

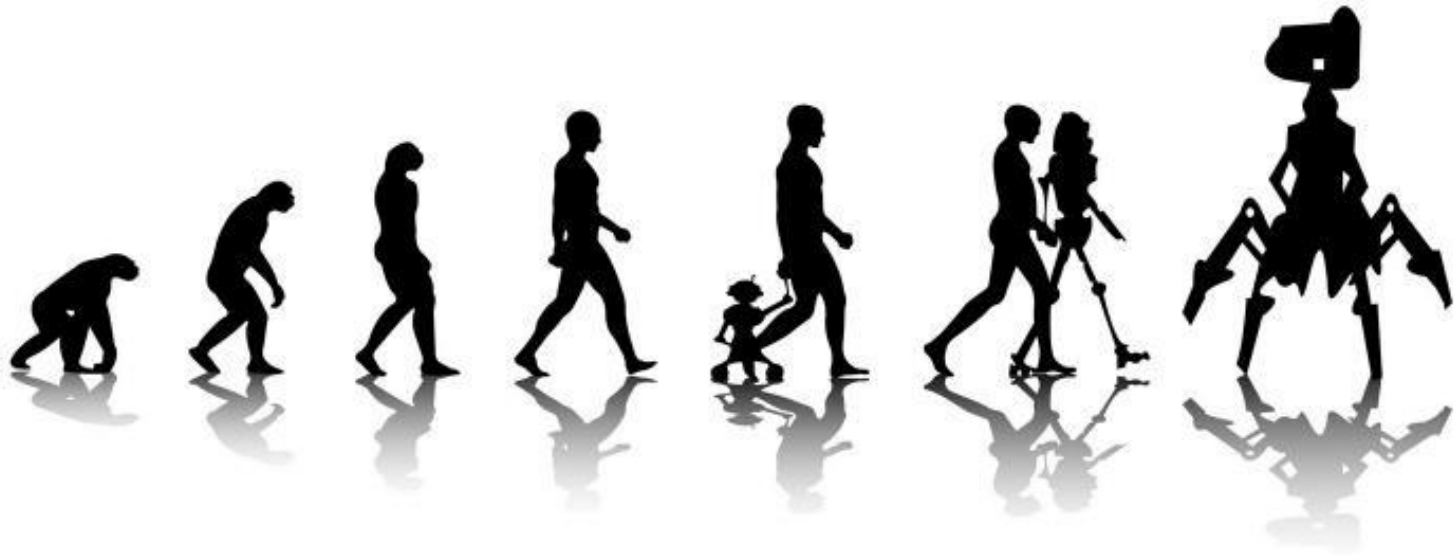
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# THE 2ND ILSAS CONFERENCE ON LEARNING AND DEVELOPMENT

Working World 4.0 – Revolutionizing Professional Education?

Armin Ritter, Fraunhofer-Gesellschaft

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# Fraunhofer Gesellschaft at a glance

The Fraunhofer-Gesellschaft undertakes applied research of direct utility to private and public enterprise and of wide benefit to society.



25,327 staff



72 institutes and research units

Main locations ●  
Other locations ○



€2.3 billion

€2 billion

Public Research  
Contract Research

2017

Major infrastructure capital expenditure and defense research

Almost 30% is contributed by the German federal and states Governments

More than 70% is derived from contracts with industry and from publicly financed research projects.

# Promotion of Innovation by Fraunhofer



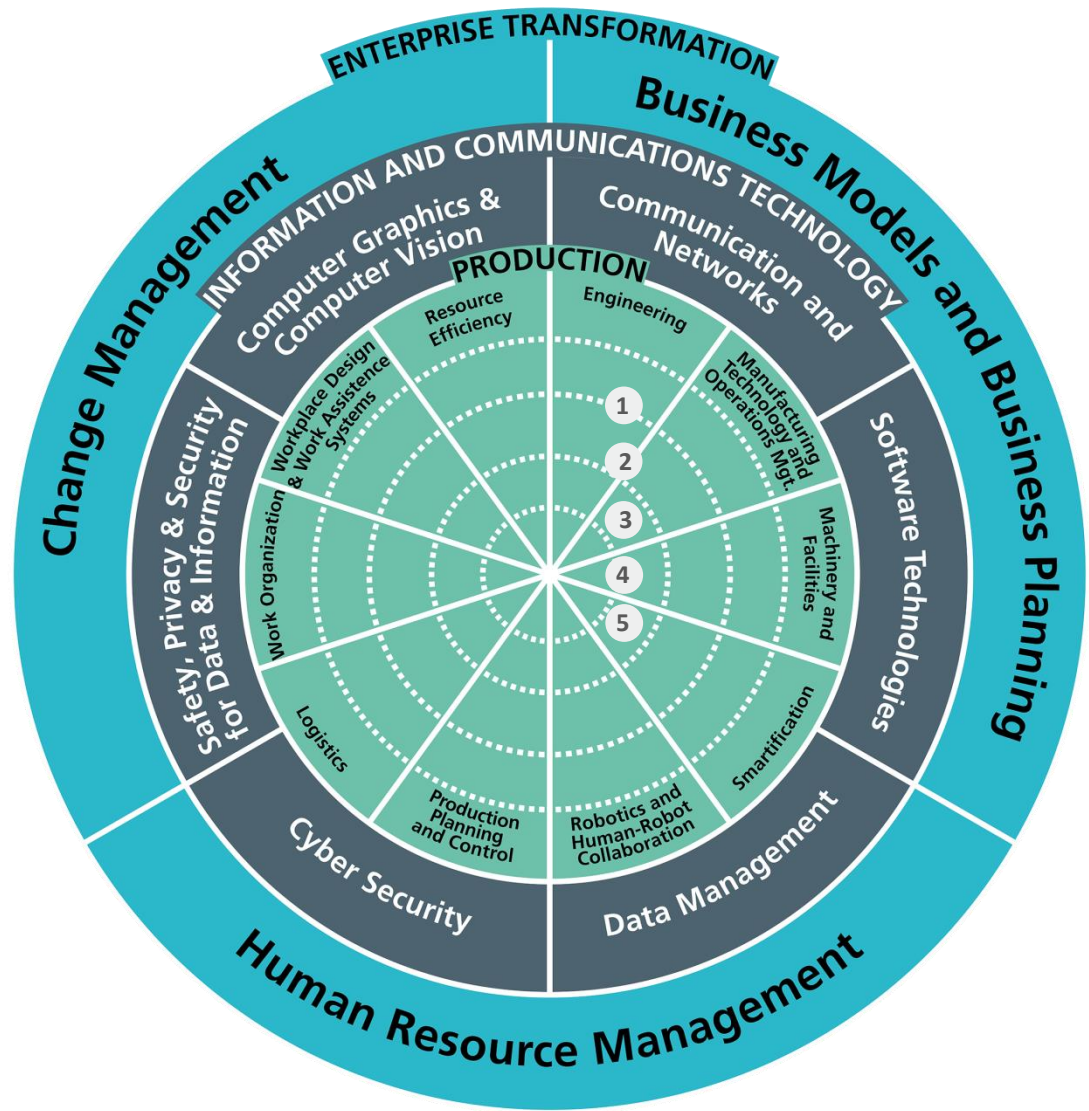
# Fraunhofer's contribution for developing Industrie 4.0 innovations

## LAYERS:

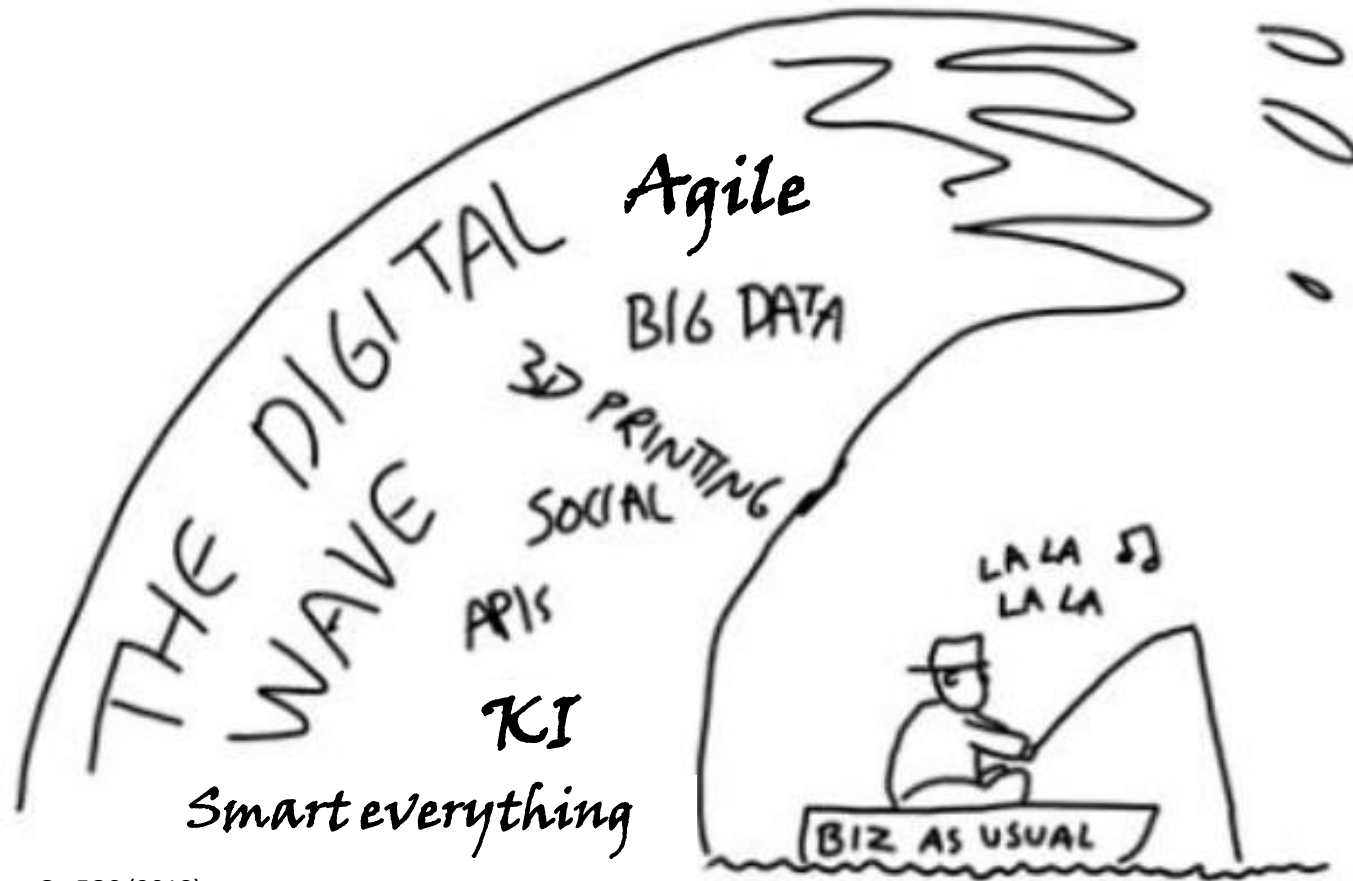
- ENTERPRISE TRANSFORMATION
- INFORMATION AND COMMUNICATIONS TECHNOLOGY
- PRODUCTION

## Functional Areas:

1. Data recording and processing
2. Assistance Systems
3. Interconnectedness and integration
4. Decentralization, service orientation and transformation ability
5. Selforganizing and autonomy



# Business as usual ...



Source: Kara, G., EOS (2018)

# Digitalization – a new phenomenon?

## How old is actually...?

■ The Internet	1969
■ Neural Networks	1943
■ Autonomous Driving	1986
■ Nano Technology	1991
■ Internet of Things	1991
■ Hypersonic Drive	1960



**Revolutionary** ideas are **rare** and it takes a long time to develop itself to a disruptive innovation

**Convergence** & innovation based on mature technologies are drivers of the near future

# The meaning of Digitization (and Industry 4.0)?

- In the physical reality Digitization implies a great number of sensors, networks, actors and IT-Systems
- **Evolution in usage** based on predefined rules

▶ The great things about Digitization are not these system but the intelligent usage of data with AI

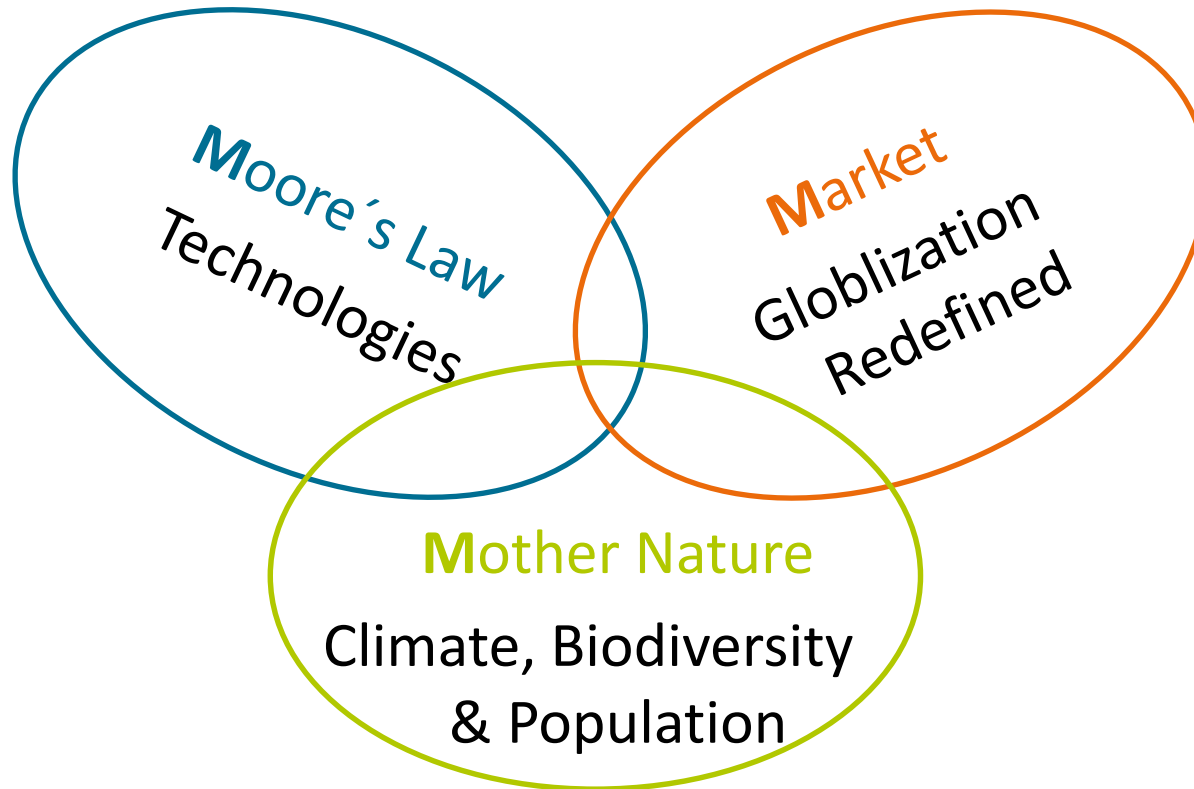
- **Revolution in usage:** from rules to target states
  - Humans define operational targets
  - AI organizes/decides dynamically operational procedures

▶ Form subject matter expertise to expertise in handling of intelligent systems



# The „Great Acceleration“

## Fundamental driving forces for reshaping the world

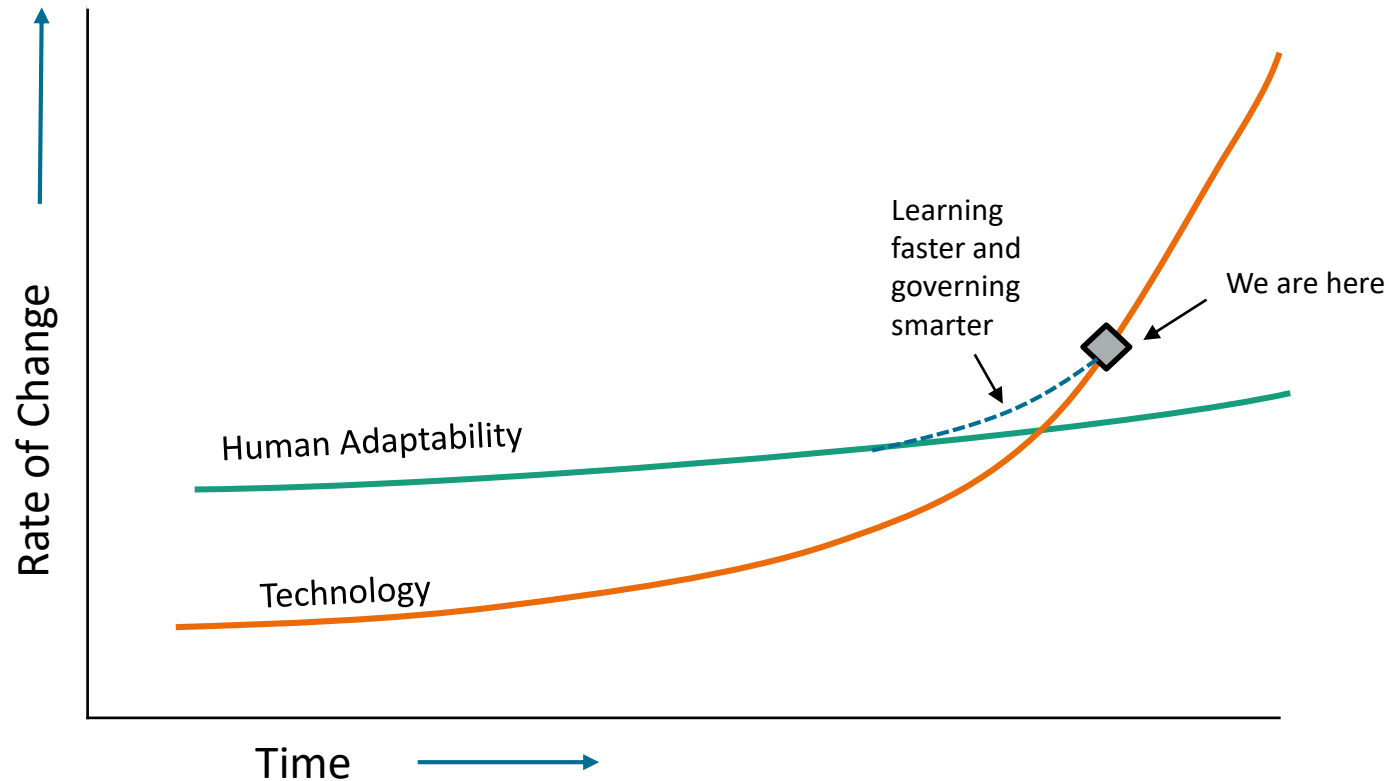


State of permanent acceleration und reshaping



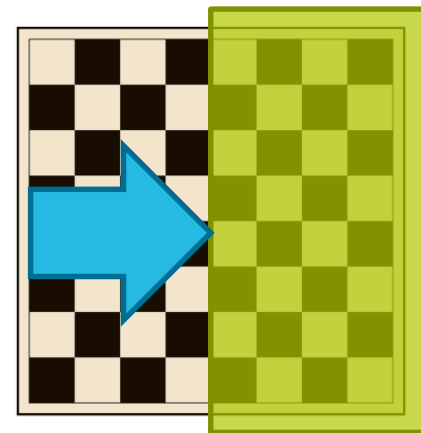
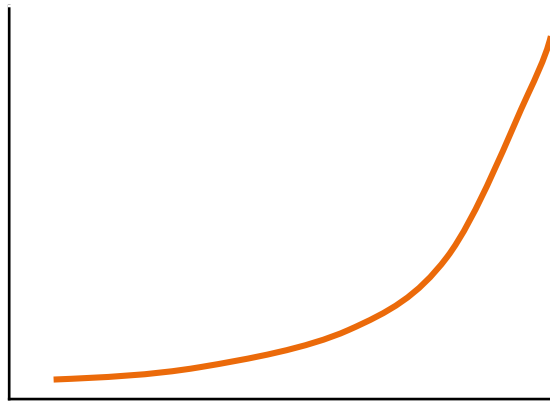
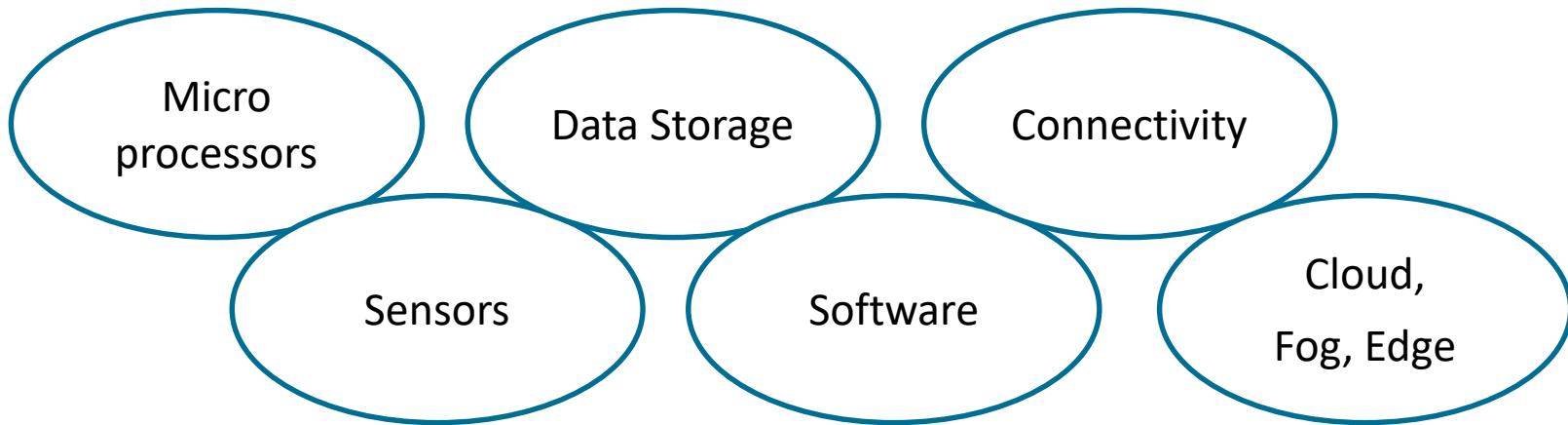
# The Age of Acceleration

## Moore's Law



Source: Teller, E. in Friedman, T. (2016): Thank you for being late – An Optimist's Guide to Thriving in the Age of Accelerations

# Moore's Law – the technological turbo booster



# Effects of exponential functions

## Example: Chessboard

$a_1$	=	1
$a_2$	=	2
$a_3$	=	4
$a_4$	=	8
$a_5$	=	16
$a_6$	=	32
$a_7$	=	64
$a_8$	=	128
$a_9$	=	256
$a_{10}$	=	512

All 10 fields:  
**1023** rice grains

Geometrical Order

$$(a_n) = 1 \times 2^{n-1}$$

Number of rice grains for the 64<sup>th</sup> field:  $a_{64} = 1 \times 2^{64-1}$

$$a_{64} = 9.223.372.036.864.775.808$$

9 sextillion 223 quadrillion 372 trillion, 36 billion, ...

For all 64 fields: **18.446.744.039.484.029.952**

100 rice grains = 3 gram

Weight of all 64 fields: 540 trillion tons

Weight global crop/y in 2006: 618 billion tons

540 trillion : 618 billion = **873 years**

Source: <http://www-hm.ma.tum.de/ws1213/lba1/erg/erg07.pdf>

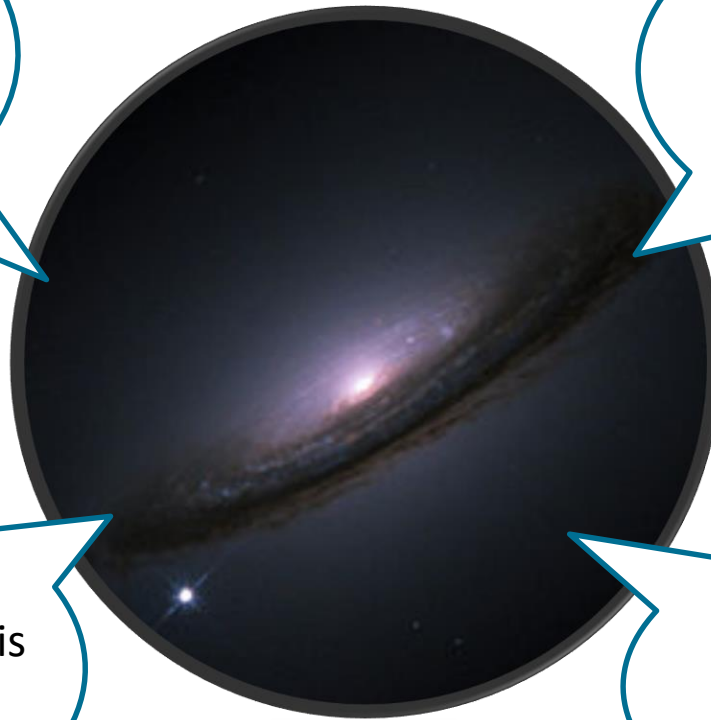
# The Supernova

All critical components  
are exponentially  
powerful and cheaper

Enabling the  
reshaping of virtually  
every man-made  
system that modern  
society is build on

Everything is getting  
changed, and everyone is  
being impacted by it,  
positive or negative

These capabilities  
are being extended to  
virtually every person  
on the planet



<https://de.wikipedia.org/wiki/Supernova>

# The Supernova

- **Analyse** data and **find** unseen patterns
- Any system can be **optimized** to peak performance
- We can **prophesise** – guessing is over
- Any piece can be customized
- Many machines can now be **automated** and **roboticed**



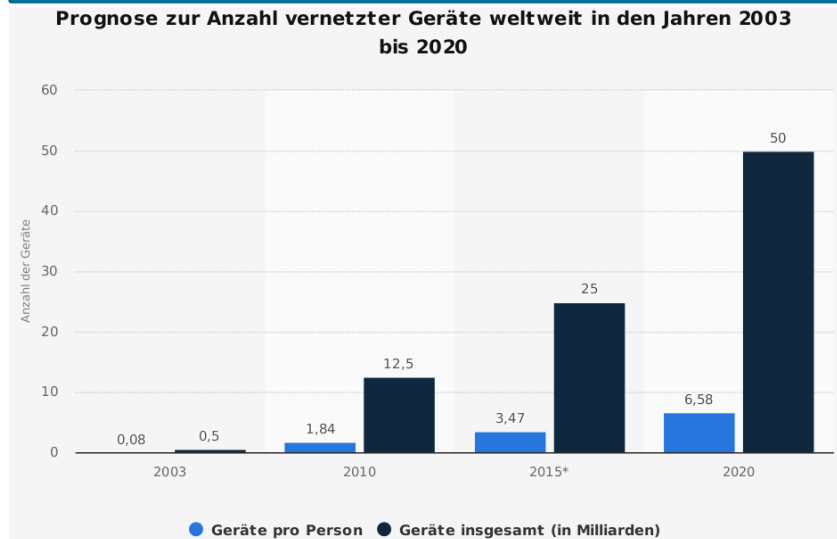
<https://de.wikipedia.org/wiki/Supernova>

▶ Make old things work better, make new things possible, do old things in fundamentally new ways

# Markets in the Age of Acceleration

## Globalization redefined

### No. of connected devices till 2020



### „The Big Shift“

- Knowledge stocks depreciate at an accelerating rate
- Shift from stocks to flows
- Refreshing knowledge stocks at an accelerating rate
- Participate more effectively in diverse knowledge flows
- Key of creating economic value

Driving forces: Countries → Institutions → anyone and everyone

Google Motors, Apple Bank, Amazon Cloud

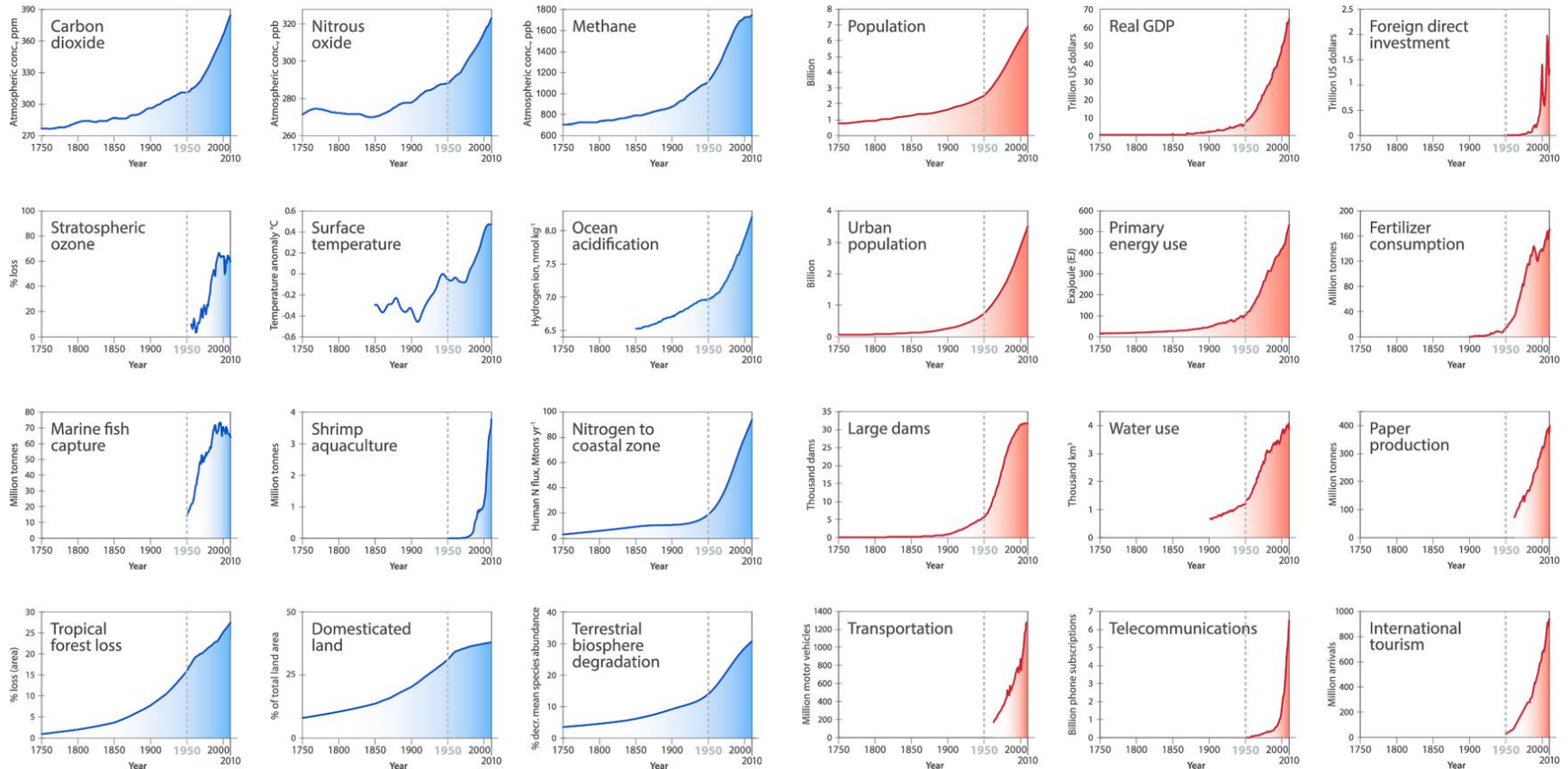
MGI Connectedness Index: Participation in global flows

# Mother Nature – Climate, Population, Biodiversity

## The Great Acceleration

### Earth system trends

### Socio-economic trends

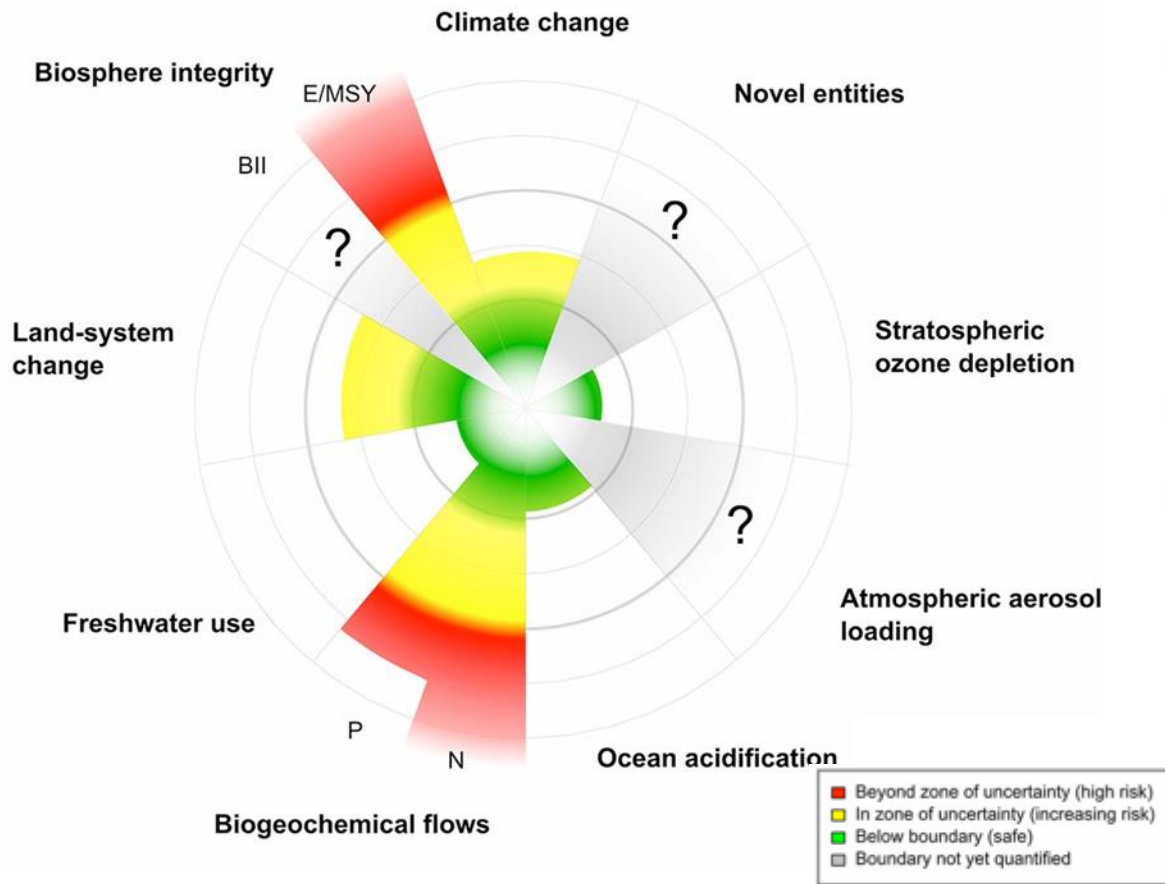


Source: Steffen, W. et al. (2015): The Trajectory of the Anthropocene: The Great Acceleration



# Mother Nature – Climate, Population, Biodiversity

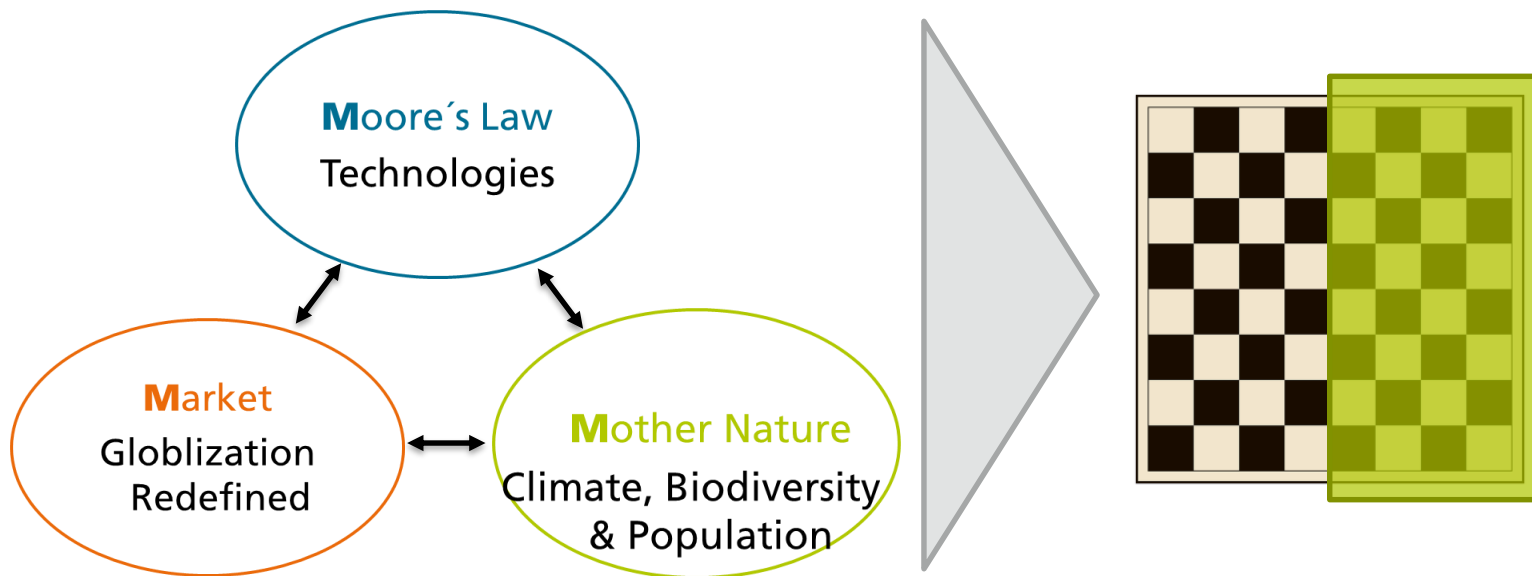
## From Holocene to Anthropocene?



- Planetary boundaries define stability & resilience
- ... and are prerequisites for thriving societies around the world
- 4 out of 9 already exceeded
- Risk of shifting the Earth out of safe operating space

Source: Steffen, W. et al. (2015): Planetary boundaries: Guiding human development on a changing planet (<http://science.sciencemag.org/content/early/2015/01/14/science.1259855>)

# The Second Half of the Chessboard



# The Great Acceleration ... without limits?

- Boundaries of the exponential growth?
- Endless acceleration – Imaginable? Desirable?
- Ecological, social and personal limitations?
- There is currently no evidence, that the acceleration will slow down in the mid and long term



It might be a valid hypothesis for the next two decades

# Impact on Labour Markets 4.0

## Substitution of workplaces due to digital transformation

Bakshi, Downing, Osborne, Schneider (2017):

The Future Skills of Employment in 2030

Meta study with 110 competence profiles

- 1/10 of workplaces



- 1/5 of workplaces



- 7/10 of workplaces

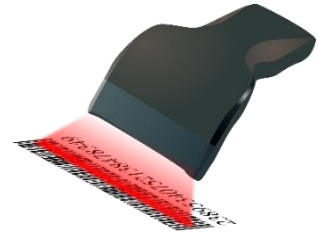


# Impact on Labour Markets 4.0

## No consistent patterns of the technology impacts

- Employment grows significantly faster in jobs that use computers and technologies more
- Automating of activity  $\neq$  Automating of workplace
- Jobs are not going away, but the needed skills for good jobs are going up
- And with this new technology platforms we're now on, it's all happening faster

Source: Bessen, J. (2015): Learning by Doing. The Real Connection between Innovation, Wages and Wealth

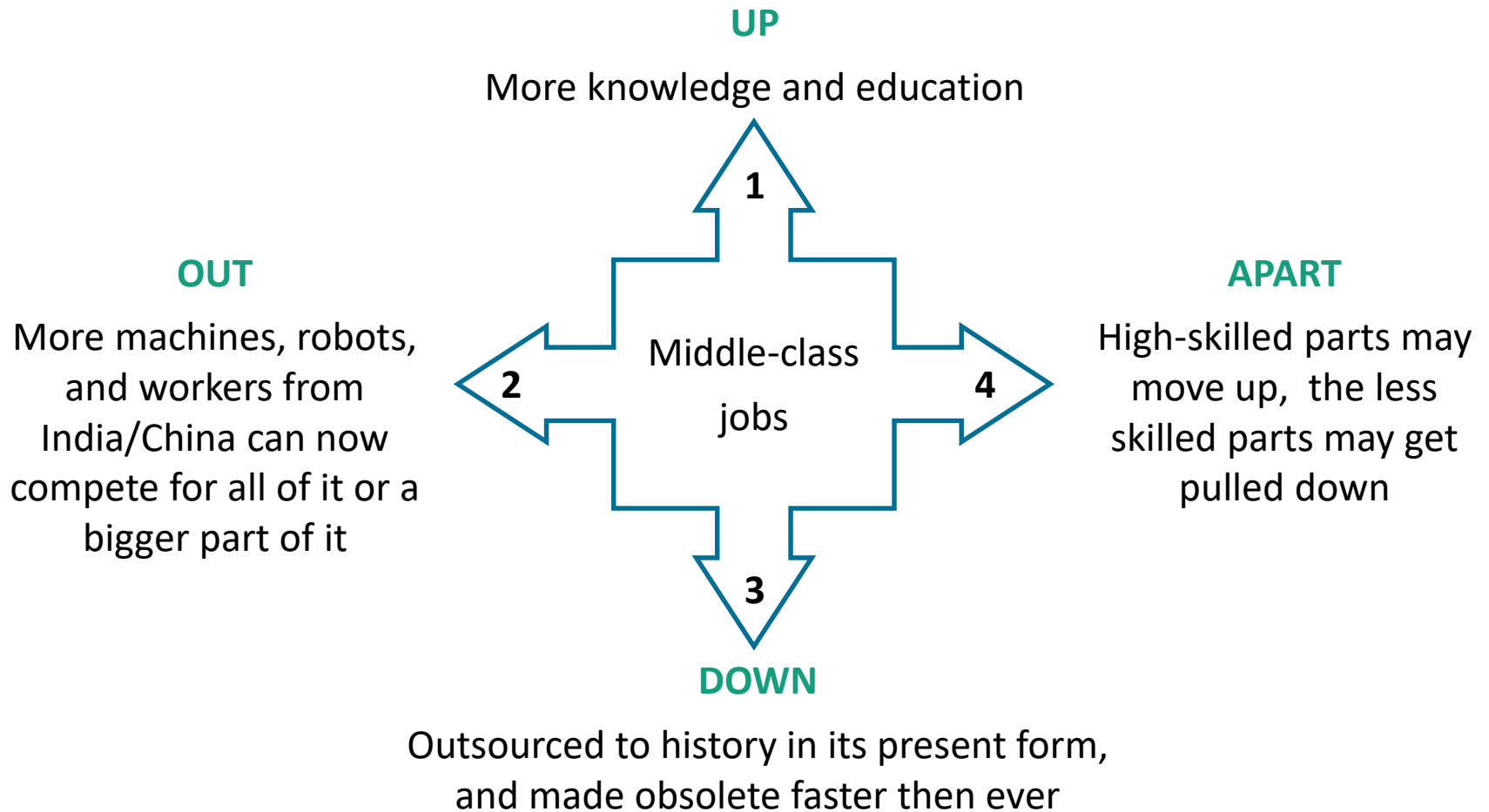


Bilder: pixabay.com

► It's not about the labour market but **qualification!**

# Impact on Labour Markets and Working World 4.0

## The End of the “Holocene” era for jobs?

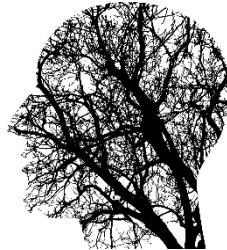


# Future Skills

## Upgrading workforce to target new opportunities

### Higher Cognitive Skills

- Fluency of ideas
- Active learning
- Learning strategies



### Interpersonal Skills

- Collaboration
- Coordination
- Social Perceptiveness



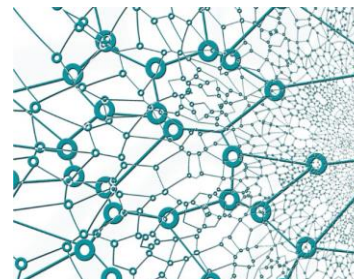
### Personnel Skills

- Self motivation
- Habit of lifelong learning
- Entrepreneurship



### System Skills

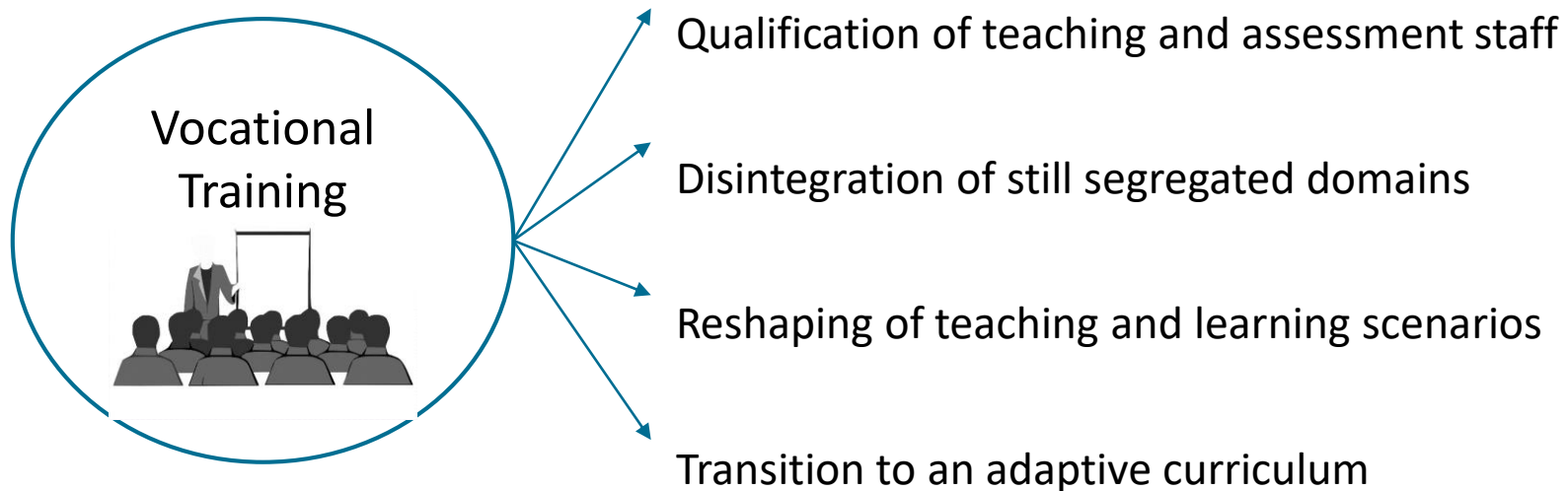
- Interconnections & feedback loops
- System analysis
- Problem Solving





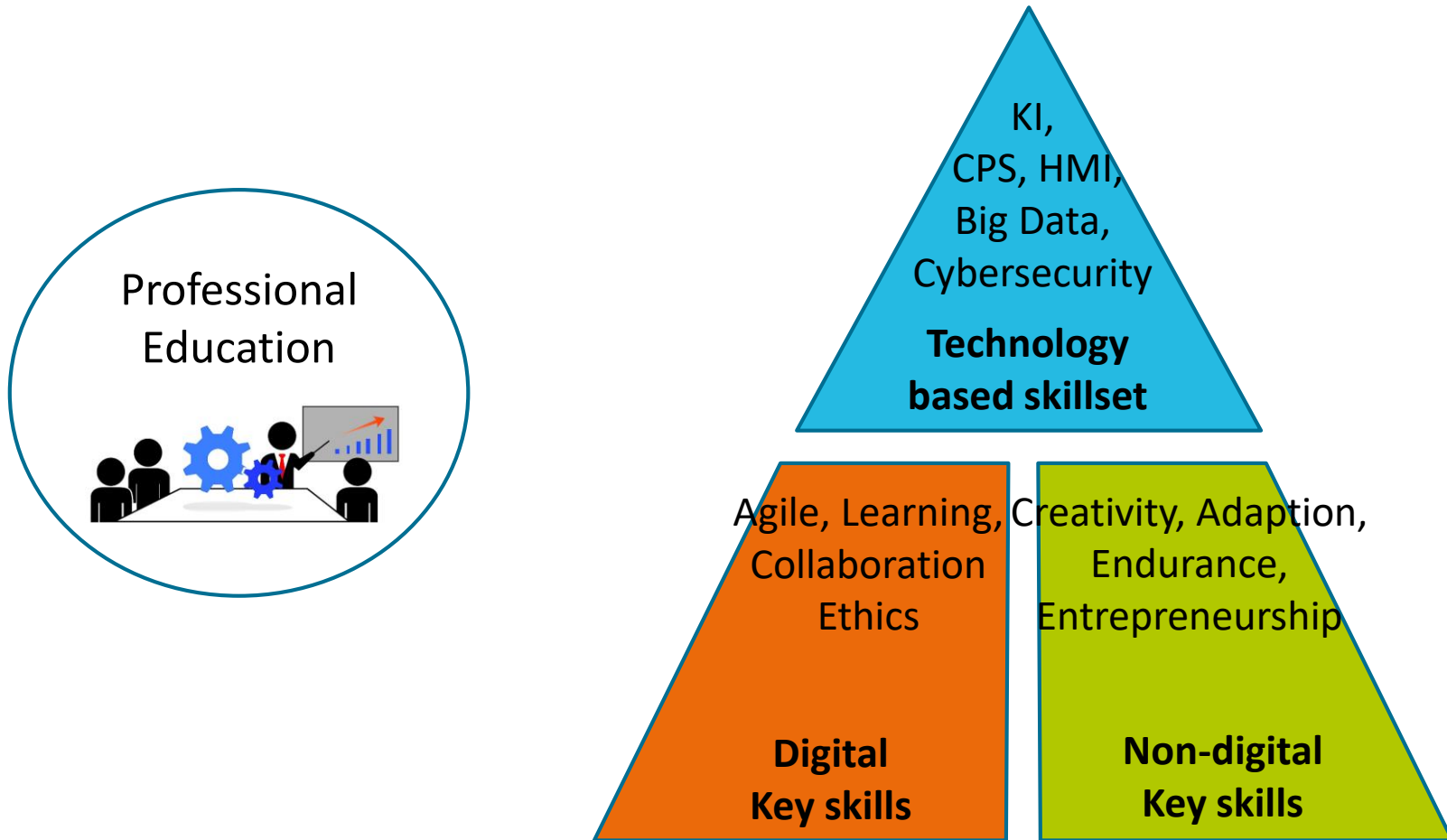
# Future Skills

## What we actually experience in the working world



# Future Skills

## What we actually experience in the working world



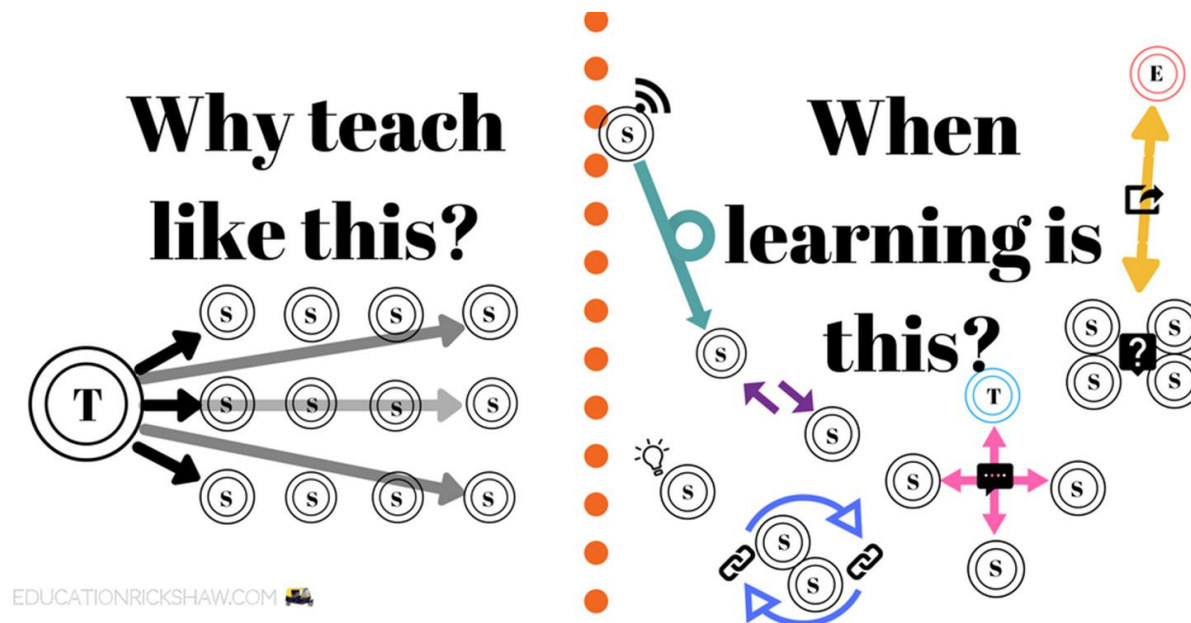
# Challenges for Professional Education

- ▶ Fundamental change on the way in the working world – rapidly and anywhere
- ▶ „Knowledge flows“ instead „knowledge stocks“ – importance of skills that facilitate knowledge will increase substantially
- ▶ A great deal of building up relevant competencies must be accomplished “on the fly”
- ▶ Instead of knowing all the answers – rather the ability to ask all the right questions
- ▶ Are educational and training systems able to act on these challenges fast enough?

# Ecosystems for Learning & Development

## Education and pedagogics first, technology second?

- Subordination of learning & development might not to be a good idea
- Rebound of key pedagogic and educational findings



# Backup

# Impulse 1: Expeditionary Learning

- Goes beyond problem-based learning and project-based learning
- Students engage in
  - interdisciplinary, in-depth study of compelling topics,
  - in groups and in their community,
  - with assessment coming through cumulative products, public presentations, and portfolios
- Design Principles:

The Primacy of Self-Discovery	The Having of Wonderful ideas	The Responsibility of Learning	Empathy and Caring	Success and Failure
Collaboration and Competition	Diversity and Inclusion	The Natural World	Solitude and Reflection	Service and Compassion

More information's available at: <https://eleducation.org/who-we-are/our-approach>

# Impulse 2 OLIN College of Engineering

- Radically change engineering education to enable engineers solving the worlds complex future challenges
- Highly flexible structure, that can move at internet speed
- Revolutionary features:
  - The end of tenure
  - Close partnership with change agents in the making world
  - Constantly adapting curriculum
  - No departments
  - Project-based teaching



[https://en.wikipedia.org/wiki/Olin\\_College](https://en.wikipedia.org/wiki/Olin_College)



<http://www.olin.edu/>



# Impulse 3: EdTec Start-ups



- Technology capable of predicting outcomes based on naturalistic data
- Turning commonplace learning experiences directly into assessments
- Improving meta-learning

Quelle: <http://about.socoslearning.com/>



- Builds stronger writers through
  - interest-based curriculums
  - adaptive exercises
  - actionable data
- Grammar tuition out of class

Quelle: <https://www.noredink.com/>



- Creating online lessons simple enough for anyone to deploy
- Blend classroom lectures with interactive assignments
- Professional Development
- Student Portfolios