Where innovation starts

# Learning and teaching in 2030

Maarten Steinbuch

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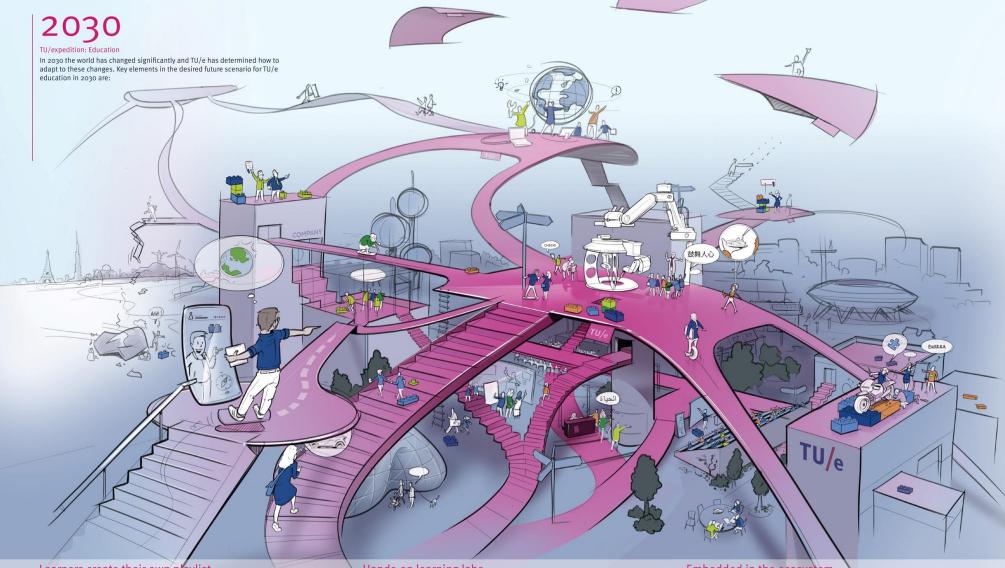












#### Learners create their own playlist

By 2030, the group of learners is very diverse in culture, age and beta-mentality. Learners take responsibility for their own learning process. They develop paths that fit with their dreams, ambitions, stages of life, possibilities and ways of learning. TU/e staff support learners to understand themselves and to discover their talents, goals and the various possible routes to gain 'knowledge blocks'. They create a sense of urgency in learners to develop competencies, offer knowledge in different forms and create challenging lines of learning.

In their search for knowledge to be able to fulfill their "dream", learners take online modules at TU/e but also across its borders. TU/e campus offers a base where they feel at ease, supported and connected.

#### Hands-on learning labs

In 2030 the learner's drive for using technology is to make the world a better place. At the 'engineering campus' cutting-edge technology is explored and used. Experimenting, creating, researching and analyzing are core activities. TU/e engineers are distinguished by their ability to apply technology hands-on as well as their ability toreflect upon their actions and learn together with people of various ages, backgrounds, disciplines and learning styles. TU/e campus is known for its state-of-the-art facilities, guidance and opportunities for

hands-on application in (living) labs in and around the city. The TU/e staff is unique by their quality as experts, inspirers, connectors to research and lifelong learners. TU/e modular and program certificates guarantee quality.

#### Embedded in the ecosystem

In 2030 TU/e is intertwined with it surroundings. By its strong connection with high tech industry and local living labs as well as by connecting campuses TU/e is a strong, international player. By focusing on a few themes within which research, interdisciplinary education, collaboration and specific labs are the core, Eindhoven is a powerful place in the world for learning and innovating.

Together with the ecosystem, a co-creative, experimental environment is realized that contributes to the welfare and well-being in the region.

















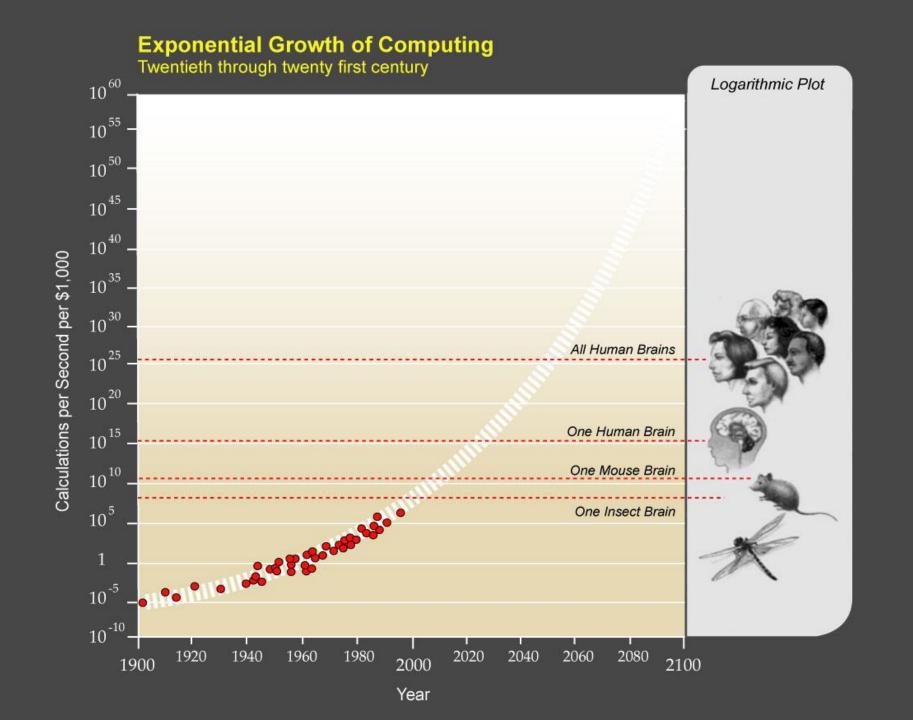












# Cyber Physical Systems Internet of Things

Robots

Drones

**Smart Mobility** 

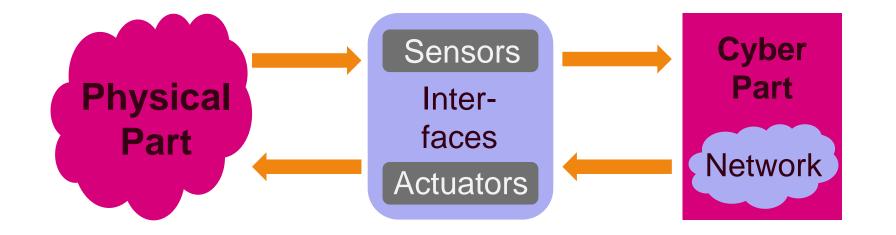
**Smart Buildings** 

**Smart Energy** 

**Smart Infrastructure** 

**Smart Healthcare** 

And the Human...

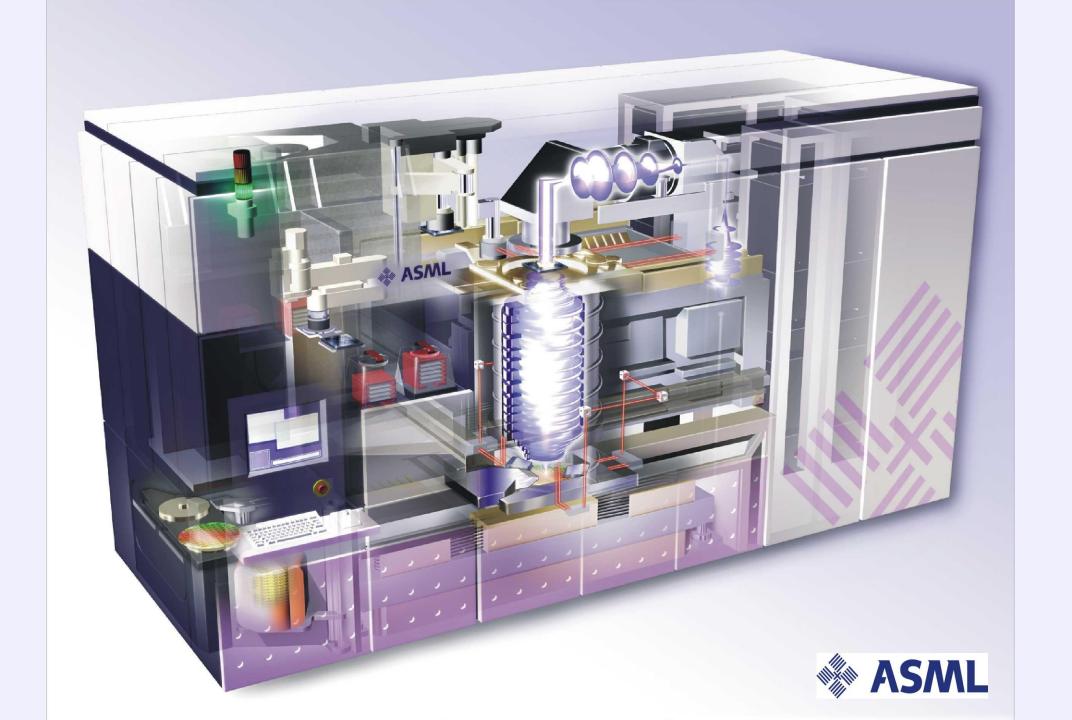




#### The Human in 2045?



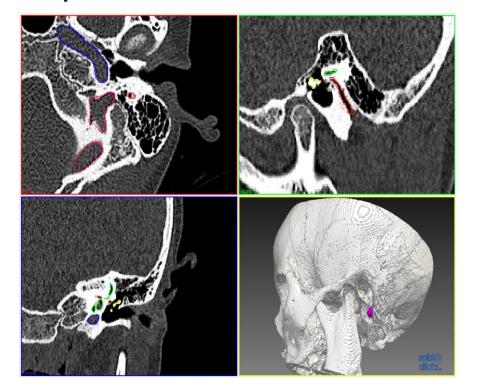






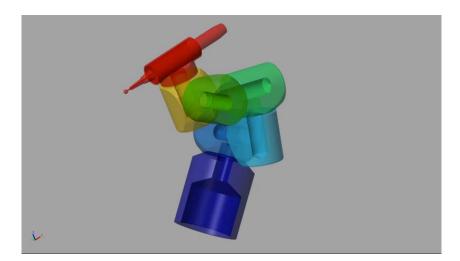


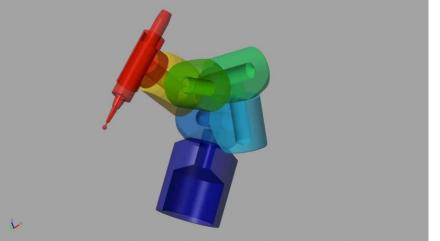
# RoboSculpt











#### RoboCup@Home







## The Car as an Ipad on Wheels



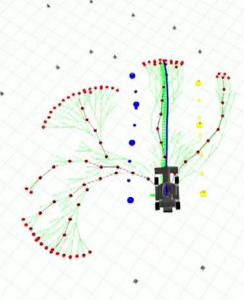


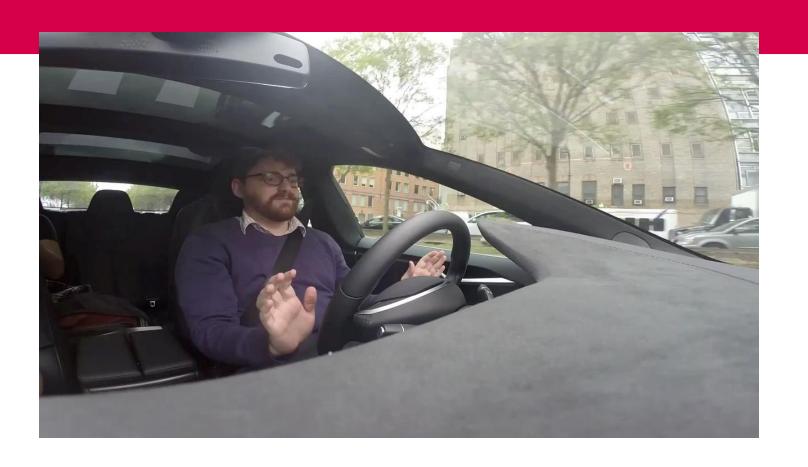
The auto industry is poised for more change in the next five to ten years than it's seen in the past 50.

Mary Barra, CEO General Motors



















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# In an exponential world, should the research still be linear? And education?



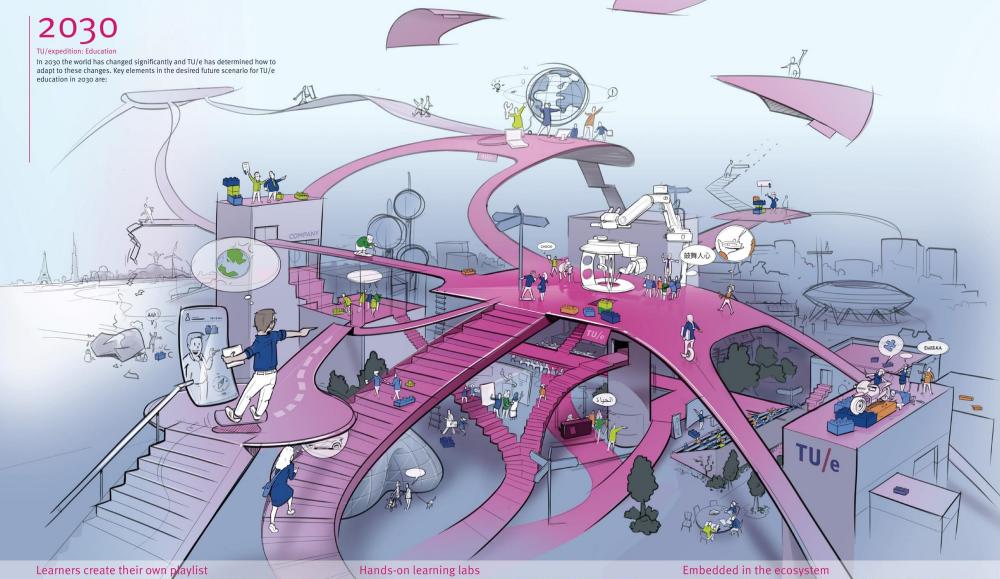
#### Core aspects 2030 (TU/e vision)

- all study programs get at least 50% 'hands on' education.
- all (theoretical) knowledge will be offered online



- All students are part of student teams
- Highly individualized
- Systems thinking will be key





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## Towards a 4th generation University....

	1 <sup>st</sup> Generation	2 <sup>nd</sup> Generation	3 <sup>rd</sup> Generation
Objective	Education	Education & research	Education, research & know-how exploitation
Role	Defending the truth	Discovering nature	Creating value
Method	Scholastic	Mono-disciplinary science	Inter-disciplinary science
Human capital development	Professionals	Professionals & scientists	Professionals, scientists & entrepreneurs
Orientation	Universal	National	Global
Language	Latin	National languages	English
Organization	Colleges	Faculties	Institutes & centers
Management	Rector & Chancellor	Part-time academics	Professional management



#### Towards a 4th generation University....

	3 <sup>rd</sup> Generation	4 <sup>th</sup> Generation
Objective	Education, research & know-how exploitation	Education, open innovation (research)
Role	Creating value	Enabling value creation
Method	Inter-disciplinary science	Multi-actor innovation
Human capital development	Professionals, scientists & entrepreneurs	Professionals, scientists entrepreneurs, artists, customers, ecosystemparticipants
Orientation	Global	Ecosystem
Language	English	English
Organization	Institutes & centers	Innovation spaces
Management	Professional management	Disruptors



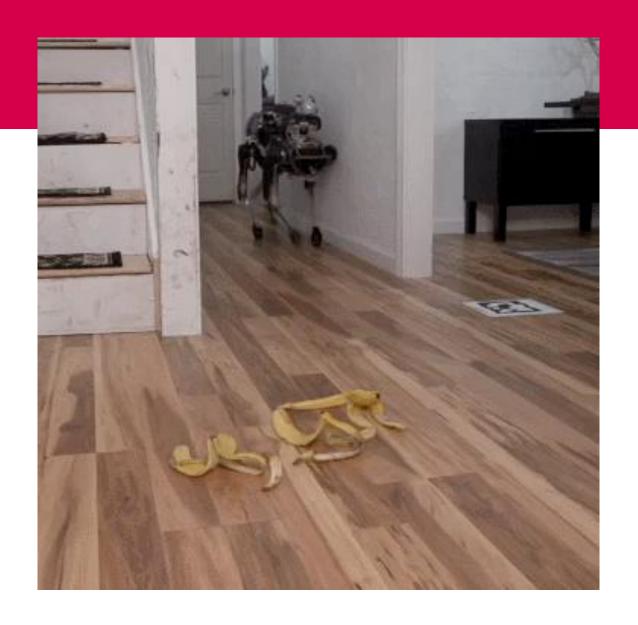






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new perspectives on working



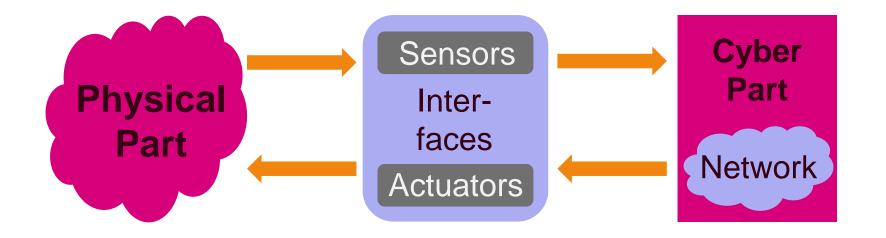




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