

OLE/Smart Classroom

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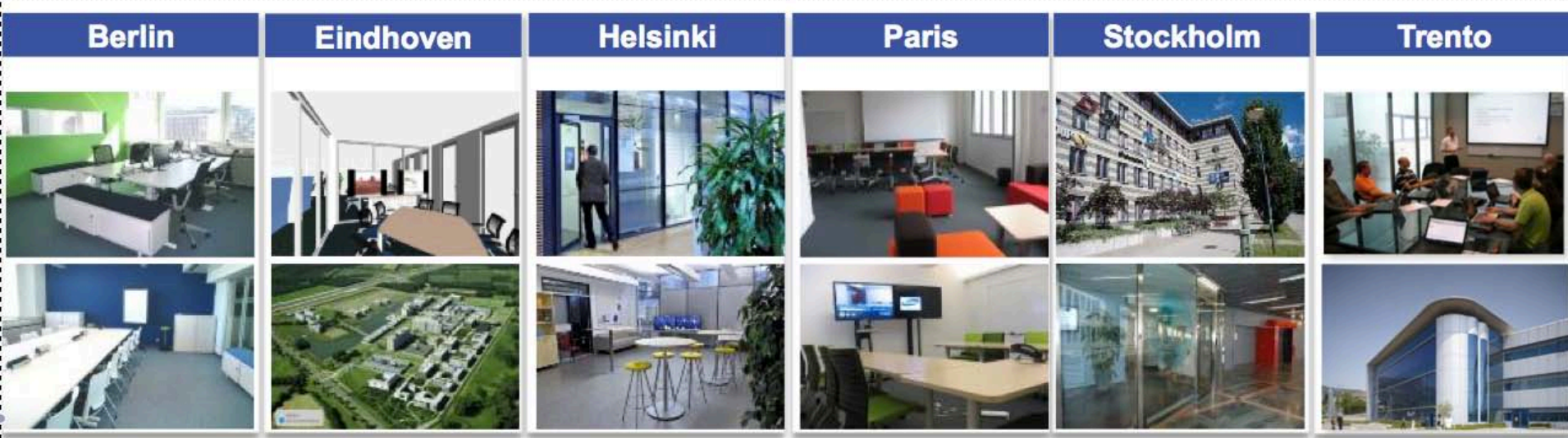
Background

- Teaching in various universities...
- ...in Europe...
- ...at the same time.

- No picture, no sound, no slides, no...

- NOT!

European Institute of Technology, EIT



Berlin
 Deutsche Telekom Laboratories
 SIEMENS
 SAP
 DEK
 T-Com
 FNG

Eindhoven
 NIR ICT
 PHILIPS
 CWI
 TNO innovation for life
 novay

Helsinki
 A? Aalto University
 NOKIA
 VTT

Paris
 INRIA
 orange! Alcatel-Lucent
 UPMC
 UNIVERSITE PARIS SUD

Stockholm
 ERICSSON
 ST ERICSSON
 SICS
 KTH

Trento
 ENGINEERING
 TELECOM ITALIA
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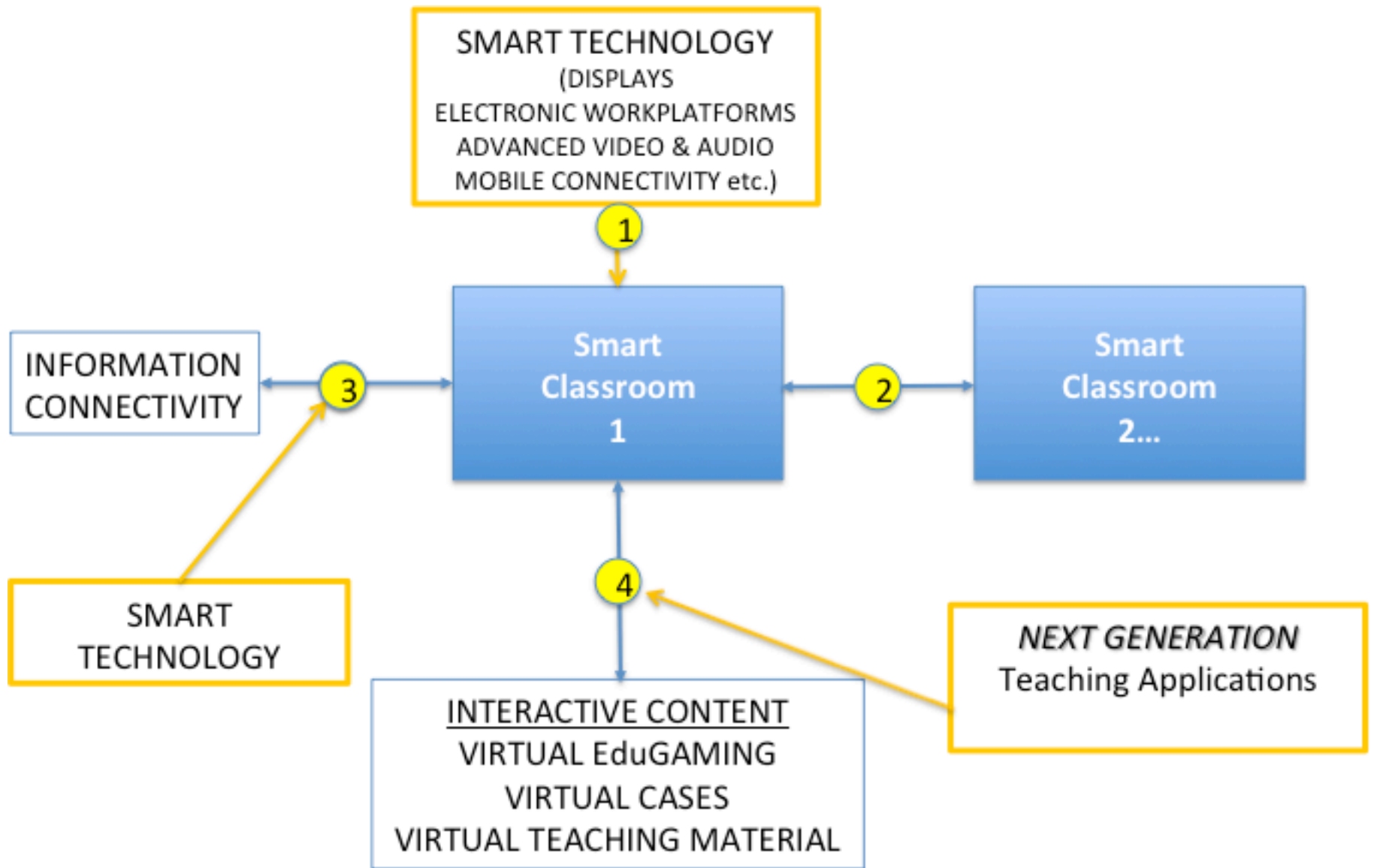
The Smart Objective 1/2

1. To enhance the innovation, entrepreneurship and business education in HEIs
2. To create a **smart learning ecosystem** that is able to tap into
 - People-to-people audiovisual communication
 - People-to-information interaction
 - Smart interactive teaching tools in business teaching
3. To provide university teachers and teacher students with up-to-date **teaching and facilitating skills**

Meeting the smart objectives : The ecosystem needs technology development; interactive-modelling and software development activities but also pedagogical research

The Smart objective 2/2

- **I&E&B education**
 - The Nuts and Bolts of Entrepreneurship
 - Concrete skills for starting up a business
 - Deeper understanding on how to run a business and what does it require from an entrepreneur/manager
 - Entrepreneurial Mindset
 - Attitude: initiative taking; self confidence, courage etc.
 - Action: opportunity recognition, learning by doing etc.
- **Entrepreneurial pedagogy** fosters all the above mentioned in different academic disciplines



1

SC Technology

- SC AS A **SMART SPACE** AND AS A **SMART VIRTUAL PLATFORM**
- SEVERAL SCREENS FOR AUDIOVISUAL COMMUNICATION
- WIFI BROADBAND CONNECTIVITY
- SOPHISTICATED EDITING TECHNOLOGY
- MULTI-CAMERA AND MULTI-MICROPHONE ENVIRONMENT
- MULTI-SC CONTROL SOFTWARE
- MOBILE CONNECTIVITY IN AND OUT

2

Human 2 Human

- VIRTUAL CONNECTIVITY BETWEEN PEOPLE, TEAMS, GROUPS ETC.
- SEVERAL SMART SPACES MUST BE DEVELOPED SIMULTANEOUSLY
- TECHNOLOGY COMPANIES NEED TO BE ENGAGED FOR DEVELOPMENT
DIFFERENT FUNCTIONALITIES AND APPLICATIONS
- DEVELOPMENT OF VIRTUAL TEACHING PEDAGOGIES IS VERY IMPORTANT

3

Human 2 Information

- SMART SOFTWARE MUST BE DEVELOPED IN ORDER TO EFFECTIVELY TAP INTO THE VAST WORLD OF INFORMATION
 - THE SC PROJECT WILL ENGAGE SEVERAL SMEs FOR THIS
- THE SOFTWARE NEEDS TO BE SERIOUSLY USER-FRIENDLY
- SPECIFIC INTERACTIVE TEACHING TOOLS AND MODELS NEED TO BE BUILT FOR
 - IMPLEMENTING SC IN DIFFERENT ACADEMIC DISCIPLINES
 - LINKING CONTENT LIBRARIES AND OTHER WRITTEN INFORMATION INTO THE LEARNING SITUATION
 - LINKING THE STAKEHOLDERS, FIRMS AND EXPERTS INTO THE LEARNING SITUATION

4

Human 2 Interactive teaching models

- ENHANCING THE ENTREPRENEURIAL PEDAGOGY IN TEACHING
- THE NEXT GENERATION APPS AND METHODOLOGIES ARE BEING DEVELOPED

BID BUSINESS AND INNOVATION DEVELOPMENT

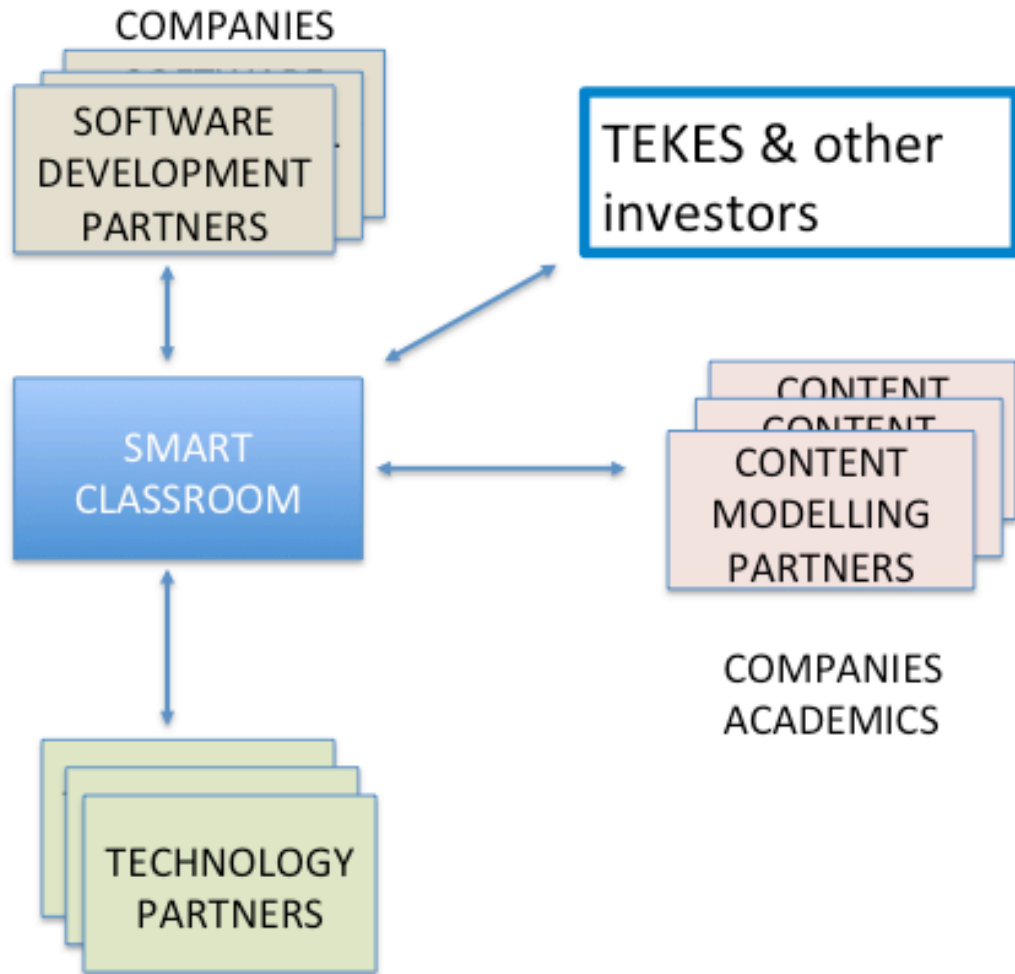


JOINT EDUCATION

Doctoral Programme for Multidisciplinary Research on Learning Environments

EDUCATIONAL DEVELOPMENT activities at UNIs

DEPARTMENTS OF TEACHER EDUCATION AT UNIs



SmartMarkets

- Tekes launched Learning Solutions programme in February 2011.
- Basically all consortiums developing learning solutions, services and comprehensive packages for international markets are considered as competitors
- However, long and acknowledged **experience in entrepreneurship education and innovation development and UTU as a multidisciplinary science university** create competitive edge.
- Co-operation with the existing networks and projects will be enhanced to create synergy and avoid overlaps

Smart Classroom

- **What?**
 - SC-concept as an **entrepreneurial pedagogy** (different disciplines), including both content and methodology
 - SC-concept as **technology**, including classroom and virtual platform
- **To whom?**
 - For individual university teachers and researchers; departments; faculties; universities; project consortiums
- **Why?**
 - To foster pragmatic I&E&B education at HEIs
 - To provide students with entrepreneurial skills and mind-set
 - To provide university teachers with adequate teaching skills

Summary

- Change in online education approach
- A new way of education provision
- A game-like learning ecosystem
- A “cockpit type” of learning experience
- Involving companies, student teams etc.
globally at the same time at the same place
- Technology development needed

Thank you for your attention!