

The SURF logo is a black speech bubble with the word "SURF" in white, bold, uppercase letters. It is positioned in the top left corner of the slide, overlapping a decorative background of concentric orange circles.

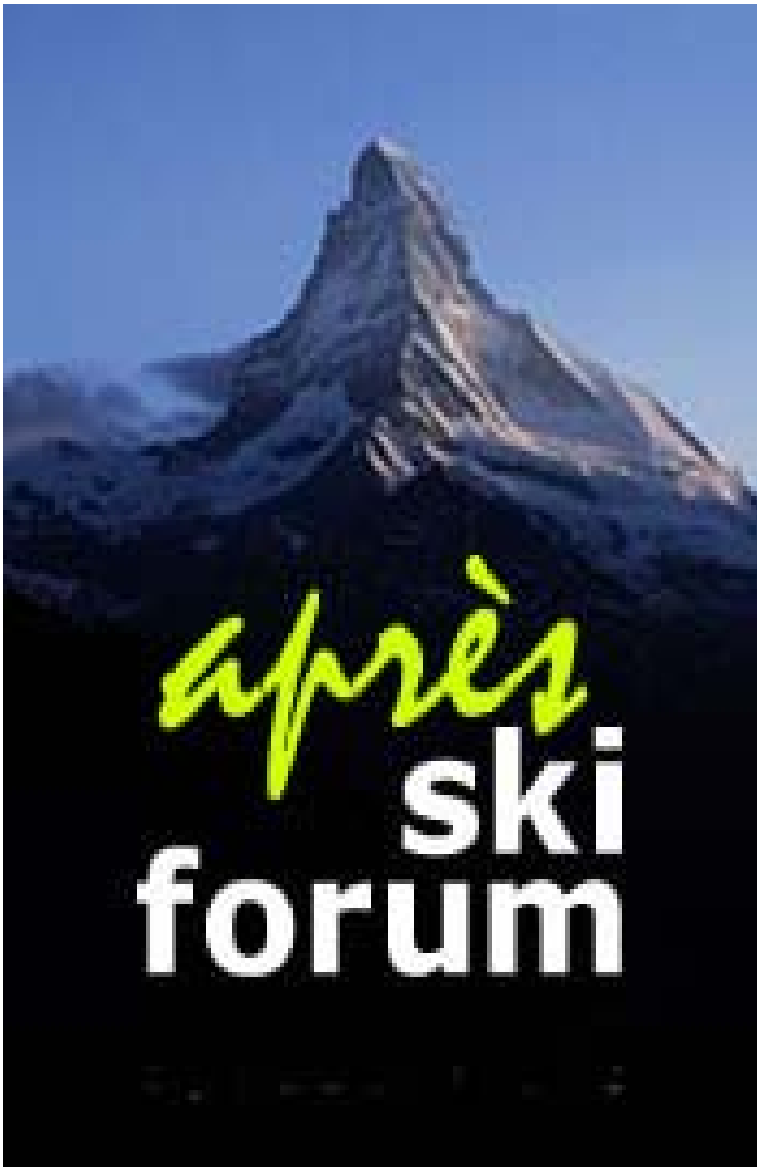
**SURF**



## The future of lifelong learning: Experience the scenario method

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# Overview

19.30-19.40 Introduction

19.40-20.00 SURF scenario study

20.00-21.00 Experience the scenario method

21.00-21.30 Results of SURF scenario study

21.30 Closure

# SURF: ICT innovation by and for higher education and research

Research universities, universities of applied sciences, and research institutions work together in SURF in order to:

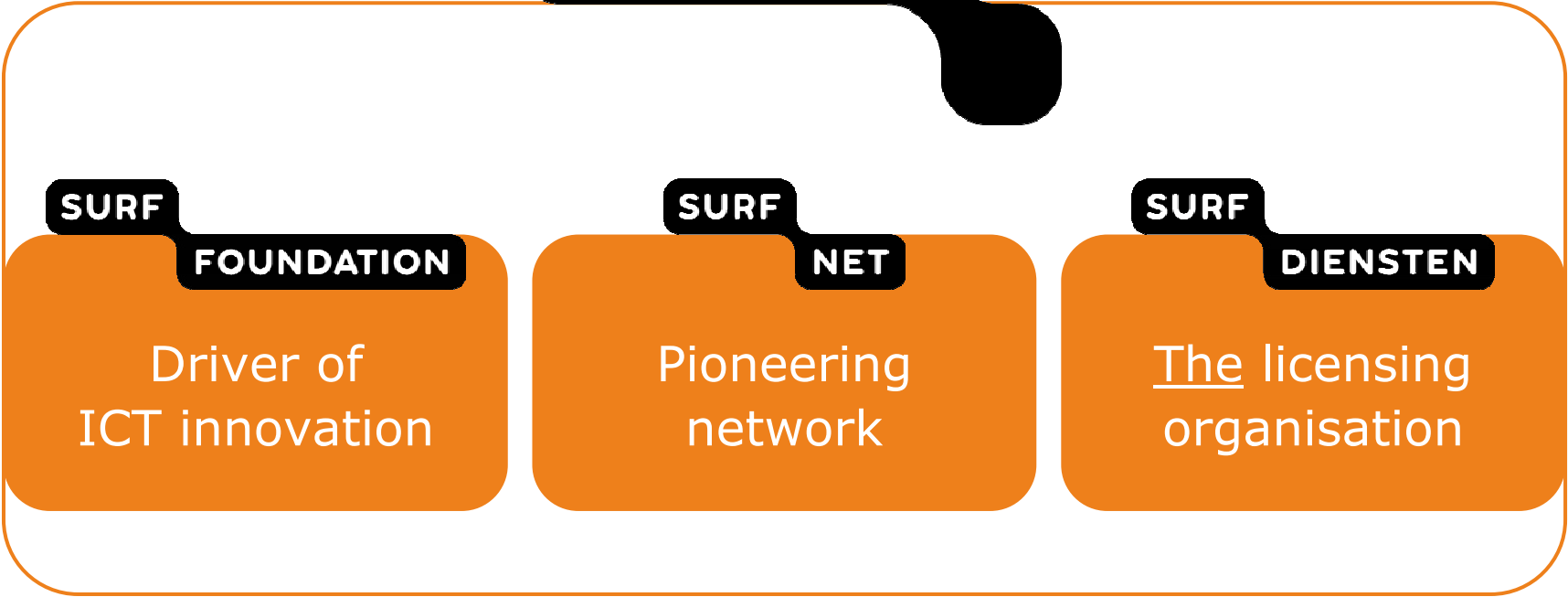
- improve the quality of research and education by:
- creating pioneering ICT innovations.

For more than twenty years, collaboration within SURF has led to products and services that the participating institutions could not have achieved on their own.

# SURF is a partnership

between all Dutch institutions for higher education & research



 SURF

# SURFfoundation

Initiates innovation in educational, research and organisational processes

Encourages knowledge-sharing and partnerships

Directs and coordinates the implementation of funding projects

# ICT and Education

## Initiatives:

- Innovation: LOREnet, repositories, digital learning materials
- Tenders for implementing “proven technology”
  - NAP, financed by the institutions
- SURFspace: education portal by and for professionals in ICT and education
- Knowledge dissemination: SURF Academy, Special Interest Groups

## SURF's view:

- ICT environment in higher education should reflect the ICT environment of the student outside the institution
- ICT innovation must be sustainable, reusable and flexible, with more emphasis on “proven” technology
- Use ICT innovation to improve academic performance



# SURF Scenario study



# SURF scenario study

- **Background**

Virtual learning & working environment for students & teachers in 2020

- **Goal:**

Develop 4 future scenario's, which support SURFfoundation & Dutch institutes for higher education in determining their policies on the compilation of the virtual working & learning environment of the future.

- **Method:**

Scenario Method

# Scenario method:

DEBET?

DWLO →  
tunen

Demografische  
verginging  
omgaan met tech-  
nologie

OF  
IMMIGRATIE

INTERNATIONALE  
LIBERIE

over grenzen heen  
samen / concurreren

Outsourcing  
v. kennis -  
China, India,  
Kenia?!

PRESTATIE  
CULTUUR

privacy /  
techniek  
(sensoren)

meerdere  
identiteiten  
presence by me-  
erdere werelden

PRESTATIES /  
cijfers  
DEKEND  
OPEN BAAR

WEL -  
GEEN  
STANDAARDEN

'FACILITATIE'  
ONAFHANGE-  
HEID

milieu -  
fysiek lastiger  
om te reizen

Gedigitalisering →  
~~de~~ fysieke  
grenzen verdwijnen

MOBILITEIT  
NEEMT  
AF →  
VIRTUEEL TOE

klein in groot  
(organisaties)

GROTE  
NETWERKEN

LEER  
ARRANGEMENT

certificering  
"best" aanbod



resolve conflicts  
diplomatically

The Emperor's new clothes

Emperor of business

low economic  
influence

high economic  
influence



Emperor of Asia

Emperor of the world

resolve conflicts  
militarily

# Scenario method: three phases

1. Analyses of future trends
  - Brainstorm about the future
  - Research of trends
  - Choose future drivers/trends
  
2. Development & presentation of scenarios
  
3. Reflection
  - Evaluation of scenario's
  - Writing report

# Experience the scenario method

## Fase 1: Analyses of future trends

- In SURF study 300 people from Dutch institutes for higher education were involved.
- Different target groups:
  - ICT & Education policy advisors
  - Dean's of faculties
  - CIO's
  - Students
  - Teachers



# Experience the scenario method

Lifelong learning in 2020

What kind of services do lifelong learners need in 2020?

- Impact & predictability

## Results of SURF study: Unpredictable, high-impact drivers

- Restricted versus open education
- Financing by student versus financing by institution
- Teaching & assessment combined versus testing independent of learning path
- Institutes for higher education provide virtual learning environments versus student/teacher has own equipment (personal electronic learning environment)

## Scenario axes

Curriculum assembled by institutes

Airport

Department  
Store

VLE

PLE

Supermarket

Exchange

Curriculum assembled by students

## Results of SURF study: Predictable, high-impact drivers

- Student as “prosumer”
- Formal & indirect quality control
- Open content
- Teacher as freelancer
- Increasing internationalisation of education
- Institutes as a networks

## 4 scenario's

- Development by people from HE institutes
- Presentation
  - Newspapers
  - Movies

## 4 Scenarios

- Predictable trends
- Back casting
- Society in 2020
- HE in 2020
- Organisational perspective
- Student perspective
- Teacher perspective

Micro technology implants

Focus on individual learning processes

Structuring and standardisation

Private en public education providers

Studying at own level in communities

Qualifications for all occupations and studies are fixed in Europe

Every module is 7,5 ECTS

Education is financed by vouchers

Integral platform for working, learning, networking, and communicating

Service of HE-institutes appear as plug-ins in platform

**VLE**

**PLE**

**Supermarket**

Institute is private and public

VLE is a service, providing support for the needs of students

Development as commodity

**Exchange**

Talent and excellence is defining

EXIT: government, HE & diplomes.

Guildsystem works

Living, learning and working are integrated

Networking

Basis infrastructure GUIDE:



## Reflection

- What do you like in this scenario?
- What do find disturbing in this scenario?
- What's the predictability of this scenario?
- Are there trends, new developments missing in this scenario?
- What should happen to make this scenario reality?

## Reflection

- How will students and teachers work & learn in this scenario?
- What kind of digital solutions will they use to support their working & learning?
- Who will provide those solutions?

## Questions

- [Manderveld@surf.nl](mailto:Manderveld@surf.nl)
- <http://www.surffoundation.nl/scenario2020>

# Thank you