Engineering of the Future

The Effect of the Pandemic on Education + The Transformation of Learning Methodologies

Bios and Headshots

Chair: Daniel Garcia, BEST
Co-chair: Johannes Spaas, BEST

Description of Theme and Research Question

Research Question: **How do we disrupt engineering education utilizing the voices of a global study body?**

The pandemic caused by COVID-19 forced higher education institutions to move fully or partially online. Most of them were not ready yet for the digital swift and had to adapt rapidly and offhand to the new situation. Within the new circumstances, some universities struggled to develop quality online alternatives for their students, while others managed to report better performance than in face-to-face education. How is that possible?

The truth is the pandemic opened a window of opportunity to exploit the benefits of online learning, which until now, only a few pioneer universities had explored in depth. But as well, it showcased the real value of in-person education and human interaction.

Within this situation, some questions arose. What online initiatives have been successful? Which ones have not? How do students learn best in an online environment? What is the ideal balance between online and face-to-face education?

Throughout the Educational Involvement Department, the youth NGO Board of European Students of Technology (BEST) wants to contribute to this global discussion on digital education, by placing the voice of students inside the debate. We thus propose to deliver two workshops and one round table for the WEEF & GEDC 2020.

Description of Activity

Workshop #1: So I hear you are an expert in online education?

- Description: Sharing of universities initiatives for online learning and assessment developed during the pandemic. Discussion of the main challenges encountered and the solutions proposed to face them.
- Target participants: Professors, deans.
- Learning outcomes: Participants will get to know the experiences (good and bad) from their peers around the globe, in a discussion facilitated by students.

Workshop #2: Challenge-based case study.

- Description: In the workshop, different issues that students faced within the implementation of online learning will be presented, and participants will team up and design solutions to it.
- Target participants: Professors and students (also deans).
- Learning outcomes: Raise awareness of issues experienced by students, and empower professors to take action and solve them.

Workshop #3: Round table - the future of learning, as seen by students.

- Description: Sharing of ideal education from the point of view of students.
- Panellists: Students
- Target audience: Deans, Academicians, Industry Professionals, Students

Timeslots
TBD