



Change and innovation in Higher Education extracurricular activities: Students in the director's seat

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HE institutions in the 21st Century



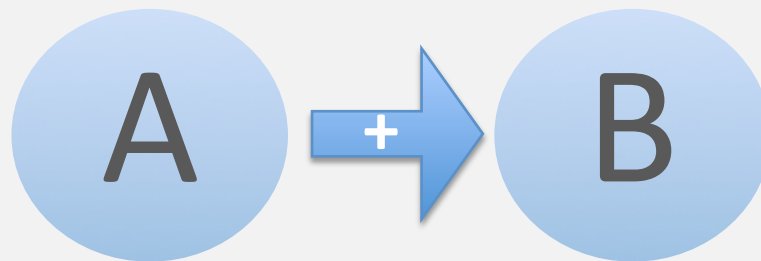
Are we there yet?

A. What is (usually) the role of HE institutions (even) in the 21st Century?

- Source of knowledge
- Source of social networking

B. What should the role of HE institution be, then?

- Facilitate student employability
- Provide work-like opportunities

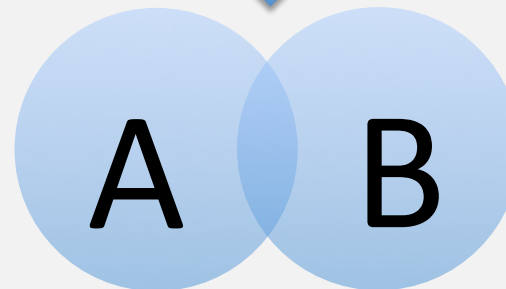


HE institutions in the 21st Century



How to get from what HE institutions currently do to what HE institutions should do?

Changing, adding and innovating



What should be changed, added and innovated?



Currently ...

Traditional academic norms and trends

- Lectures
- Master Classes
- Residential learning
- Student is Passive

Common Technology

- Social Networking
- Web-based applications (with learning purposes)
- Web-based social interaction



What should be changed, added and innovated?



What is needed...

Updated academic norms

- Workshops (Flexible learning)
- Conferences, extra curricular activities
- Work-related environment,
- Student is Active

Common Technology (remains but needs to be repurposed)

- Social Networking
- Web-based applications (with learning purposes)
- Web-based social interaction



What should be changed, added and innovated?



The role of the students should be changed

Institutional support should be added

Ways of interaction should be innovated



Why changing, adding and innovating?



Because there are two mismatches:

- What university gives and what students need
- Technology teachers/universities use and Technology students use (and the way they use it)



Mismatch between the University offerings and the Students needs



- HE Students are used to the 2.0 trend, where, in most of the cases, they are the centre of the paradigm...
 - ... in University they are not
- HE Students need to be prepared for the employment
 - ... University does not provide work related opportunities (on daily bases)
- HE Students need to take the initiative
 - ... University determines who takes the initiative



Mismatch between the Technology teachers use and the Technology students use



- HE institutions and teachers normally:
 - use repositories
 - use LMS
 - use Blogs
 - virtual communities
- HE Students normally:
 - contribute, read or author Blog posts
 - use, manage cms
 - nurture their Social Networking Sites and other web profiles
 - use Web 2.0 services, email, virtual worlds, VoIP
 - use handheld devices



... then what?



- Extracurricular activities
 - Activities driven by the students...
 - where the students use the technology as they are used to
 - where they have access to work related environments
 - where they face work-related problems to solve
 - where they use the HE institution as support and infrastructure
 - where they emulate work-related environments
 - where they run societies and clubs
 - where the clubs and societies have voice within the university
 - where they can interact with students of other universities
 - Technology should be used to empower students and to help them achieve what is needed (Thus, they should have the infrastructure and support)



What kind of student societies?



- Student run Media Production Unit
 - TV
 - Radio
 - Newspaper
- Theme oriented societies
 - Young entrepreneurs
 - Economics
 - Writers guild
- Soft skills oriented societies
 - Debating
 - Toast Master
- Volunteering unit
- Plus sport, cultural and entertainment clubs



Conclusion



- Empowering students by allowing them to run activities with the appropriate institutional infrastructure and support is likely to shorten the gap between:
 - What students need and university gives them, and
 - What employers need and the average graduating student profile

