

# 21st ASIAN UNIVERSITY PRESIDENTS FORUM

## Theme:

# "HIGHER EDUCATION BY DESIGN IN DISRUPTIVE ENVIRONMENT"



# REPORT 27-28TH NOVEMBER

Siam University Bangkok, Thailand

# INAUGURATION AND WELCOME



#### DR. PORNCHAI MONGKHNVANIT



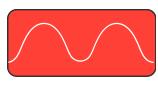
Understanding the complex interplay of forces shaping our world, identifying emerging trends and challenges, and proactively designing educational experiences that equip students with the skills, knowledge, and mindsets to thrive in a disruptive environment.

## PROF. DR. SHI YOUQI



AI-empowered data analysis allows educational administrators to observe and appreciate prominent issues and potential development trends in the education system from both micro and macro perspectives





# ASSOC. PROF. DR. KHUNYING SUMONTA PROMBOON



Adaptability is also increased if one has soft skills, like resilience, perseverance, interpersonal skills, etc. Lifelong learning to facilitate reskilling, upskilling and new skilling is also an important higher education trend.

# PRESIDENTIAL PANEL DISCUSSION

Theme "Higher Education by Design in Disruptive Environment"



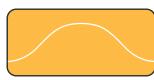
#### DR. PORNCHAI MONGKHNVANIT



By embracing the theme of "Higher Education by Design in Disruptive Environment," we can collectively navigate the challenges and opportunities that lie ahead, ensuring that our institutions continue to prepare students for success in an increasingly interconnected and uncertain world.

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## **PROF JANUSZ SZPYTKO**



Effect on the education disruption is mainly by these three factors:



#### • Business:

In 21st Century there has been significant increase in the use of mobile phone, IT, technologies and AI. They have affected the qualitative and quantitative sector of education.

## • Technology:

Application of artificial intelligence is new issue in the education. So both the student and teachers much research on making education and technology coworking with sustainable goals.

### Demographic

Today the future is very hard to predict. So, technological development is required for all the education providers.

## DR. G. VISWANATHAN



Universities and educational institutions must strength the plan and adapt the structures, methodologies and offerings in response to the disruptive forces in educational landscape.

There are many best practices every universities have. VIT offers course where the students can take one course of foreign language. Giving students opportunities to learn others culture and connect with the people internationally.

# CHAIRMAN PROF. DR. MD. SABUR KHAN



University play a good role to change the midset of the students. So, universities must bring change in their curriculums. Because of the two example:



- Covid-19
- Artificial Intelligence

The outcome of the education is determined by the student as the students are the testimonials for all the universities. So we must focus on diversifying the course and focus in improving the ranking of the university.

#### DR. KUANG GUANGLI



We are inevitably impacted by the development of technology. With the increasing number of first class universities we must update our education framework. All the universities must welcome more foreign students was his concluding remarks.

# KEYNOTE

# Theme "Higher Education by Design in Disruptive Environment"

## DR. G. VISWANATHAN



## 1. The Origin

Disription in technology is realtyed to the Moore's Law, the observation that the number of transistors in a dense integrated circuit doubles approximately about two years. 2007 technology crossed humans and the gap is getting bigger.

### 2. The Platform revolution:

Education disription can be seen through:

- New Knowledege
- New to produce Knowledege
- New ways to fine Knowledege

To adapt this disruption we can use "Platform for Education".

### 3. Example

Platfrom can be used in solving government problems as well as to adapt educational disriptions. The main advantage of using a platfrom are as follows:

- Elimate inefficient gatekeeper
- Rapid scalability
- Frictionless accessibility
- Fast feedback loop

### Conclusion

The main keys for the success factors are as follows:

- Understand the technology
- Understand Business
- Understand the people

Intersection is the survival spot.

# "Student Activities and Sustainable Design"



# PROF. DR. JOMPHONG MONGKHONVANI



- 3 Pillars of Siam University:
  - 1. Employbility
  - 2. Diversity
  - 3. Sustainability

## Outcome-Based Education (OBE):

OBE emphasizes clearly defined & measurable expected learning outcomes encompassing knowledge, skills, and attitudes.

## Revised General Education Program/Curriculum:

Siam University recognizes the importance of developing student attributes and has initiated improvements in the General Education Program/Curriculum.

### The Four Elements:

- 1. Learning facilitators and learners
- 2. Learning pedagogy and delivery modes
- 3. Learning infrastructure
- 4. Learning community

#### DR. PATTARADA RUNGRUAN



We have to co create between university, association, and business. For Bangkok Universities they are creating partnership with the association and company around the universities.

First they gather the business around them and try to talk and understand the demand side if the human resource that they need and they play as the supplier of eligible candidate. First they create the curriculum and test it in the student by joining the workshop.

#### MR. PARIWAT ONGSULEE



Adaptive learning technology is where the student study with the help of AI. Resilience, flexibility, and adaptability are the three things that are most important in developing todays curriculum.

### DR. RAMASUBBU SEENIVASAN



In recent years higher education are facing huge problem towards the change of the curriculums.

Employability is one of the major issue.

Implementing extracurricular in schools is better for both physical and mental health of students. The changed curriculum must of localized and focused on countries prespective.

Higher education must focus on the local issue that are different in every country. We must work along with the industries in creating educational curriculum.

# "Higher Education Technology and Digital Design"

# PROF. DR. WICHIAN PREMCHAISWADI



Student today have diverse need that go beyond traditional academic requirements.

- Flexible learning options
- Digital literacy programs
- Mental Health Support Services
- Financial Aid and resources
- Career development services
- Inclusive campus culture
- Technology Integration
- Adaptive Learning Models
- Global education initiatives

## Some useful technology:

- Learning Management System (LMS)
- Online Blended Learning
- Interactive Whiteboard and Smartboards
- Digital Content Creation Tools
- Adaptive Learning Technology
- Virtual and Augmented Reality (VR/AR)
- Video Conference tools
- Educational Apps and Gamification

"Higher Education Technology and Digital Design"



PROF. DR. JINTAVEE KHLAISANG



## 3 key drivers:

- Technology
- Content
- Growth mindset

Support the use of AI. Ultimate goal of learning is grooming the learner. With the help AI they shorten the level of learning and foocus more on the higher level. combination of VR and AR to open the opportunity into the metaverse will help to open for more opportunity.

The learning must have more flexibility. Hyflex learning is a hybrid learning where they offer different mode of learning according to the convenience of the learning. Teahcer must to sure that all the learner reach the same learning outcome.

Enjoy the new things, unlearn the old things and relearn skills that are required.

"Higher Education Technology and Digital Design"



DR. VORASUANG (MICHAEL) DUANGCHINDA



ELEVATE

E: EMERGENT ROLE OF A IN HIGHER EDUCATION

L: LEVERAGING AI TOOLS FOR ENHANCED
LEARNING

E: EVALUATING ADOPTION RATES AND IMPACTS

V: VOICING USER PERCEPTIONS AND CONCERNS

A: ADVANCING AI LITERACY AND ETHICS

T: TRANSFORMING PEDAGOGICAL PRACTICES

E: EMPOWERING THE HIGHER EDUCATION

**LANDSCAPE** 

# "Higher Education Research and Innovation Design"

### PROF. HU JIAN



## 1. International education at AHU

- International Exchange with 160 universities
- Establish 4 confucius
- Build 9 "China Centers"
- More than 700 international student

## 2. Construction

- Language Teaching
- Chinese Culture Interest Group
- Cultural Teaching Bases
- Regional Cultural Activities
- A closer Look at Chinese society
- Cultural exchange

We must provide an international platform for cultural exchange and build an international campus environment.

# "Higher Education Research and Innovation Design"



# ASSOC. PROF. DR. AUSCHALA CHALAYONNAVIN



Meaning of disruption:

Alternation of population reality.

Assumption: we usually solve the problem based on the history we have.

How to get into innovation

- Take an ownership
- Verify
- Response

Mantra for social administration, "Help people to help themselves"

# "Higher Education Research and Innovation Design"

PROF. DR. CHEOL JE CHO



## Importance of research

- Up-to date information
- It turns professors into better teacher
- It encourages investment
- It informs textbooks and resources
- It allow us to make money

## Innovation

- TU Dresden
- Arizona State University: Most innovative university in USA
- Portland State
- Northeastern University

## Siam University innovation projects:

- Joint research projects with Hanyang
   University, Korea
- English education

Develop innovation culture

Don't stop learning

Dont be scared of making mistakes

# "Student Activities and Sustainable Design"



### CHAIRMAN PROF. DR. MD. SABUR KHAN



What can our universities do?

- 1. Partnership with International Universities
- 2. Share Resources and Expertise to Enhance Impactful Research
- 3. Dual Degree and Joint Program Offerings
- 4. Distance Learning and Online Collaboration
- 5. Technology Transfer and commercialization
- 6. Global Alumni Network
- 7. Cultural and Academic Events
- 8. Public-Private Partnerships
- 9. Storytelling
- 10. Strategic Partnerships
- 11. Utilizing digital platforms
- 12. Sustainable

"Student Activities and Sustainable Design"



### MR. SUKICH UDINDU



• Student Activities

Student activities are very important which will develop the soft skills.

3 main things we must change as a univeristies

- Mindset
- Skillset
- Toolset

University must be a learning area like a:

- Sand Box
- Community Living Lab (Health and Wellbeing)

**Problem Based Learning** 

Hackathon

Disable Friendly Campus

# "Student Activities and Sustainable Design"



## **MS. YHING SAWHENY**



## **UNESCO 4 Pillars of education:**

- Learn to know
- Learn to live together
- Learn to do
- Learn to be

## **VUCA**

- Volatility
- Uncertainty
- Complexity
- Ambiguity

Towards 2040 - use the four 'R's! Regarding what we do now:

- What is of value that we need to keep?
  - Retain
- What might need modification?
  - Revise
  - What might we need to abandon?
    - Reject
  - What new ideas, concepts, principles, methodologies, working methods, pedagogies etc are needed?
    - Renew