TE4CHING LEARNING @UNIPD

Persone, Ambienti, Didattica:
verso un modello integrato per l'innovazione

UNIVERSITÀ DEGLI STUDI DI PADOVA

18 e 19 maggio 2023

"Innovation and quality in Higher Education. Opportunities and impediments"

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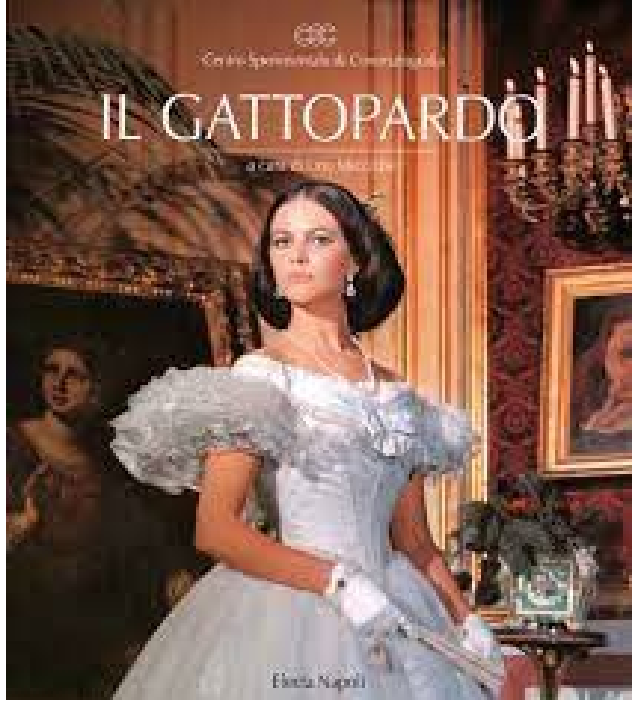


1. Meanings of innovation

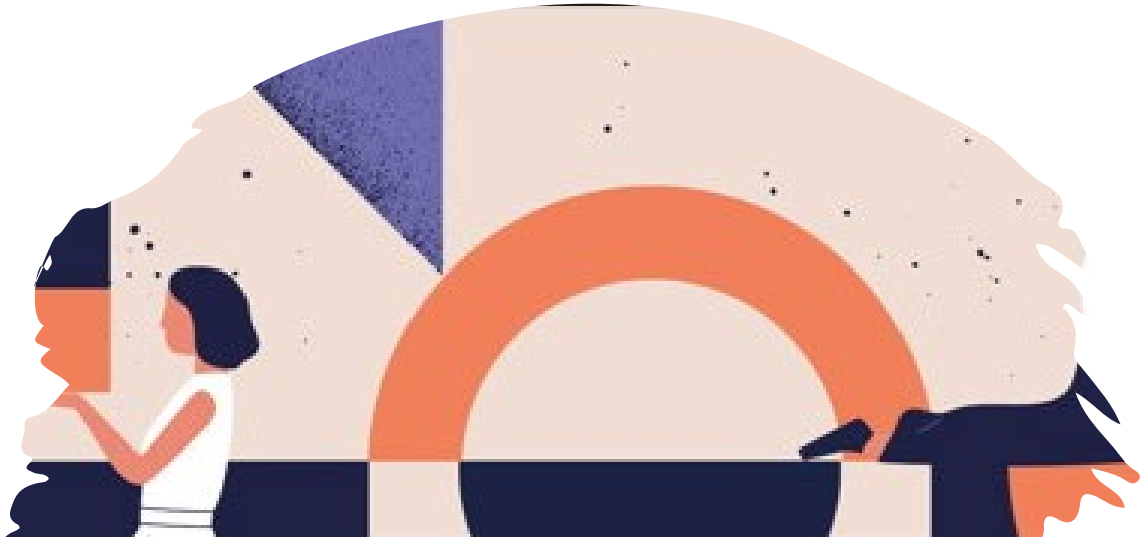
- To change, to do different things
- Two risks:
  - Educational marketing
  - Even if everything changes, in fact nothing changes

2. Meanings of Innovation

- To produce a break, a discontinuity (University 2.0, 3.0, 4.0, …)
- Two problems:
  - To polarize positions (new vs tradition, in presence vs distance, analogic vs digital, …)
  - Omeopathic fallacy of technology

3. Meanings of Innovation

- To making the University can dialogue with its time
- What does it mean, today, to focus on the issue of actuality and cultural heritage in the University?



2. Computationalism vs Culturalism

- A general theory of education that reduces thinking to information processing
- University as:
  - a training space for algorithmic thinking,
  - a problem solving gym
  - procedurality is at the center of attention

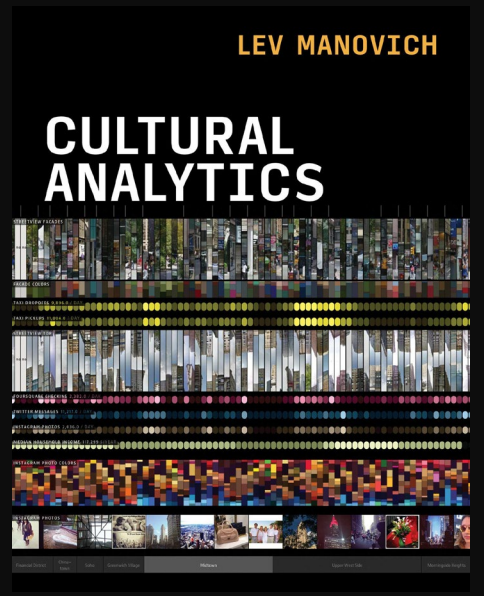
2. Computationalism vs Culturalism

Thought is always contextualized

The University, for culturalism, is the laboratory in which students are given the keys to interpreting the world and taught to use them

2. Computationalism vs Culturalism

- An ecosystemic vision of University (Barnett, 2023).
- Fragmentation (Roncaglia, 2018)
- Datafication (Accoto, 2019 ; Rivoltella, 2020; Manovich, 2023).



3. Designing University nowadays

- To deal with this ecosystem means:
- - to accept the challenge of technologies
- - to base teaching on broad interdisciplinarity
- - to renew teaching by offering students the opportunity to deal with "hybrid" settings
- - to consider the complexity of its audiences, by gender, geographical origin, cultural affiliation

3. Designing University nowadays

- Transform University from an "assemblage" to a "community”
- Transdisciplinarity
- Quality
- Students
  - Profile
  - Working habits

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