

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.

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**What is the
purpose of design?**

The old way of teaching

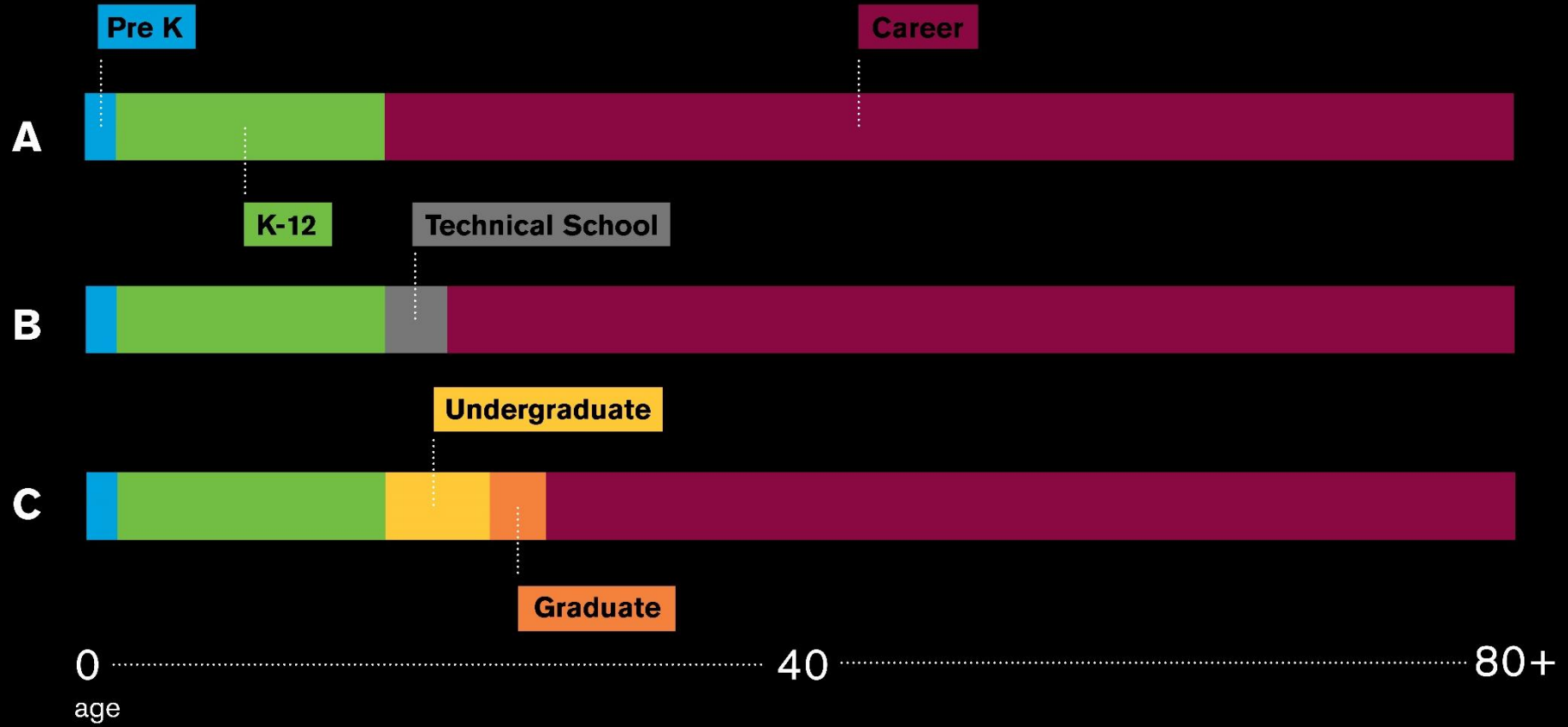


One possible future



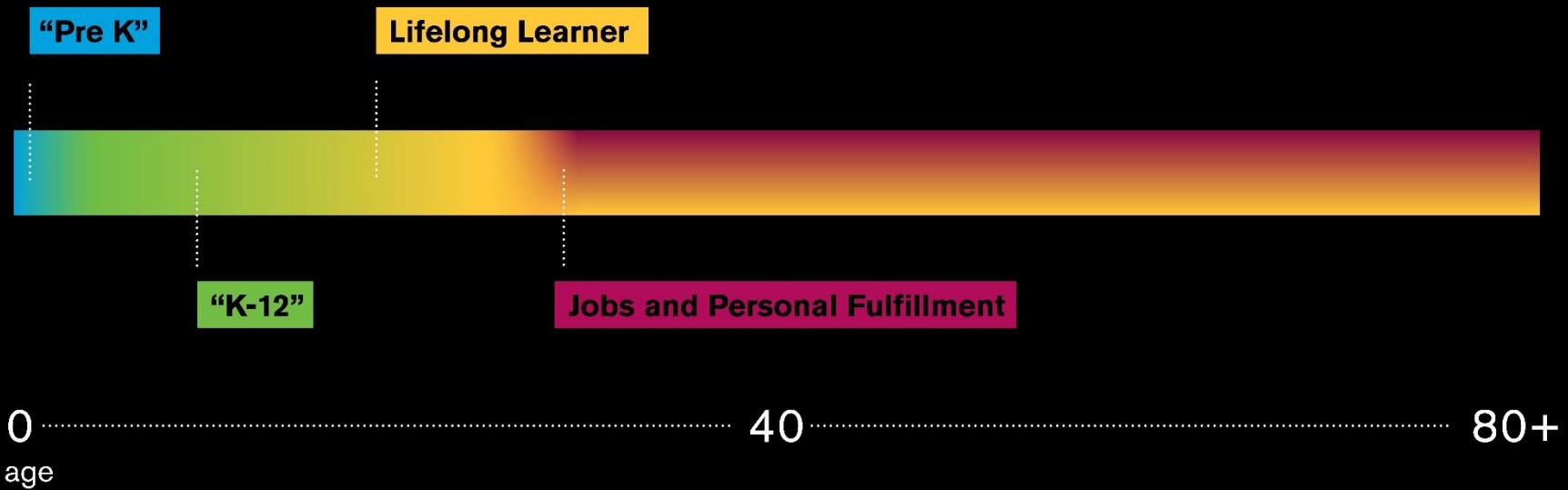
Now:

Distinct Life Stages



Future:

Universal Learning



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

Full Immersion

21st century digital learning spaces

Artificial intelligence-based advising

Ubiquitous content delivery mechanisms

Intelligent tutoring platform

Personalized learning at scale

Digital Immersion – Massively Open

Technologies that derive value from scale

Content and delivery for any life stage

Multi-organizational pathway mapping

Math and science mastery for all

Knowledge Core

Education Through Exploration

Virtual augmented reality for learning

Direct human cognition linkages

Intelligent tutoring through verbal query

Group learning tools

Infinitely Scalable Learning

Infinitely scalable teaching

Seamless integration of individualized learning across life stages

Lifelong intelligent tutoring

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

Communicate a directive to design to solve problems

Challenge and empower all levels and units to adopt a design mentality

Keep a nimble pace focused on continuous improvement

Engage with university, private and community sector partners

Take risks and use lessons to design new iterations

Welcome opportunities to be a full-service testing ground

ASU[®] EdPlus
Arizona State University

**ASU[®] Enterprise
Partners**
Arizona State University

 **Skysong
Innovations**
A unit of the Arizona State University Knowledge Enterprise

**ASU[®] Knowledge Enterprise
Development**
Arizona State University

Salesforce

Largest user in higher education

Unifying and improving the student experience

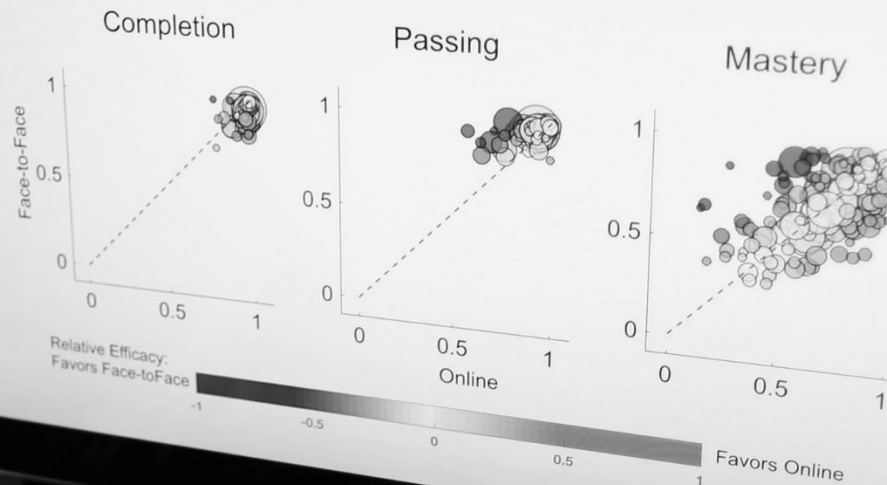


Action Lab

Translates data into practical classroom solutions to produce better student outcomes

Course Performance by Instruction Modality:

Predicted probability of student success, ASU Online and Face-to-Face



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



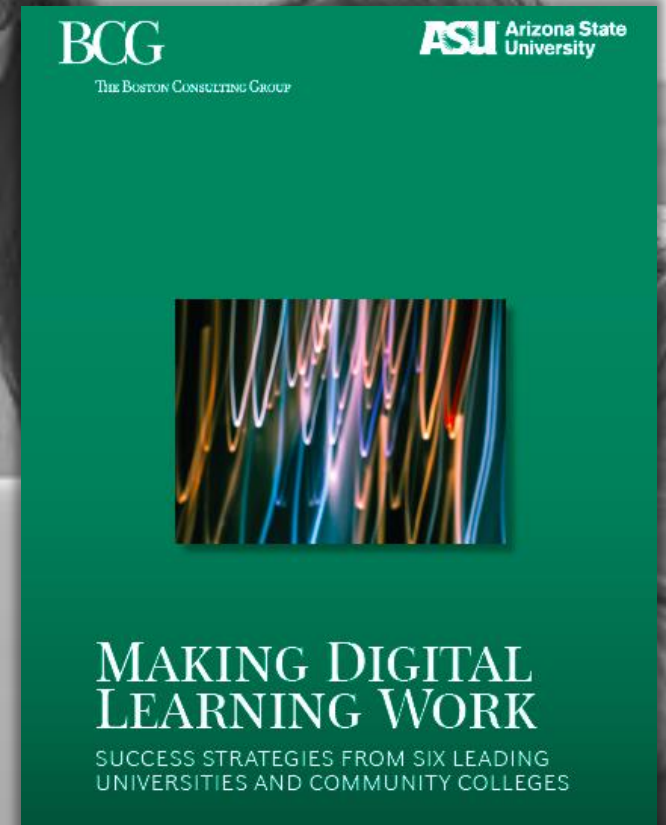
The Value of Digital Education

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



UNIVERSITY
INNOVATION
ALLIANCE



ASU[®]



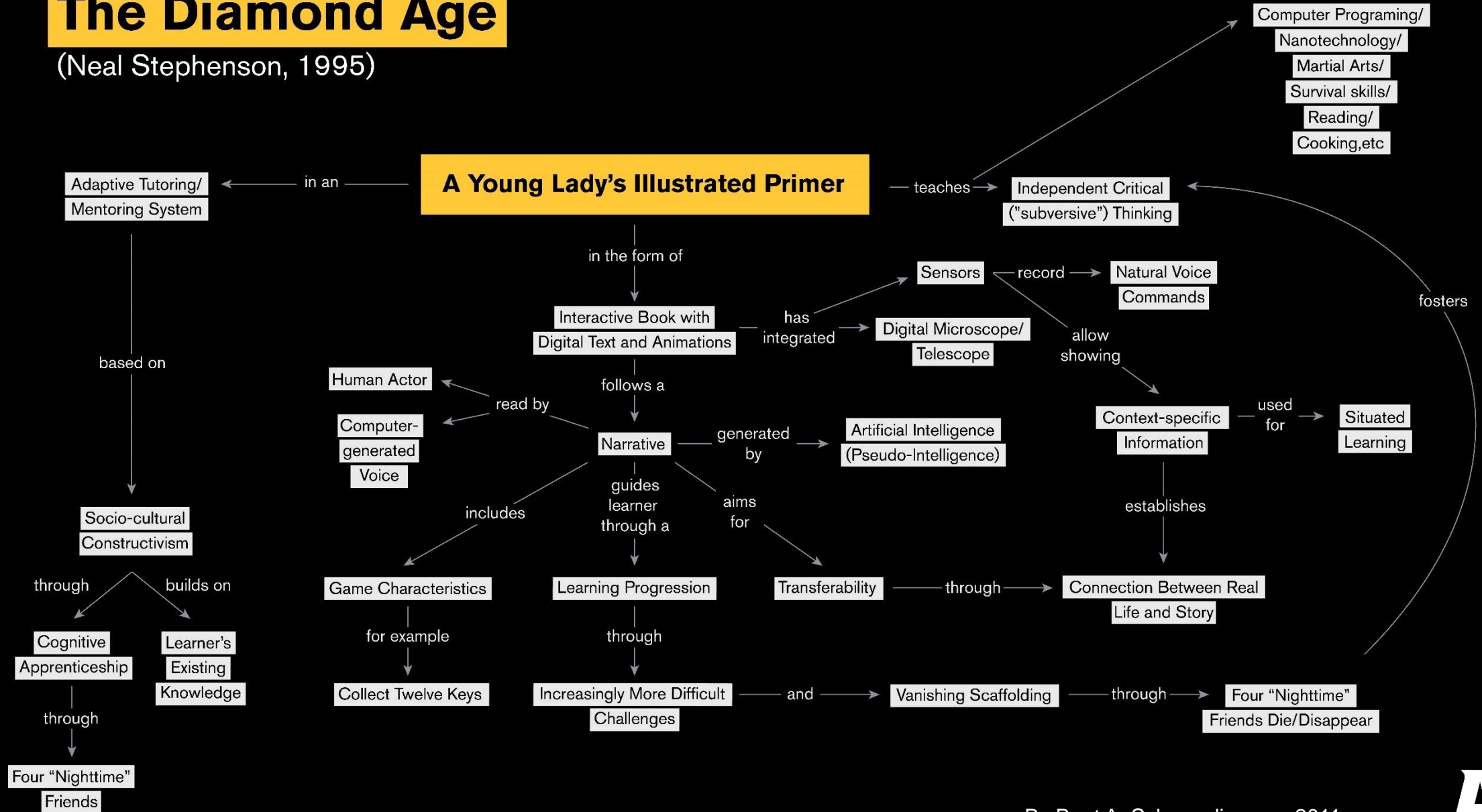
ASU-Draper-GSV Accelerator

Offers capital, mentoring, investor demos

Companies can pitch to investors, higher education leaders, and potential customers

The Diamond Age

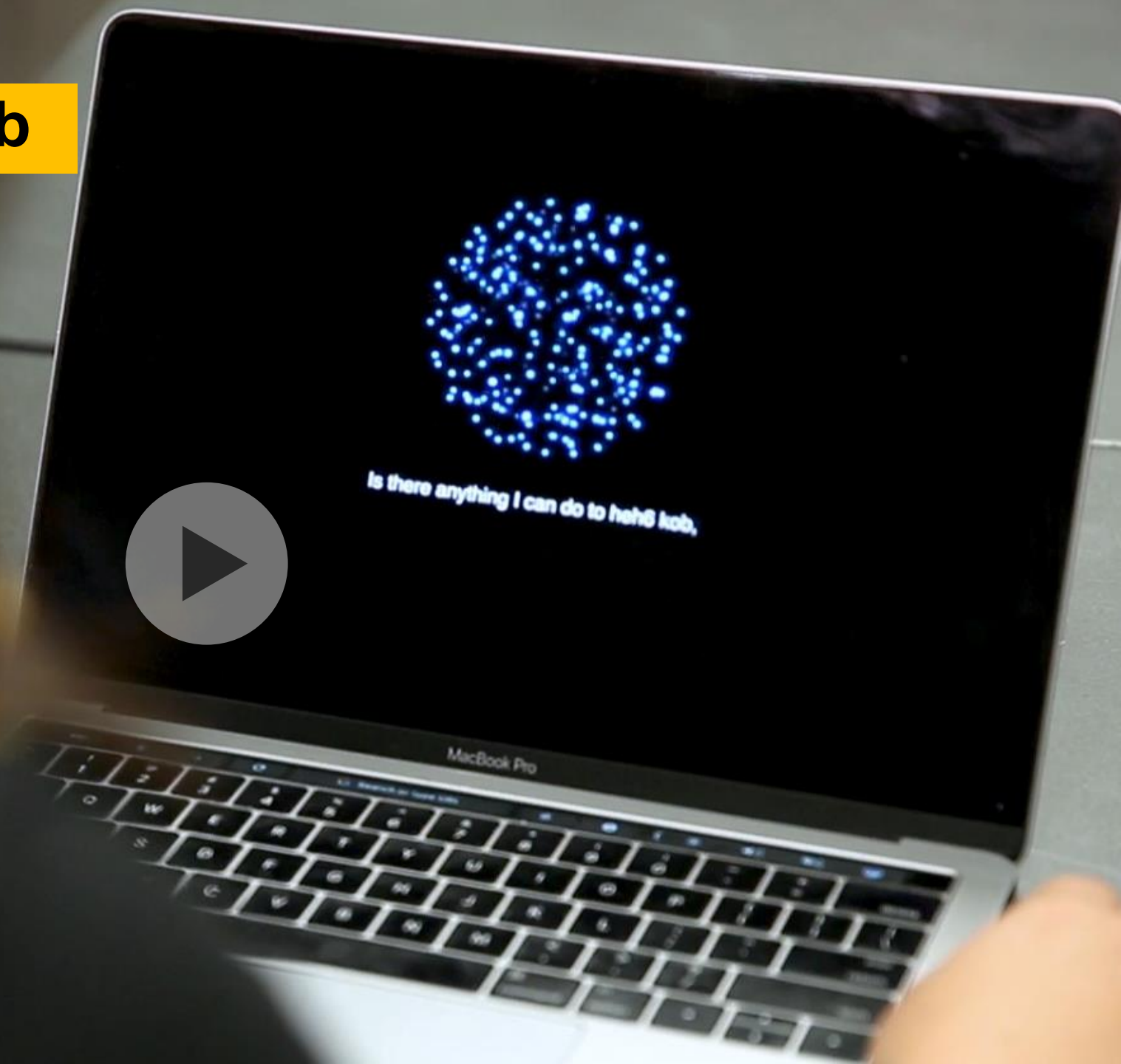
(Neal Stephenson, 1995)




By Beat A. Schwendimann, 2011



ASU Luminosity Lab





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