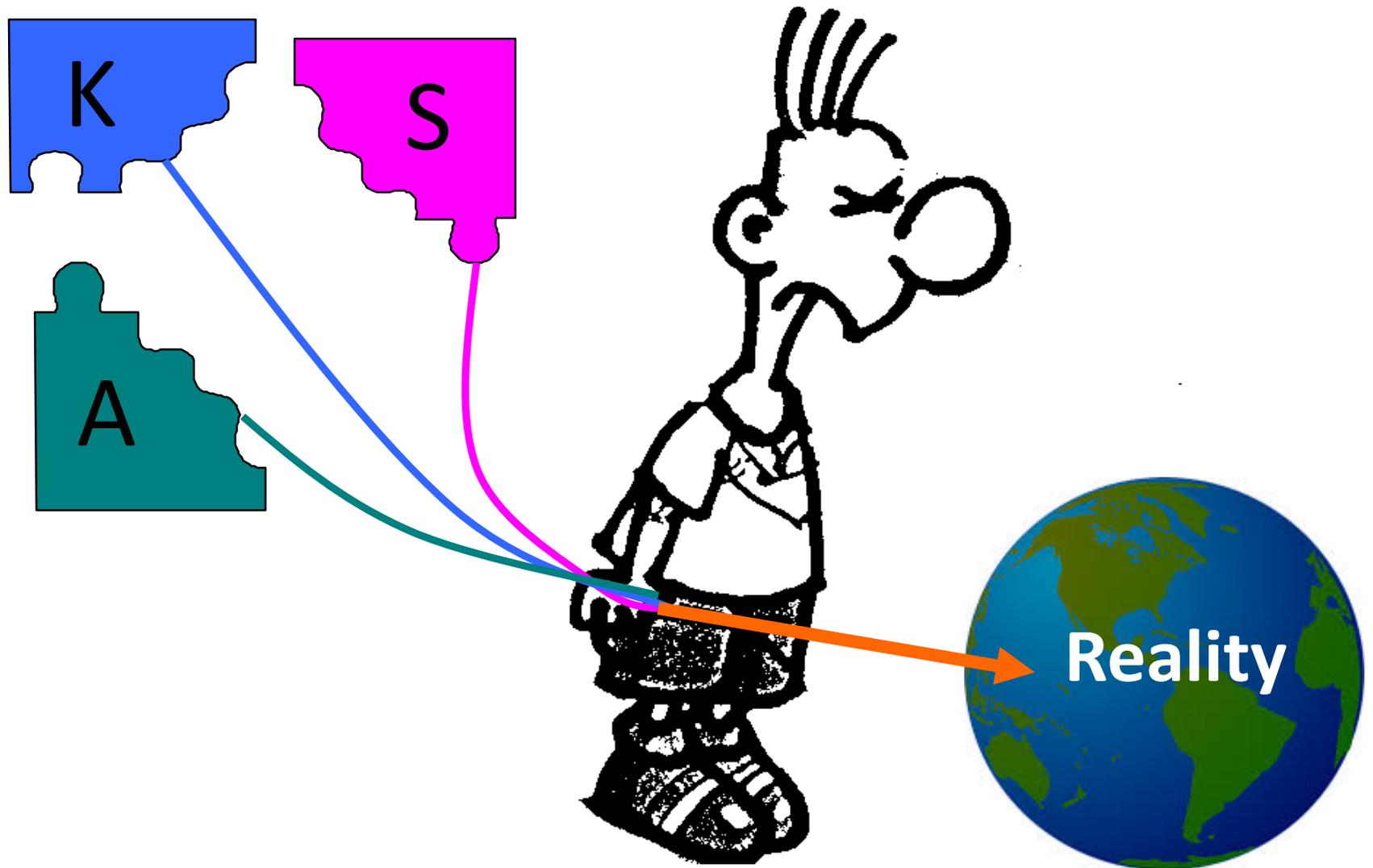
- Focus on Learners
- Focus on Learning outcomes

Learning Outcomes

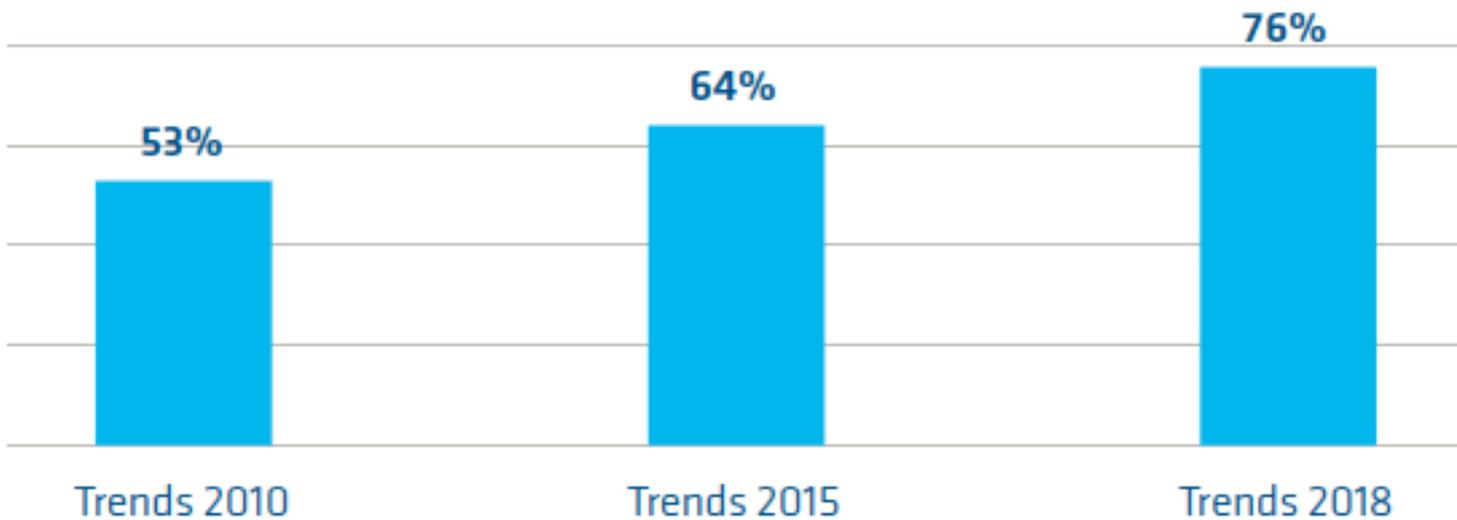


Corner Stone

The integrative logic of competences



Learning outcomes for all courses



A matricial approach



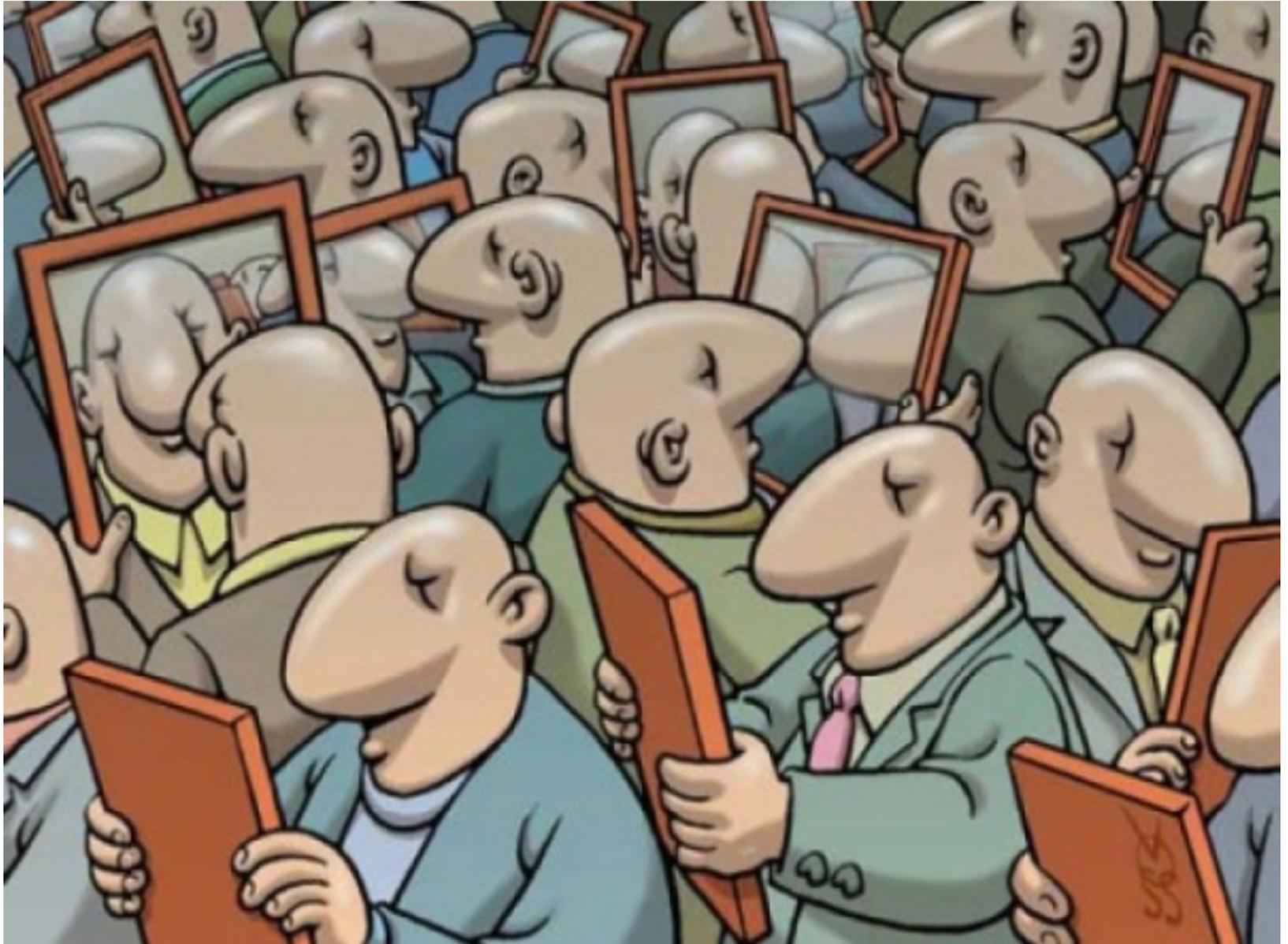
2

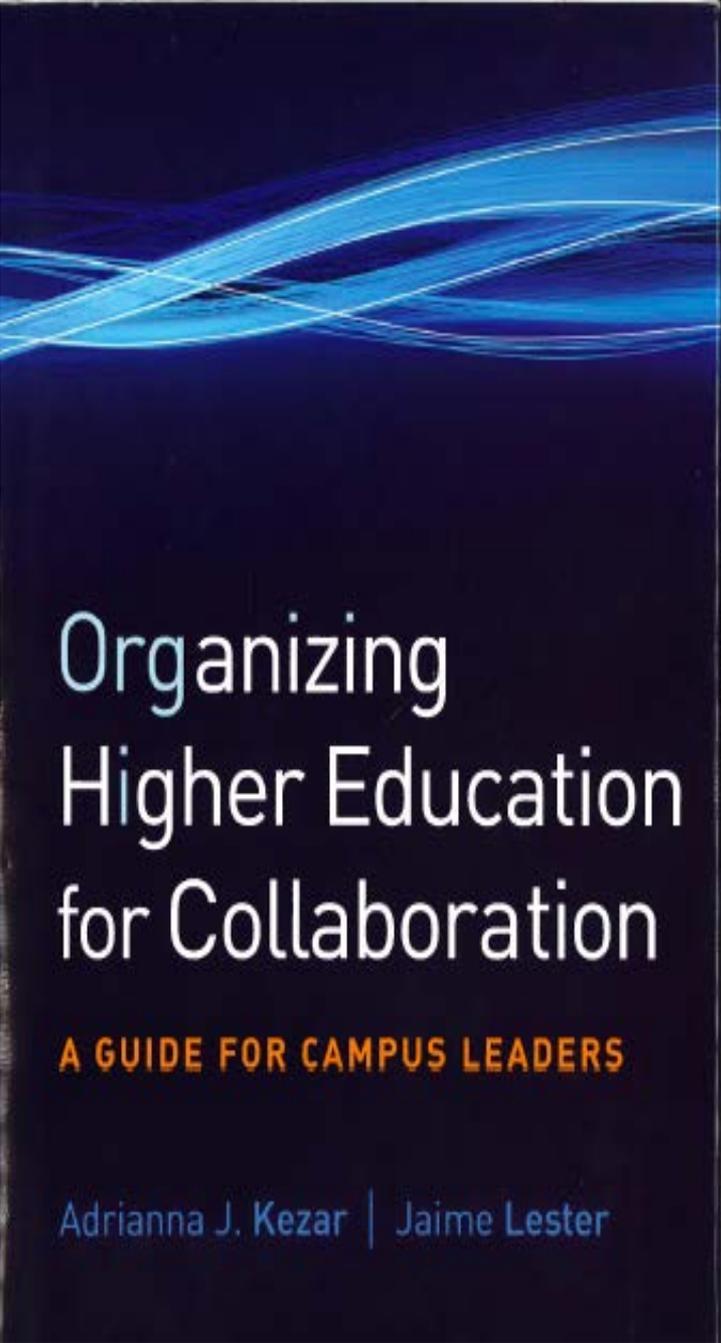
1

Référentiel de LO

	Cours 1	Cours 2	Cours 3	Cours 4	Cours ...
Learning Outcomes 1		+++		+	
Learning Outcomes 2	++			+++	
Learning Outcomes 3		++		+	
Learning Outcomes ...			+++		

Programme approach means Team work





Organizing
Higher Education
for Collaboration

A GUIDE FOR CAMPUS LEADERS

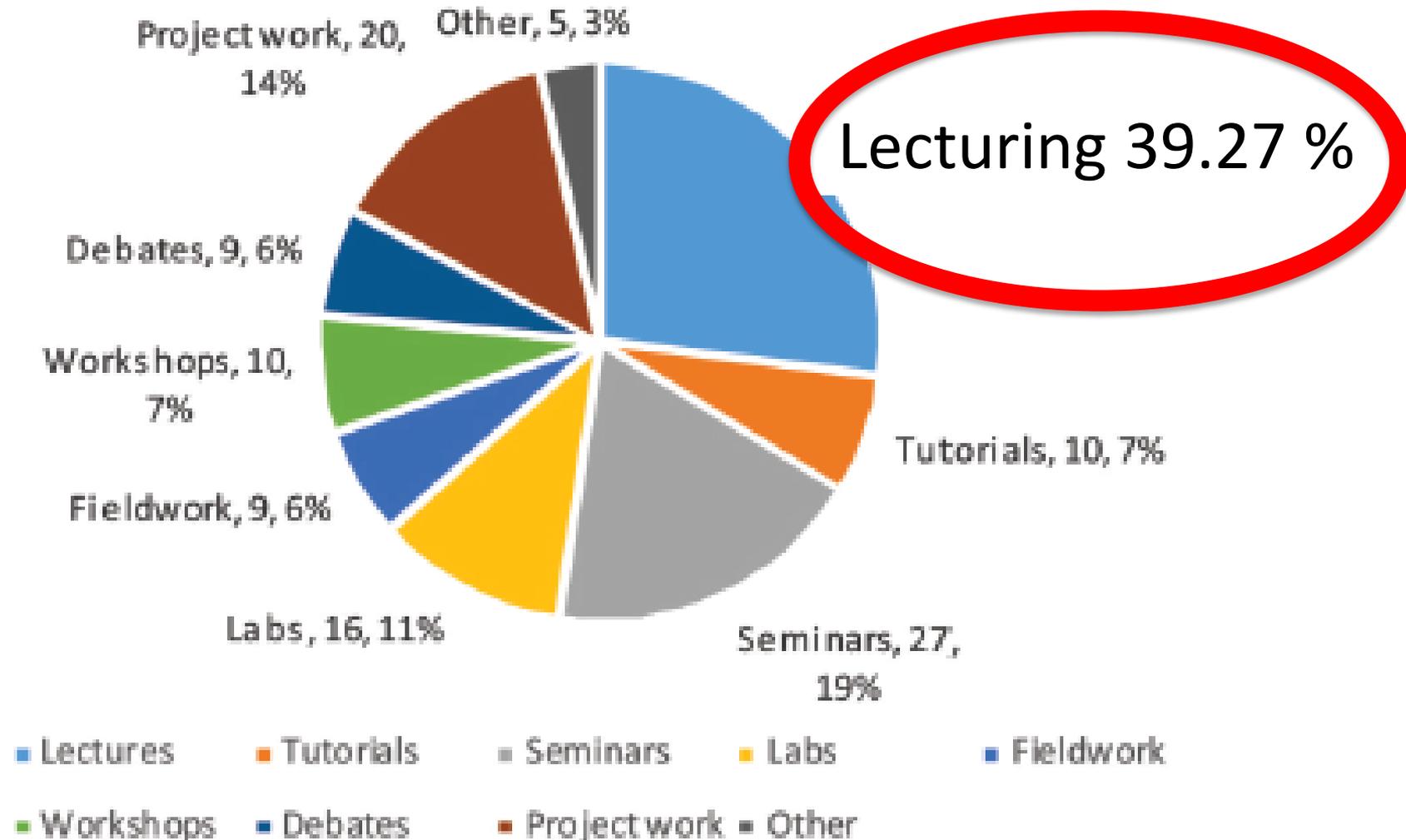
Adrianna J. Kezar | Jaime Lester

»collaboration has moved from an intuitively good idea to an imperative because of the overwhelming evidence of it's benefits «

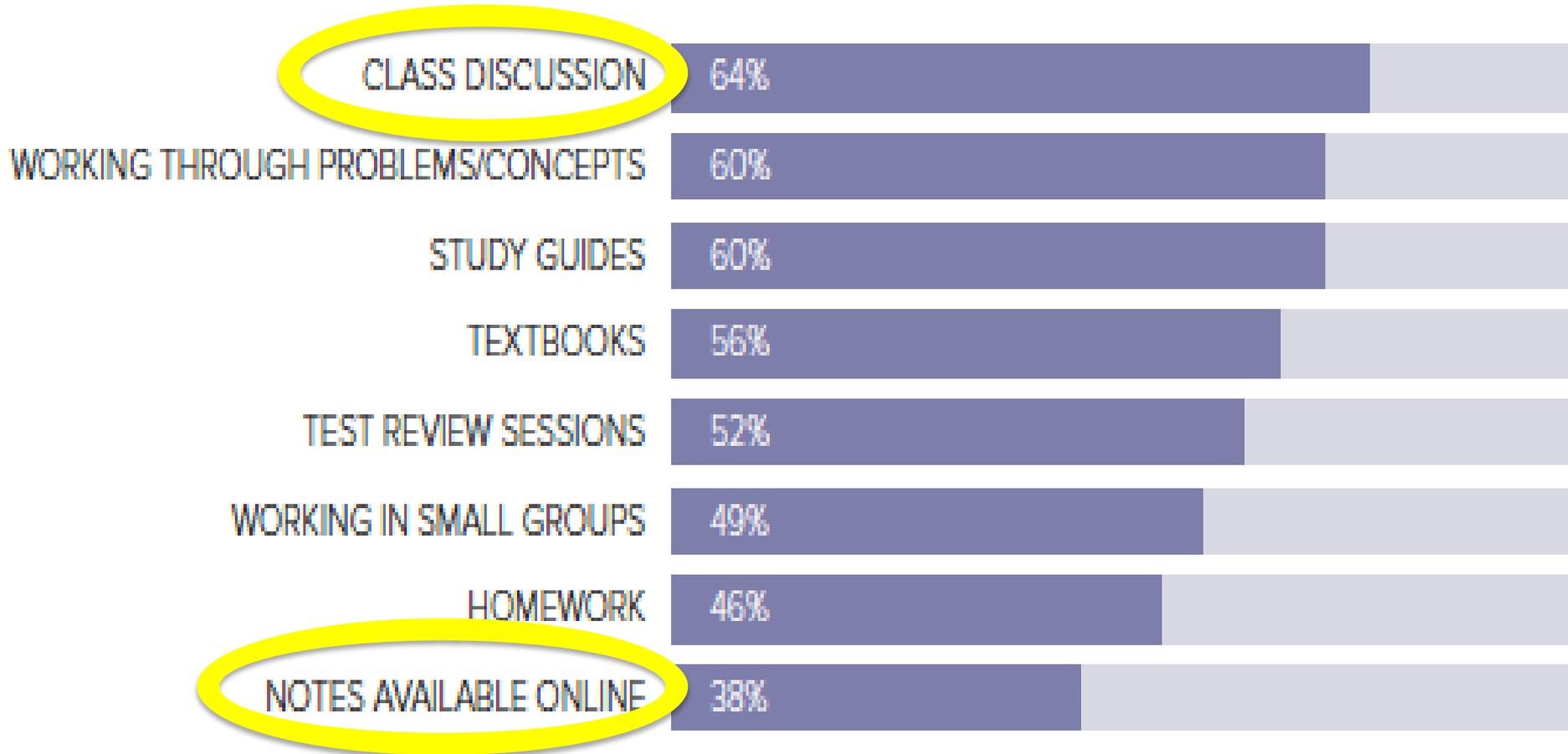
✓ Massification and new profiles

=> Diversification & active learning

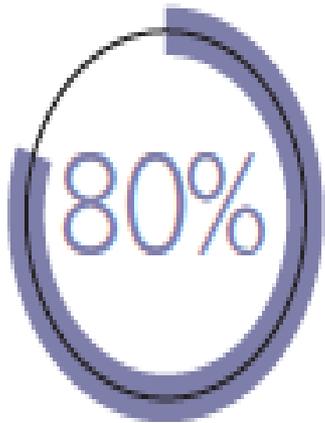
Lecturing remains the main strategy



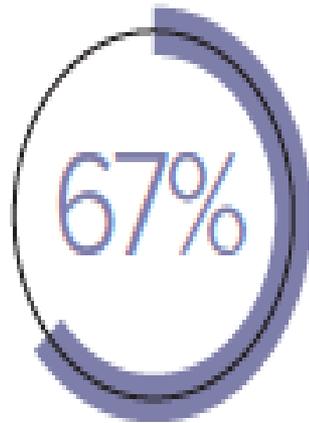
MOST HELPFUL TOOLS FOR LEARNING



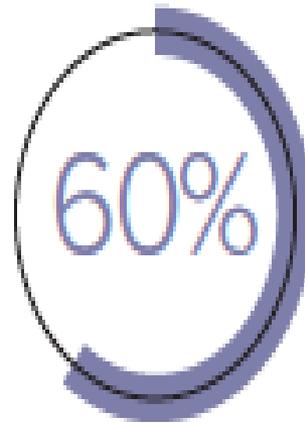
STUDENT STUDYING PREFERENCES



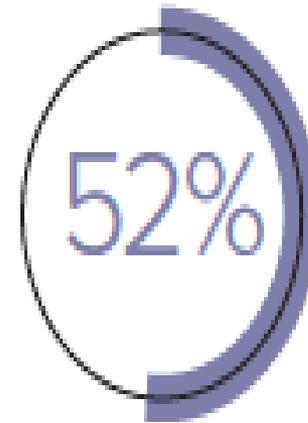
Study with friends



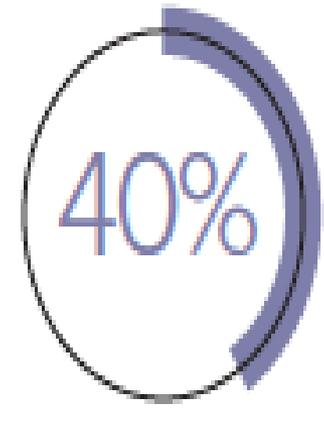
Say studying together makes learning more fun



Like to exchange new ideas with friends



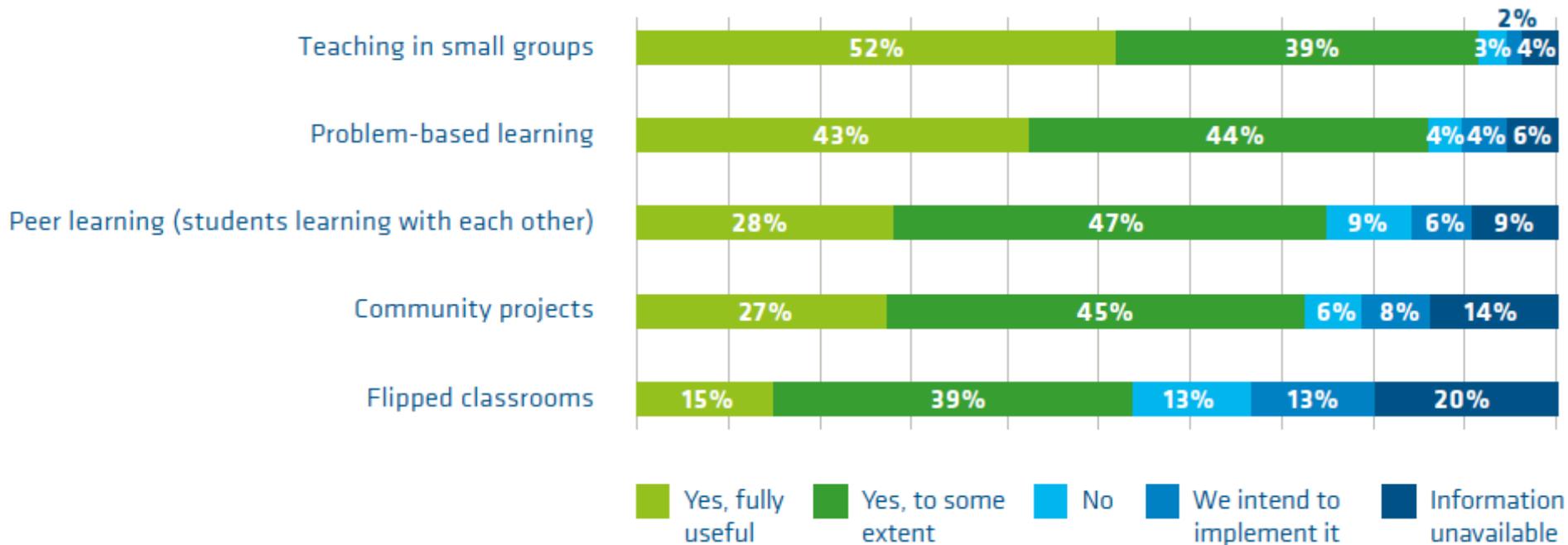
Like to help their friends learn



Study with friends in person and online

Respondents cited Skype as the top online tool to study with friends.

Useful approaches to enhance students learning

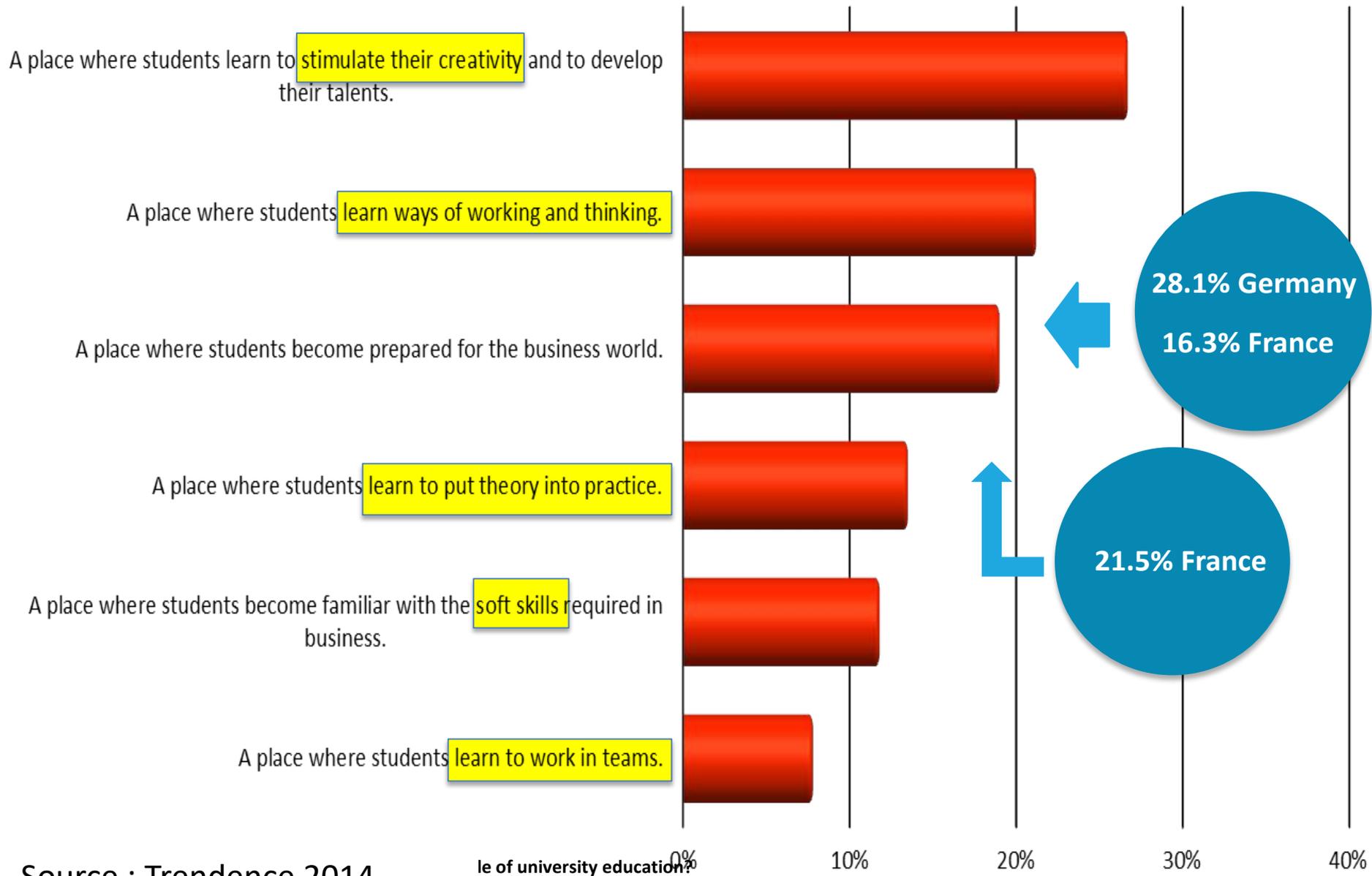


✓ Employability of graduates

=> opportunities to acquire 21st

century skills

What recruiters are looking for



Source : Trendence 2014

Employers expectations

Creativity

Reflexivity

Ability to solve problems

To know how to work in teams

To know how to learn & LLL

To be able to communicate

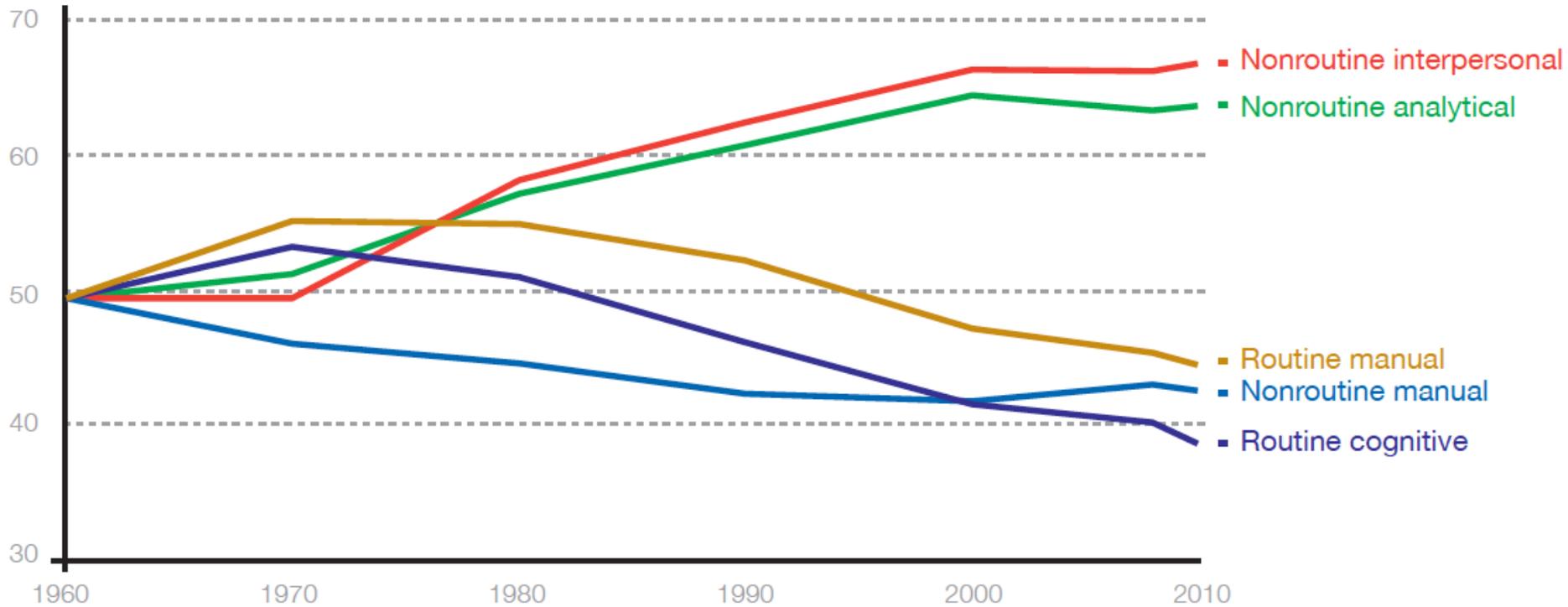
Entrepreneurship competences

Strong knowledge and ability to use it

Cultural understanding

« Technology literate »

Labour Market increasingly demands higher order skills



21st-Century Skills

Foundational Literacies

How students apply core skills to everyday tasks



1. Literacy



2. Numeracy



3. Scientific literacy



4. ICT literacy



5. Financial literacy



6. Cultural and civic literacy

Competencies

How students approach complex challenges



7. Critical thinking/
problem-solving



8. Creativity



9. Communication



10. Collaboration

Character Qualities

How students approach their changing environment



11. Curiosity



12. Initiative



13. Persistence/
grit



14. Adaptability



15. Leadership



16. Social and cultural awareness

Lifelong Learning

✓ Digital Revolution

=> Focus on “Pedagogical Added Value”



coursera



The MOOC revolution: Status and next steps

Andrew Ng

Stanford University & Coursera

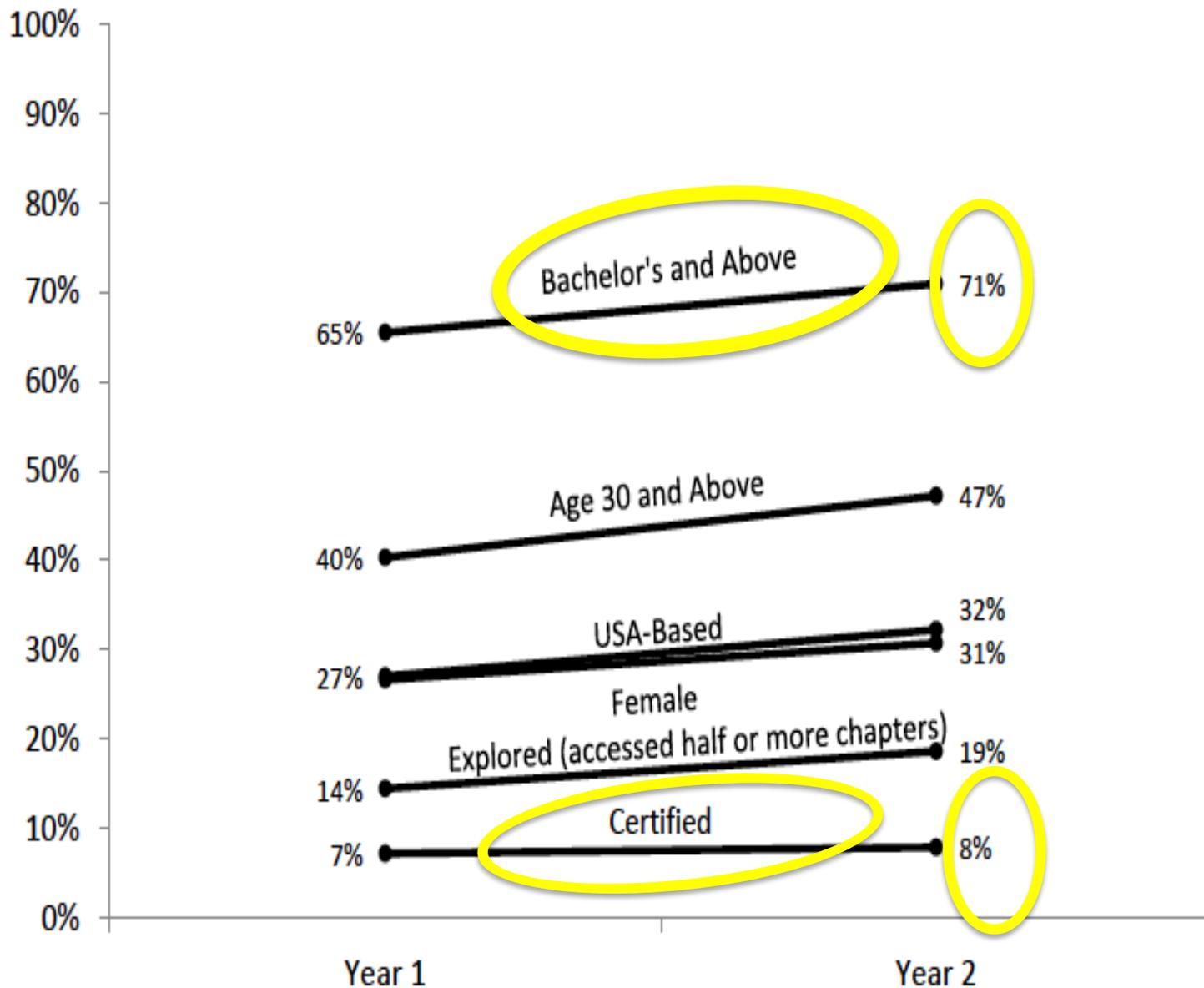


Figure 1. Trends in HarvardX and MITx open online courses, Year 1 (2012-2013, 604,932 participants, 16 courses) to Year 2 (2013-2014, 867,213 participants, 48 courses).

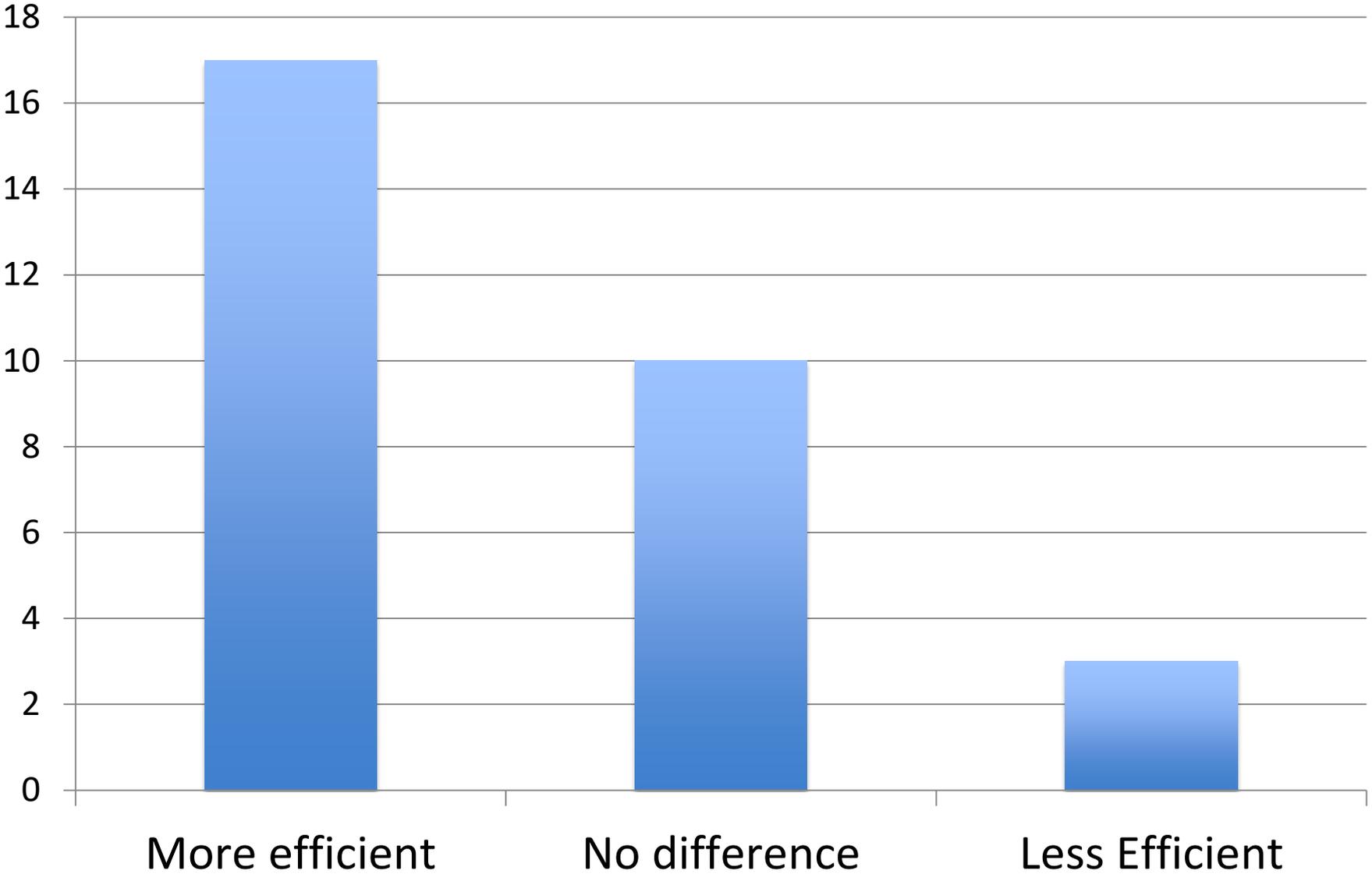


THE FLIPPED CLASSROOM REVOLUTION

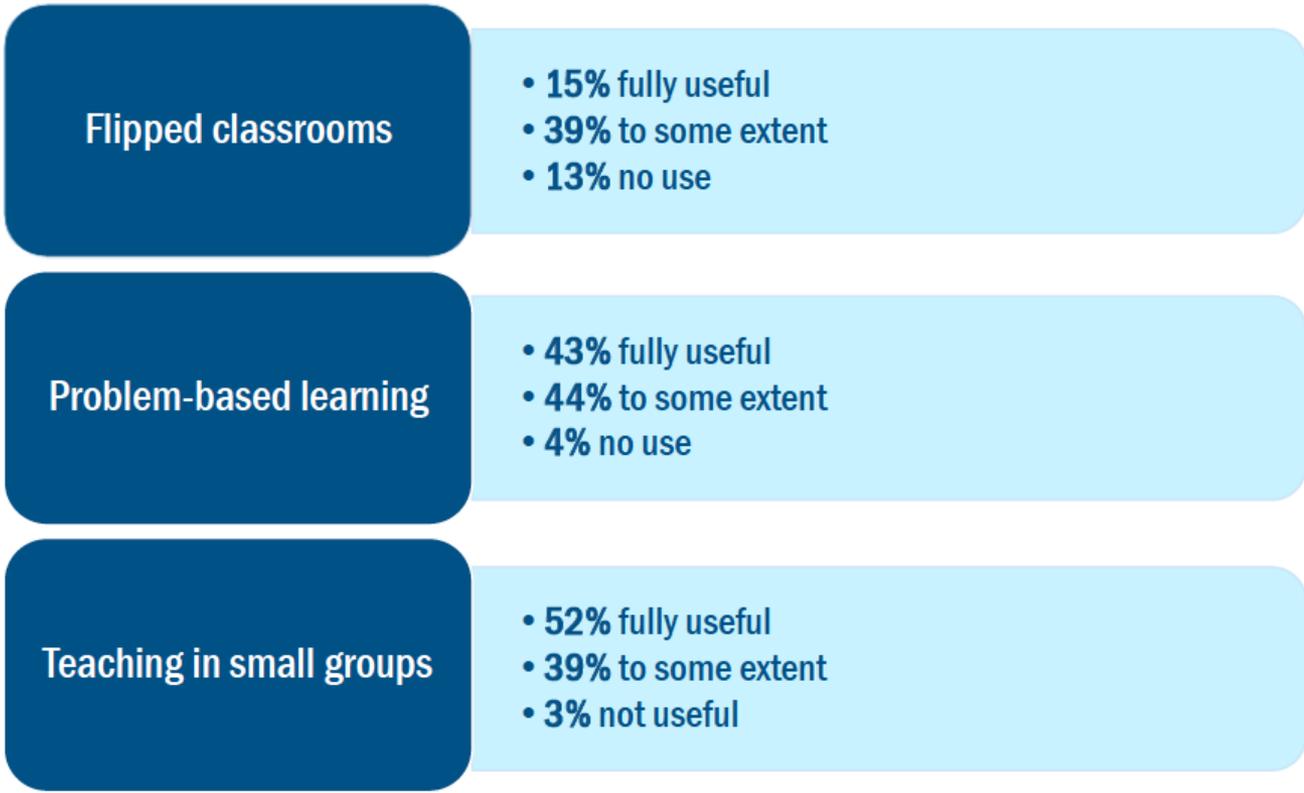
COMING TO A BRAIN
NEAR YOU

Meta analysis – 30 studies

Comparison Flipped classrooms / Traditionnal



Changing approaches in L&T



Trends 2018. Q. 24



No one size fits all In the use of Technology for Teaching

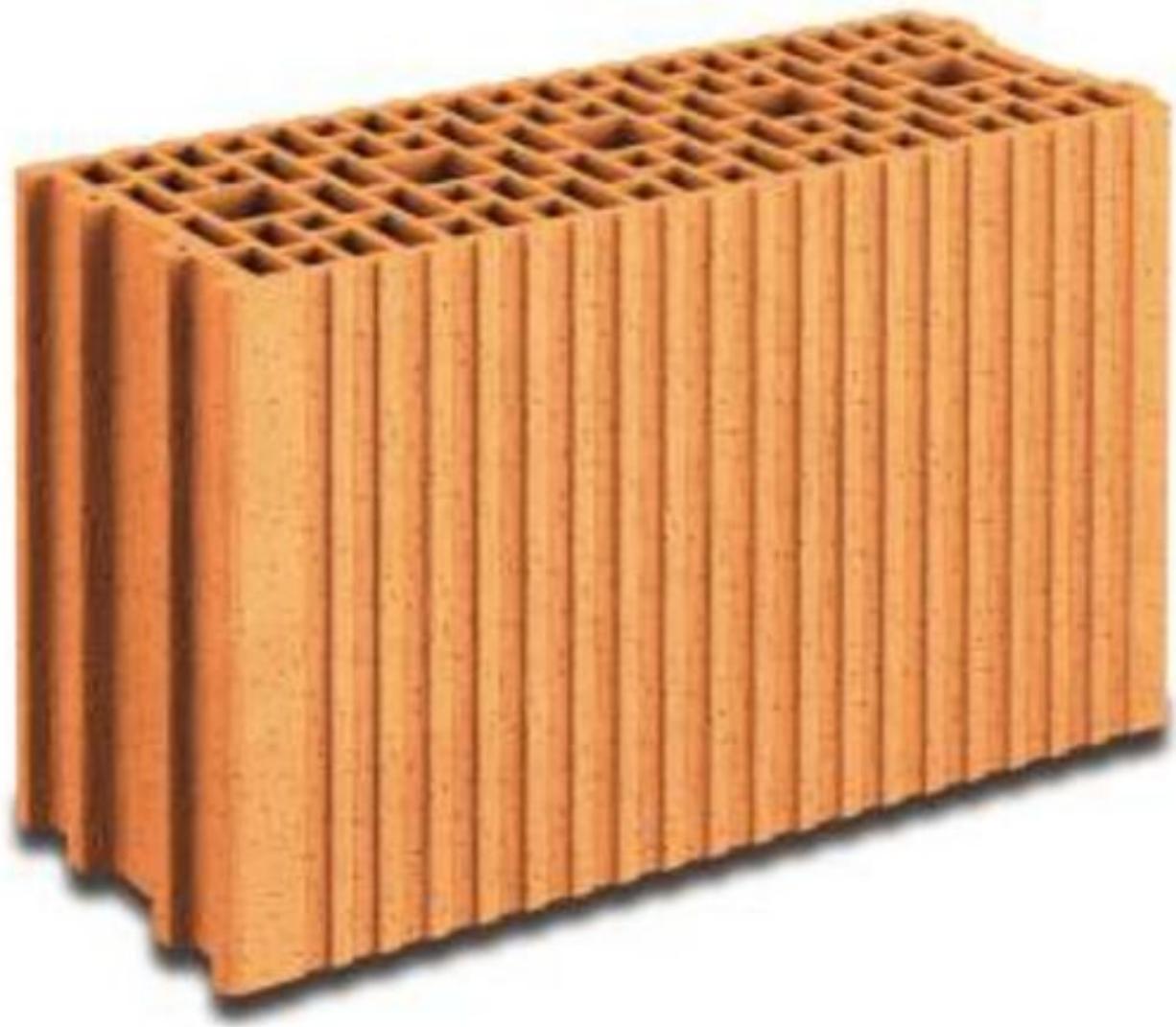
The main question :
The pedagogical Added Value

- ✓ Which main evolutions ?
- ✓ What challenges
- ✓ How to address these challenges

Which object do you most
spontaneously relate to teaching ?



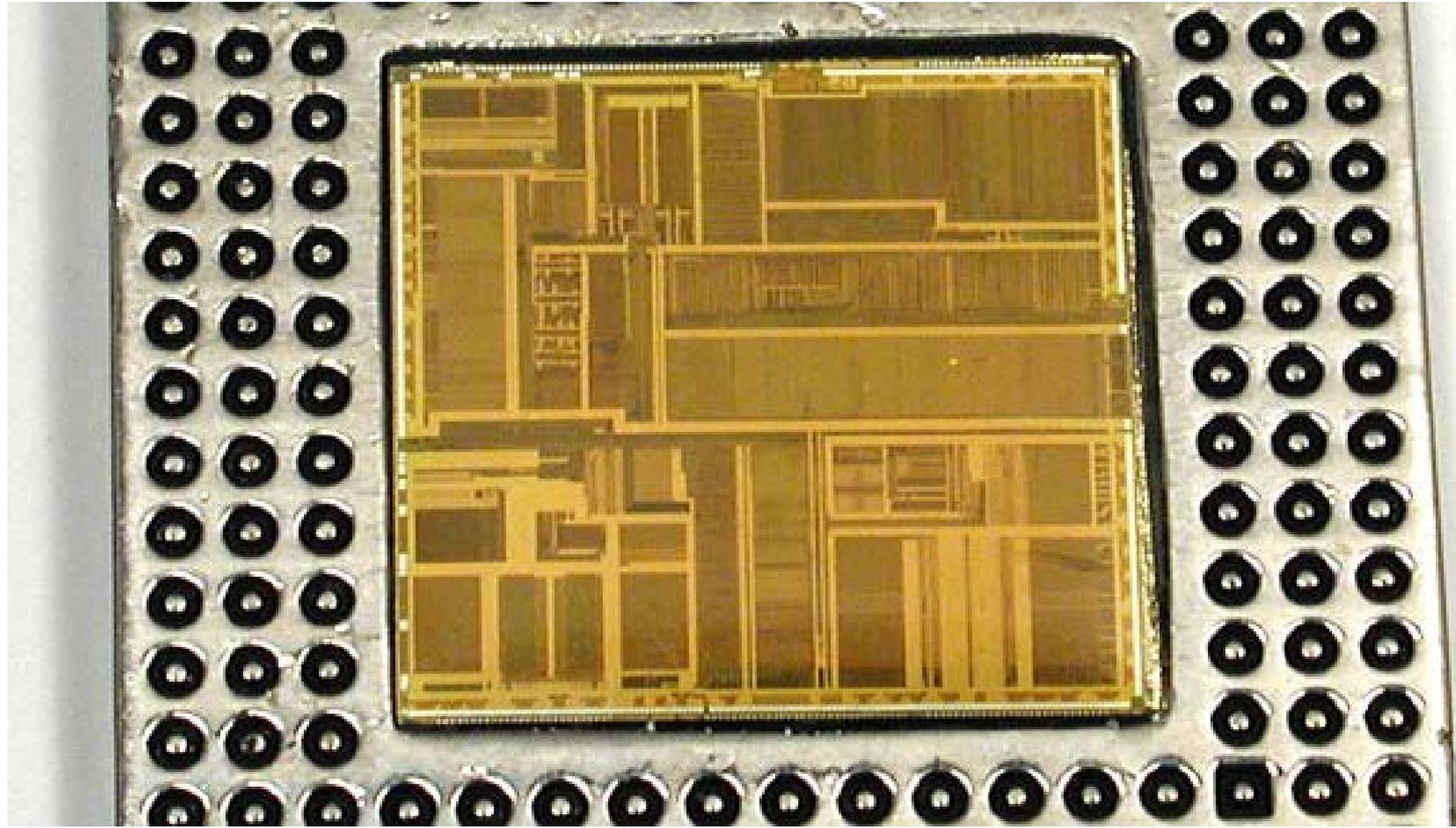






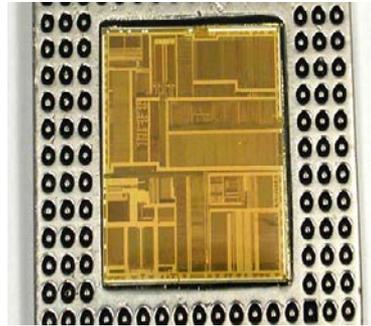
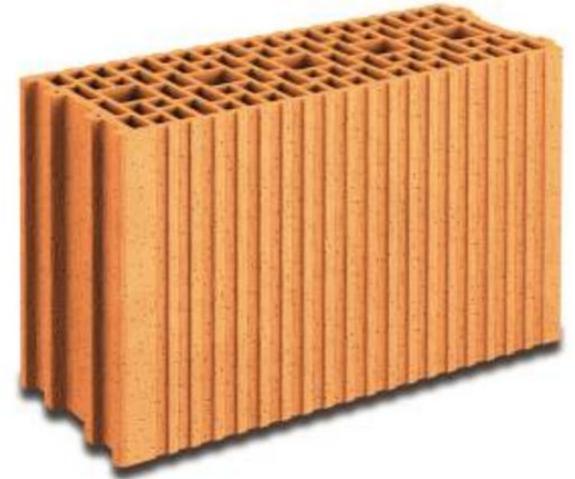








Which object do you spontaneously link with « teaching » ?



Change

- Behaviour
- Representation







Stimulus



Situation



Change

- Behaviour
- Representation

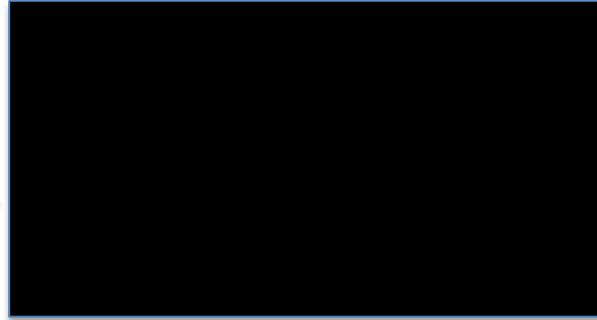




Stimulus



Situation

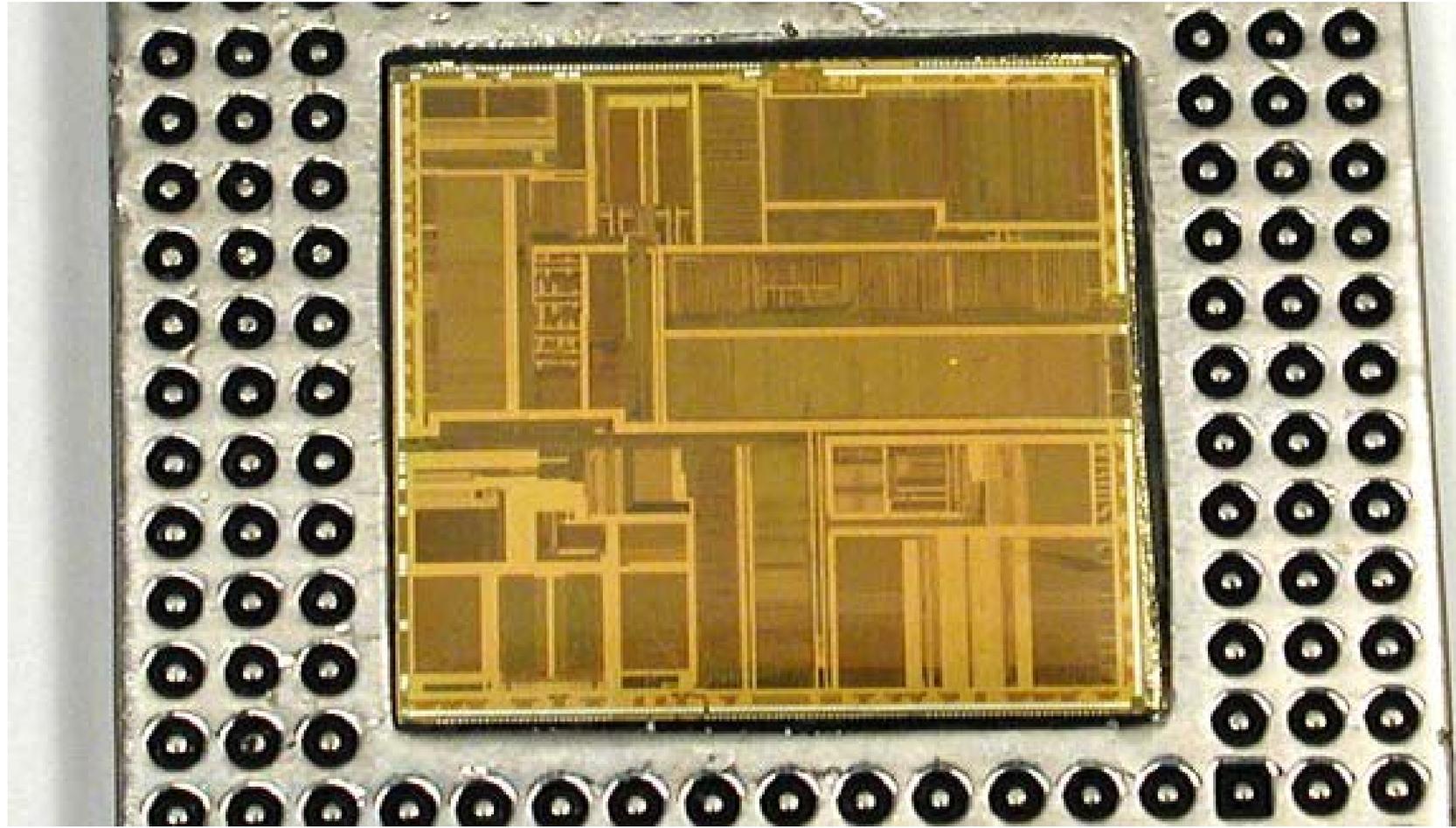


Change

- Behaviour
- Representation



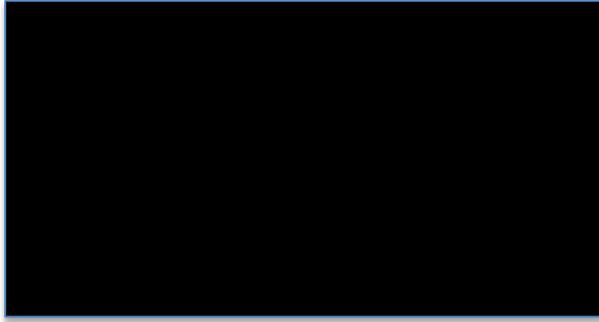
Behaviourist



Stimulus



Situation

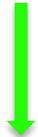


Change

- Behaviour
- Representation



Behavioriste



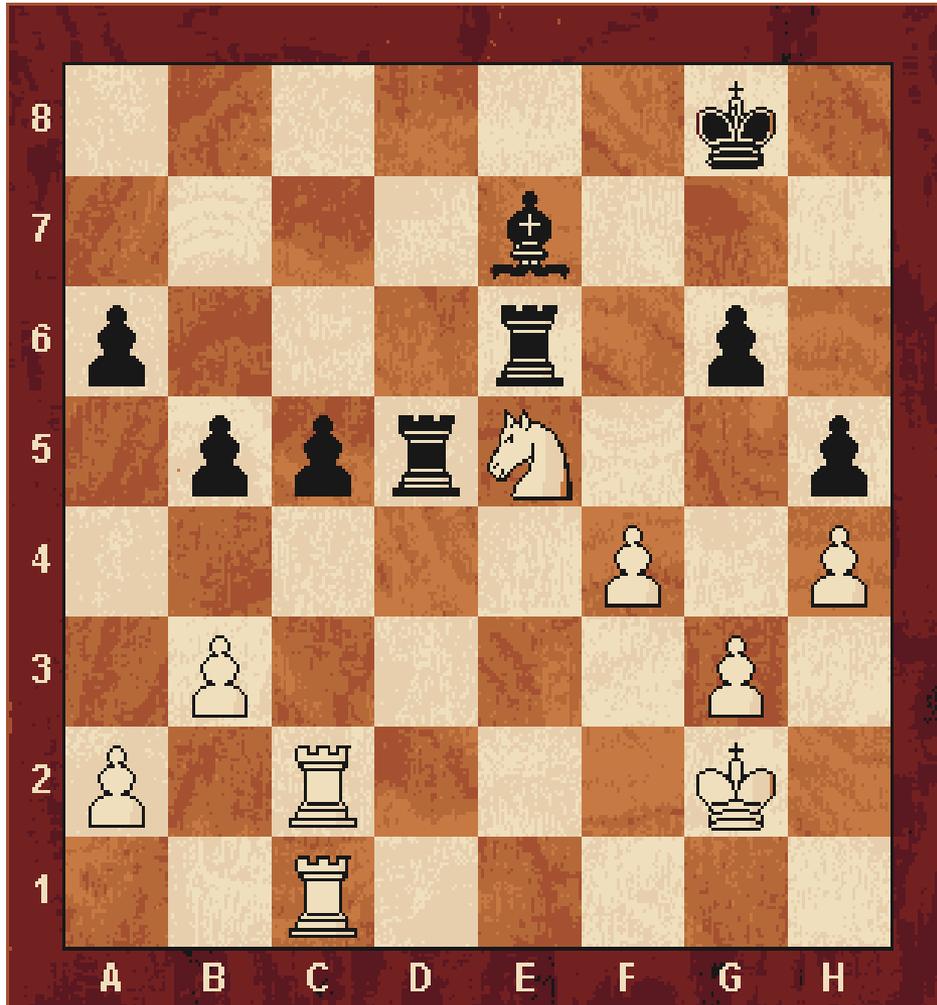
Cognitiviste

12 13 14

A B C

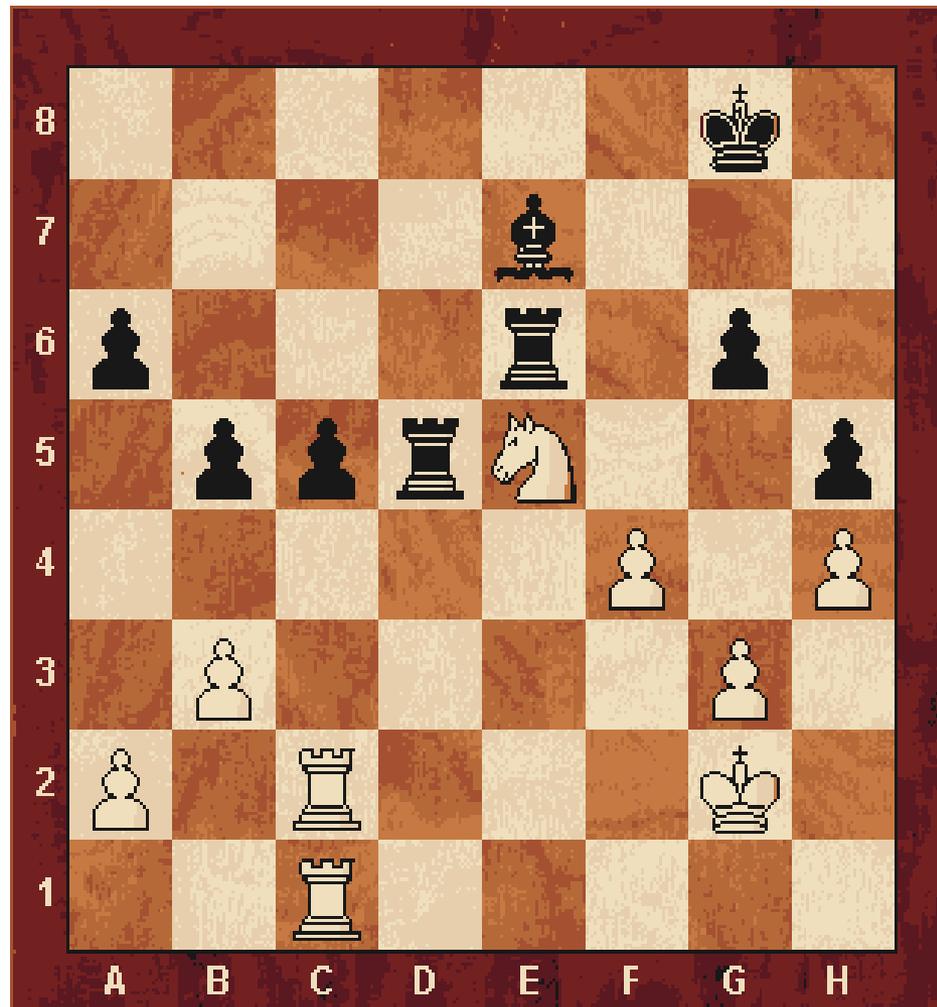
12 13 14

A B C



Simon & Chase

Learning = creating links with what we know

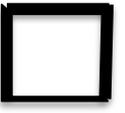


1 = 

2 = 

3 = 

4 = 

5 = 

6 = 

7 = 

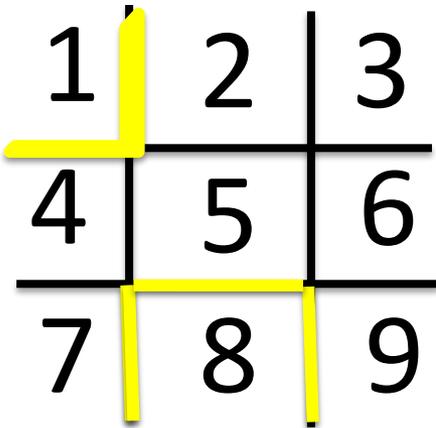
8 = 

9 = 

1 8 5 9 3 2

1	2	3
4	5	6
7	8	9





D'après T. Jensen, Aarhus Univ.

1 8 5 9 3 2

└┐┌┐└┐└┐

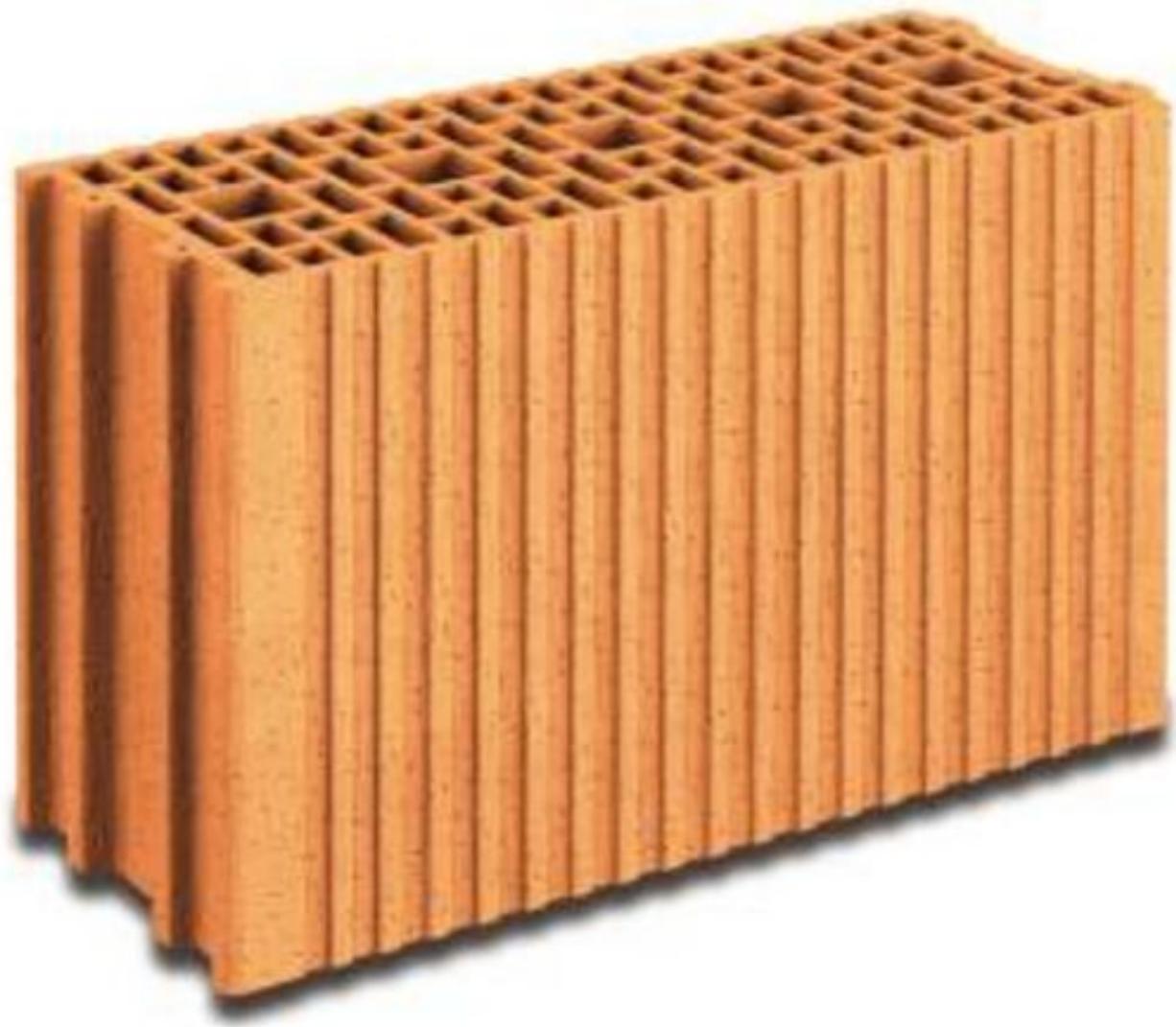
2 mains conditions for memorizing

I learn if

A : I can give meaning to the « stimulation »

B : I know what to do with this information

$$\mathbf{B > A}$$





J. Piaget

1896 - 1980



Stimulus



Situation

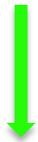


Change

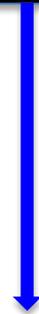
- Behaviour
- Representation



Behaviourist



Cognitivist



Constructivist



J. Piaget

Everything you teach
them, You prevent
them from learning it





Lev Vygostky

1896 -1934

Stimulus



Situation

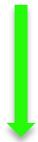


Change

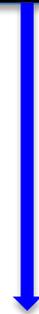
- Behaviour
- Representation



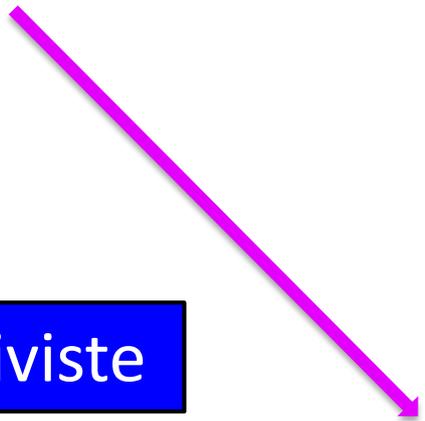
Behaviourist



Cognitivist



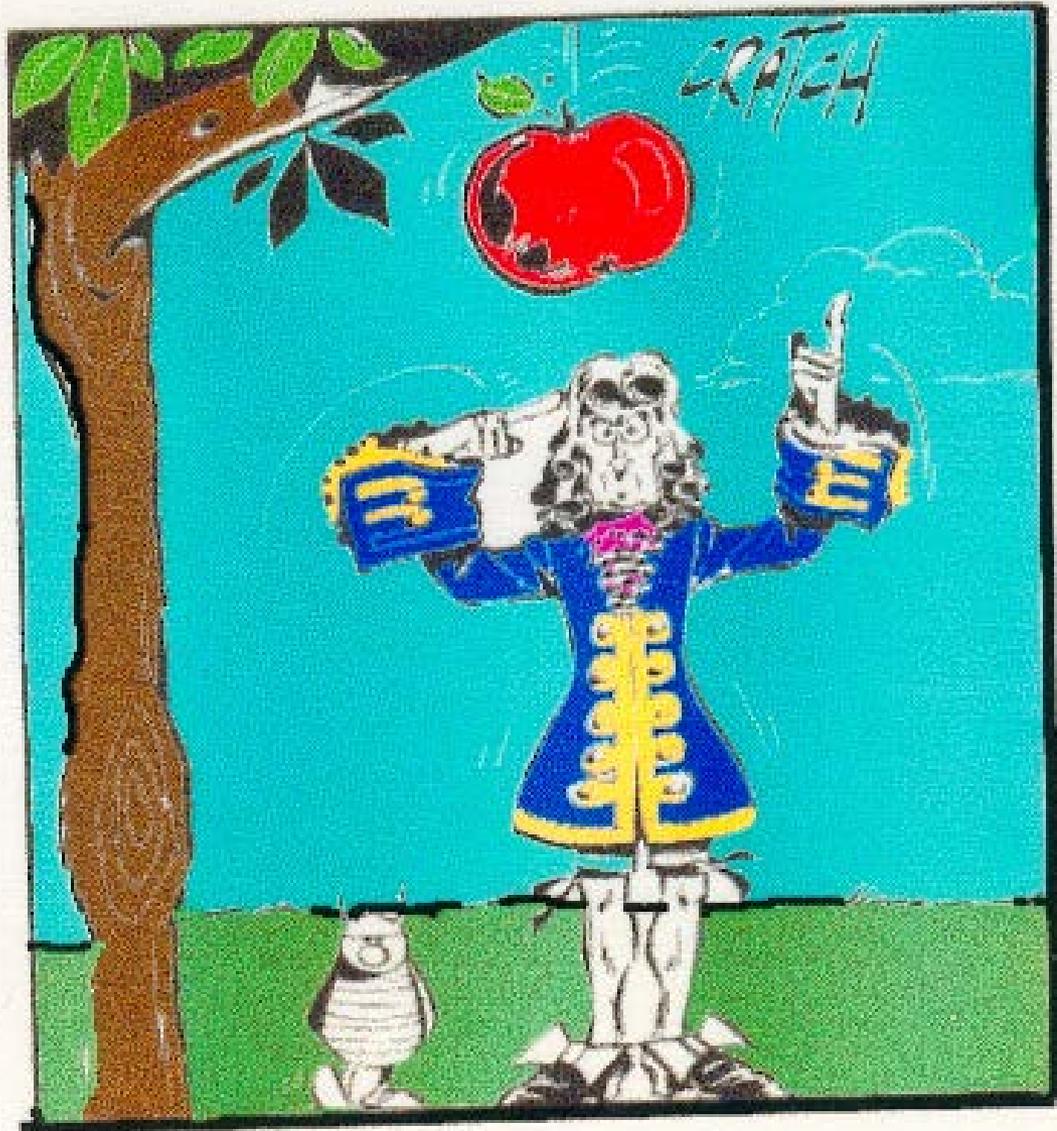
Constructivist

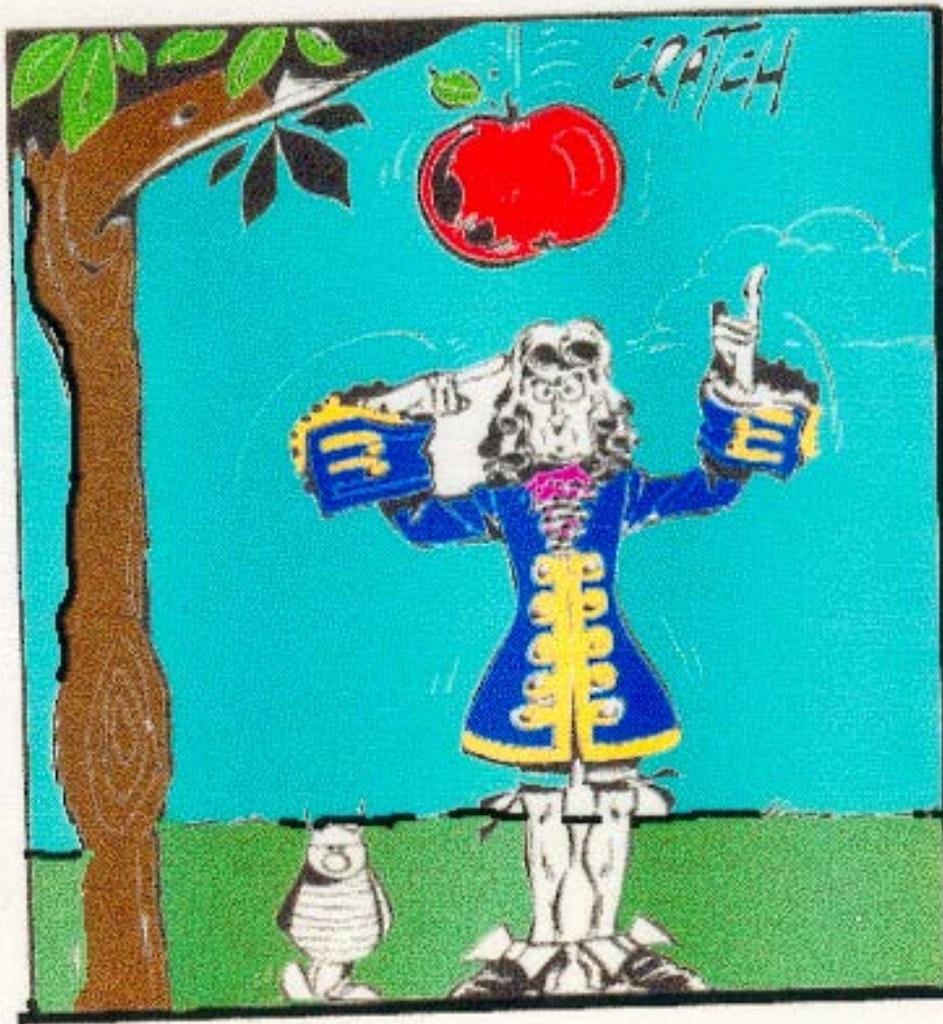


Socio-constructivist

Learning a co-construction

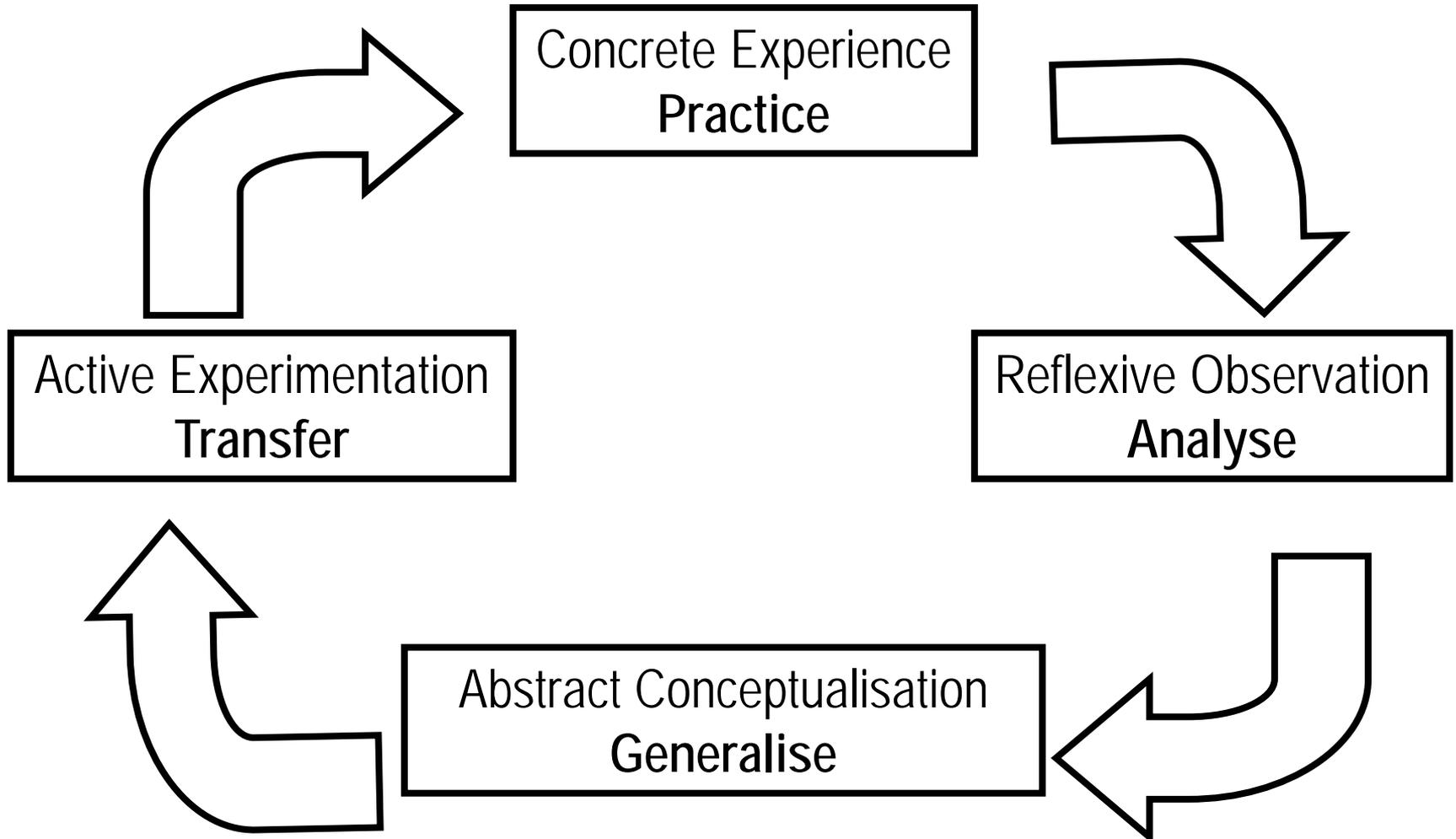






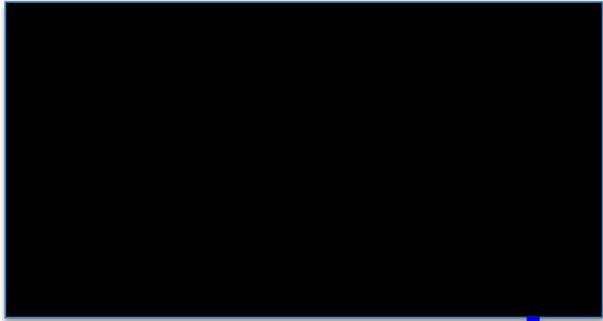
Learning does not come from what you experience but from what you do when you experience it

Reflexive Practice



Stimulus

Situation



Change

- Behaviour
- Representation

Behaviourist

Cognitivist

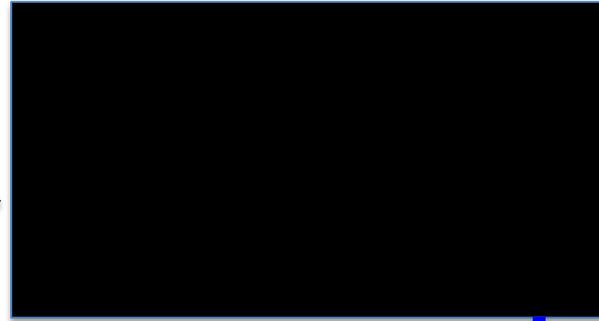
Constructivist

Socio-constructivist

Feedback

Stimulus

Situation



Change

- Behaviour
- Representation

Behaviourist

Cognitivist

Constructivist

Socio-constructivist

Feedback

Application

Stimulus

Situation



Change

- Behaviour
- Representation

Behavioriste

Cognitiviste

Constructiviste

Socio-constructiviste

Feedback

Application

Reflexivity

Stimulus

Situation



Change

- Behaviour
- Representation

Behavioriste

Cognitiviste

Constructiviste

Socio-constructiviste

Feedback

Application

Reflexivity

Interactions

Stimulus

Situation



Change

- Behaviour
- Representation

Behavioriste

Cognitiviste

Constructiviste

Socio-constructiviste

Feedback

Application

Reflexivity

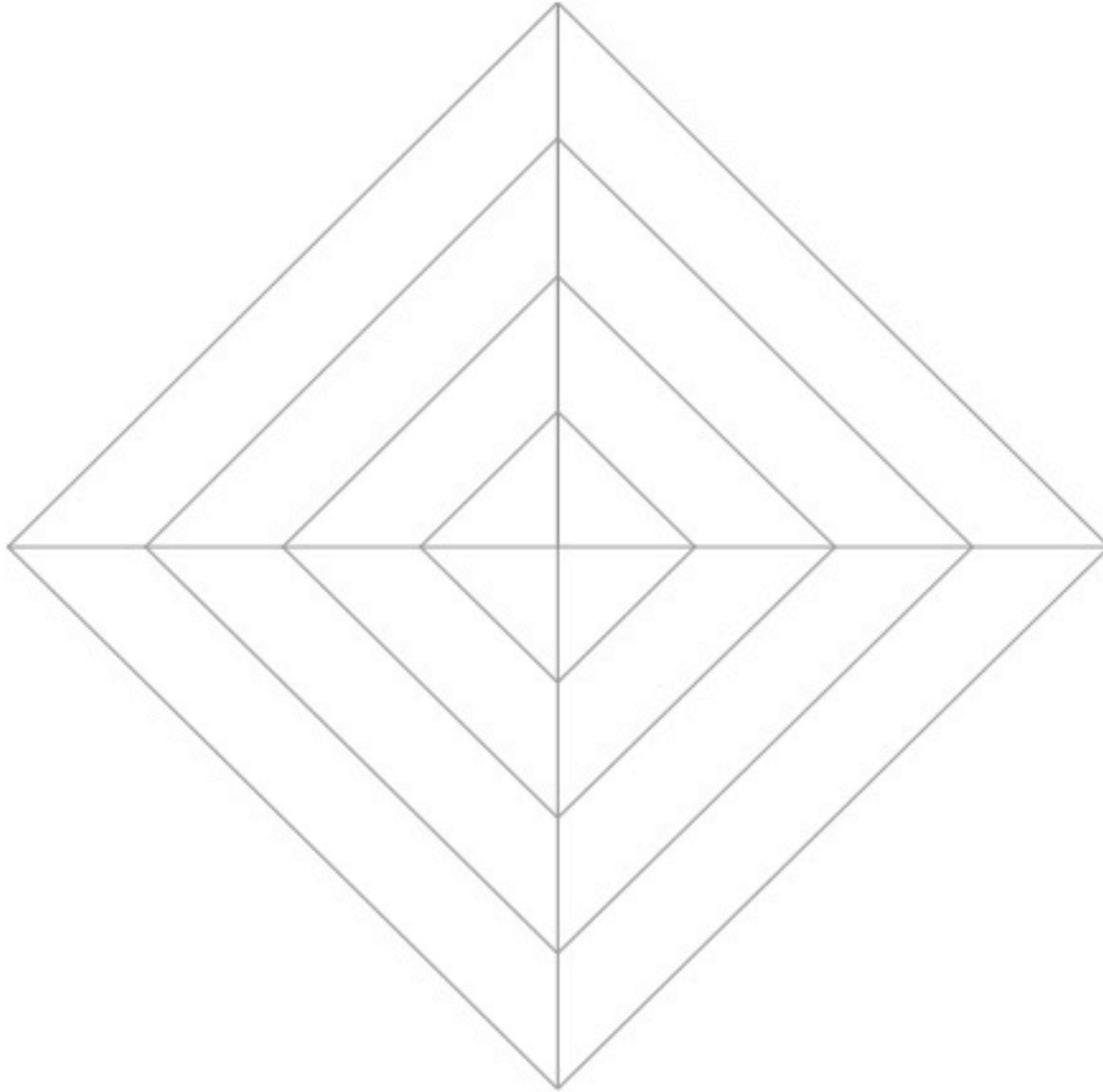
Interactions

Application

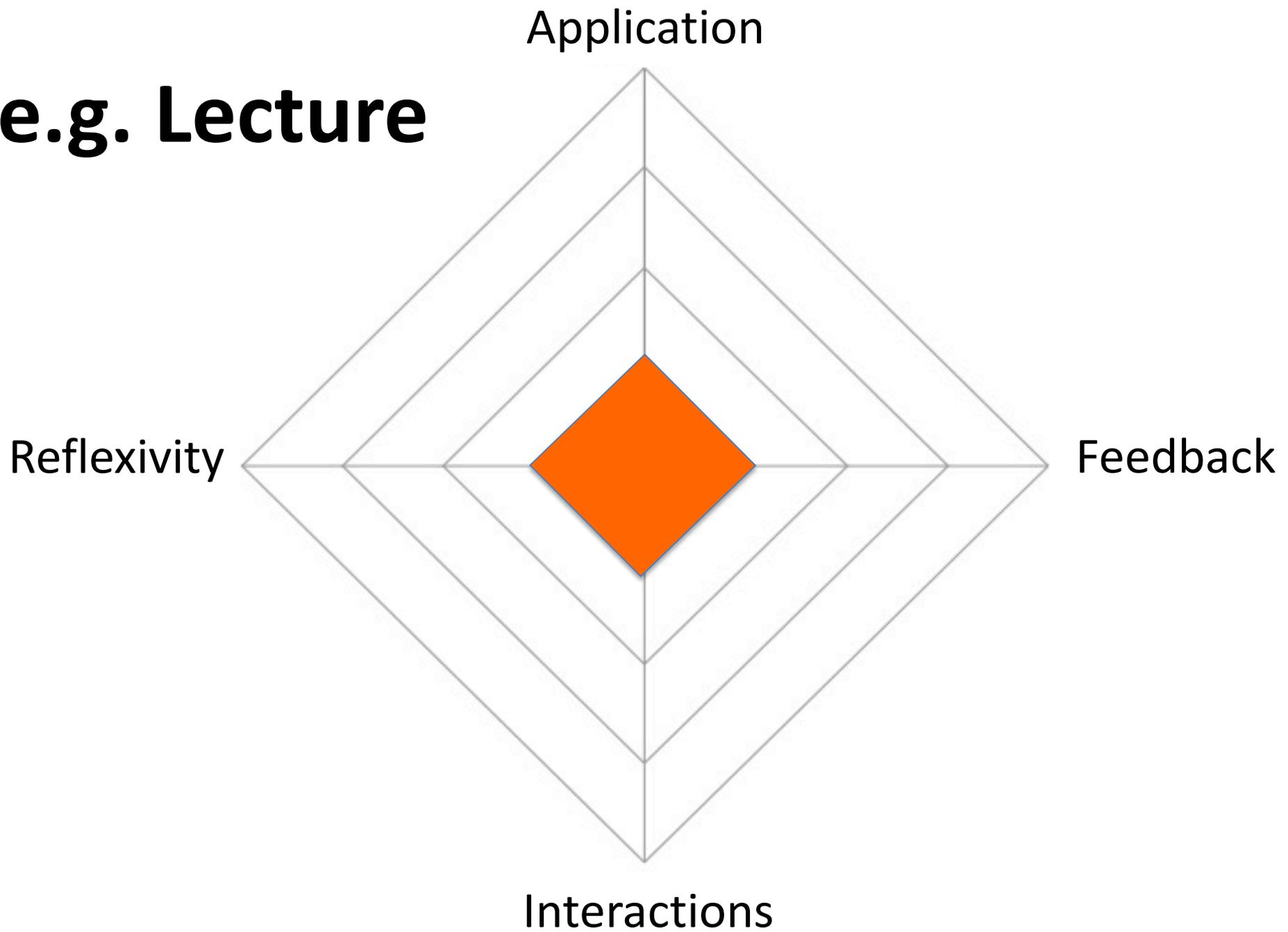
Reflexivity

Feedback

Interactions



e.g. Lecture



e.g. Lecture +

Application

Case study in class

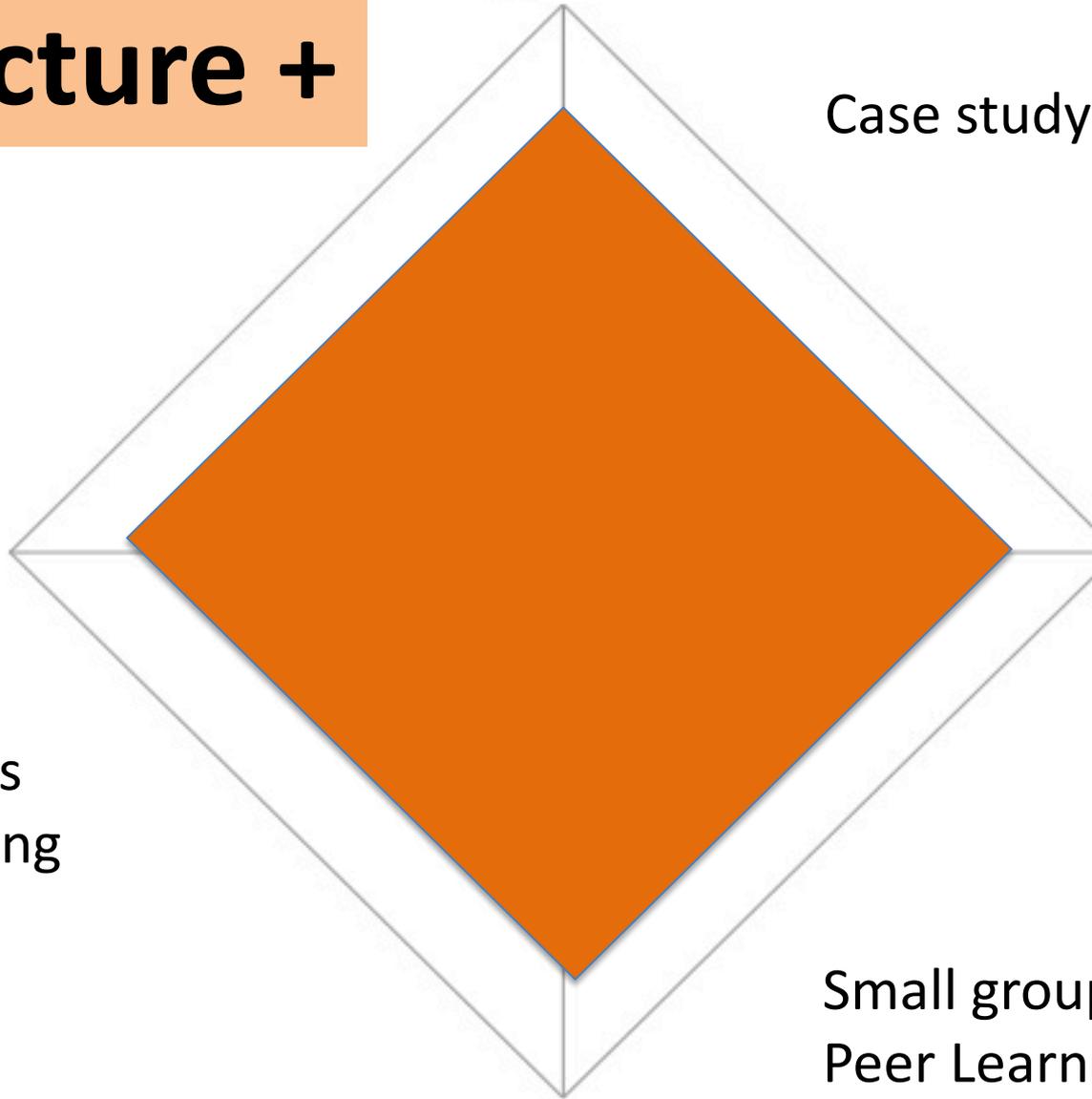
Reflexivity

Synthesis
Comparisons
Mind mapping

Feedback

Small group discussions
Peer Learning

Interactions



2 questions:

What in the pedagogical scenario supports ?

- **Reflexivity**
- **Interactions**
- **Feedback**
- **Application**

What could be done to increase these dimensions ?



Deep Learning

Gr. A

Gr. B

Gr. C

GOAT
House
Boat
CAR

Upper
or
Lower?

Rhyme
with
Coat ?

Which
category
of object?

Gr. A

Gr. B

Gr. C

GOAT
House
Boat
CAR

Upper
or
Lower?

Rhyme
with
Coat ?

Which
category ?

20%

50%

90%

Deep Learning

- Link ideas between different topics
- Find the meaning, look for principles
- Link concepts real situations
- Relate to what is already known

Learning approaches Continuum



Surface
Learning

Deep
Learning

Focused on
reproducing
content

Focused on integration /
ownership of knowledge

From Prosser et Trigwell

What promotes Deep Learning

- Teaching by questions or problems **A**
- Feedback on progression **FB**
- Opportunities to make links **R**
- Use knowledge in different contexts **A**
- Put in doubt representations **R**
- High involvement of students, interactions **I**

What students see as a good teaching

- Involve students in fruitful discussions (4.62)
- Give a useful feedback to students on results and projects (4.52)
- Bring knowledge useful in a professional context (4.45)
- Stimulate creative reflexion (4.43)

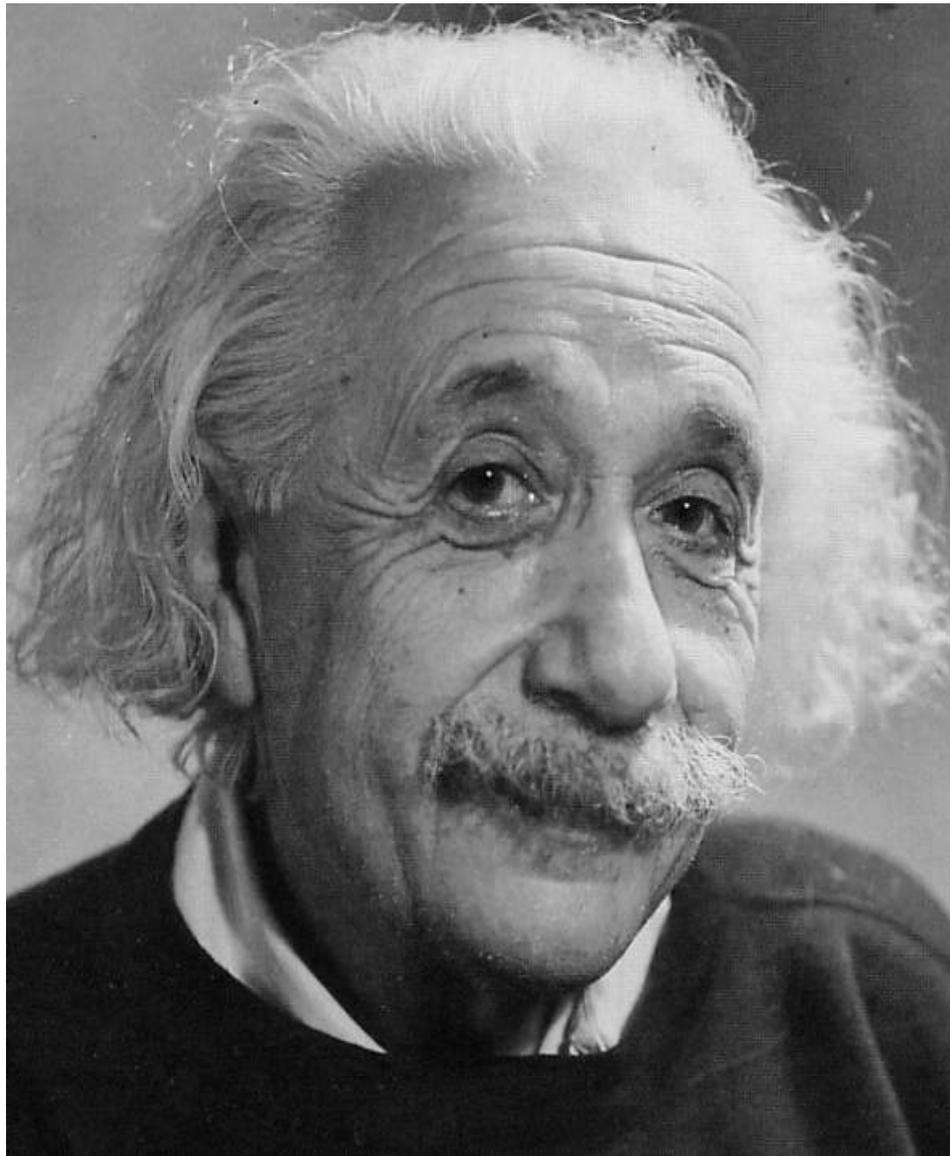
What students see as a good teaching

- Involve students in fruitful discussions (4.62) **I**
- Give a useful feedback to students on results and projects (4.52) **FB**
- Bring knowledge useful in a professional context (4.45) **A**
- Stimulate creative reflexion (4.43) **R**

In short...

- The context of HE is significantly changing at different levels
- These changes generate real challenges for teaching and change the role of teachers calling for new competencies
- A useful way to address these challenges is to refer to basic principles of learning:
Increase Reflexivity, Interactions,
Application & Feedback





« It is the supreme art of the teacher to awaken joy in creative expression and knowledge»

Einstein

A scenic view of a university campus framed by a large tree. The tree's thick trunk is on the left, and its dense green canopy arches over the scene. In the background, a paved path winds through a lush green field towards a line of trees and distant hills under a bright sky. A few people can be seen walking on the path. The overall atmosphere is peaceful and academic.

Thanks for your attention

Jacques.lanares@unil.ch

