Measuring student success – are there alternative metrics?

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STAFFORDSHIRE UNIVERSITY
THE CONNECTED UNIVERSITY

"Tell me and I'll forget: show me and I may remember; involve me and I will understand"

Benjamin Franklin

Context

- Research /practice /scholarly
- Learning & teaching
- Engagement (internal and external)
- Integration of knowledge (leaders)

Improving

Engagement

- Sense of belonging
- Enabling full integration with studies
- Engage with wider studies
- Feeling valued/encouraged/included (Identity)
- Making friends (critical/commuter)
- Working outside discipline (networks are key)
- Designing for learning (assessment/engagement)
- Skills to succeed beyond university
- Realizing dreams – going beyond expectations

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What ‘we’ were trying to achieve?

- Co-create knowledge (problem solving)
- Knowledge communities
- Exchanges and networks
- Develop skills and attributes – fulfil potential
- Entrepreneurial / intrapreneurial mindset
- **Ability to work with other disciplines**
- Engaged University – sector “We are the cause”
- DRIVER – Commercial awareness, IP, co-creation
- Ability to deal with uncertainty (wicked or complex)

Innovative Creative Exchange (ICE) at University of Huddersfield

- **VPI – Jonathan Sand (Vexillifer)**
- **Interdisciplinary /challenge-led collaborations (complex and commercial**
- **Dynamic and unique environment**
  - **- outside the traditional curriculum**
  - **- UG (second years) engage in challenges-led learning**
  - **- challenges cross discipline boundaries (newness)**
- **Disruptive parameters to impact on learning**
  - **- time controlled environments**
  - **- challenging students both creatively and technically (competitive)**
  - **- developing entrepreneurial skills – mindset**
  - **- co-creation**

ROYAL ACADEMY OF ENGINEERING

Honeypot | ICE

Challenge-led Learning

Bridging discipline gaps through the creation of a network of exchange to develop a legacy of learning

>>>>INSPIRE>>>>INNOVATE>>>>IMPACT>>

Design Challenges

- 24 hour Challenges

Commercial Challenges

- 7 hour
- 24 hour Challenges

7 hour commercial challenge

It's a fun and creative event. I really enjoyed it. Very useful event, we should have more interdisciplinary activities to encourage the type of idea generation that has happened today."

…today was thoroughly interesting and very relevant to my studies…I feel informed and [it] will leave me with a lot to think about, and a fresh boost of creativity

"We were told in a guest lecture how SPEED is crucial – so this is great practice and an awesome piece to put in my portfolio

24-hour Wicked challenge

“judging the 24-hour design challenge was a pleasure and revealed an impressive arsenal of talent the University of Huddersfield has amongst the students. …… When placed under pressure, right brain instinct coupled with pragmatic decision making, causes inventive and exciting concepts and solutions. Events like the 24hr Design Challenge are a great example of where you'll see this in action.” *David Bailey UX BBC*

Reflection

"It has been an unbelievable experience that has offered me the chance to not only meet new people …but learn things in industries that I have no knowledge of at all. I would recommend it to anyone not only as a confidence building experience but also the chance to pursue an idea or concept that you wouldn't otherwise get the opportunity to even look at." Student 2017

…To my surprise the value of the ICE challenge has been not only in the high pressure work itself, but in the experience & highlighted importance of cross discipline student collaboration. Personally as a designer, Project Blue has demonstrated an ability to not only craft and develop an idea into strong brand identity but then weave that brand into a styled companion digital role out & animation, all of which have become highly transferable skills when working in industry. Student 2017

"The ICE project for me has been such a beneficial experience. I've learnt skills which I would never have gained through my degree and I'm still being offered brilliant opportunities and meeting new people due to taking part in this project. I am very grateful to the university staff members who mentioned it to me – it has definitely been worth it." Student 2017

BLUE BIN

-Interior Design – Heather Braddock
-Graphic/Animation – James Betts
-Electrical Engineering – Philippa Hazell
-Product Design – Alex Li

Analysis

"It has been an unbelievable experience that has offered me the chance to not only meet new people and make forever friends, but learn things in industries that I have no knowledge of at all. I would recommend it to anyone not only as a confidence building experience but also the chance to pursue an idea or concept that you wouldn't otherwise get the opportunity to even look at (VALUE)." Student

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"The ICE project for me has been such a beneficial experience (VALUE). I've learnt skills which I would never have gained through my degree and I'm still being offered brilliant opportunities and meeting new people due to taking part in this project. I am very grateful to the university staff members who mentioned it to me – it has definitely been worth it." Student

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- **Friendship**
- **Commercial**
- **Skills**
- **Collaboration**
- **Value / benefit**

Participant Refection

- Love…..
- Framework
- VALUE – learning
- Metacognition

Learning Process

- Skills
- Commercial awareness
- Self awareness

Learning Context

- VALUE contribution
  - Friendship
  - Impact collaboration
  - Skills
- Holistic
  - General
  - Value collaboration
  - Further Prospects
  - Learning gain

Reflection 2012 - 2016

Student

Impact

- Skills beyond their studies
- Metacognitive appreciation
- Value of networks
- Appreciation of positive disruption
- Change of mind-set (risk taking)
- Challenge-led learning benefits in career
- Awareness of opportunities (dreams)
- Better ENGAGEMENT (retention, employable, attainment)

Commercial

Impact

- Changed mind-set – what a university is for
  - changed branding strategy
  - exploring KTP
  - exploring research projects
- Inventive and exciting concepts and solutions
  - opportunities to explore new concepts (Nudge theory)
- Overwhelmed by new ideas (commercial awareness)
  - ideas were taken forward into the commercial sector
- Great design is a team approach –opens new perspectives
  - Resulted in recruiting fashion students for web design

University

Impact

- Brought people together (knowledge communities)
- Team of staff short listed for an international prize
- Opened up facilities (technical services)
- Snowballed into lots of other opportunities
- Benchmark statements (co-creation, IP, commercial awareness)
- Streamlined IP (two models)
- Changed mindset (entrepreneurial)
- Blueprint for innovation and learning (active)

Summary

- **Best practice models – interdisciplinary collaborations in HE**
- **Key challenges, levers/mechanisms and intuitional barriers**
- **A blueprint – Challenge based learning**
- **Measurable Impact – students, commercial, university**

Thanks

To

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Stefan Gabriel

Royal Academy of Engineering

Q: What is a university for?

"Generate knowledge for the good of mankind"

Impact - output

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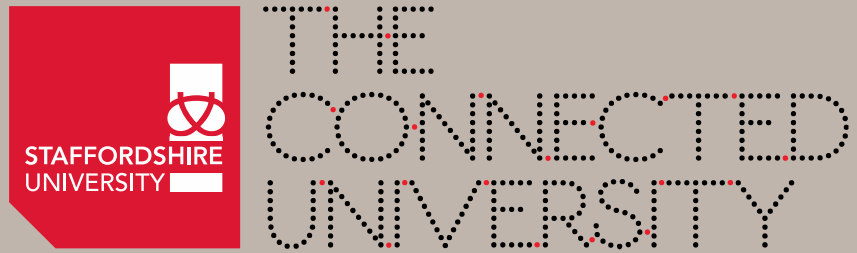
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