GLOBAL EDUCATION FORUM 3rd Act

HACKATHON REIMAGINING THE FUTURE OF HIGHER EDUCATION

Universidad Camilo José Cela

3º Digital Arts Degree

Professors: Rafael Conde & Daniel Esguevillas

ABOUT US
THE FUTURE OF HIGHER EDUCATION BY *"NAME OF THE UNIVERSITY"*

En este proyecto ha trabajado la clase de 3º de Artes Digitales al completo, incluyendo varios estudiantes de Erasmus. La actividad se ha realizado en las asignaturas de "Gestión de Proyectos" y "Company Creation".

The activity has allowed us to connect the contents of the two subjects through a common project conducted with the design thinking methodology

1

DISCOVER
insight into the challenge

DEFINE
the area to focus upon

2

DEVELOP
potential solutions

DELIVER
solutions that work

3

CHALLENGE RESOLUTION
"What does today's university need to be better? What 3 things should it keep, 3 things should it add, and 3 things should it eliminate?"

To these three questions we have added a fourth: what technologies should the university include to achieve its goals?

1

DISCOVER
insight into the problem

&

DEFINE
the areas to focus upon

At this point we follow the questions defined by GEF, but we add a fourth: what technologies should the university incorporate to achieve its objectives?

We carry out a group dynamic to select the main questions. Divide the class into two groups with these four questions. Everyone had to ask all the students in the other group. Thus, the whole class was able to answer all the questions.
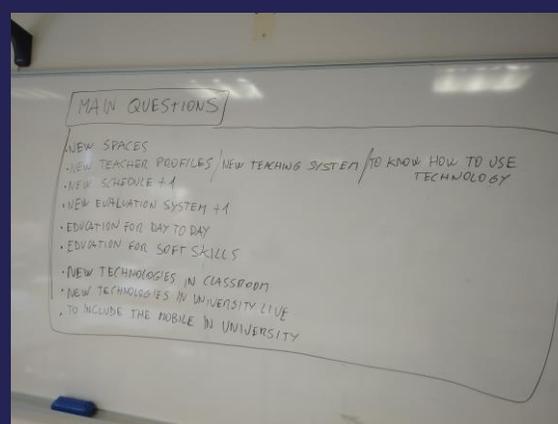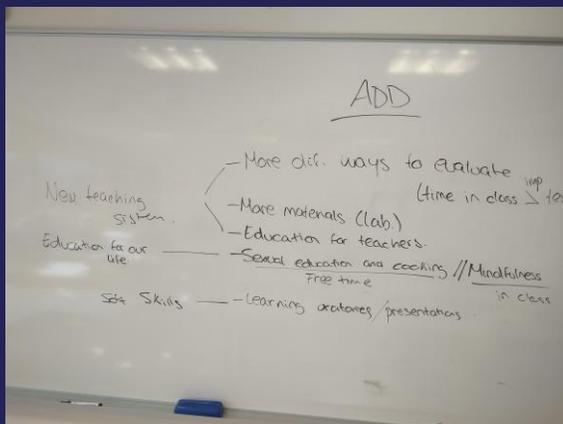
2

DEVELOP
## potential
solutions

&

DELIVER
solutions
that work

- *The answers were put in common. Step by step they were working to reduce the information to a few fundamental points of action that would allow working on a defined proposal.*

1 — 2 — 3

2

1. The students presented different preferences
2. Each one prioritized their preferences

3. "Customized user experience" was highlighted as the most relevant and shared one
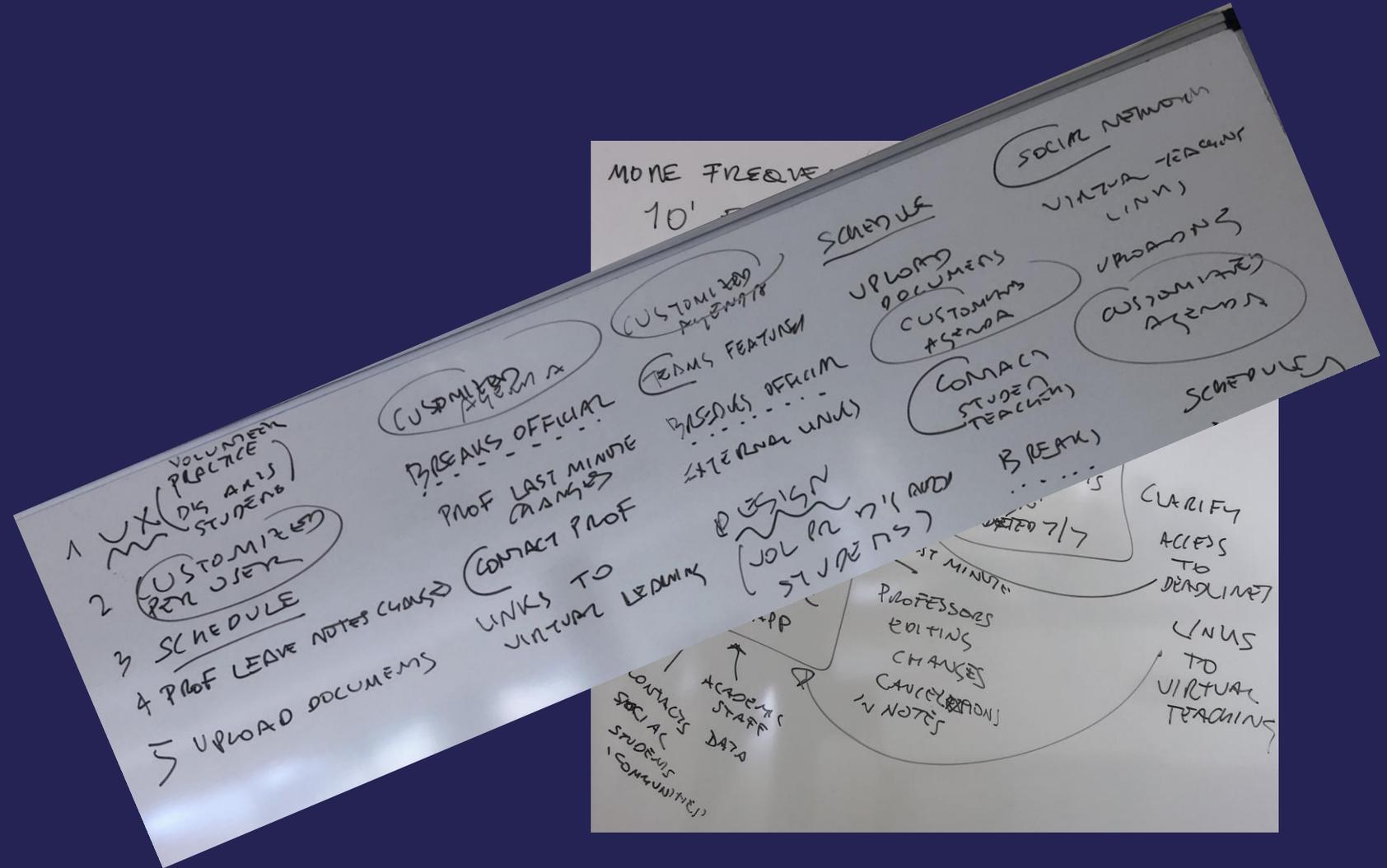
3

CHALLENGE RESOLUTION

"What does today's university need to be better? What 3 things should it keep, 3 things should it add, and 3 things should it eliminate?"
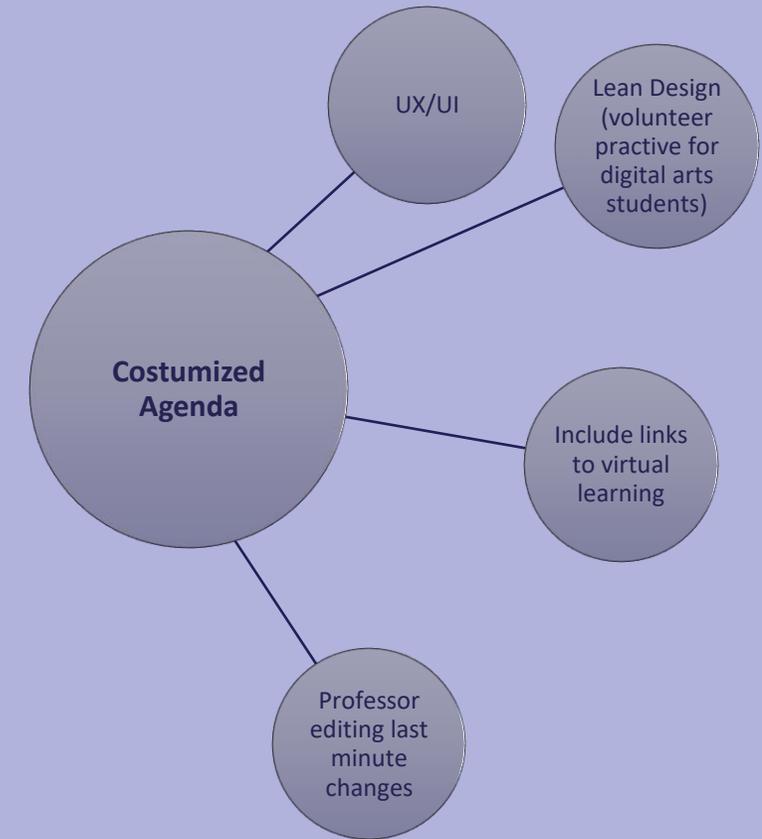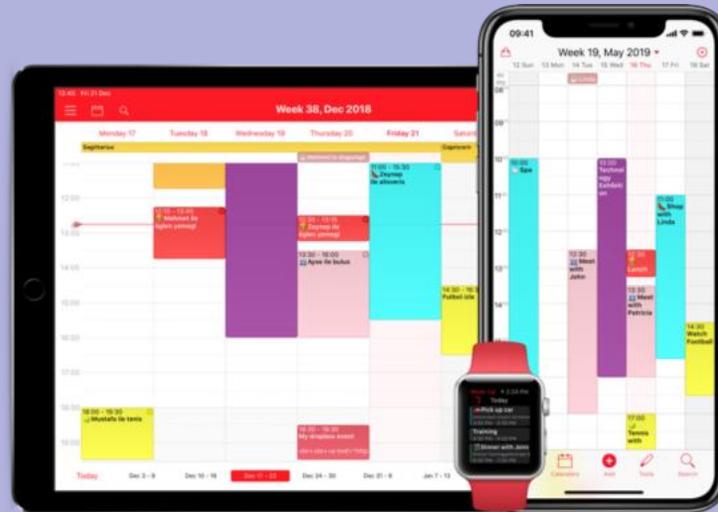
1 — 2 — 3

3

CHALLENGE RESOLUTION

"How can digitalization transform the current educational model?"

Finally, an application is proposed that allows the student's agenda to be personalized in all their living spaces: studies, relationship with the teacher, rest times, use of the facilities, cafeteria, free time, etc.

This app allows you to coordinate all the activities and the best relationship with the studies in general and the university in particular

UX/UI

Lean Design (volunteer practive for digital arts students)

Costumized Agenda

Include links to virtual learning

Professor editing last minute changes

1   2   3

FINAL CONCLUSIONS
THE FUTURE OF HIGHER EDUCATION BY *"UNIVERSIDAD CAMILO JOSÉ CELA"*

The personalized user experience was highlighted as the most relevant issue in all the questions asked. The design thinking process allowed not only to propose a solution for the hackthon, but also a reflection shared with the students that will be very useful for teachers in the future.

Rafael Conde & Daniel Esguevillas

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YOU HAVE OFFICIALLY BECOME THE GLOBAL DESIGNERS OF THE DIGITAL EDUCATIONAL MODEL OF THE FUTURE. CONGRATULATIONS!