A Digital and Blended Learning Ecosystem for the Workforce of the Future

OAS: INTER - SECTORAL WORKSHOP ON "SKILLS FOR THE FUTURE: COORDINATION BETWEEN MINISTRIES OFEDUCATION AND LABOR", Santiago de Chile May 17, 2019

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At a time when the workforce is facing changing demands, and employment is being usurped....











Augmented Reality Program

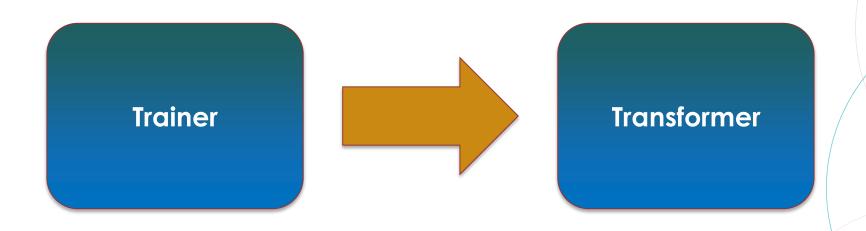
- SAFETY: Highlight critical safety information in a challenging work environment
- OPERATIONS: Bring the ship to life in a new way by revealing data while it is in context
- MAINTENANCE: Enable every sailor to become a quick expert on complex systems
- TRAINING: Train new operators by overlaying instructions on complex equipment

The Future of the CLO



The Future of the Chief Learning Officer

February 20



Three transformations

Goals

Compliance >
Enablement

Skills → Capabilities and culture

Order-taking → Partnership

Methods

Personalized
Small bits, Just-in-time
Digital + Blended
Simulation, Scenarios
Multi-modal
Peer learning

Instruction,
Introspection, Immersion

Learning Unit

Smaller, more agile
Creation → Curation
Experience design
Peer/expert teacher
enablement
New staff roles
Performance focus





Disruptive Innovation for Quality @ Scale

Supply

Digital Learning Innovation across supply chain of education

- Lectures, Labs Credentials
- Learning Science
 - Cognitive Tutors for Adaptive Learning
- Alternate Pathways
- Data used to improve learning
- The Open Movement
- A new ecosystem for learning

Changing the World of Learning



- Worldwide demand for well-educated workers
- Cost of education
- Rapidly changing knowledge and skills
- New Generation of Diverse learners
 - Non-Traditional Displaced

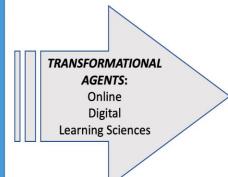
Changing the World through Learning



Every element of teaching/learning is transforming

TRADITIONAL LEARNING

- Situated
- Limited term
- Standard degrees
- Lectures + homework
- Tests (summative)
- Textbooks
- Labs



TRANSFORMATIONAL LEARNING

- · Anywhere virtual, blended
- Anytime self-paced
- Adaptable for diverse learners
- · Lifelong learning
- · Certification and credentials
- Digital/physical hybrids
- · Real-Time Testing
 - Formative
 - Summative
- Modularity
- Simulations
- AR/VR
- Games





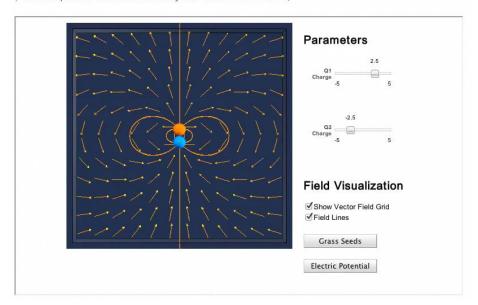
Interactive Simulations (Physics)

TEALSim Exploration: Point Charges

This simulation illustrates the field pattern created by two point charges with opposite signs of charge. In this simulation, the position and charge of each particle can be modified in real time, and the field configuration will update itself accordingly.

All three field visualization techniques can be applied to show the overall electric field of the two-charge configuration: vector field, field lines, and "grass seeds".

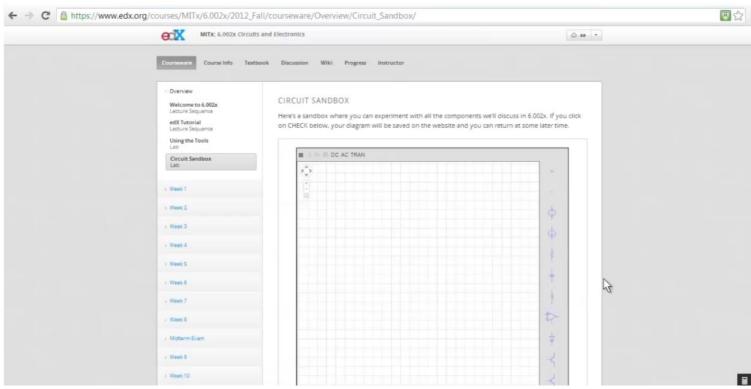
(Please be patient - the simulation may take ~20 seconds to load)







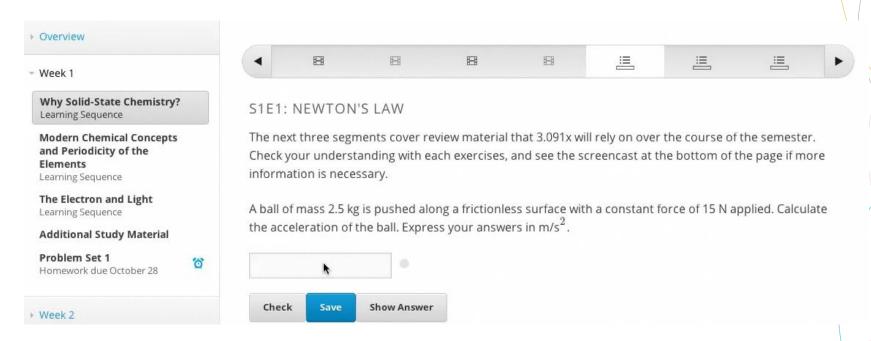
Virtual Game-Like Laboratory







Interactive Auto-graded Problems

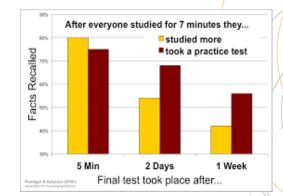


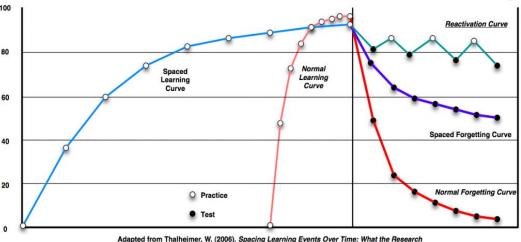
May use randomization, tolerances can be specified



The Science of Learning

- 1. Mind-wandering
- 2. Retrieval practice
- 3. Spaced practice
- 4. Hands-on
- 5. In-person tutoring





Adapted from Thalheimer, W. (2006). Spacing Learning Events Over Time: What the Research Says. Work-Learning Research, Inc.





Judicious Blending

- Do online where online is better
 - Training versus education: video
 - Retrieval, spaced, interleaved training
 - Practice, simulations, games, practice, mastery
- Do onsite where what are better onsite
 - Feedback
 - Hands-on
 - Peer-to-peer and discussion



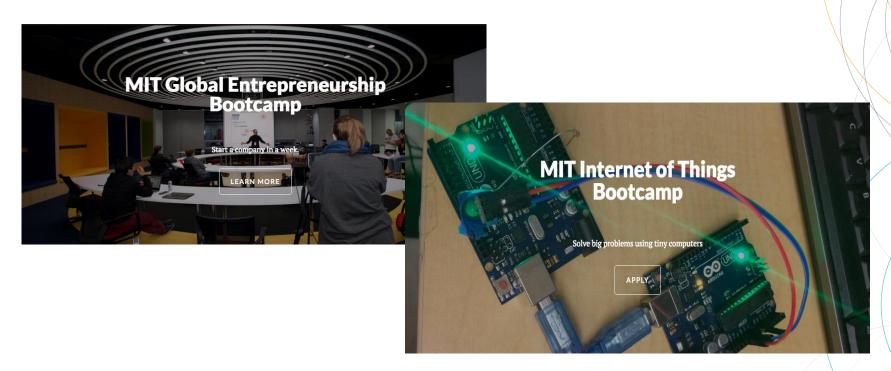


MicroMasters Credential

- New <u>mezzanine</u> credential for working professionals
- Fully online, credential issued by edX/MITx
- If admitted to MIT, credit for a semester of Masters
- Other universities signing up for follow-up master's
- Recognized by industry leaders (Walmart, GE, IBM, Volvo, Fidelity, Ford, Bloomberg, Equifax, etc.



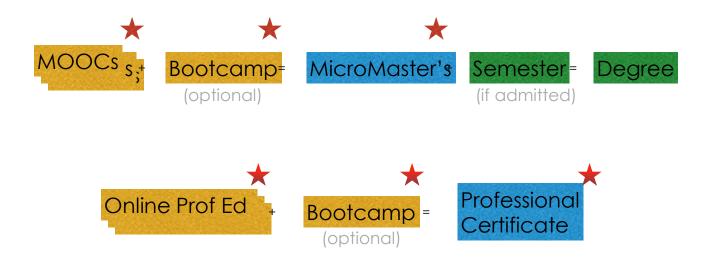
Bootcamps



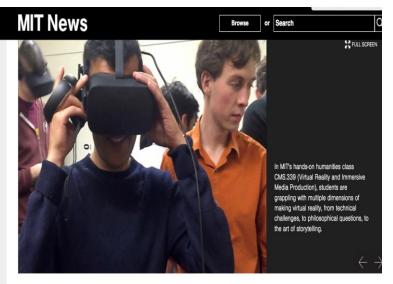




News: New pathways for learning/credentials



A new landscape is emerging



Hacking virtual reality

Contributing to a culture of pioneers, MIT students explore the technical, philosophical, and artful dimensions of VR.

Watch Video



Digital Diploma debuts at MIT

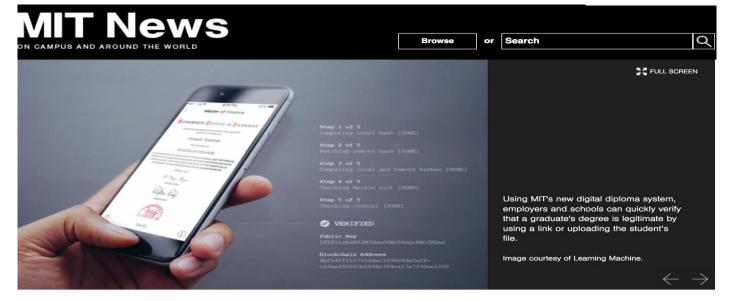






Al powered Knowledge-on-Demand





Digital Diploma debuts at MIT

Using Bitcoin's blockchain technology, the Institute as become one of the first

- Students can share their diplomas almost immediately with whomever they
 please, free of charge, without involving an intermediary.
- Important for students who need to prove to an employer or another university that they have an MIT diploma.
- Third party can easily verify that the diploma is legitimate without having to contact the Registrar's Office.

GYAN: AI Powered Knowledge-on-Demand













Knowledge on Demand

Provide Knowledge-on-Demand on any topic and keep it updated real time Intuitive

Intuitive
visualization and
non-linear
learning model
using Semantic
Networks in
addition to
conventional
linear text book
style material

Pedagogical Overlay

Pedagogical
overlay reflecting
'experts' view of
how to learn
specific topics.
Experts can easily
compile a Gyan
collection and
overlay their
expertise

Knowledge Marketplace

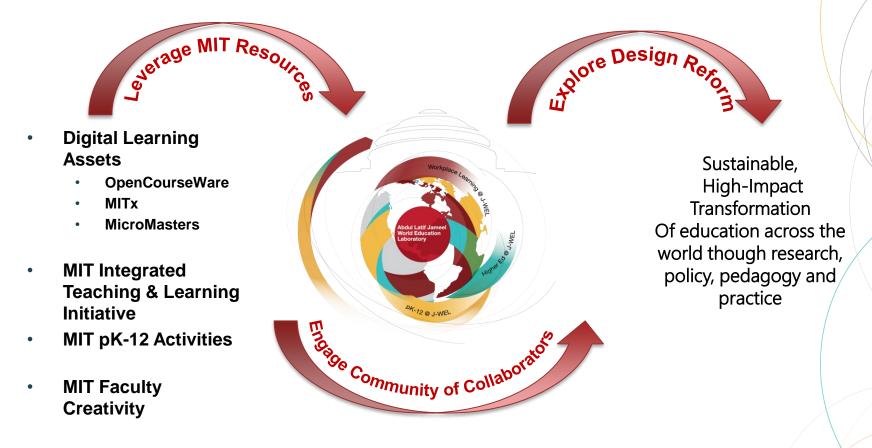
Marketplace facilitates rapid and relevant publication and consumption of knowledge **Self-Learning**

Self-learning, adaptive engine that can tailor additional content by observing user performance Integrated Assessment Framework

Comprehensive assessment framework for authors and administrators to assess content

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Jameel World Education Lab (J-WEL)



Sparking a global renaissance in education for all learners

Reinvent Pre K-12

Renew Higher Education

Revitalize Workforce Learning

Applies systemic view to early education.

STE(A)M Education; Early Childhood Education Compassion and Social Emotional Supports

Computational Thinking
Teacher Professional Development & Leadership

Literacy

Aims to transform institutions.

Student achievement

High impact research

Healthy ecosystem

Strong governance

Help adults to take charge of their career development

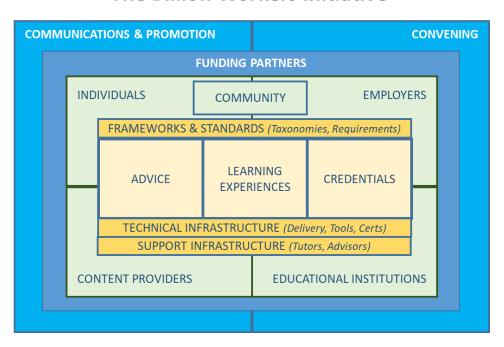
Workforce 2025

Design of the workplace learning organization

Ed tech and platforms

Specific content

The Billion Workers Initiative



Our Dream:

Provide the right skills to the right people in the right way ... at scale

<u>Transforming:</u>

Advice
Learning
Credentials
Industry/school linkages

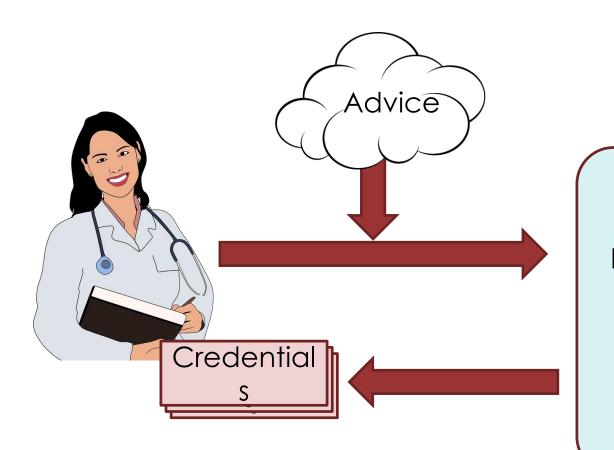
Our Goal: Provide the right skills to the right people in the right way – at scale.

- Sensing demand for skills and jobs
- Assessing worker skills
- Advising on good training and career paths
- Developing and curating courses: online, hybrid, experiential
- Personalized learning experiences
- Improving job matching

- Collaborating with schools, companies, and community institutions
- Building local capacity to execute and constantly improve the new processes
- Fostering a provider ecosystem
- Ongoing innovation and research to improve courses, experiences, outcomes









Learning Experience

Online
Onsite
Hybrid
Simulation
Game

AR/VR

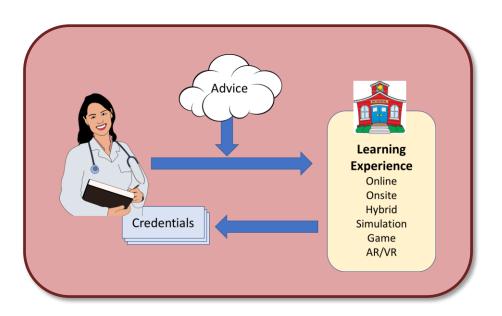
Research and Policymaking

Agency Policy

Real-time Demand Status

Competencie s Roles Policy

Adherence



Credentialing requirements

Infrastructure

Staffing

Course Design

Learning Science Research

Assessments

Local Customizatio ns

Workforce Learning Focal Areas 2018-2019

Working
Collaboratively
with Industry and
Society

Specific Content

- Tools
- Courses

Skills 2025

- New skills, Skills gaps
- Adjacent skills

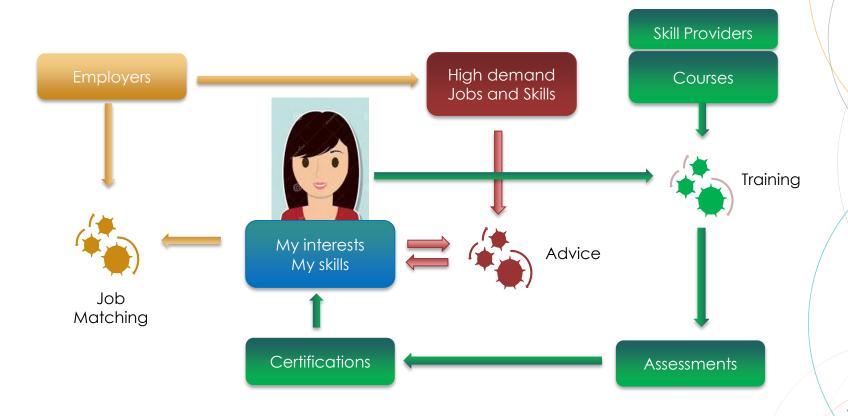
Ed-tech & Platforms

- Enablers
- Disruptors

Design of the L&D Unit

- Org design, skills
- Measurement

Initial Vision



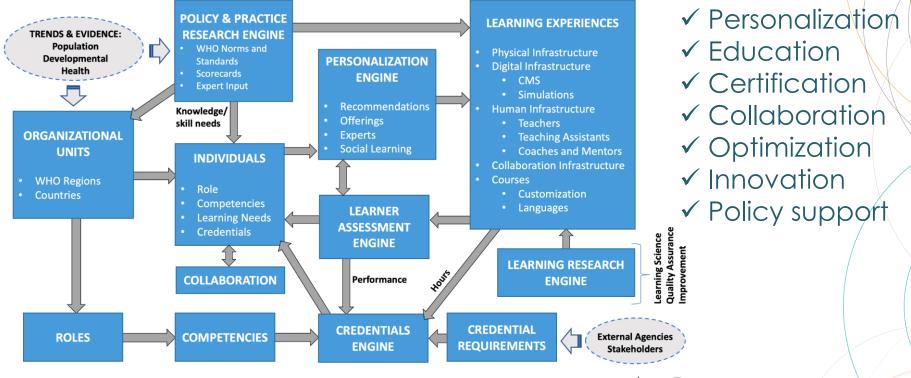
Transforming workforce learning

Generate early results

Scale

Sustain and Extend

The architecture supports many essential functions





Micromasters

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Online learners that obtain the MITx MicroMasters credential in supply chain management now have a faster path to a master's degree at MIT and also at Curtin University and the University of Queensland.

Twenty three universities adopt MicroMasters and launch 46 new programs via edX

Recognized by industry leaders (Walmart, GE, IBM, Volvo, Fidelity, Ford, Bloomberg, Equifax, etc.

Disruptive Innovation for Quality @ Scale

<u>Supply</u>

Digital Learning Innovation across supply chain of education

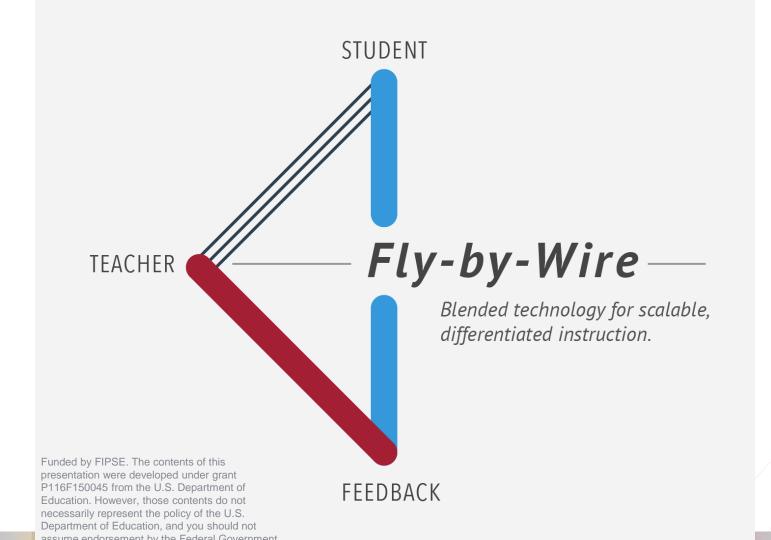
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Changing the World through Learning



Fly-by-Wire

Scalable differentiated instruction through technologyenabled, competency-based, dynamic scaffolding

- Relate curricular content to student skills and outcomes
 - Modularity and curriculum mapping to create competency-based mappings
- Enable teachers to differentially guide students towards competencies
 - Fly-by-Wire" technology, inspired by aeronautics and control theory,
- Deploy these approaches at Scale to meet the needs of many learners cost-effectively.
 - Interoperable online technology architecture

