

# Learning environment of the future

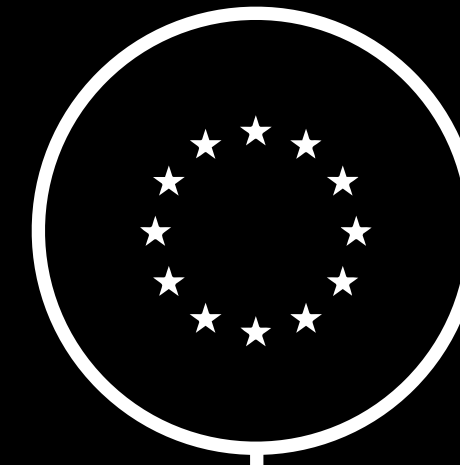
Team Nash

# What is the future for us?

2030

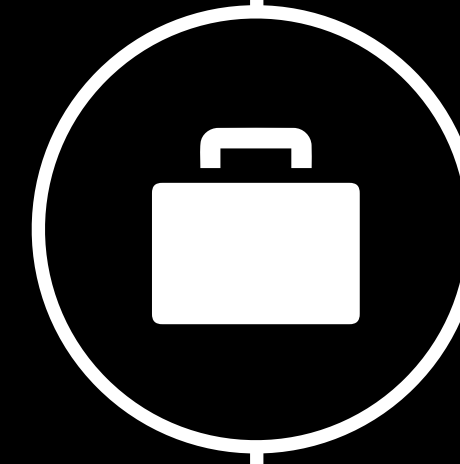


# Europe 2030



## Existing EU norms

Common points between the different members, educational patterns. Therefore, easier to implement in variety of countries.  
Open School 2030 - already existing educational plan for the year 2030 that we can build on.



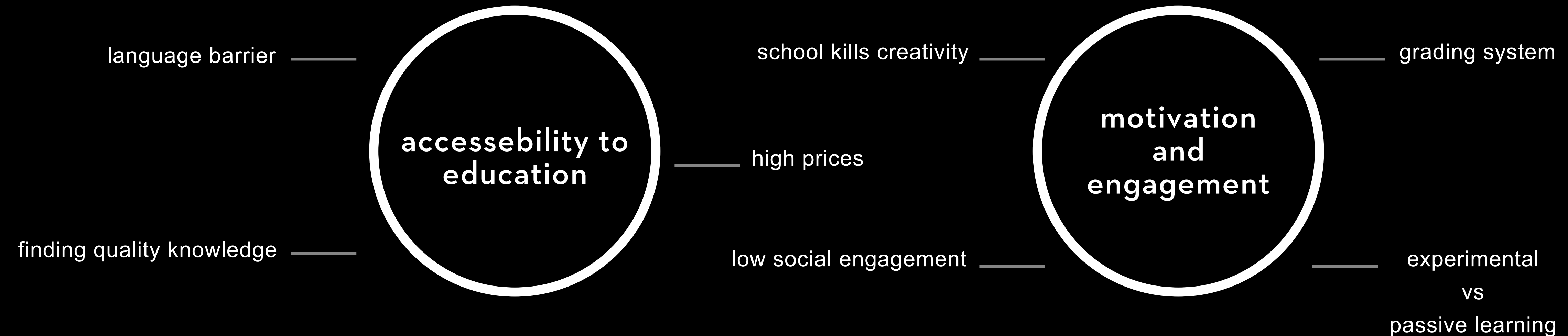
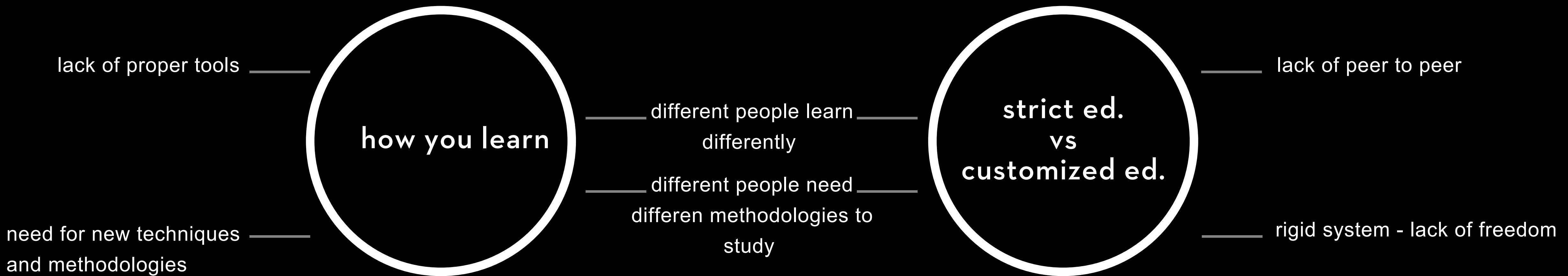
## Business opportunities

Higher GDP per capita resulting in better healthcare, literacy and education. Which permits us to work with more advanced technology solutions. Significant market size and possibility to be implemented on a further step in non-developed countries.



## Proximity to user

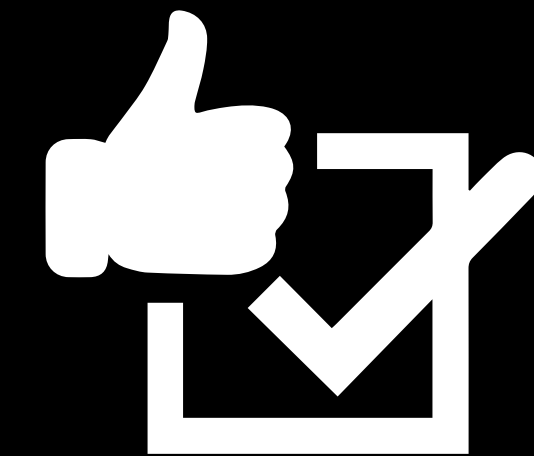
We are connecting with people that are local europeans for the observations and interviews.



# Accessseability to Education

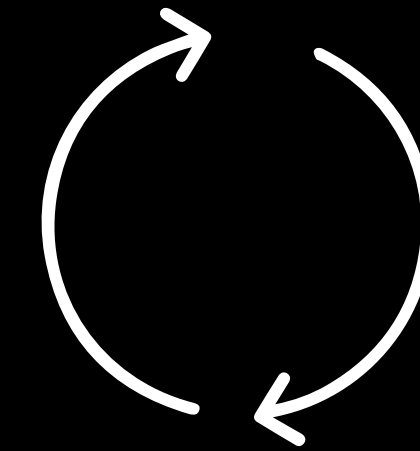


Expensive to afford



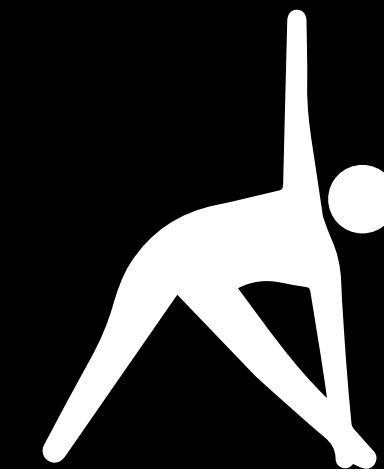
Lack of quality of education

# Strict Education



“Different kids have different ways of learning.”

Kolb Model



“Flexibility to learn what interests you.”

# How to learn?

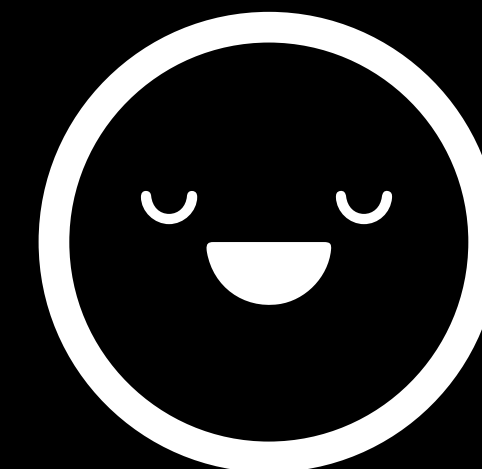
“A lot of people can learn more than they expect.”



Not successful student

Methodology  
techniques

Process



Successful student

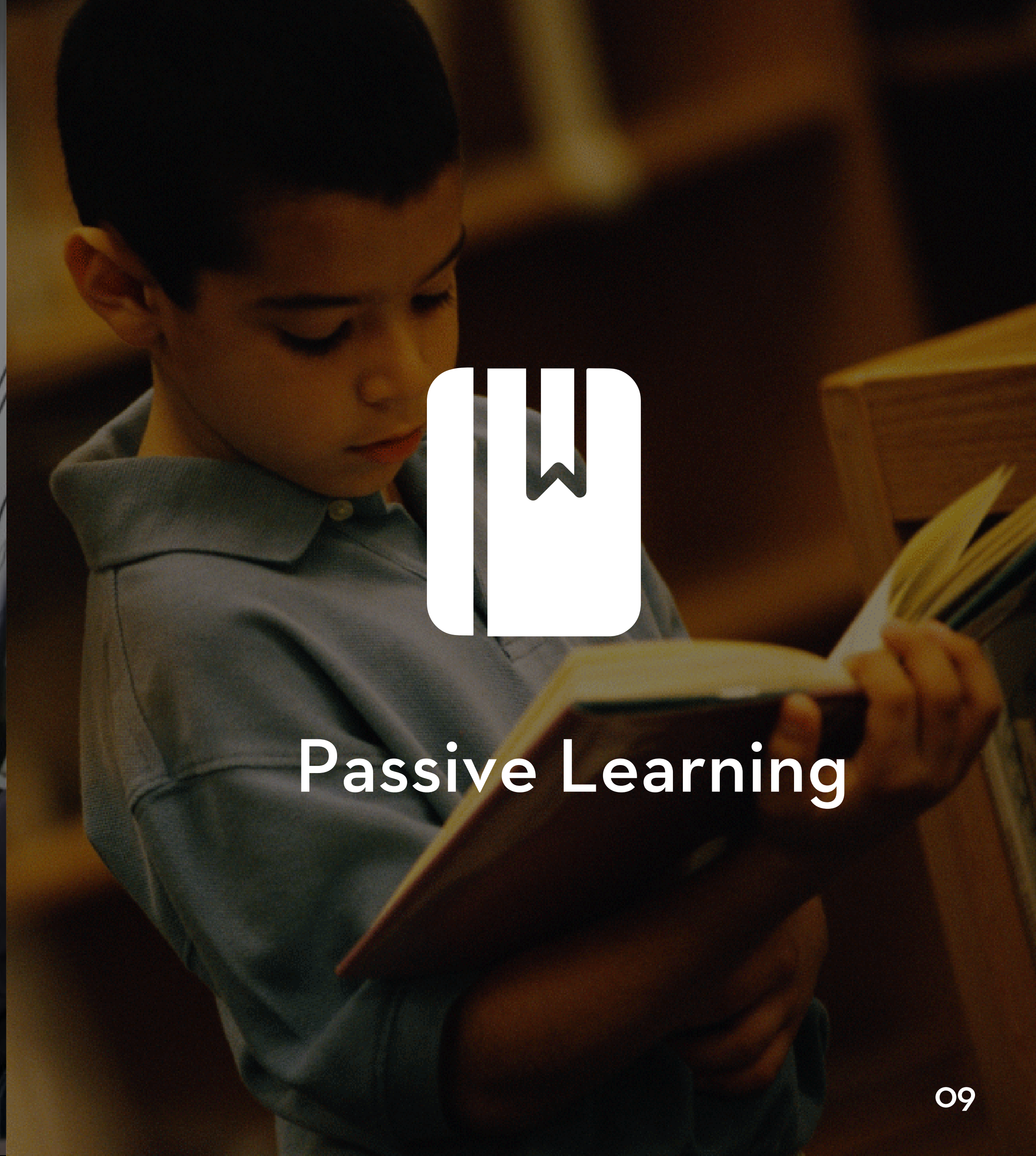
# Motivation and Engagement

“Little kids have curiosity and are avid to learn, something happens to many kids that makes them lose interest”





Experimental learning



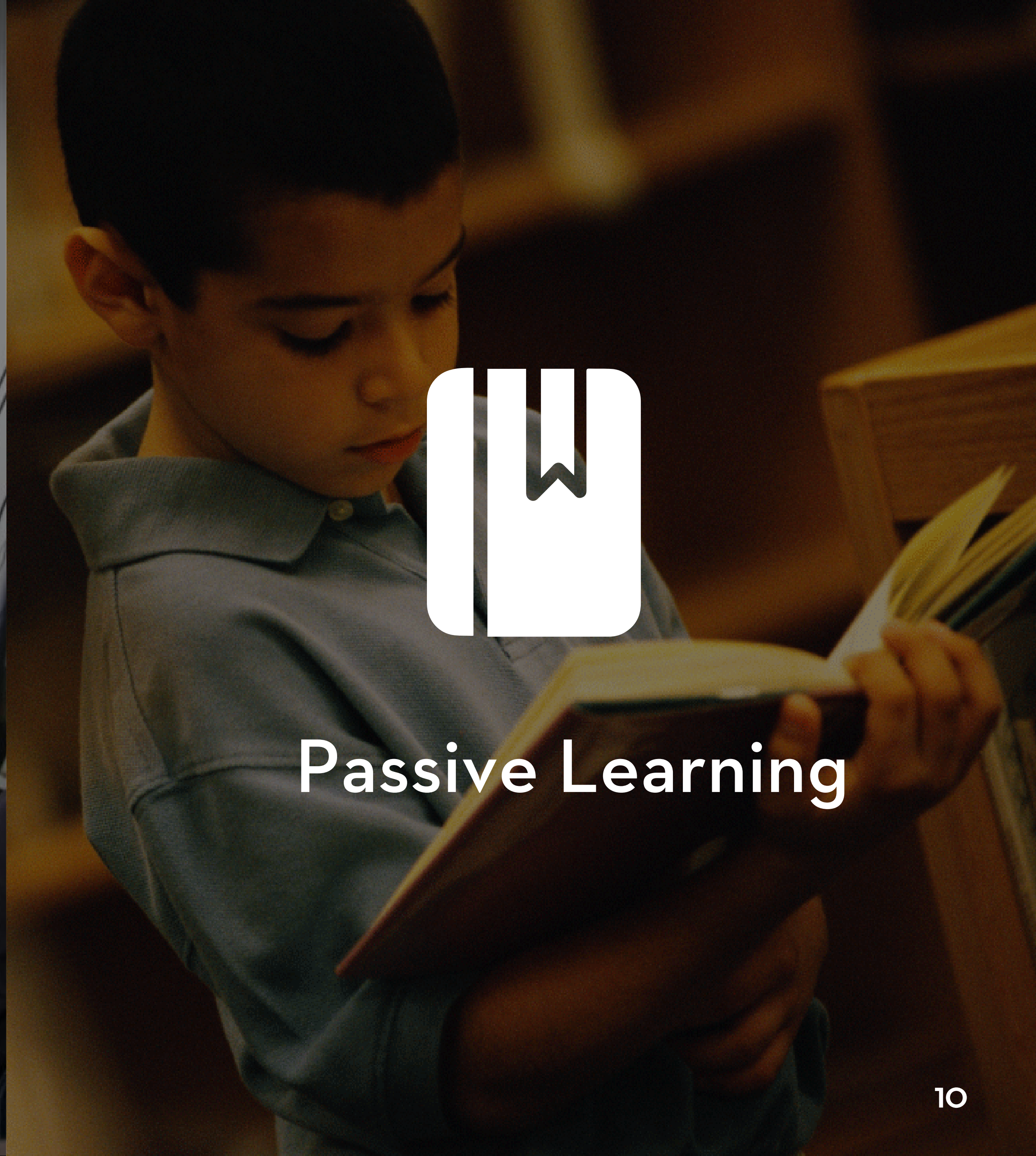
Passive Learning





## Experimental learning

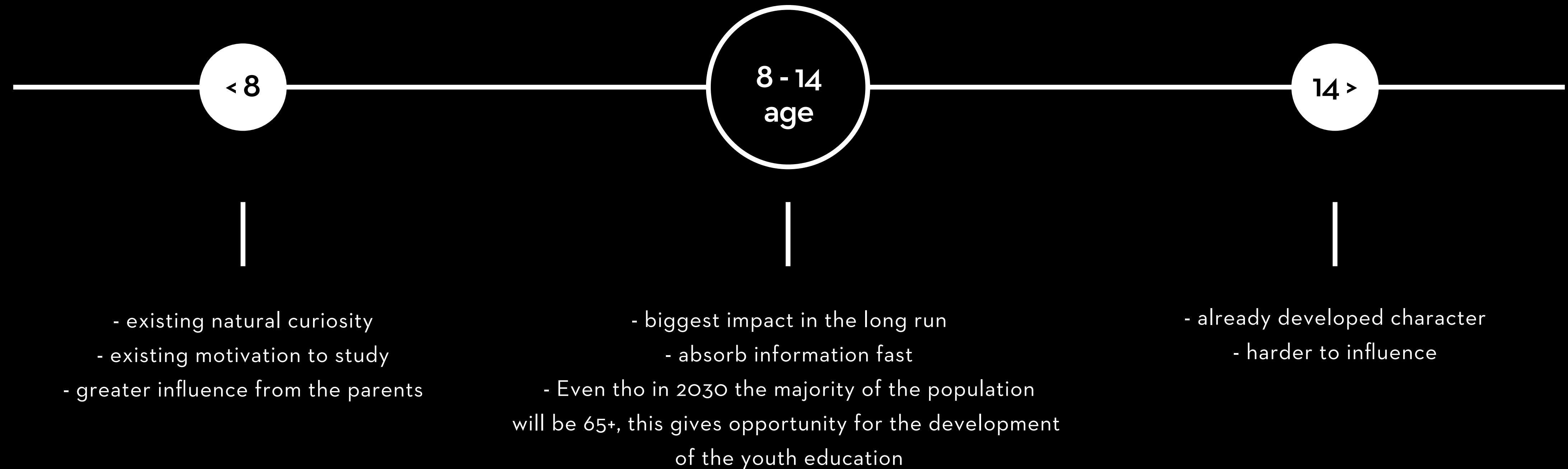
- expensive
- effort to prepare

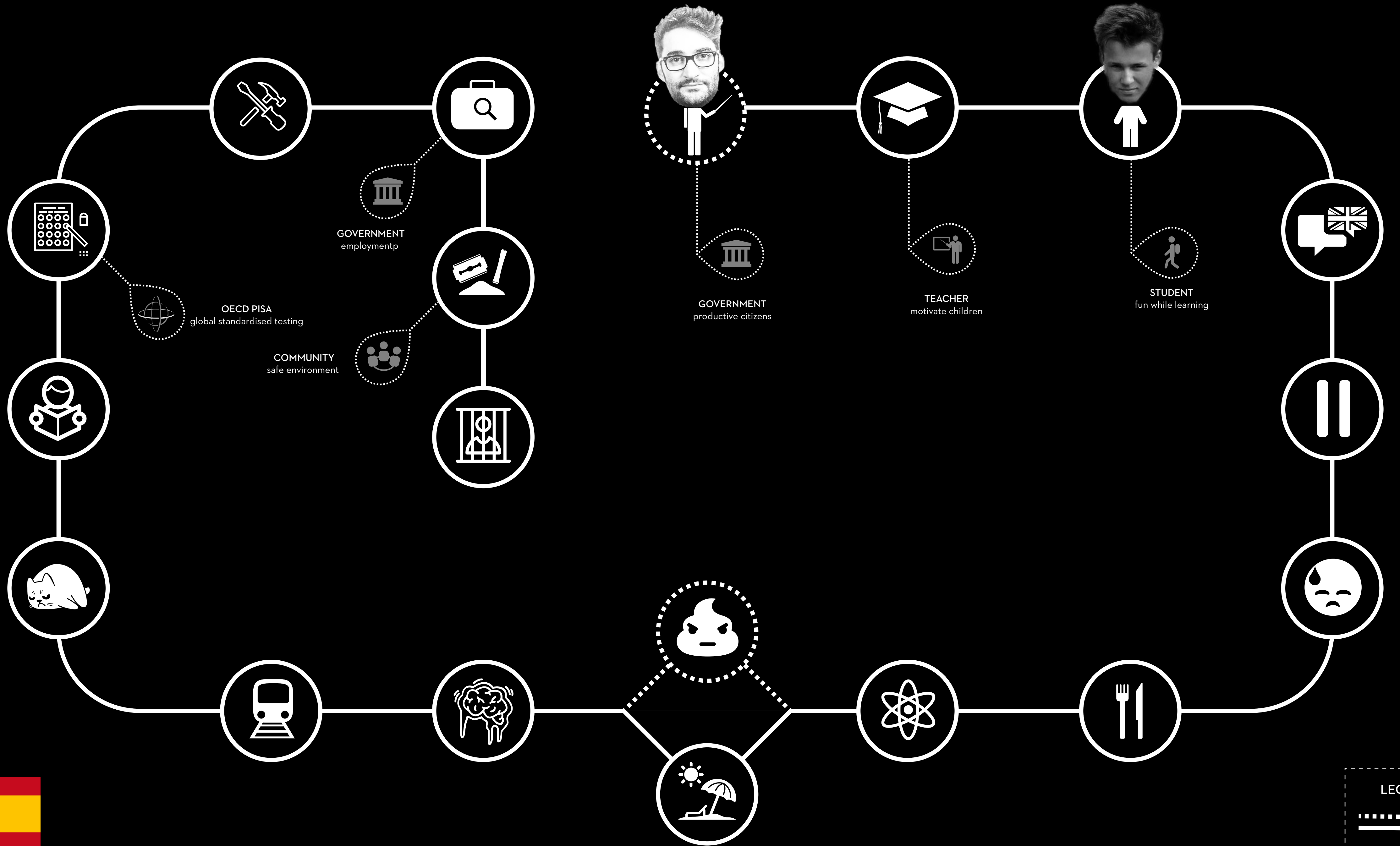


## Passive Learning

**Who is the most affected  
and will have the biggest impact in the long run?**

# User

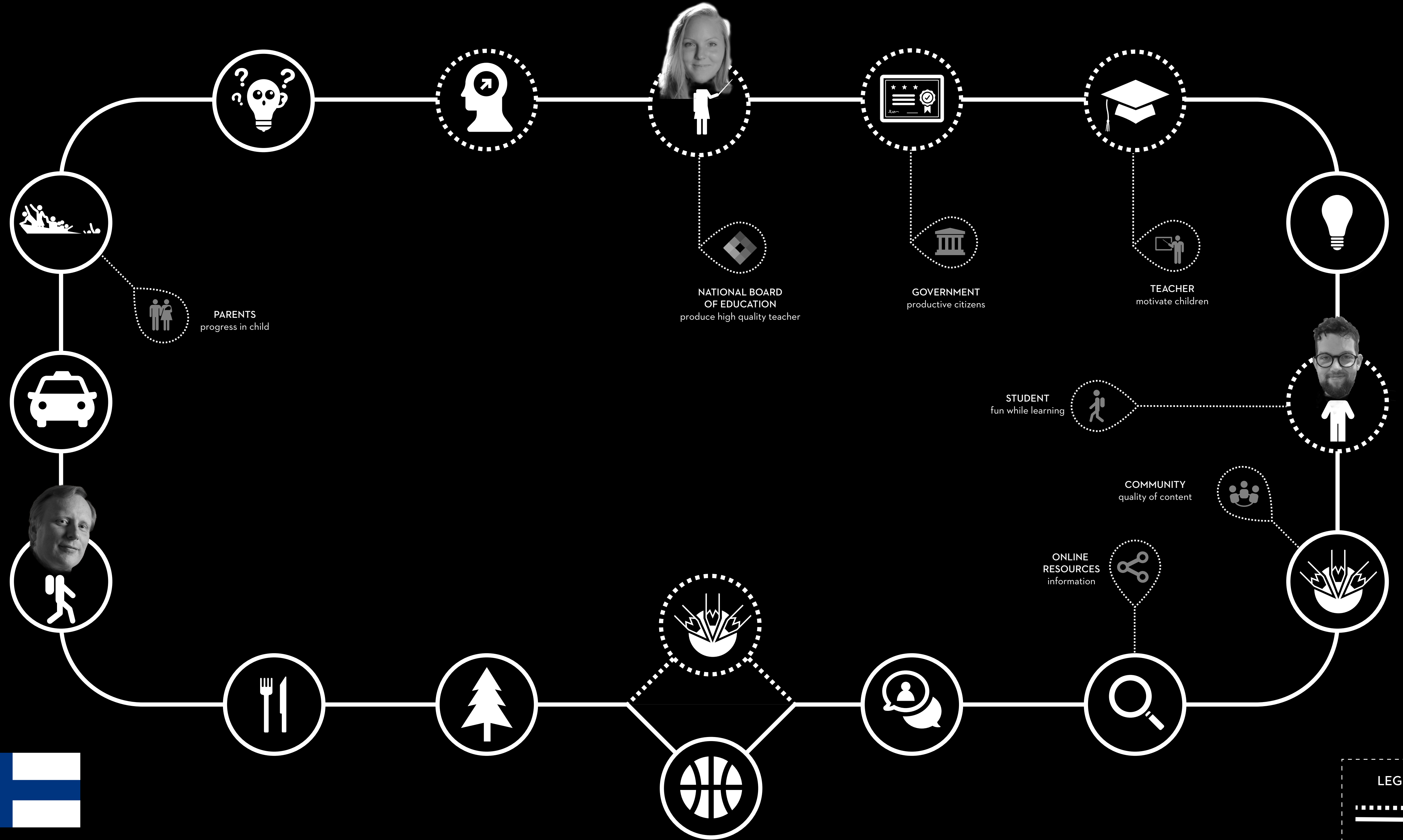




**LEGEND**

..... teacher

———— student



PARENTS  
progress in child

NATIONAL BOARD  
OF EDUCATION  
produce high quality teacher

GOVERNMENT  
productive citizens

TEACHER  
motivate children

STUDENT  
fun while learning

JOONA  
Tuuli's Student

COMMUNITY  
quality of content

ONLINE  
RESOURCES  
information

**LEGEND**  
- - - - - teacher  
————— student

# Hypothesis

**How do we help children  
maintain intrinsic motivation?**



# Benchmarking 2016



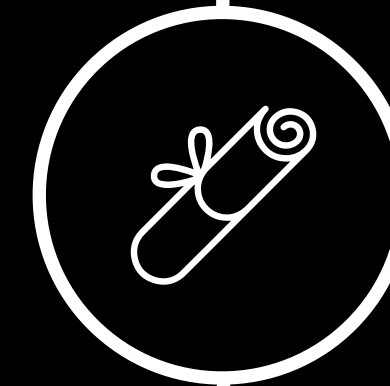
## **Gamification - MMORPG's**

Examples: "Quest Atlantis", "River City", etc.  
Key factors to generate motivation: achievements, gratification, social aspect, immersion, persistence



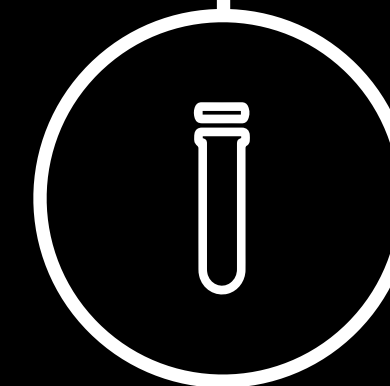
## **School in the Cloud**

- self organised learning
- peer to peer education
- spark curiosity and motivation



## **Super global high school program**

- peer to peer education
- awareness and deep knowledge
- multidisciplinary
- explorative - field and in school work
- multicultural



## **Labster**

- laboratory simulations
- improved motivation and engagement
- tracking progress and feedback
- preparing students for the real life



# Trends 2030

teacher -> peer to peer education

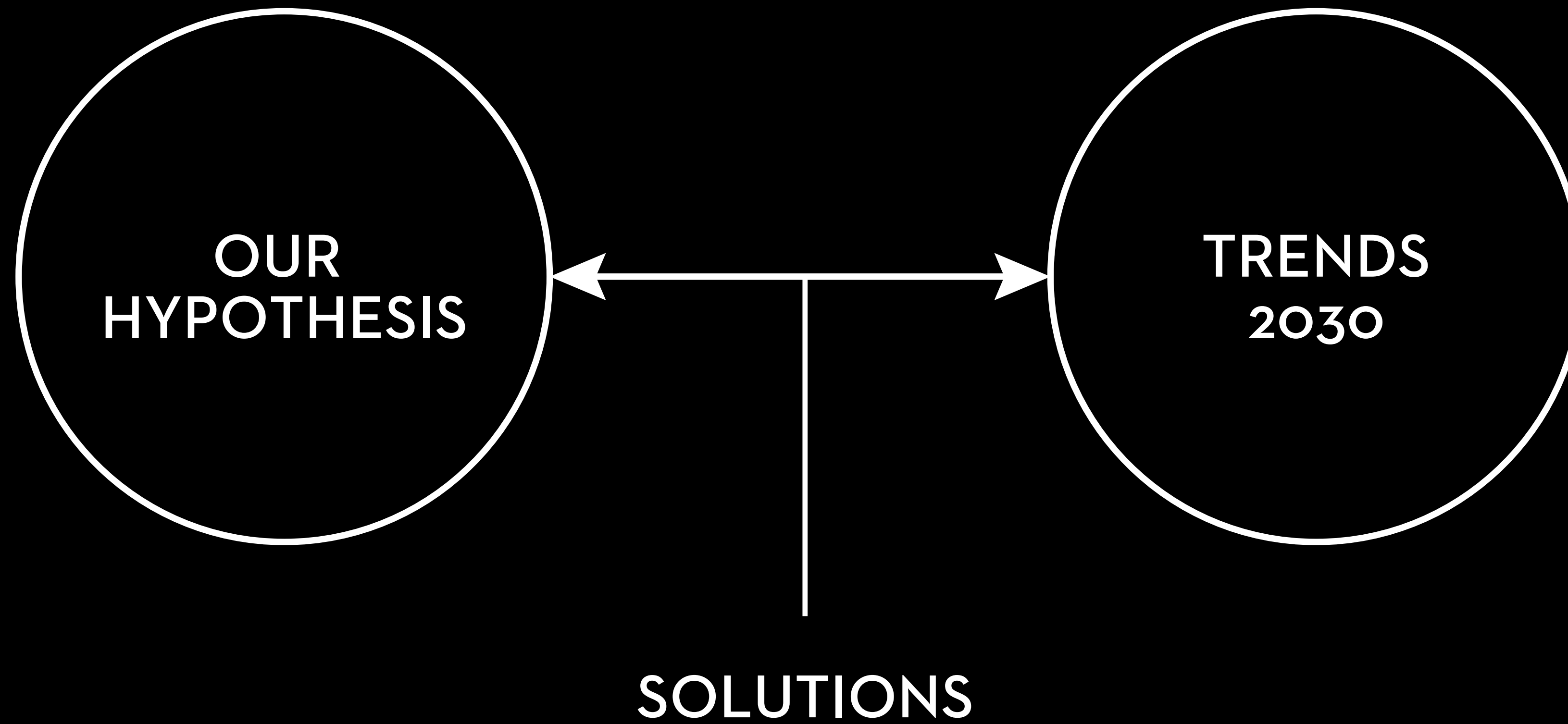
teacher -> mentor

gamification award system

global accessible information

challenge - based learning experience

“Learning in schools will in 2030 be a continuation of the intrinsically motivated learning processes that characterize early childhood development...”



**Thank you!**