BUDS TRAINING: DIGITAL EDUCATION

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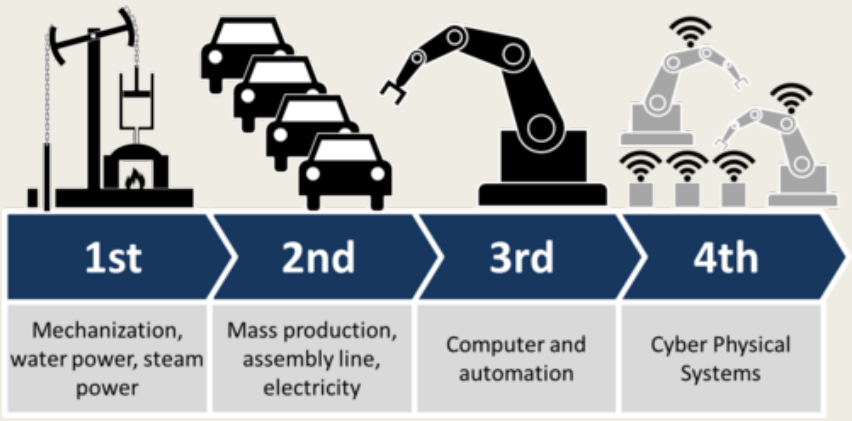
Industry 4.0



2

Workforce 4.0

3

Education 0.0

4

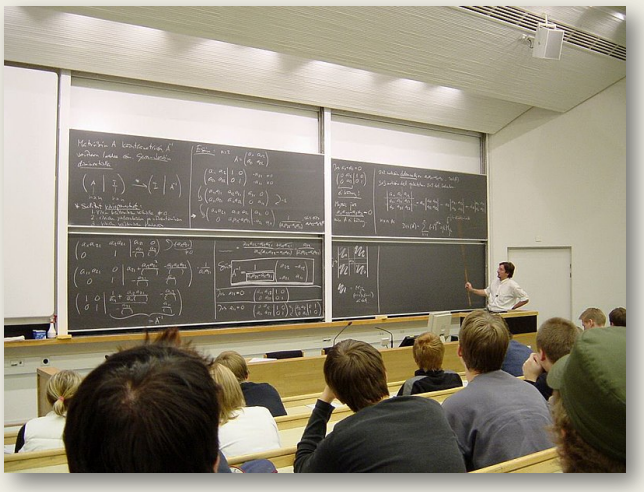
Education 1.0

1st

Board & book (physical)

5

Education 1.0



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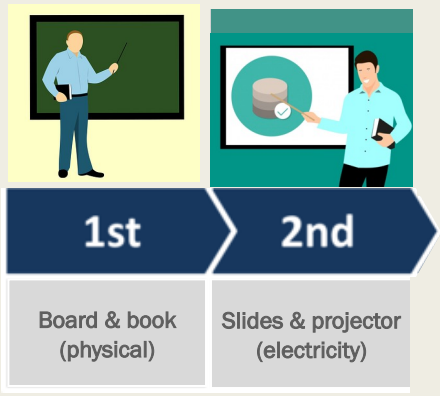
Education 1.0

7

Education 2.0



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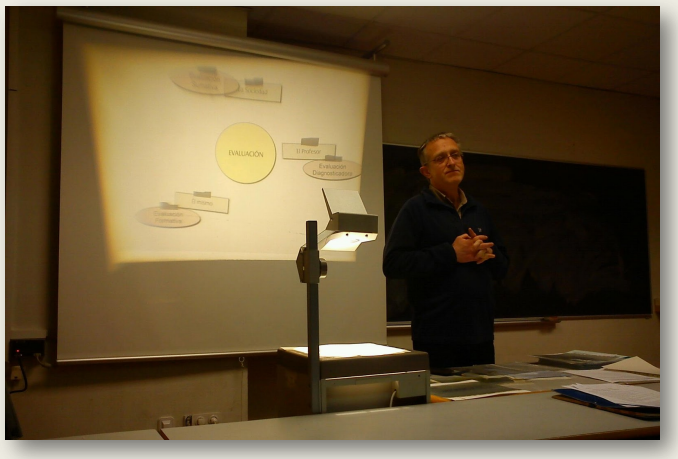
Education 2.0

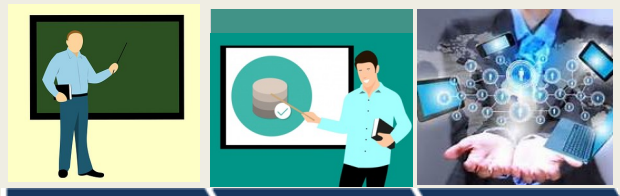


Education 2.1

Education 2.2

11

Education 3.0



1st	2nd	3rd
Board & book (physical)	Slides & projector (electricity)	Cloud computing (internet)

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Education 3.0

13

Video production and distribution

Cloud computing

Interactive web technologies

Social networks

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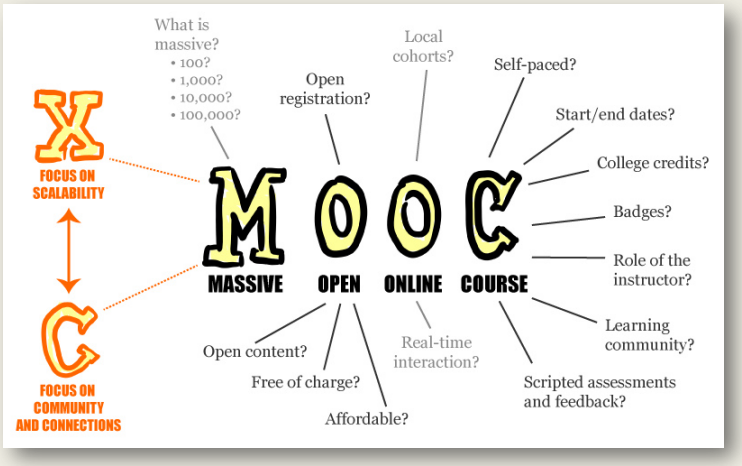
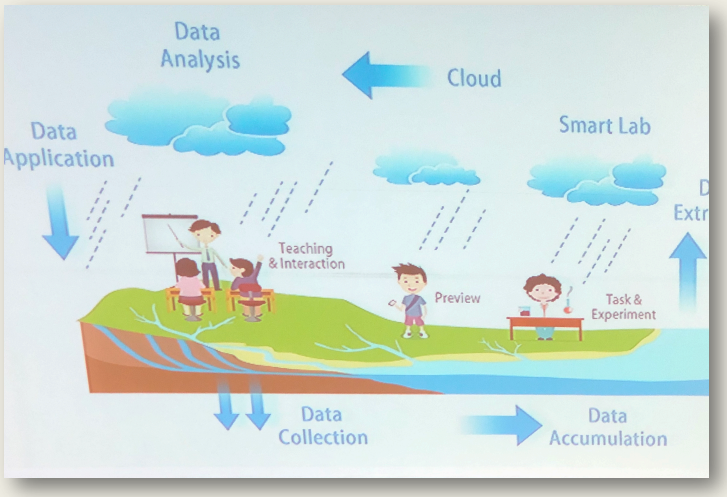
Education 3.1



XuetangX: Rain Classroom



Education 3.2

17

SPOCs: Small Private Online Courses

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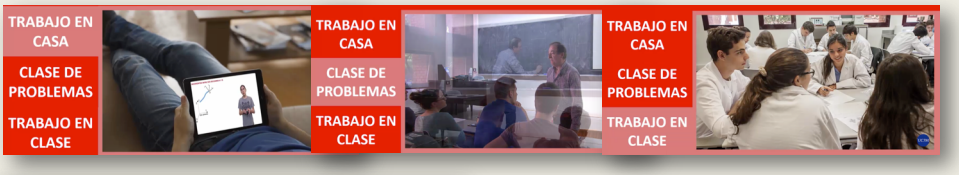
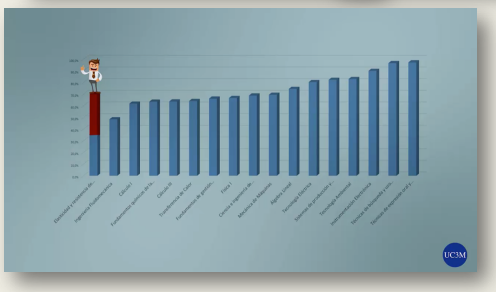
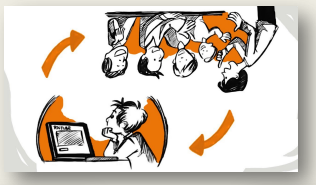
Flipped Classroom

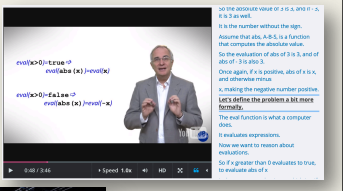




Teaching Continuum

Face-to-face Apps Flipped Hybrid Online





Summary: Education 0.0 to 3.0

- 0.0
- 1.0
- 2.0
- 3.0

- Acoustic (Oral)
- Mechanic (Written)
- Electrical
- Internet-based

Learners' Competencies