# Trend in Higher Ed:

Traditional Student Population is Shrinking

(And so is the perceived value of education)

1/3/22 Cray Rawlings

# Need for Adaptive Learning

- "The potential student population may extend more and more to adults at all life stages, as the need for ongoing learning and retooling increases. Technology can enable institutions to reach and serve adult learners more flexibly."
- Adult learners are looking to upskill, they want to design their own learning.
  - Arizona State University: Orchard an adaptive learning platform that will
    make it easier for students to engage with other disciplines, or revisit earlier
    courses if they need to fill knowledge gaps.
  - "videos can be searchable and used for other courses as well."
- Short form video-based learning
  - "ASU has a <u>Study Hall playlist on YouTube</u> that uses 2- to 3-minute supplemental education videos to help students understand difficult concepts in their courses."

### Micro Credentials

- Rather than universities, businesses may seek to partner with specialized entities for specific work skills like data literacy and automation.
- Gamification
  - Video games have complex character maps, education may soon as well
- Southern New Hampshire University: "...stackable micro credentials, creating options for our learners that stack on top of the degrees the university offers today."

## Virtual Learning

- "In 2022, Microsoft Teams users will be able to use Microsoft Mesh, a mixed reality platform where online students can communicate with instructors through 3D avatars"
- "VR investments have gone up as well, <u>predicted to reach \$700</u> million for the educational sector by 2025."
- "And it's clear that the enthusiasm is there. 70% of teachers want to start using VR to simulate learning experiences during class, and an overwhelming 97% of students show interest in a VR-focused course."

# References:

- https://www.edsembli.com/top-technology-trends-that-will-define-education-in-2022/
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