

Focus Area: EdTech & New Work

Last Update: April 13, 2021

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Tagline

The EdTech & New Work Focus Area tackles the momentous shifts shaping organisational work and the new cultures of learning by creating collaborations using innovative technologies and business models.

Focus Area Description

With the 4th industrial revolution and the impact of the pandemic, the World Economic Forum estimates that 50% of the workforce will need reskilling by 2025. This poses a demand for employers to innovate how they support their employees in learning new skills to stay competitive.

With Switzerland being known for quality education and a highly qualified workforce, innovation in learning and the ways we work are key to staying globally relevant. The EdTech & New Work focuses on the needs of companies, institutions and foundations to ensure that people can learn skills needed in today's changing world, but also that workplaces can be efficient during times of change.

In this Focus Area, we accelerate innovations through proof of concept and pilot projects between edtech startups, corporations, foundations, schools, and universities.

Collaboration and innovation areas in EdTech & New Work include among others:

- HR and new ways of working
- Corporate and lifelong learning
- EdTech and schools

Partners

- AXA (Global)
- Coop (Global)
- Swisscom (Global)
- Migros (Global)
- Mobiliar (Global)
- PostFinance (Global)
- ETH Zürich (Fellow)
- Ringier (Fellow)
- Stadt Zurich (Fellow)

Technologies

- AI / Machine Learning (analytics, prediction)
- Learning Experience Platforms
- Voice Interfaces
- Chatbots
- E-learning Technologies
- Augmented Reality
- Mobile adaptable
- Blockchain

Areas

- New Ways of Working
- Human Resources
- Corporate & Lifelong Learning
- EdTech & Schools

Overview of Collaboration Opportunities 2021 - EdTech & New Work

A. New Work	B. HR	C. Corporate & Lifelong Learning	D. EdTech & Schools
<p>A1 - Flexible and Bureaucratic Work</p> <p>A2 - Quality and feedback management</p> <p>A3 - Plural organizational work systems - business line to network organization</p> <p>A4 - Remote culture, community building and work facilitation/networking</p> <p>A5 - Self-organization</p> <p>A6 - Strategic workforce planning and predictive analytics</p>	<p>B1 - Assessment of candidates and alternative recruiting tools</p> <p>B2 - Benefit Systems</p> <p>B3 - Employee wellbeing and wellness (motivation, engagement, etc.)</p> <p>B4 - Skill Assessment, tracking and management</p> <p>B5 - Transformational leadership development</p>	<p>C1 - Coaching and accompanied learning</p> <p>C2 - Consumerization and gamification of Learning, also with easy access and simplified learning content for people with learning disabilities</p> <p>C3 - Peer, collaborative, and social learning including shaping learning cultures</p> <p>C4 - Development of meta-competencies, 21st century skills (such as reflection, creativity, interdisciplinary, critical thinking, collaboration, and transformational leadership), data literacy, and for the digital work environment</p> <p>C5 - Individual and self-directed learning</p> <p>C6 - Learning analytics and feedback</p> <p>C7 - Learning experience design especially in hybrid models and blended learning</p> <p>C8 - Learning on the job</p>	<p>D1 - Hybrid classrooms</p> <p>D2 - Innovative andragogical concept (e.g. peer assessment)</p> <p>D3 - Technology that fosters inclusion and community building</p> <p>D4 - Technology that helps students to get started with AI (problem finding, data processing, train a simple model, give a result, evaluate its performance)</p>
<p>Technological Enablers: AI / Machine Learning (analytics, prediction), Learning Experience Platforms, Voice Interfaces, Chatbots, E-learning Technologies, Augmented/Virtual Reality, Mobile adaptable, Blockchain</p>			