

- Economics and QoS have made China rise up as a favored education destination in the last 10 years.
- Massive online courses (e.g., MOOC) run into accreditation and poor monitoring problems.
- Education is becoming more and more interdisciplinary
- Internet and mobile platforms are breaking the other barriers: 6 hrs/day, classrooms, nation, ...
- But will the education sector get more money to adapt? .... probably not!!



- So the key is for R&D/private sector to generate the technology and the education sector to disseminate it.
- With an estimated global market of \$257 billion, apps, gamification, augmented and virtual reality, 3D printers,
  robotics, and cloud-based platforms are all set to become key players in the modern classroom.
- Technology: personalised, flexible spaces, online, student-driven, rapid feedback, cloud-based labs
- Project-based learning, problem-based learning, active learning, flipped classrooms

## MATLAB and Simulink Mobile Devices Challenge

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## MATLAB and Simulink Mobile Devices Challenge

Win up to \$1000 by combining some of your favorite things -MATLAB, Simulink, and your smart phone or tablet. Whether you've developed a cool iOS or Android app that incorporates analytics developed in MATLAB or Simulink, or analyzed data from your device's built-in sensors, we want to hear what you're doing. Just create a short YouTube video that describes your project and be sure to promote it to your friends and colleagues, as the number of views and likes will play a significant role in helping you win the challenge. Scroll down for detailed instructions on how to enter.

Submit your entry







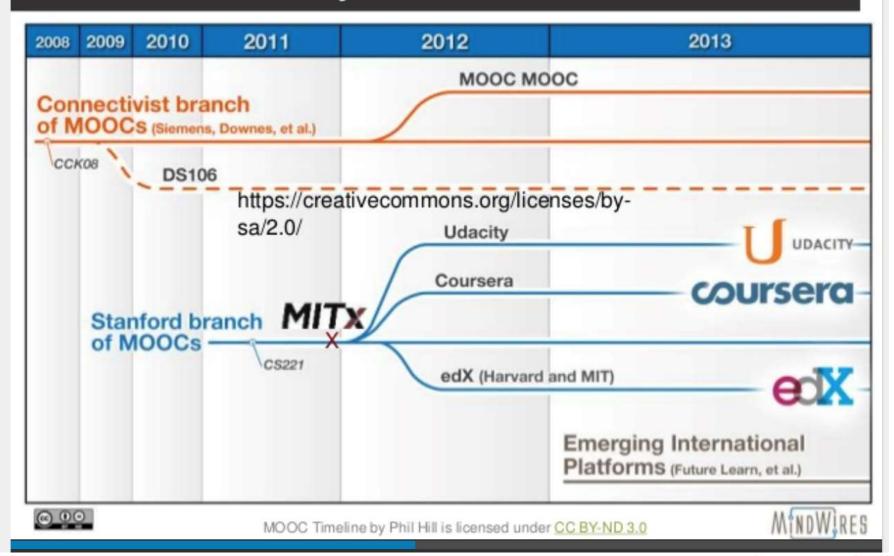


Contact us with questions

Show off your project that uses MATLAB or Simulink with your iOS or Android device and you could win up to \$1000.

- Establish a cloud-based digital connection between students + teachers
- Social Learning: HelloTalk, Blackboard, Duolingo
- Flipped Lectures, students co-creating Wiki notes in Moodle environment
- Gamification: KnowRe, Zondle, ClassDojo, Socrative, MATLAB mobile
- Wearable Learning Technologies: Google cardboard

## A Brief History of MOOCs

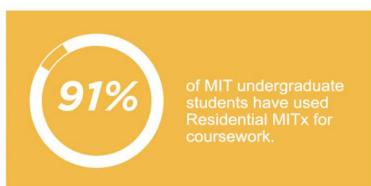


**Between 30** to **50** 

on-campus courses use Residential MITx each semester.

4060

undergraduates at MIT use MITx in their classes.



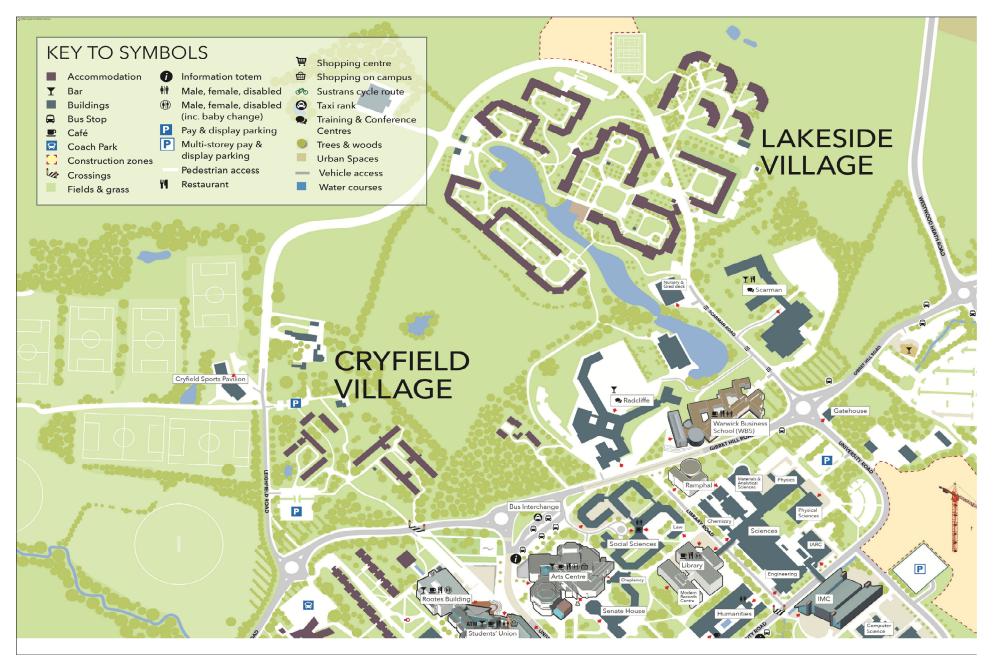
More than

90

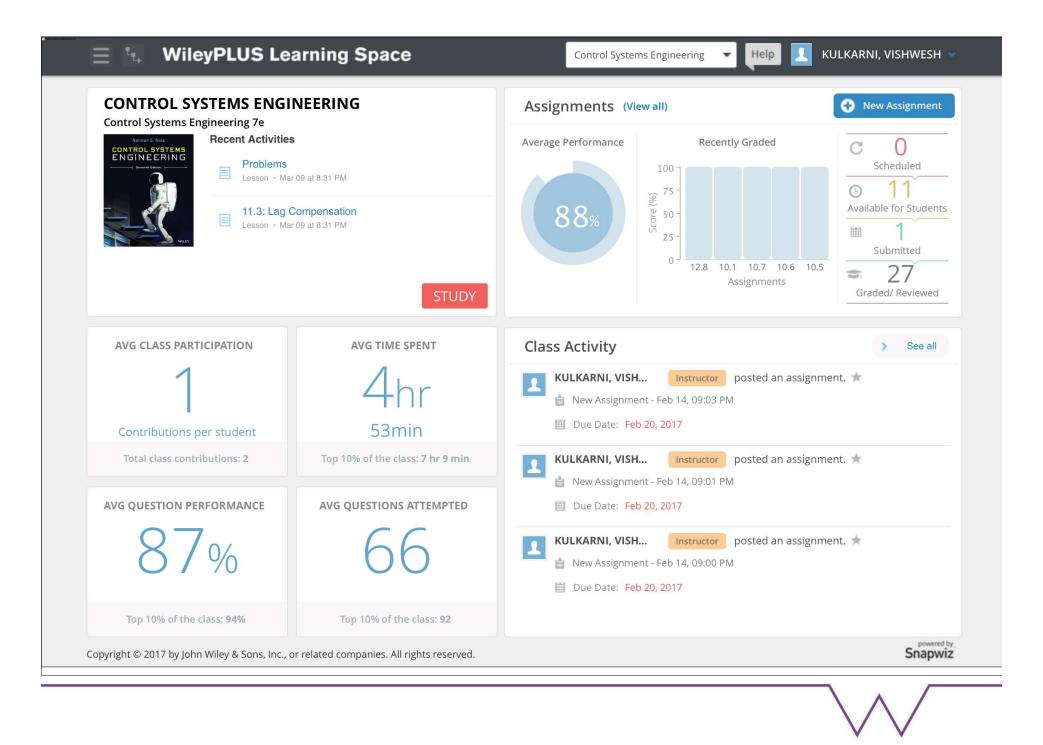
MIT faculty & instructors

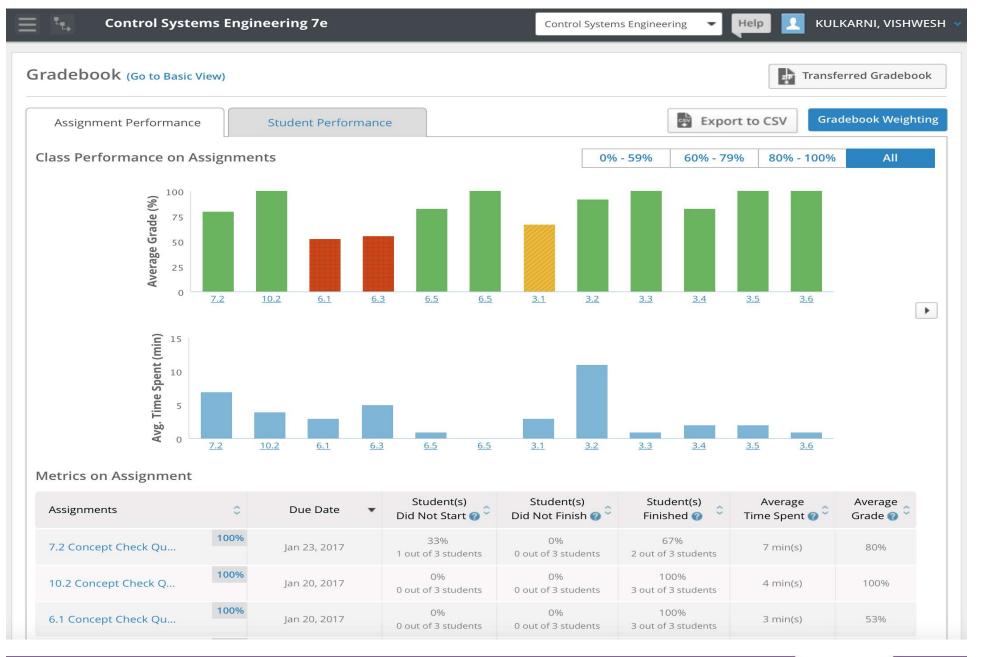
have experimented with the Residential MITx platform.

- Piloted at the University of Warwick in Spring 2017
- Automated grading, perosnalised hint-driven guidance (with SnapWiz & MathWorks Cody Courseware)
- Lecture videos + slides + transcripts, interactive online books (Wiley Plus)
- Students love it!

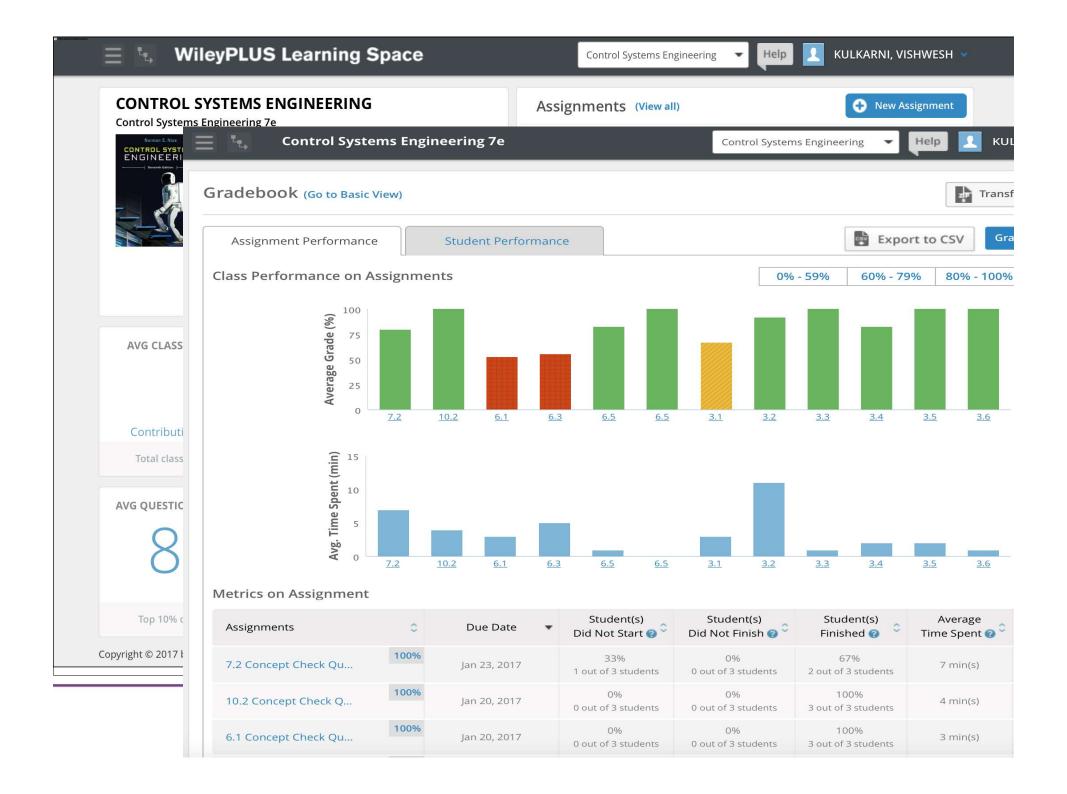


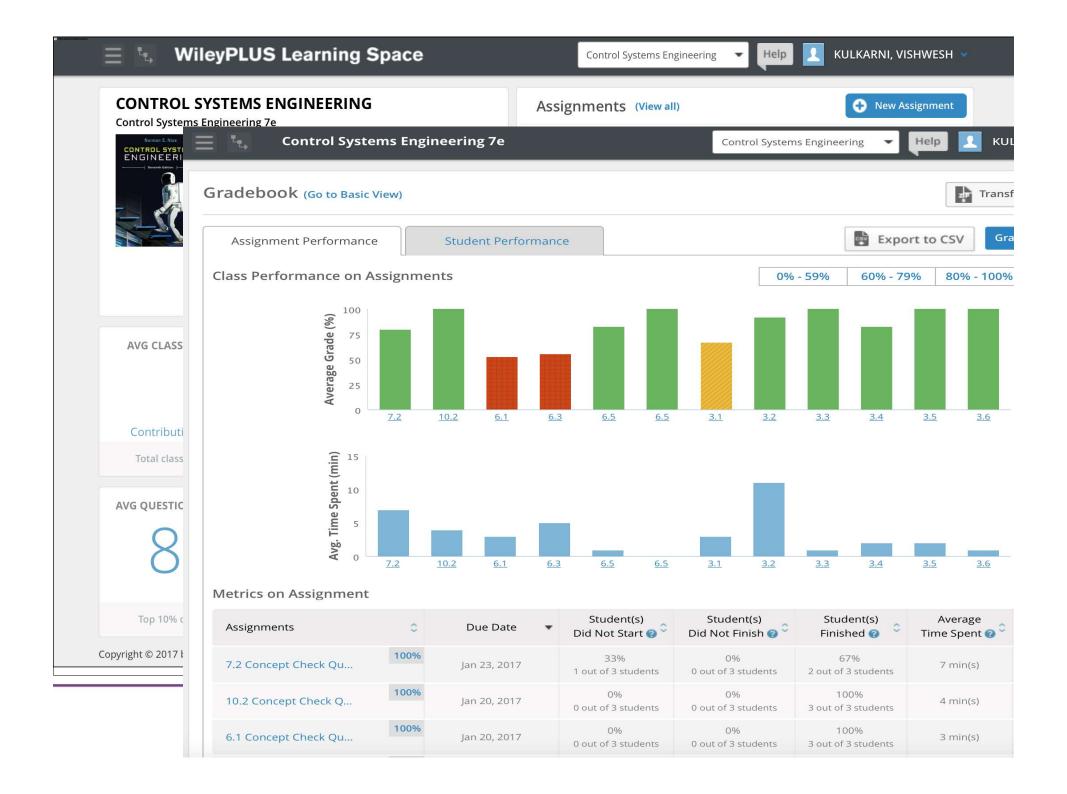
- Lecture capture and residential learning platform for 24/7 learning
- Wiley Plus textbooks and automated grading using MATLAB Cody Course ware











Students by subject of study, 2004–05 and 2013–14

	2004-05	2013-14	CHANGE	% CHANGE
BIOLOGICAL SCIENCES	145,570	207,515	61,945	42.6%
VETERINARY SCIENCE	4,210	5,935	1,725	41.0%
MATHEMATICAL SCIENCES	30,560	42,225	11,665	38.2%
MEDICINE & DENTISTRY	53,695	67,360	13,665	25.4%
AGRICULTURE & RELATED SUBJECTS	14,735	18,360	3,625	24.6%
PHYSICAL SCIENCES	75,080	93,265	18,185	24.2%
ENGINEERING	132,025	159,010	26,985	20.4%
BUSINESS & ADMINISTRATIVE STUDIES	290,455	336,600	46,145	15.9%
CREATIVE ARTS & DESIGN	147,215	168,860	21,645	14.7%
SOCIAL STUDIES	189,425	210,580	21,155	11.2%
MASS COMMUNICATIONS & DOCUMENTATION	45,720	49,525	3,805	8.3%
LAW	84,610	89,225	4,615	5.5%
ARCHITECTURE, BUILDING & PLANNING	48,770	49,160	390	0.8%
HISTORICAL & PHILOSOPHICAL STUDIES	96,045	89,610	-6,435	-6.7%
SUBJECTS ALLIED TO MEDICINE	296,870	273,235	-23,635	-8.0%
LANGUAGES	131,725	117,660	14,065	-10.7%
EDUCATION	198,120	173,015	-25,105	-12.7%
COMPUTER SCIENCE	128,360	91,565	-36,795	-28.7%
COMBINED	123,070	56,635	-66,435	-54.0%

Source: HESA Student record

## Change in non-UK students by region of origin, 2004-05 and 2013-14

