The Singapore University of Technology and Design (SUTD)

 Nurturing technically-grounded leaders and innovators to serve societal needs through a multi-disciplinary, design-centric education and culture

> Chong Tow Chong, Provost Singapore University of Technology and Design



Content

- Designing a New University for the 21st Century
- Intellectual footprint & Curricula
- Pedagogy & Culture

Conclusion



BIG Questions

If you were to create a world class university from scratch for the 21st century, what would you do? **Intellectual Footprint? Organizational Structure? Curricula and Degrees? Teaching Approach? Research Approach? Facilities & Campus Design? Use of Technology?**



Going back to history.....

Evolution of engineering education

Industry Revolution



Looking back: Industry Revolution (1760 – 2015)



1st Industry Revolution 1760s-1900

Use of steam and mechanically driven production facilities



2nd Industry Revolution 1900-1970s

Electric Power driven mass production based on division of labor



3rd Industry Revolution 1970s-2015

Digital computing and communication technology for high productivity environment



20 Greatest Engineering Achievements of the 20th Century



US National Academy of Engineering (NAE)

20 Greatest Engineering Achievements of the 20th Century

- 1. Electrification
- 2. Automobile
- 3. Airplane
- 4. Water Supply & Distribution
- 5. Electronics
- 6. Radio and Television
- 7. Agricultural Mechanization
- 8. Computers
- 9. Telephone
- 10. Air Conditioning & Refrigeration

- 11. Highways
- 12. Spacecraft
- 13. Internet
- 14. Imaging
- **15. Household Appliances**
- 16. Health Technologies
- 17. Petroleum & Petrochemical Technologies
- **18. Laser and Fiber Optics**
- **19. Nuclear Technologies**
- **20. High-performance Materials**

US National Academy of Engineering (NAE)













Multi-faceted, global and societally-focused issues



Global Warming



Security

4th Industry Revolution 2015 – Connected revolution: A *digital transformation* where everybody and everything is networked, sharing and processing information as a "huge brain"



To respond to these multi-faceted, global and societallyfocused issues, are today universities keeping in pace in educating a new generation of graduates with global mindsets and relevant skills who are capable of providing practical, sustainable solutions that cut across traditional boundaries?



What we have learned over the last year makes clear that American higher education has become what, in the business world, would be called a mature enterprise: increasingly risk-averse, at times self-satisfied, and unduly expensive. It is an enterprise that has yet to address the fundamental issues of how academic programs and institutions must be transformed to serve the changing needs of a knowledge economy. It has yet to successfully confront the impact of globalization, rapidly evolving technologies, an increasingly diverse and aging population, and an evolving marketplace characterized by new needs and new paradigms.

- A report of the Commission Appointed by US Secretary of Education Margaret Spellings (2006)

Learning experience dominated by textbooks, lecturers, and exams.

45% of undergraduates show no statistically significant gains in critical thinking, complex reasoning, or written communications during their first two years of college.

Over four years, more than one-third of students show no real learning gains.

They might graduate, but they are failing to develop the higher-order cognitive skills that is widely assumed college students should master.

- Richard Arum et al Chronicle of Higher Education, 2013

Three areas need to be addressed:

Breaking the siloes created by discipline/department structure

Breaking down walls to enable interaction and collaboration



Multi-disciplinary learning across boundaries



2 Develop skills and attitudes beyond book knowledge

Attitudes





Ability is what you're capable of doing. Attitude determines how well you do it.

Lou Holtz

From Educate to Innovate

ENVIRONMENT

Explicitly encourage innovation

Skills and Attitudes

Creativity

Dissatisfaction with the status quo Intense curiosity

Ability to identify serendipitous moments Willingness to take risks and fail Passion

Collaboration

Ability to identify good problems/ideas Ability to solve problems at interface of disciplines

Ability to communicate and sell an idea

Experiences

Interdisciplinary collaborations Industrial experience and internship Identification and solution of open problems Mentorship Role models Upbringing that nurtures innovation Overseas immersion Working across nationalities and cultures

Place a strong emphasis on the value of education

Provide freedom to think

Physical spaces for free/open/informal discussion

From NAE Press Report: Educate to Innovate

Develop curricula, degree structure and pedagogy that can integrate multi-disciplinary learning with relevant skills and global experiences to solve the problems facing society



SUTD's Vision and Mission

To nurture leaders and innovators by imbuing them with multi-disciplinary knowledge and skill sets for addressing the world's challenges of today and tomorrow, and equipping them to be relevant to practice, informed and responsible citizens, and lifelong learners.



SUTD – Our Strategy

Global & Relevant	Strong global partnerships III MIT WIT WIT Design Outside-In approach centered around Products, Systems & Design		
Multi- disciplinary Culture	Focus on Design through integrated <u>multi-disciplinary curriculum</u> and <u>multi-disciplinary research</u> Unique interdisciplinary, no walls, cross boundaries structure Emphasis on Technology, Innovation, Entrepreneurship		
Distinctiveness	Beyond teaching knowledge to teaching ways of thinking, how to analyze problems, how to come up with new solutions and possibilities (Skills & Attitudes) Develop graduates with ideas and solutions that have <u>real-world</u> impact and use		
Unique Student Experience	Pedagogy, cohort-based, active, interactive and collaborative learning Time and space for passion and self development Diverse and inclusive student body (e.g. diverse backgrounds, high female ratios, etc) Engaging the world through research, internships and entrepreneurship		

HOW?

Intellectual Footprint & Curricula



20th Century

Domain & Discipline -driven

Specific disciplines

- Civil engineering
- Mechanical engineering
- Electrical engineering
- etc...

Specific industrial segments

- Aeronautical engineering
- Chemical engineering
- Nuclear engineering
- Computer engineering
- etc...

21th Century

A cross-disciplinary, design-centric curriculum integrating knowledge, skills and attitude to serve societal needs





20th Century

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- etc...

21th Century

A cross-disciplinary, design-centric curriculum integrating knowledge, skills and attitude to serve societal needs





4 Pillars (what the world needs) ...



An Outside-In Design-Centric Curriculum





Emphasis of humanities, arts & social sciences

BIG-D: Design everywhere

Capstone: Multi-disciplinary design experience



Emphasis on humanities, arts and social sciences (HASS)



World Texts and Steve Job Reorizing Society, Interpretation the Self, and Culture



• All students are required to take 7 classes in HASS

By incorporating HASS in the knowledge acquisition of technology and design, SUTD encourages students to acquire self-reflexivity, critical thinking, and communication skills so as to nurture leaders who can lead humane science and build a better society.









Design through conception, development, prototyping, manufacturing, operation – the full value chain

1D: Through handson and active learning activities.







2D: Making connections between subjects

30.001 Structures and Materials



Energy harvesting



30.002 Circuits and Electronics

3D: Subjects across 2 Terms



Circuits & Electronics, Term-4 EM & Applications, Term-5

Capstone Project

A capstone project is an industry/society-focused, multi-disciplinary project for senior-year students to apply the design principles, concepts and techniques they have learned to solve real-world problems as part of a multi-disciplinary team.



Nature of Capstone Project

To include an extensive range of technological design skills and architecture/engineering knowledge such as:

Identification of needs or design strategies

Applying modelling techniques and evaluating design alternatives Using teamwork to resolve the challenges in designing and producing tangible outcomes



HOW?

Pedagogy & Culture

- Cohort-based, Active and Collaborative Learning
 - Time and Space for Self



Lecture Hall Style Teaching

Passive and Impersonal



Course Overload

Drinking From the Fire Hose





"Former MIT President Jerome Wiesner (1971-1980) coined this colorful description of the MIT educational experience:

'Getting an education at MIT is like taking a drink from a fire hose.'

Most students and faculty agree that the analogy is appropriate. ...In 1991, a group of hackers managed to embody this sentiment by turning a fire hydrant into a working drinking fountain in front of the largest lecture hall on campus, 26-100."

> Ins Howerson and Thing Fullence Awards attents. To This The Way to Base Manny, A Companyation of MIT Macking Law. Clambridge: MIT Michaeler, 1998; 40

MITTERTER

referring to fusion or s equations i high-tech h



"Of all the animals noted for his engli and habits of indus does his best work



"They make fun of engineersonating it and to out from under."

12/06/2014

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Cohort-based, Active, Interactive and Collaborative Learning

Creative thinking, Intense curiosity problem solving, multi-disciplinary mindset, team-work and collaboration

• Time and Space for Self

Pursue passion and interests Get out of comfort-zone Leadership and entrepreneurship







Active and Interactive Learning





Active, Interactive and Collaborative Learning



Active and Collaborative Learning

- Student-faculty ratio of 11:1
- Nurturing faculty
- Integrating lectures, recitations and design projects (Learn, Engage and Apply)
- Group learning & peer support
- Ready access to fabrication equipment







11:1 STUDENT-FACULTY RATIO. COHORT-BASED. DEDICATED CLASSROOM.





Hands on, Active Learning







PEER SUPPORT. TEAM-BASED LEARNING.



Time and Space for Self

Pursue passion and interests Get out of comfort-zone Leadership and entrepreneurship





Fifth Row. 6° Residential Stay. Time and Space for Self. Not an afterthought.

- Independent activity period (every January)
- Free every Wednesday and Friday afternoon
- Self-initiated clubs/societies
- Entrepreneurship, Research (UROP*)



Student Activities through the Fifth Row

*UROP: Undergraduate Research Opportunity Program

Fifth Row

- Co-curricular activities are often an afterthought; at SUTD, they are turned into a first-class activity – called the Fifth Row
- Fifth Row activities are designed to foster creativity:
- Creative thinking: UROP*
- Professional practice: UPOP*
- Self-powered creativity: Clubs & Teams
- Company creation: Entrepreneurship
- Student Government (Root): Leadership
- Having Fun: Hacking, dancing, living



* UROP – Undergraduate Research Opportunities Program; UPOP – Undergraduate Practice Opportunities Program

dadmissions

SUTD Entrepreneurship Pathway

JAN – APR	MAY – AUG	SEP – DEC
	TERM1 STARTsomething	TERM2 BUILDsomething
TERM3 LAUNCHsomething	Break/ Exchange/ Internship	TERM4 hackathons/ Mentoring/ Incubation
TERM5 hackathons/ Mentoring /Incubation	Break/ Exchange/ Internship	TERM6 Entrepreneurship Capstone Preparation Bootcamp
TERM7 Entrepreneurship Capstone	 TERM8 Entrepreneurship Capstone Demo Day Startup Pitch Day 	Startups 13 and 7 Incubatin

Create4Good (Social Innovation) Pathway

JAN – APR		MAY – AUG	SEP – DEC	
		Bootcamp & Call for proposals	Team forming leading to semi final selection	
•	Company formation Prototype & business model development	 Final Judging Top 3 teams given resources to further develop business 		

FIFTH ROW - More than 84 student organisations ranging from Performing Arts, Culture and Language, Engineering and Design to Community Service, the Arts, and Sports





Research Opportunities

Faculty and students work together on creative projects

Great starting point Apply theory into practice Phases of research

activity

Developing research plans, generating and analyzing data etc



UROP Project: The Omiboard (Electric Skateboard)

About 50% of Students participated in UROP



Preparing Students for Future Careers

INTERNSHIPS (16 weeks)CAREER CENTRE POSTGRAD





UPOP (career preparation courses), industry recruitment talks, etc.



Masters and PhD Programme

POTENTIAL CAREERS ACROSS DIVERSE SECTORS



Architecture



FMCGs



Consultancy Finance



Telecomms



Energy/ Environment



IT/ Software



Logistics



Conclusions









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Engineering education must continue to evolve to respond to the new challenges.

These include:

(1)Greater flexibility and diversification offered to students in their engineering studies (multi-disciplinary)

(2)The blending of on-campus active learning with off-campus online learning to scale up

(3)curricula that bring together cross-disciplinary learning, human-centred engineering and global outlook

Summary

- 1. We need a new, innovative pathway for nurturing technically-grounded leaders for a changing world.
- 2. SUTD has opted to try a different educational model of staying on the global front and staying relevant.
- 3. Will the SUTD model turn out to be an innovative and timely response to new needs and new paradigms for the 21st century?

To put new wine into new bottles 新しい酒は新しい革袋に盛れ



Our 1st batch of graduates are well received by wide industry sectors and graduate schools



Example of universities offering our students places in graduate studies:



Think Big , Think Far....



"The quality of our expectations determines the quality of our actions" - Andre Godin..



Aim High....

THE STRAITS TIMES

SATURDAY, SEPTEMBER 20, 2014

SUTD's name scales new heights

name them and register the names

with the local authorities. They

are believed to be the first stu-

dents here to achieve such a feat,

although Singapore has made its

mark elsewhere in the world

through such expeditions before.

mountaineers scaled the neaks

Virgin Himalayan peak to bear name of university after students climbed it

By AMELIA TENG

IN THE last few years, Mr Samuel Chin has heard people ask the same questions about his school. the Singapore University of Technology and Design, or SUTD. What is it? Is it a new universi-

ty? Where is it located?

So the 23-year-old third-year masek, Singapura and Ong Teng student and seven male undergraduates decided to fly their school flag, way up high.

Last month, they reached 6,050m virgin peak - one that human has ever set foot on the Indian Himalayas.

If approval is granted, mountain at Karcha Nala, a va in the state of Himachal Prade will be called Mount SUTD. T are also getting permission name the mountain pass and base camp after the university Climbers of virgin peaks

On top of gym sessions and runs every week, they spent two to three hours every Saturday hiking up Bukit Timah Hill, each carrying a load of 18kg. They also climbed two peaks

earlier to train up. The first in January was to DaFeng, which is among the Siguniang Mountains in China's Sichuan province, and the second was in May to India's Friendship Peak in Himachal Pradesh.

In 2005, three mountains in For Mr Chin, the desire to scale Central Asia were christened Tea mountain came after a trekking trip in Nepal a few years ago. "I Cheong after prominent climber saw so many peaks and I thought I David Lim and three Singaporean would want to climb one." Mr To 74 said he wanted to



(From left) Mr Te, Mr Chin and their team members climbing the mountain that will soon be named after SUTD. They are

URTESY OF CHUA WEI ZHEN

assion and risk-taking UTD the first universimountain named after

next time Mr Chin is t his school, his reply be different. "It is the which has a mountain r it," he said. com.sg

"You never conquer the mountain, You only conquer yourself."

Jim Whitaker

First American who climbed Mount Everest

HOME B15



Established in collaboration with MIT

Thank You

Nurturing Technically-gounded Leaders and Innovators

Creative • Passion for technology and design • Multi-disciplined • Risk-takers "Someone with passion, ability and dreams to go and do something that is going to change the world."