

PART II

TRANSFORMING PHILIPPINE EDUCATION IN THE AGE OF INDUSTRY 4.0

25 April 2019
Heritage Hotel, Pasay



CUSTER C. DEOCARIS, PH.D.
Chief, Research Management Division
Commission on Higher Education (CHED)



STE[+A]M FOR PHILIPPINES 4.0

CUSTER C. DEOCARIS, PH.D.
RESEARCH MANAGEMENT DIVISION
COMMISSION ON HIGHER EDUCATION (CHED)



26 SEPTEMBER 2018
CENTURY PARK HOTEL-MANILA

STEM to STEAM



Science | Technology | Engineering | [+ART] | Mathematics

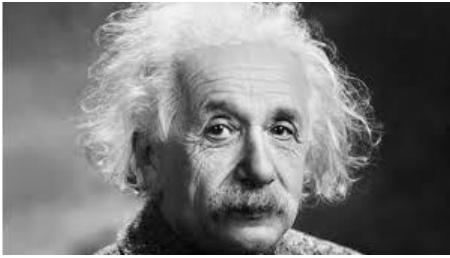
STEM to STEAM



Science | Technology | Engineering | [+ART] | Mathematics

STEM brings together principles of Science, Technology, Engineering & Mathematics with key skills such as problem solving, strategic thinking and collaboration to produce quality products.

The Arts can connect the dots between the disciplines of STEM. It ignites creative and imaginative thinking which is an essential driver behind innovation a founding principle behind STEM education.



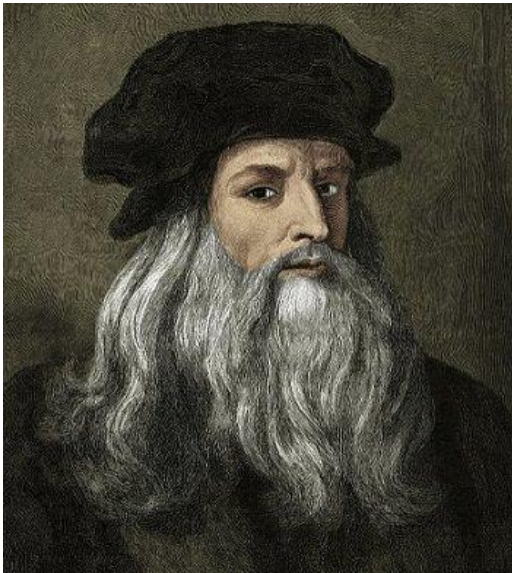
Albert Einstein



Stephen Hawking



Steve Jobs



Leonardo da Vinci



Brian May (Queen)





Google

"Philippines 4.0"



WHERE IS
EVERYBODY?



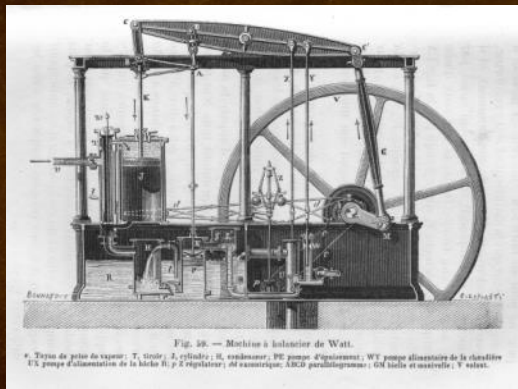
SCHULZ

Google search for "Philippines 4.0" as of 12:35 AM, 26 Sept 2018

WHAT IS

INDUSTRY 4.0





James Watt
(Patent 913: A method of lessening the consumption of steam in steam engines – the separate condenser)
Filed: 5 January 1769



INDUSTRY 1.0 (circa 1770)

Revolt of the Luddites



British Parliament Response

- Frame Breaking Act of 1812
- Malicious Damage Act 1861

INDUSTRY 1.0 (circa 1770)

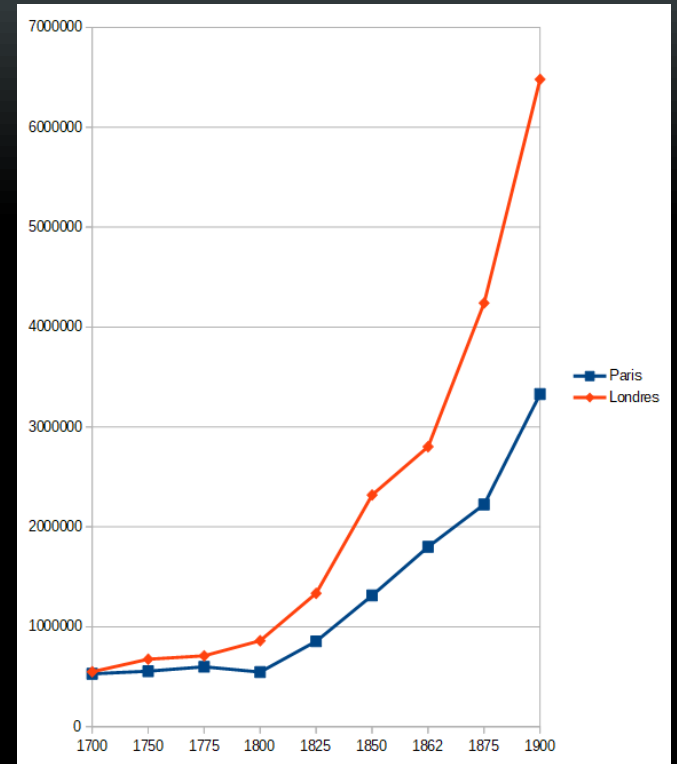
London and Paris (19th century)



Victor Hugo
Les Misérables (1862)



Print c. 1840 by John Le Ceux, of
Second Court, St. John's College,
Cambridge



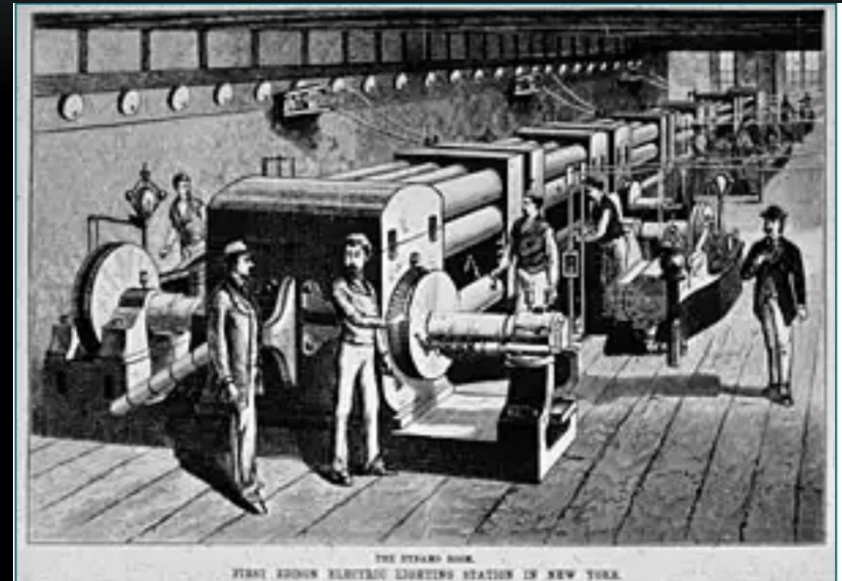
Source: Chandler datas, from 1987

INDUSTRY 1.0 (circa 1770)

Age of Electrification (late 19th century)



Mary Poppins Returns (2018)
Scene: Edwardian, London (1910)



Electric generator at Pearl street, Manhattan installed by Thomas Edison (1914)

INDUSTRY 2.0 (circa 1900)

Moving Assembly Line and Expansion of the Iron & Steel Industry



An Assembly Line
of the
Ford Motor Company
Engine installation at the Ford Motors, Highland Park, Michigan (1913)



Early 20th century high rise building, e.g. Empire State Building (1931)

INDUSTRY 2.0 (circa 1900)

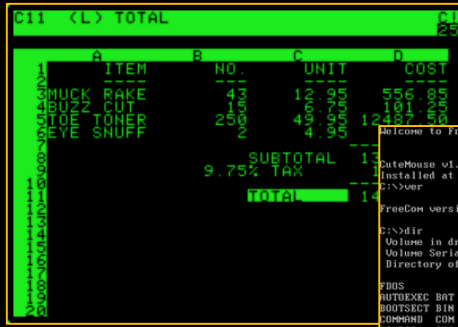
Birth of Personal Computers



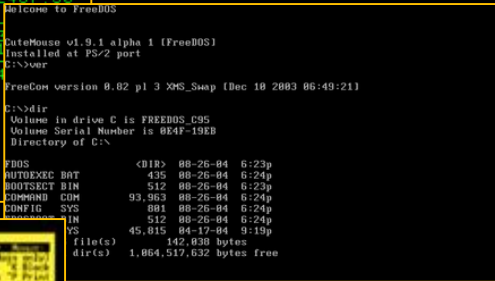
Altair 8800 (1975)



Steve Wozniak and Steve Jobs started Apple (April 1, 1976)



VisiCalc, Apple (1979)



DOS, Microsoft (1981)



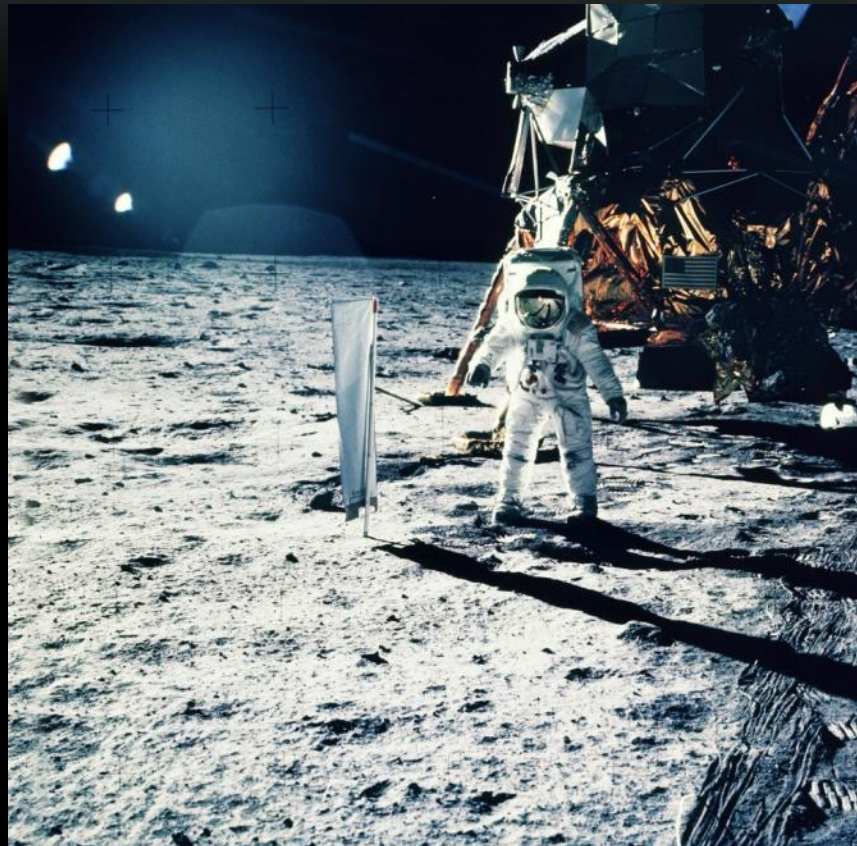
Wordstar 3.0 (1982)



Paul Allen and Bill Gates started Microsoft (April 4, 1975) and wrote BASIC for Altair

INDUSTRY 3.0 (1970)

Race of Programmable Logic Controllers (1969)



Instagram icon missphilippines

INDUSTRY 3.0 (1970)

Era of Super-Fast Computation and Connectivity



Robot Swarms



Additive Manufacturing (3D Printers)



Digital Twin, *Black Panther* (2018)



Driverless Cars, *Knight Rider* (1982)

INDUSTRY 4.0 (2000)

Birth of the Social Humanoids



Sophia, the robot, by Hanson Robotics, Hong Kong (2016)

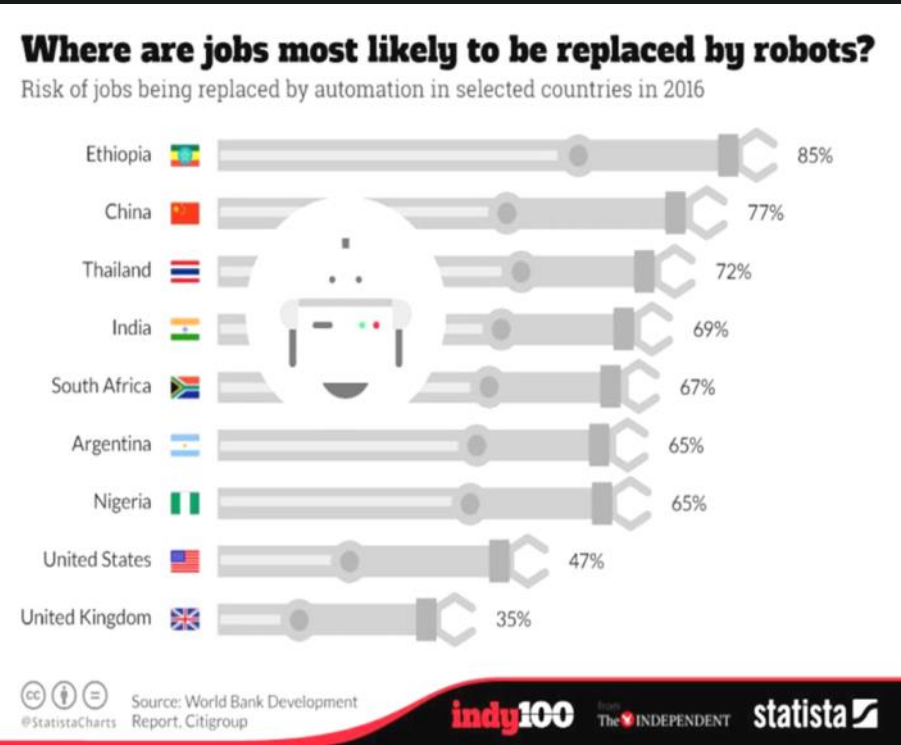
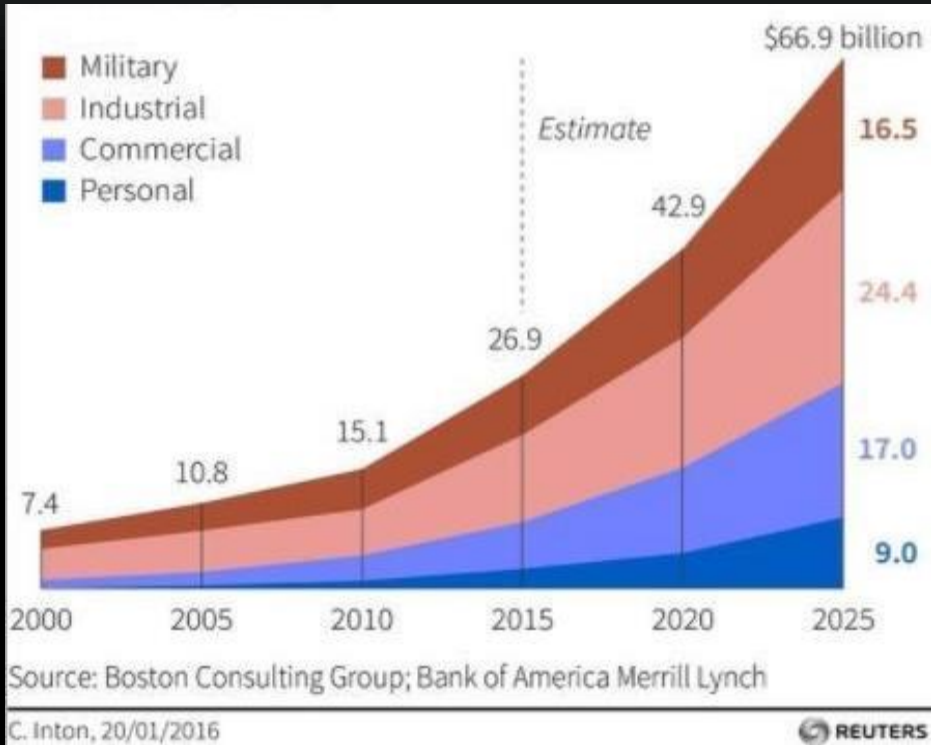
INDUSTRY 4.0 (2000)

Deep Blue (AI) vs Garry Kasparov (1989)



INDUSTRY 4.0 (2000)

Global Spending on Robotics on the rise



INDUSTRY 4.0 (2000)

Global Spending on Robotics on the rise



Foxconn replacing 60,000 workers by robots in Guangdong, China (2017)



Molly Robotics showcased a robot chef that prepares 2,000 gourmet meals (2017)

Catalogue of fears

Probability of computerisation of different occupations, 2013
(1 = certain)

Job	Probability
Recreational therapists	0.003
Dentists	0.004
Athletic trainers	0.007
Clergy	0.008
Chemical engineers	0.02
Editors	0.06
Firefighters	0.17
Actors	0.37
Health technologists	0.40
Economists	0.43
Commercial pilots	0.55
Machinists	0.65
Word processors and typists	0.81
Real-estate sales agents	0.86
Technical writers	0.89
Retail salespeople	0.92
Accountants and auditors	0.94
Telemarketers	0.99

Source: "The Future of Employment: How Susceptible are Jobs to Computerisation?", by C. Frey and M. Osborne (2013)

Economist.com



Samantha West telemarketing robot selling life insurance in the US (2013)



'Persuasive' robots as robot nurse to support labor shortages in Japan (2019)

INDUSTRY 4.0 (2000)

1 The accelerating pace of change ...



2 ... and exponential growth in computing power ...

Computer technology, shown here climbing dramatically by powers of 10, is now progressing more each hour than it did in its entire first 90 years

COMPUTER RANKINGS

By calculations per second per \$1,000

Analytical engine
Never fully built, Charles Babbage's invention was designed to solve computational and logical problems



Colossus
The electronic computer, with 1,500 vacuum tubes, helped the British crack German codes during WW II



UNIVAC I
The first commercially marketed computer, used to tabulate the U.S. Census, occupied 943 cu. ft.

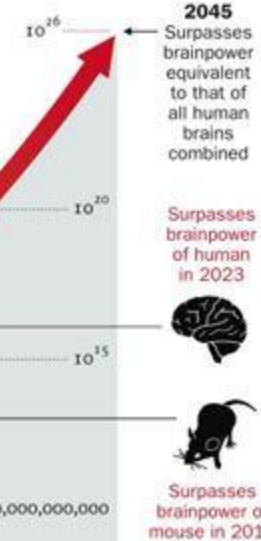


Apple II
At a price of \$1,298, the compact machine was one of the first massively popular personal computers



Power Mac G4
The first personal computer to deliver more than 1 billion floating-point operations per second

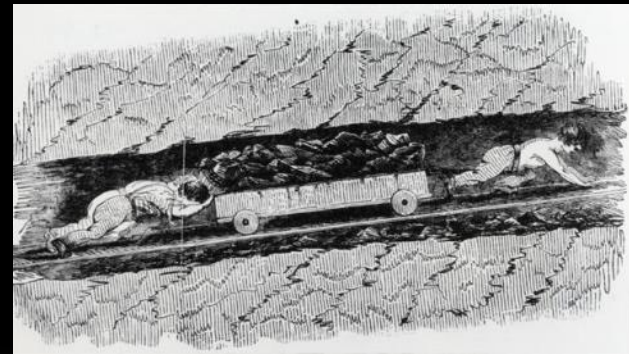
3 ... will lead to the Singularity



INDUSTRY 5.0 (2023-2045)



St. John Bosco (1815-1888)



INDUSTRY 1.0 & EDUCATION



INDUSTRY 2.0

Ford production line

QC at each station

Station expert

Uniform products

Nobody builds the products

EDUCATION 2.0

Pre-set ordered learning

Standardized tests

Specialized teacher

Specialized degree

Nobody deals with education

Adapted from the lecture by Prof. Oded Reichsfeld, Intellitek

INDUSTRY 2.0 & EDUCATION

A photograph of a classroom. A female teacher stands at the front, pointing at a whiteboard. In the foreground, several students are seated at desks, each with a computer monitor. The students are wearing white shirts and appear to be in a computer lab or classroom setting. The room has a green wall and a window in the background.

INDUSTRY 2.0

Ford production line

QC at each station

Station expert

Uniform products

Nobody builds the products

EDUCATION 2.0

Pre-set ordered learning

Standardized tests

Specialized teacher

Specialized degree

Nobody deals with education

Adapted from the lecture by Prof. Oded Reichsfeld, Intellitek

INDUSTRY 3.0 & EDUCATION

A photograph of a classroom scene. A female teacher with glasses and a light-colored jacket is leaning over a desk, pointing at a tablet held by a young boy in a light blue school uniform. Other students are visible in the background, some looking towards the camera. The image is overlaid with text boxes and a semi-transparent grey area containing text.

INDUSTRY 2.0

Ford production line

QC at each station

Station expert

Uniform products

Nobody builds the products

EDUCATION 2.0

Pre-set ordered learning

Standardized tests

Specialized teacher

Specialized degree

Nobody deals with education

Adapted from the lecturer by Oded Reichsfeld, Intellitek

INDUSTRY 4.0 & EDUCATION



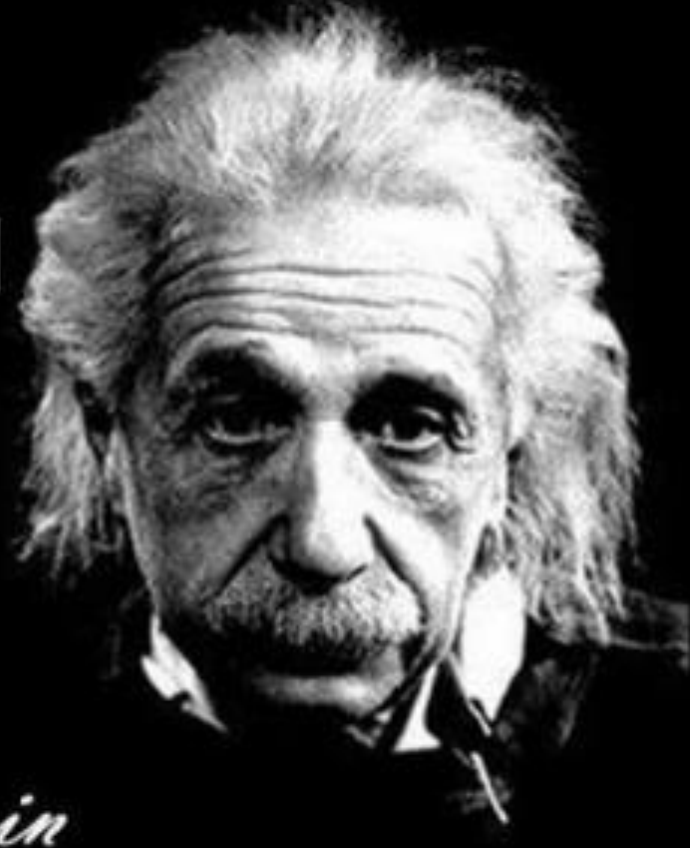
19th century (Education 2.0)



2018 (Education 4.0?)

WE CANNOT SOLVE
OUR PROBLEMS WITH
THE SAME THINKING
WE USED WHEN
WE CREATED THEM

~ Albert Einstein



INDUSTRY 4.0

Flexible production line

IoT-based QC

Workers monitor automation

Customized products

Systems Engineering products

EDUCATION 4.0

Tailor-made learning path

(AI) Formative Assessment

Teacher as mentors

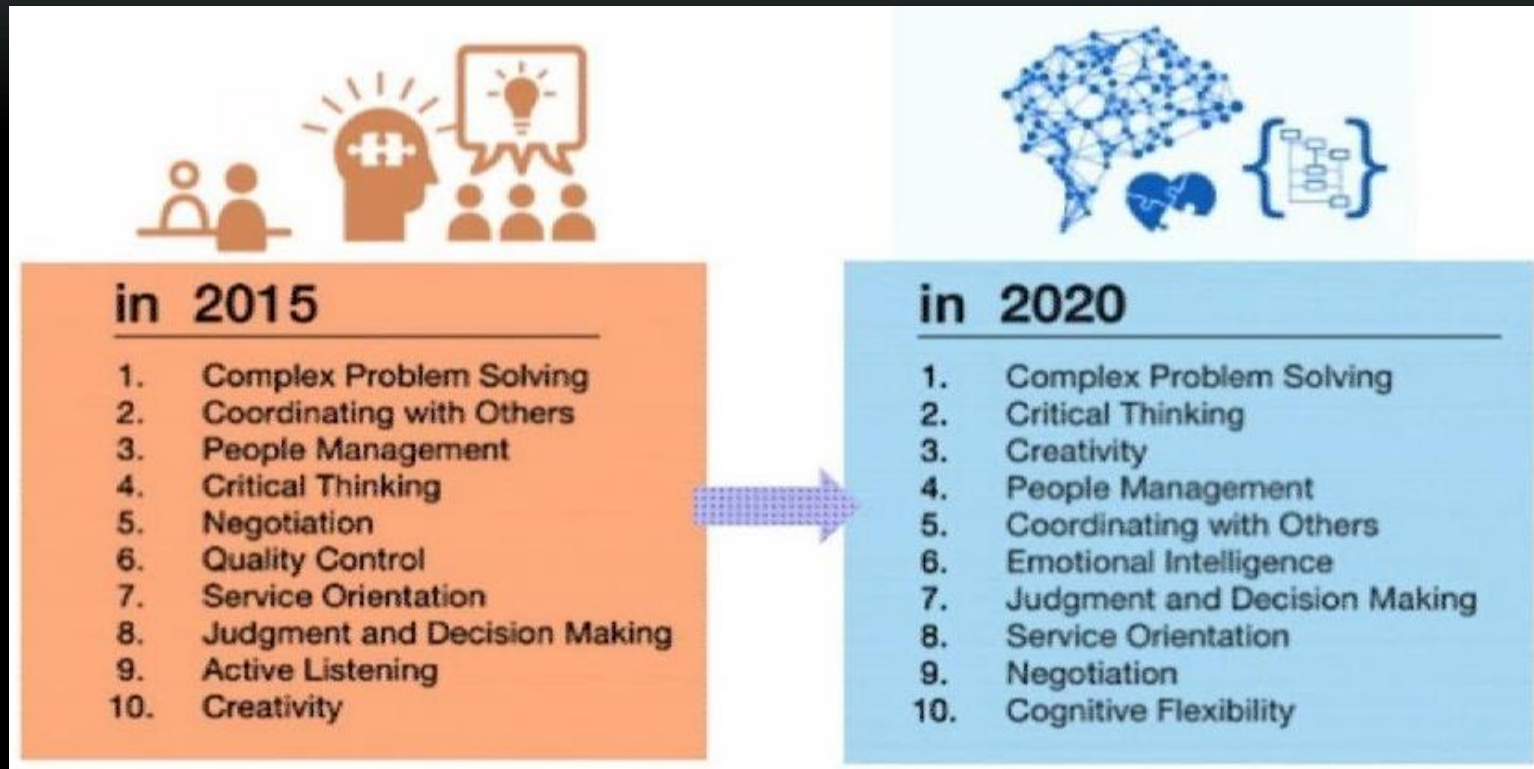
Divergence & plurality

Holistic education as a goal

Adapted from the lecture by Prof. Oded Reichsfeld, Intellitek

INDUSTRY 4.0 & EDUCATION

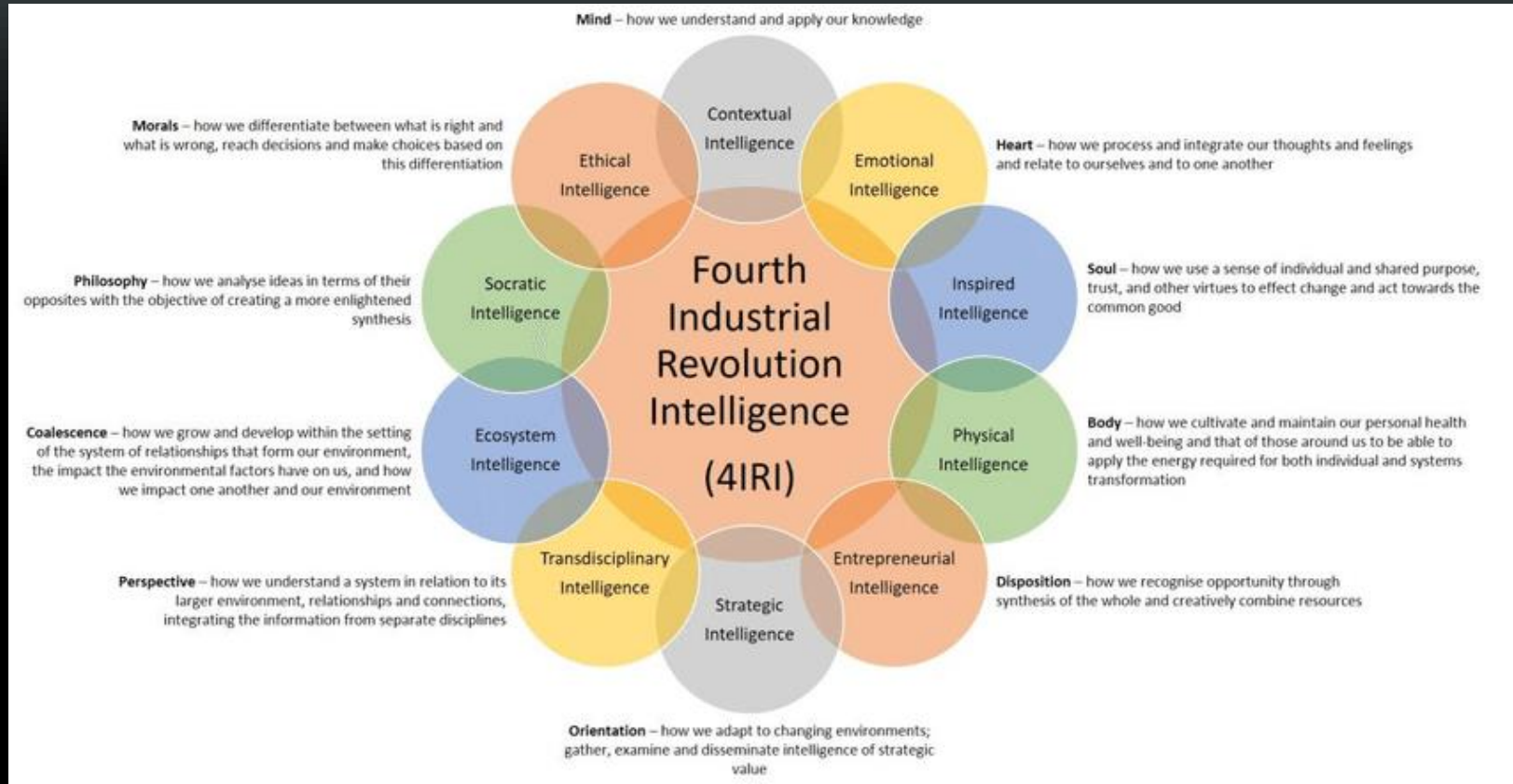
Shift to Critical Thinking, Creativity and Emotional Intelligence



Future of Jobs Report, World Economic Forum (2016)

INDUSTRY 4.0 & EDUCATION

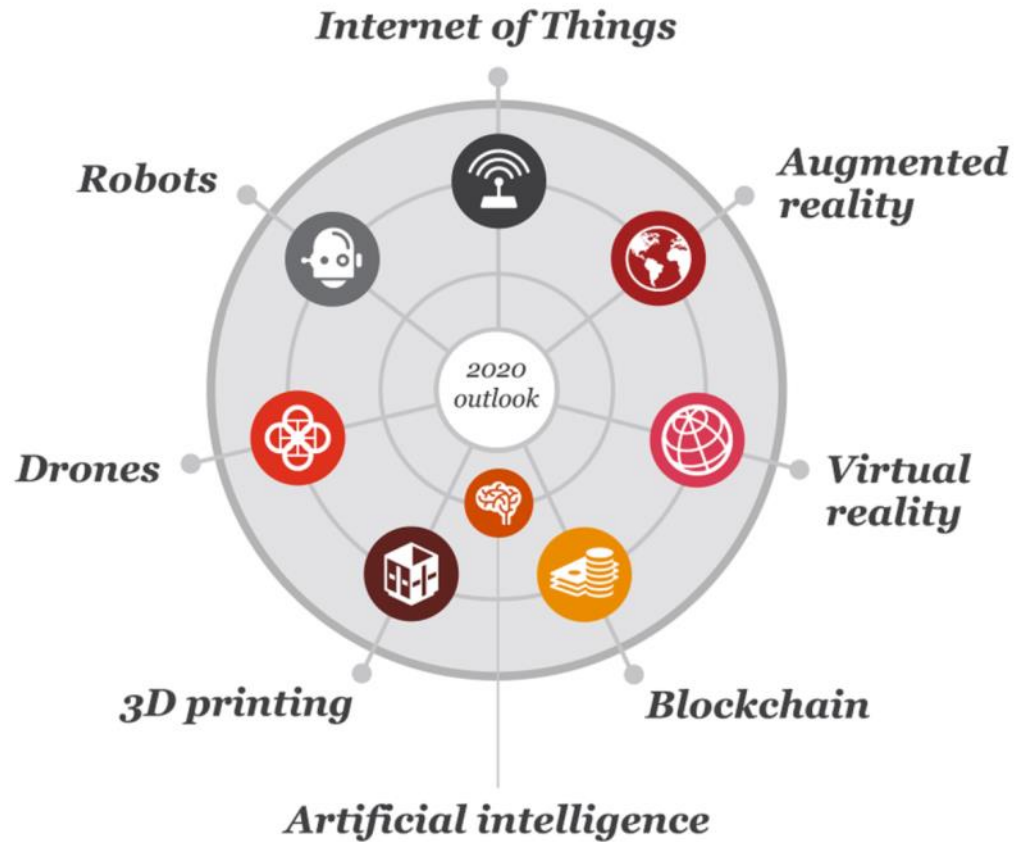
Emergence of new IR 4.0 Intelligence



Oosthuizen (2017)

INDUSTRY 4.0 & EDUCATION

Eight Mega-Trends in Technology



©2016 PwC. All rights reserved.

#TechMegatrend

INDUSTRY 4.0 (2000)

Massive Retooling and Capacity-Building of our Teachers for Education 4.0

Teachers Training



INDUSTRY 4.0 & EDUCATION



“It is not the strongest of the species that survives, nor the most intelligent that survives. It is the one that is *the most adaptable to change.*”

- Charles Darwin