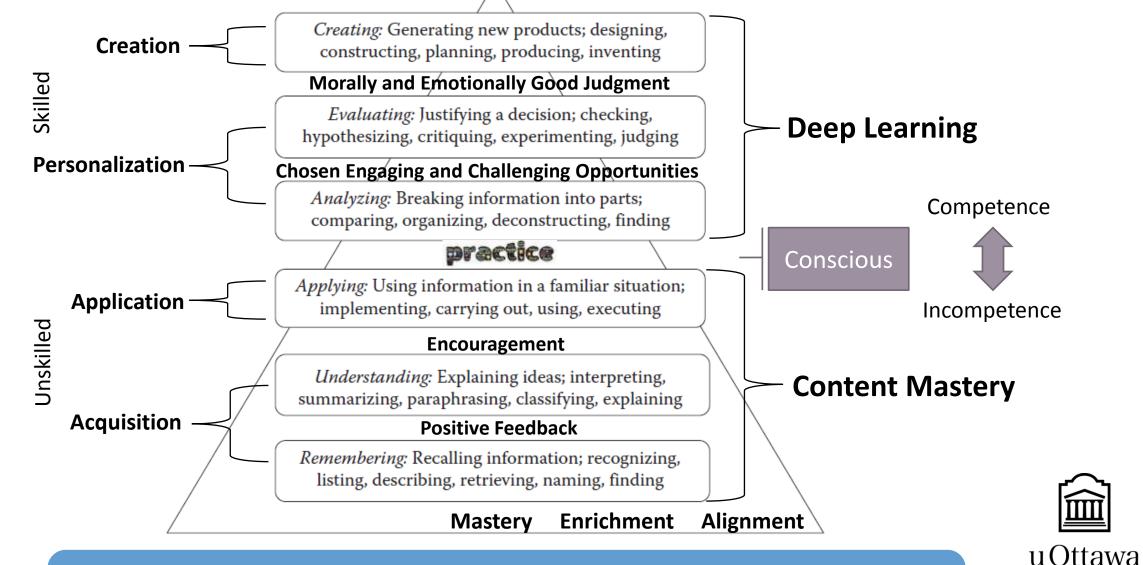
CEEA2018: UBC, Vancouver, Canada unleashing knowledge creation and sharing in a **Reflective Open Education**

Riadh Habash, PhD, P.Eng

the message: toward positive engineering schools knowledge content is a means to an end, not an end in itself.



Bloom's Path of Learning

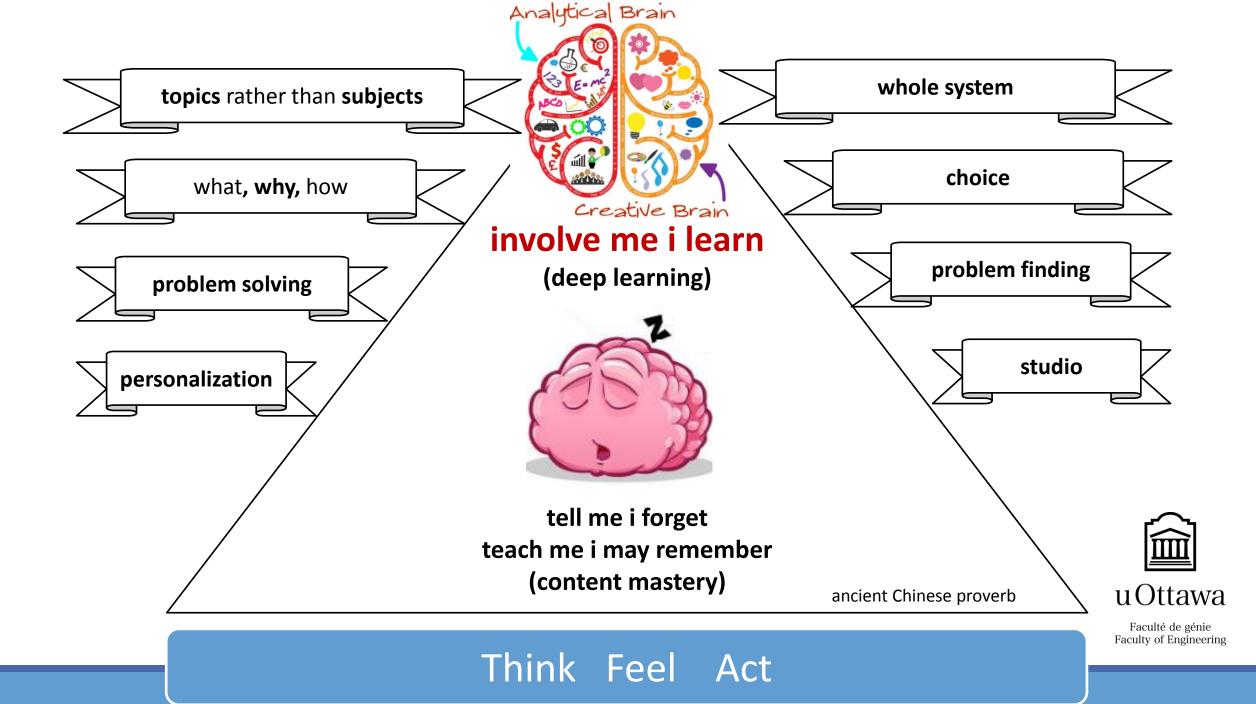


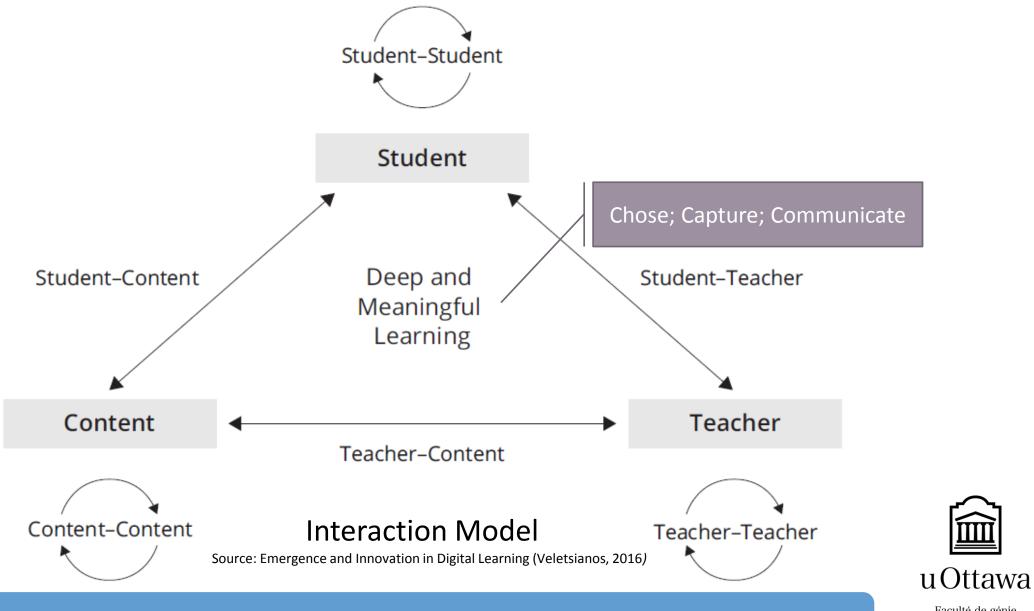
Engineering is a creative social activity; it is about design under constraint. **Profession** is work that requires sophisticated skills; the use of judgment; and the art of discretionary leadership.

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Attributes

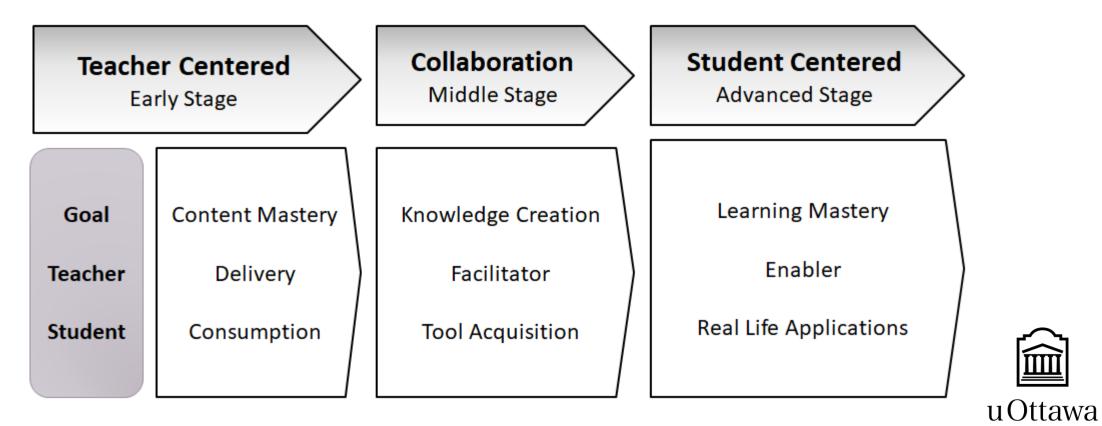
Graduate

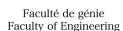




Digital tools to support the language of reflection

Toward state of flow experience







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The "bucket theory of knowledge"

Course content should not be used as an **end** in itself, but as a **means** of helping students learn how to learn.

Teaching should shift from covering all required content to guiding principles of the learning process.

Grading should not be based on reciting back lecture notes. Sometimes, grading is very degrading for students.

Knowledge Creation

(High-level use of technology) Analyze data; collaborate with peers and teachers; develop and use simulations, build products; create presentations.

Information Consumption

(Basic use of technology) Practice skills and procedures; take test or turn in homework; find information in the Internet; write reports, etc.





Knowledge needed in engineering

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Core: Theoretical science- math-based knowledge.

Lifelong self-educate, to meet new problems: Design concepts; criteria and specifications; quantitative data; practical considerations; knowledge of tools and strategies in project management.

Societal skills: Knowledge of values, norms, and context.

3 Ps of Learning u Ottawa personalization; participation; productivity



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Student learn in many ways, so the challenge for teachers is to discover which approaches help students learn most effectively.

Reflection as a personalized process of informal engagement enables learners to produce results by using real-world contexts, carrying out "whole" tasks, and solving problems as they arise.



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Acquisition to participation to creation

Personalized learning is to get away from the concept of "lesson" by designing topic- case- project-based forms of learning.

Gone are the days when people learned and worked in isolation. Media have transformed learning to collaborative environments.

Through applying learner-centred pedagogy, students gain insights by dealing with real-world questions and problems.



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Sage on the Stage or Guide on the Side

Studio learning

- Team projects and the idea of CDIO
- Open-ended problem solving
- Learning-by-doing
- Engagement in research



Targeting skills and competencies

Critical and inventive thinking

Communication, collaboration and information retrieval skills

Problem finding, defining, and solving

Social and emotional competencies

Initiative and creativity basic skills in entrepreneurship

Project management and leadership skills

Writing, presentation, and speaking skills

Ethical, environmental, and sustainability awareness.



Case 1: Course subject content

ELG4125: Electric Power Transmission, Distribution and Utilization **Textbook:** Power System Analysis and Design **Components:** Lectures; Tutorials; Labs

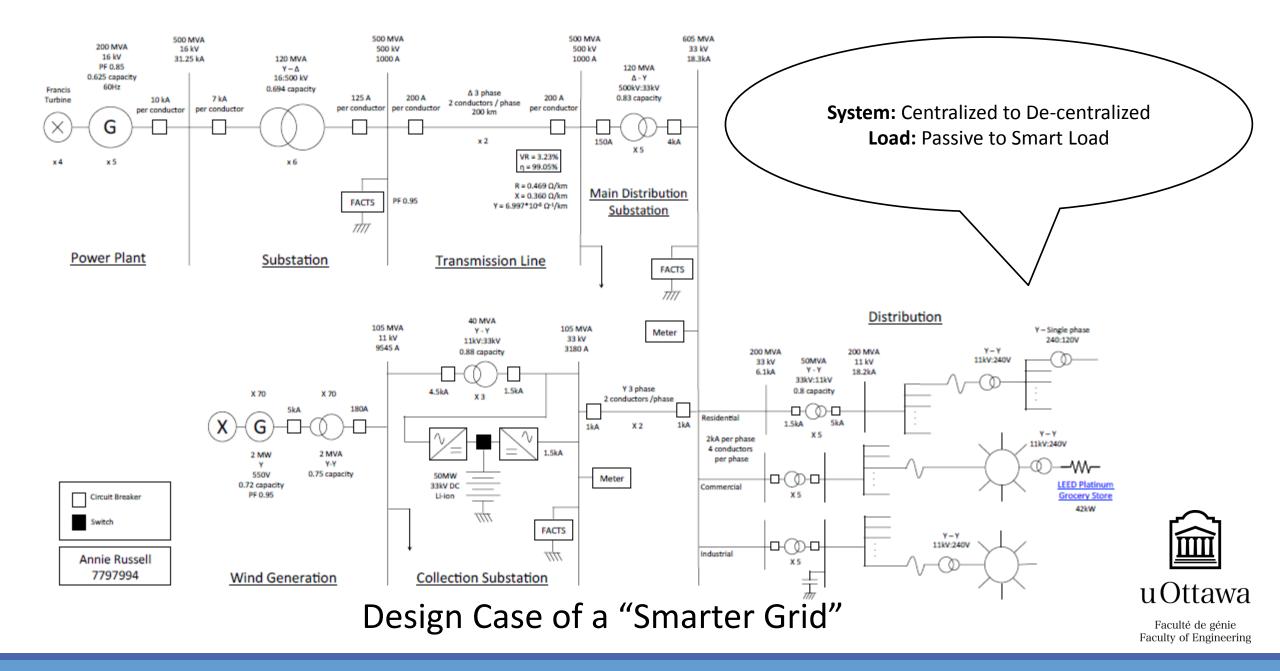
Course Content:

Transmission system

Protection system

Distribution system

Utility applications of power electronics





LEED Platinum Grocery Store: Case Project Video





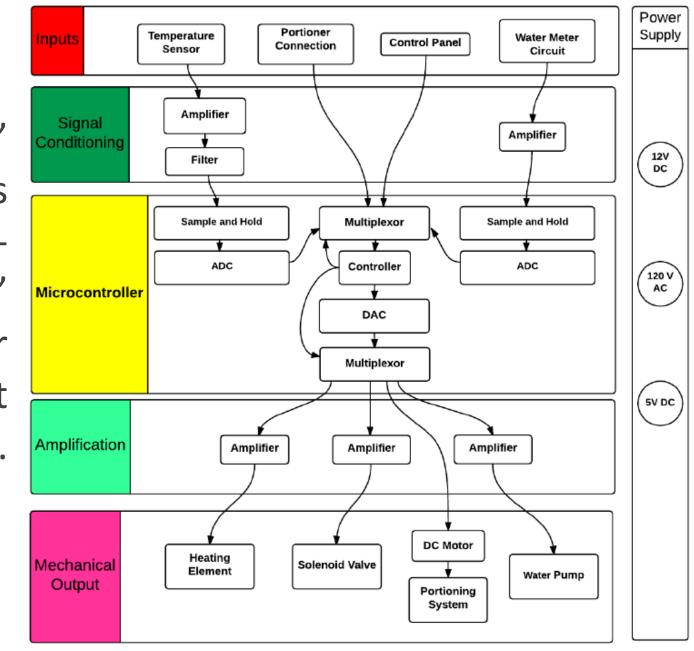


Case 2: course subject content

ELG3336: Electronics for Mechanical Engineering **Textbook:** Principles and Applications of Electrical Engineering **Components:** Lectures; Tutorials; Labs.

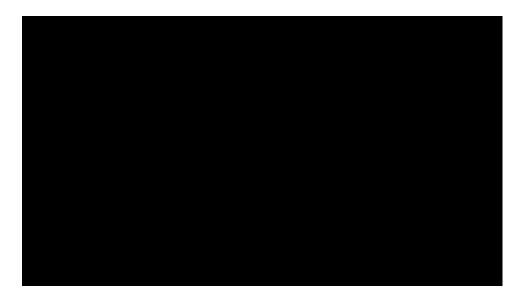
Course Content:

Operational amplifiers Semiconductors, diodes, transistors Digital logic circuits and systems

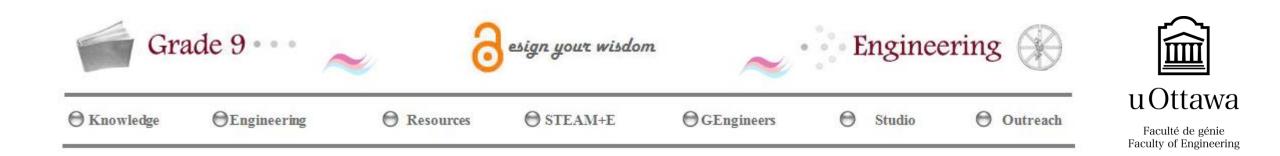


A typical "whole" mechatronics system as a "topiccase- project-based" platform for teaching the subject content of ELG3336.

u Ottawa



Learning by Doing: Project Video





uOttawa

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Fostering the state of flow experience

Find out what students know and challenge.

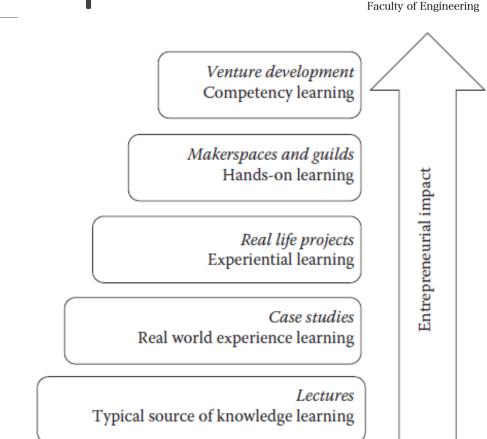
Make assignments relevant to real life applications.

Encourage choice with motivation and engagement in mind.

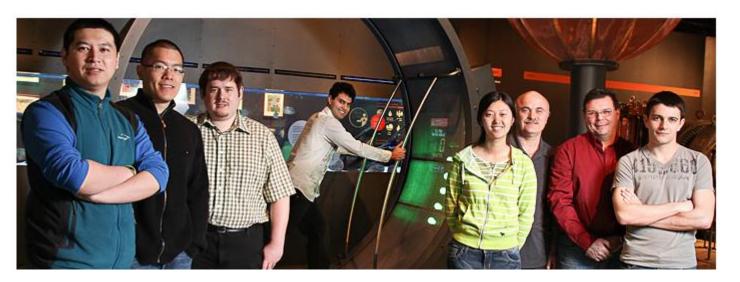
Set clear goals with proper feedback.

Build positive relationship.

Offer hands-on experiences.



A state of flow experience with the human hamster wheel: A collaborative uOttawa student project with Canada Science and Technology Museum









A state of flow experience with uOttawa SAE Aerospace March 9, 2018 Florida Air Museum





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a learning journey from routine and unfeeling to

enlightenment

empowerment

emancipation entrepreneurial mindset.