





UTM4.0 4th INDUSTRIAL REVOLUTION

DIGITAL NERVOUS SYSTEM

PRESENTED AT PRE-COUNCIL MEETING CHAIRED BY KSU KPT ON 13TH JUNE 2017, BY:

PROF DR ROSE ALINDA ALIAS, HEAD, UTM 4.0 FOR 4TH INDUSTRIAL REVOLUTION TASK FORCE

SOARING UPWARDS MALAYSIAN HECHTER HUUCATTON



World Economic Forum Annual Meeting 2016, Davos-Klosters, Switzerland.

Theme: "Mastering the Fourth Industrial Revolution" 20-23 January 2016



Professor Klaus Schwab, Founder and Executive Chairman of the World Economic Forum

4IR (Fourth Industrial Revolution)



The Fourth

Industrial Revolution THE FOURTH INDUSTRIAL REVOLUTION Klaus Schwab

FROM THE ANTHOLOGY: THE FOURTH INDUSTRIAL REVOLUTION

SNAPSHOT December 12, 2015

Science & Technol..

The Fourth Industrial Revolution

What It Means and How to Respond

By Klaus Schwab

e stand on the brink of a technological revolution that will fundamentally alter the way we live, work, and relate to one another. In its scale, scope, and complexity, the transformation will be unlike anything humankind has experienced before. We do not yet know just how it will unfold, but one thing is clear: the response to it must be integrated and comprehensive, involving all stakeholders of the global polity, from the public and private sectors to academia and civil society. "We stand on the brink of a technological revolution that will fundamentally alter the way we live, work, and relate to one another. In its scale, scope, and complexity, the transformation will be unlike anything humankind has experienced before. We do not yet know just how it will unfold, but one thing is clear: the response to it must be integrated and comprehensive, involving all stakeholders of the global polity, from the public and private sectors to academia and civil society."

Professor Klaus Schwab,

Founder and Executive Chairman of the World Economic Forum

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WORLD ECONOMIC FORUM THE FUTURE OF JOBS REPORT

WØRLD ECONOMIC FORUM

COMMITTED TO IMPROVING THE STATE OF THE WORLD

Executive Summary

The Future of Jobs

Employment, Skills and Workforce Strategy for the Fourth Industrial Revolution

January 2016



Methodology

The Future of Jobs Report's research framework has been shaped and developed in collaboration with the Global Agenda Council on the Future of Jobs and the Global Agenda Council on Gender Parity, including leading experts from academia, international organizations, professional service firms and the heads of human resources of major organizations. Our analysis groups job functions into specific occupations and broader job families, based on a streamlined version of the O*NET labour market information system used by researchers worldwide.

The dataset that forms the basis of the *Report* is the result of an extensive survey of CHROs and other senior talent and strategy executives from a total of 371 leading global employers, representing more than 13 million employees across 9 broad industry sectors in 15 major developed and emerging economies and regional economic areas.



White Paper

4IR and the Future of Jobs

WORLD ECONOMIC FORUM

Realizing Human Potential in the Fourth Industrial Revolution An Agenda for Leaders to Shape the Future of Education, Gender and Work

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The Future of Jobs

Giobal Challenge Insight Report

Employment, Skills and Workforce Strategy for the Fourth Industrial Revolution

January 2016





Future of Higher Education

Methodology

The Future of Jobs Report's research framework has been shaped and developed in collaboration with the Global Agenda Council on the Future of Jobs and the Global Agenda Council on Gender Parity, including leading experts from academia, international organizations, professional service firms and the heads of human resources of major organizations. Our analysis groups job functions into specific occupations and broader job families, based on a streamlined version of the O*NET labour market information system used by researchers worldwide.

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WHY A 4TH REVOLUTION IS UNDER WAY?

- Velocity: Contrary to the previous industrial revolutions, this one is evolving at an exponential rather than linear pace. This is the result of the multifaceted, deeply interconnected world we live in and the fact that new technology begets newer and ever more capable technology.
- Breadth and depth: It builds on the digital revolution and combines multiple technologies that are leading to unprecedented paradigm shifts in the economy, business, society, and individually. It is not only changing the "what" and the "how" of doing things but also "who" we are.
- Systems Impact: It involves the transformation of entire systems, across (and within) countries, companies, industries and society as a whole.

UTTM		INDUSTRY 4.0 TECHNOLOGIES			
		Table 1. Industry 4.0 technolog Product impact	gies ²² Potential IT/OT applications		
02 Industry 4.0 Intercon Industry 4.0 Industry 4.0 Industry 4.0	inection is	Physical ————————————————————————————————————	 Sensors and controls Wearables Augmented reality 		
03 Industry 4.0 integrati Industry 4.0 industry 4.0 industry 4.0	is ion is on	Digital	 Signal aggregation Optimization and prediction Visualization and POU delivery Cognitive and high-performance computing 		
05 Industry 4.0	is n	Digital> physical	 Additive manufacturing Advanced materials Autonomous robotics Digital design and simulation 		
Table 5. Potential Industry 4.0 applicatio	ns for engineering transformation Potential IT/OT applications	ce: Deloitte analysis.	Graphic: Deloitte University Press DUPress.com		
Reduce idea-to-market time	Use rapid prototyping and production capabilities to design new products and eliminate supply chain dependencies; configure new software solutions through cloud-enabled development tools		Artificial Intelligenco Virtual		
Better link design to product intelligence	Use data to anticipate design flaws and correct for them; design products and simulate usage based on total cost of ownership and supply implications; evaluate product design options based or manufacturability	1	Industrial network security Industry 4.0		
Improve the overall effectiveness of engineering ³²	Design and test new products through virtual simulation software; allow open source sharing of intellectual property to spur or impro designs	ove	Knowledge work automation 3D printing Industrial robot		
Source: Deloitte analysis.	Graphic: Deloitte University Press DUPress.c	om	O'TM		

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Industry 4.0 Framework

Industry 4.0 framework and contributing digital technologies





Conference in Vietnam _ July (um - cio pergi) **International Conference on University 4.0** Nguyen Tat Thanh University on July 20-21, 2017 (http://university40.ntt.edu.vn/)



IN COOPERATION WITH









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Prof. Nguyen Huu Duc

Dr. Trong Hai Duong Jouven Tet Thenh Unh

Prof. Dr. Ali Sa

Dr. Nguyen The Vinh

Dr. Nguyen Tuan Anh wers fat Thenly Un



TOPICS:

- What are the required skills and knowledge that University 4.0 should equip the future generations with?

- How should University 4.0 change its learning design (curriculums, teaching methods, assessments) in the light of technological and social disruptions?

- How should the Fourth Industrial Revolution affect the administration, research, development and innovation agenda of University 4.0?

- How should University 4.0 collaborate with the industries and governments to foster innovative ecosystems?

- What are good practices of Universities 4.0?



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	UNIVERSITI TEKNOLOGI MALAYSIA	

GLOBAL PROMINENCE					
TALENTS	SHIFT 1 STUDENTS	SHIFT 2 EDUCATO	RS		
21 ST CENTURY CURRICULUM	SHIFT 4 TVET SHIFT 3 LIFE LONG		NG		
SHIFT 10 LEARNING DELIVERY SYSTEMS	Flexi Deliv Individualisation	ble ery MOOC & BLOSSOMS	Peers & Mentors		
SHIFT 7 RESEARCH & INNOVATION	RESEARCH HICOE/ R ALLIANCE COE	ESEARCH PARTNERS/ GROUP COLLABORATORS	STUDENT NNOVATION		
SHIFT & GOVERNANCE		SHIFT 5 FINANCIAL			
SHIFT 9 4.0 TECHNOLOGIES & APPLICATIONS			1		

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UTM 4.0 4IR Digital Nervous System



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UTM





GC#1: Learning Technologies: Gamification, AIS and Robotics

Exhibit 7: Most educational technologies are focused on developing foundational literacies

	Personalized and adaptive content and curricula	Open educational resources	Communication and collaboration tools	Interactive simulations and games
Character Qualities	Addition are strongly	al tools needed to		Games for Change
Competencies	develop competencies and character qualities		 Google Apps for Education OneNote Facebook Ponder 	 Glass Lab Games for Change Molecular Workbench Explore Learning Tynker
Foundational Literacies	 Knewton Dreambox Read180 Khan Academy Smart Sparrow 	 Betterlesson LearnZillion Curriki Geometry netTrekker Fishtree Pearson McGraw-Hill Houghton Mifflin 		• Explore Learning • Glass Lab • STMATH

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Gamification Technology in Teaching and Learning



Health, Safety, Environmental for Oil and Gas Industry

Centrifugal Oil Compressor for Oil and Gas



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Augmented Reality in Culture and Heritage

Galeri Memorial Tun Abdul Razak







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Mobile Games and Apps





More than 150 mobile games/apps





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GC#2: 21st Century Curriculum

Exhibit 1: Students require 16 skills for the 21st century



Note: ICT stands for information and communications technology.

4 New Vision for Education

21st Century Skills and Learning Strategies UTM

(Source: Soffel, 2016, Website Editor, World Economic Forum)





UTM New Academia Learning Innovation (NALI) 21st Century Learning Model to support 4IR



	New academia academia	Action
Faculty members	Professors, inventors, entrepreneurs	Adjunct staff, fellows
Learning materials	Books, journals, experiences, Internet, internship	Internship, students' business venture
Philosophy	Integration	New pedagogy, RA
Funding	Grants, fees, VC, endowment, REITs	Creative fund raising
Students	School leavers, mid-career, businessmen, early-career, life-long	Top UG; PG from corporations, research
Venue	Campus, Internet, incubators, brands	Wifi, 4G, MTDC, Proton
Learning modes	Lectures, tutorials, lab, studios, peer instruction, internship, incubators, experiential learning, 5 minds	NEW PEDAGOGY: learner-centric, Silicon V-culture, GOP, ethics
Outcomes	Degrees, expertise, business models, capital, networks, culture *	JOB CREATION; micro- credit, spin-off, projects





MANAGAR LITERTA PTAN

The impact on people

"One of the features of this 4th Industrial Revolution is it doesn't change what we are doing but it changes us" – It changes the role of educators in UTM!

Focus:

Open access learning (BLOSSOMS, MOOC, STEMazing etc.) with pedagogy, andragogy, and heutagogy approaches enhances creativity, reduce gaps (every individual poor or rich able to get access to quality education), empower many people to improve their living conditions. Source:

http://www3.weforum.org/docs/WEF_EGW_Whitepaper.pdf

Initiatives related to 4IR CTL, UTMLead

NALI 21st

Century "Future-ready' curricula: Design learning and deliver interventions that strengthen STEM skills, enployability skills, and/or global citizenship skills

MOOC

A new deal on lifelong learning Adult learners: It is vital to ensure that the 3 billion people already in the workforce get access to quality training and learning

 Other than andragogy and pedagogy, HEUTAGOGY approach is required to cater professionals/ working individuals .
 Develop more MOOC Courses for Technical and vocational education and training (TVET)

BLOSSOMS & STEMazing

While increasing the STEM-literacy of the population is certainly very important, currently these subjects are often taught in a way that reinforces a disconnect between sciences and humanities and existing education gender gaps, and focuses on theory over application and experiential learning
 bridging gap between lower and higher education
 Teachers have regular opportunities to refresh their own skills and knowledge.

Source: http://www3.weforum.org/docs/WEF_EGW_Whitepaper.pdf

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THE FUTURE OF

LEARNING IS NOW ONLINE

Source: Sabina Jeschke, Engineering Education for Industry 4.0, 2016

Challenges of future teaching and learning must be turned into opportunites for change!

Change of organisational structures

Change of business models

BUTM

- Cooperative Structures enhancing
- interdisciplinarity
- New concept for faculities or departments

Change of teaching methods

- New teaching concepts (e.g., flipped classroom)
- New teaching infrastructures (e.g. equipment for virtual worlds)
- · Digital rights management

Change of learning

- * Massive vs. Personalized learning
- New learning infrastructures e.g.
- increased computing capacities
- Shift from presence learning to distance learning

Change of accreditation procedures

Accelerationin education according to fast

New role of examination offices

No fixed degree programms

innovation cycles

Digital culture

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- Digital technologies pervade and connect all aspects of daily life
- Development of various digital lifestyles
- New mental models, e.g. distance no longer dominated by geogr. distances
- New forms of social communication, participation and organisation
- Leading to globalization of education
- New learning/problem solving styles
 NLP, Web "4.0" on its way
- Semantics makes "search" more efficient
- Googles on-demand philosophy spreading
 Melting of all types of information,
- seamless integration



The University of the Future

Individualization

- Individualism a global phenomenon
- Few strong, many lose relationships
- Complex biographies and identities
- Personalisation and individualisation in learning and education "DIY education"
- Social cohesion shifted from physical to virtual world
- Distances in mind sets become even more visible
- Individual education for the masses
- Self-paced learning

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Individual modular degrees



21st Century Curriculum for Engineering Education

Curriculum Reform



Essential Elements

New context based on shift from linear to nonlinear paradigm

New and revised content consistent with

New and existing pedagogical approaches

Implication of newest technology

	Change in	Pa	aradigm
Reduction	ist		Holistic
 Engineer is conside separate from and of the technical sys or she is developin Technology is assurvature neutral and personal point of v considered irrelevations 	ered to be independent stem that he g med to be engineer's riew is ant		Engineer is understood to be part of the technical system in that his or her point of view and values are necessarily expressed in the technology To act responsibly, the engineer must understand the implications of this recursive relationship
Princi World perceived as machine, engineer as mechanic - linear	ple of Con Analogy: shape and	nte ma	ext agnetic field that gives neaning to the content
World is alive as complex adaptive system, engineer is apart - nonlinear	Shaking u and peda the field temporar Contextu nonlinea	ip go (cc y (ai rity	the curriculum (content gy) without reorienting intext) may produce some changes shift is from linearity to y

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Learning Analytics: Data and Social Media

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Innovative Research Universities

Malaysian Research University Network



Headline findings

•A lot of interest about learning analytics in both countries.

•At different stages of development in terms of the learning analytics journey.

•The use of an LMS varies considerably between countries and that influences the survey findings in terms of usage and relevance.

•Expectations and understandings vary considerably due to context and infrastructure.

Professional development – more interest in attending in Australia when it is offered. In Malaysia it is not available.
Interesting finding regarding ethical concerns which could be a reflection of institutional policies, understandings or cultural difference.





P PhillipCapital

digital chemistry

HOLISTIC FRAMEWORK OF BIG CYBER LEARNING DATA MANAGEMENT

PROF. DR. ZAIDATUN TASIR (Project Leader), ASSOC. PROF. DR. JAMALLUDIN HARUN, DR. ZALEHA ABDULLAH, DR. NOOR DAYANA ABD HALIM, DR. NURUL FARHANA JUMAAT, DR. NOR BAHIAH HJ AHMAD, ASSOC. PROF. DR. MOHD SHAHIZAN OTHMAN - UNIVERSITI TEKNOLOGI MALAYSIA -



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Social Media Analytics

Social media data are the most dynamic evidence base of human behavior. Research in Social Media Analytics concentrates on analysis of real online social networks and to understand individuals, groups and society.



Opinion Mining in Malaysia Political Context



 Table 1 The results of positive and negative traits from

 Malaysian Political Leaders

Malaysian	Opinic	on Mining
Political Leaders Name	Positive	Negative
Najib Razak	24,569	9,699
Ahmad Maslan	180	615
Zahid Hamidi	1,642	1,241
Lim Guan Eng	1,641	1,756
Wawi	4,869	3,914
Mohamed Azmin Ali	5,281	22,207

Sentiment Analysis for Malaysia Animated Series









- Contact: Associate Professor Dr. Nor Azman Ismail, Department of Software Engineering, UTM
- email: azman@utm.my

Google Online Marketing Challenge

The Google Online Marketing Challenge is a unique opportunity for students to experience and create online marketing campaigns using Google AdWords. Over 110,000 students and professors from almost 100 countries have participated in the





A E H in d

Noor Hazarina Hashim (Malaysia) is a Senior Lecturer at Universiti Teknologi Malaysia. She teaches E-Marketing, E-Business and other marketing courses to both graduate and undergraduate students. Dr Hazarina earned her PhD from The University of Western Australia, and her research and consultation interests include effective Internet use in organizations, application of Internet in tourism industry and destination marketing. Dr Hazarina's passion is teaching, and she believes that learning goes beyond the classroom. Her publications have appeared in Tourism Management, Journal of Computer Mediated Communications, Internetional Journal of Hospitality Management and Journal of Information Technology and Tourism.

The Global Academic Panel



Google

ADWORDS

AdWords Cost / Performance Data

Google Analytics

Engagement Metrics

Google AdWords

Remarketing Lists



Academic Programmes

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Current Academic Programmes Related to 4IR

*Enrolment (as of 27th March 2017)

FACULTY OF COMPUTING

Bachelor of Computer Science	7
Bachelor of Computer Science (Graphics & Multimedia Software)	221
Bachelor of Computer Science (Data Engineering)	35
Bachelor of Computer Science (Computer Networks & Security)	646
Bachelor of Computer Science (Software Engineering)	628
Bachelor of Computer Science (Bioinformatics)	101

FACULTY OF CIVIL ENGINEERING

902

Bachelor of Engineering (Civil)

FACULTY MECHANICAL ENGINEERING

Bachelor of Engineering (Mechanical)	626
Bachelor of Engineering (Naval Architecture and Offshore Engineering)	134
Bachelor of Engineering (Mechanical-Aeronautics)	137
Bachelor of Engineering (Mechanical-Automotive)	142
Bachelor of Engineering (Mechanical-Industrial)	101
Bachelor of Engineering (Mechanical-Materials)	76
Bachelor of Engineering (Mechanical-Manufacturing)	97



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Higher Education Blue Print

- PPMPT





FOR FURTHER INFORMATION:

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