ASU + GSV Summit

Designing a Future for the Universal Learner

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Design

to create, fashion, execute, or construct according to plan
to conceive and plan out in the mind
to have as a purpose
to devise for a specific function or end
Design can be slow, cautious and incremental.
Design can be fast, ambitious and game-changing.
Effective design is determined by need.
Effective design is determined by need.
What is the purpose of design?
The old way of teaching

One possible future

Now:
Distinct Life Stages

A: Pre K
B: K-12
C: Technical School

Age
0 40 80+

Career
Undergraduate
Graduate
Future:
Universal Learning

“Pre K”  Lifelong Learner  “K-12”  Jobs and Personal Fulfillment

0  40  80+
age
A New Design

Universal Learning at ASU

Evolving a model capable of being of service to all learners, at all stages of work and learning, from all socioeconomic backgrounds, through educational, training, and skill-building opportunities
Needed innovations to implement design

**Digital Immersion**
Technology to support human relationships and build organizational affinity
“Integrated” human-tutor interface
Real time assessment
Development-based assessment

**Digital Immersion – Massively Open**
Technologies that derive value from scale
Content and delivery for any life stage
Multi-organizational pathway mapping

**Education Through Exploration**
Virtual augmented reality for learning
Direct human cognition linkages
Intelligent tutoring through verbal query
Group learning tools

**Full Immersion**
21st century digital learning spaces
Artificial intelligence-based advising
Ubiquitous content delivery mechanisms
Intelligent tutoring platform
Personalized learning at scale

**Math and science mastery for all**

**Infinitely Scalable Learning**
Infinitely scalable teaching
Seamless integration of individualized learning across life stages
Lifelong intelligent tutoring

**Knowledge Core**
Design the phone, not the transistor

To serve the universal learners of tomorrow, rapid, ambitious and game-changing design is needed.
## Creating a design culture

<table>
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<tr>
<th>Communicate a directive to design to solve problems</th>
<th>Challenge and empower all levels and units to adopt a design mentality</th>
<th>Keep a nimble pace focused on continuous improvement</th>
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<tr>
<td>Engage with university, private and community sector partners</td>
<td>Take risks and use lessons to design new iterations</td>
<td>Welcome opportunities to be a full-service testing ground</td>
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Salesforce

Largest user in higher education

Unifying and improving the student experience
Action Lab

Translates data into practical classroom solutions to produce better student outcomes
Masters in Global Security

Developed and implemented an Interdisciplinary, 30-credit, online program in 6 months

Self-paced course can be taken from anywhere in the world
Education for Humanity

University-wide initiative that offers access to higher education and workplace readiness for refugees and displaced persons
Expanded Open Scale Offerings

ASU Online

ASU Prep Digital

Global Freshman Academy
The Value of Digital Education

Strategic approach to digital learning and investment yields:

- Equivalent or even improved student outcomes
- Improved access for disadvantaged students
- Improved financial picture by growing revenue while cutting operational costs
PLuS Alliance

Partnership with ASU, Kings College London, and University of New South Wales to share academic and research platforms and develop courses on global issues.
University Innovation Alliance

National coalition of 11 national universities committed to increasing higher education access

25% more low-incomes graduates

100,000 more graduates by 2025
ASU-Draper-GSV Accelerator

Offers capital, mentoring, investor demos

Companies can pitch to investors, higher education leaders, and potential customers
Is there anything I can do to help lab.