Dr. Anja C. Wagner

Diploma in Social Sciences

Advanced training as multimedia designer

Dissertation: User Experience in user-generated, digital learning environments => UEBERflow

--

Digital education since 1995

FROLLEINFLOW
Institute for creative flaneurs
Looking to the future

Future of work

Learning 4.0
Looking to the future
“With its new connection, the ISS now has a 600 megabit per second (Mbps) connection, doubling the amount of data the station can send and receive at any given time.”

The ISS Now Has Better Internet Than Most of Us After Its Latest Upgrade

MATT WILLIAMS, UNIVERSE TODAY  26 AUG 2019

In the digital age, connectivity and bandwidth are important, even if you're in Low Earth Orbit (LEO). And when you're performing research and experiments that could help pave the way for future missions to the Moon, to Mars, and other deep-space destinations, it's especially important.
WHY AM I TELLING THIS?
BECOMING A MULTIPLANET SPECIES
MOONSHOT THINKING = Investing in what is possible tomorrow, instead of holding on to what is today.
Steve Jobs: “There’s an old Wayne Gretzky quote that I love. I skate to where the puck is going to be, not to where it has been. And we’ve always tried to do that at Apple.”
Huge Challenges

DISRUPTION + CLIMATE CRISIS

Radical solutions

(POST) GROWTH

Break through technology

DIGITAL TRANSFORMATION

!?!
Learning from Mars for Earth in the Climate Crisis?
Learning from Mars for Earth in the Climate Crisis?
Learning from Mars for Earth in the Climate Crisis?
Reality check
2021
If Pablo Picasso had been able to see the moon up-close, what kind of paintings would he have drawn?
If John Lennon could have seen the curvature of the Earth, what kind of songs would he have written?
If they had gone to space, how would the world have looked today?

People are creative and have a great imagination. We all have the ability to dream dreams that have never been dreamt, to sing songs that have never been sung, to paint that which has never been seen before.

I hope that this project will inspire the dreamer within each of us.
Together with Earth’s top artists, I will be heading to the moon... just a little earlier than everyone else.

I am truly blessed by this opportunity to become Host Curator of #DearMoon.

I would like to thank Elon Musk and SpaceX for creating the opportunity to go around the moon in their Starship Super Heavy. I would also like to thank all those who have continuously supported me.
I vouch to make this project a success. Stay tuned.

#DearMoon Project Host Curator
Yusaku Maezawa

It is the Japanese Entrepreneur, Yusaku Maezawa who will produce this revolutionary art project. Together they will head for the Moon 238,900 miles away.
FEBRUARY 01, 2021

SPACEX TO LAUNCH INSPIRATION4 MISSION TO ORBIT

In 2020, SpaceX returned America’s ability to fly NASA astronauts to and from the International Space Station for the first time since the Space Shuttle’s last flight in 2011. In addition to flying astronauts for NASA, Dragon was also designed to carry commercial astronauts to Earth orbit, the space station, or beyond.

Today, it was announced SpaceX is targeting no earlier than the fourth quarter of this year for Falcon 9’s launch of Inspiration4 – the world’s first all-commercial astronaut mission to orbit – from historic Launch Complex 39A at NASA’s Kennedy Space Center in Florida. Jared Isaacman, founder and CEO of Shift4 Payments, is donating the three seats alongside him aboard Dragon to individuals from the general public who will be announced in the weeks ahead. Learn more on how to potentially join this historic journey to space by visiting inspiration4.com.

The Inspiration4 crew will receive commercial astronaut training by SpaceX on the Falcon 9 launch vehicle and Dragon spacecraft, orbital mechanics, operating in microgravity, zero gravity, and other forms of stress testing. They will go through emergency preparedness training, spacesuit and spacecraft ingress and egress exercises, as well as partial and full mission simulations.

This multi-day journey, orbiting Earth every 90 minutes along a customized flight path, will be carefully monitored at every step by SpaceX mission control. Upon conclusion of the mission, Dragon will reenter Earth’s atmosphere for a soft water landing off the coast of Florida.
Meet the crew

Jared Isaacman
Commander and benefactor
Leadership seat

Hayley Arceneaux
St. Jude cancer survivor
Hope seat

Dr. Sian Proctor
Shift4Shop owner
Prosperity seat

Christopher Sembroski
St. Jude donor
Generosity seat
8,000,000,000

Internet Users in the World

Year (as of July 1)

2021

Starlink's Better Than Nothing Beta program

Happy to have the support of @SpaceX's Starlink internet as emergency responders look to help residents rebuild the town of Malden, WA that was overcome by wildfires earlier this month. #wawildfire

Starlink Internet From Space: Faster Than 95% Of USA

John Koetsier  Senior Contributor
Consumer Tech
John Koetsier is a journalist, analyst, author, and speaker.

An internet speed test of Starlink satellite-delivered internet to rural Montana. FOURTHECHELOKIV

Could rural Montana be the next Silicon Valley? Check internet speed off your list of reasons why not.
SpaceX: Over 500,000 orders for Starlink satellite internet service received to date

Published Tue, May 4 2021-4:43 PM EDT | Updated Tue, May 4 2021-5:38 PM EDT

Michael Sheetz @THESHEETZTWEETZ

KEY POINTS

- Elon Musk's SpaceX has received more than 500,000 orders so far for the satellite internet service it's rolling out, the company announced Tuesday.

- Starlink is the company's capital-intensive project to build an interconnected internet network with thousands of satellites, designed to deliver high-speed internet to consumers anywhere on the planet.

- The company began accepting $99 preorders for Starlink in early February, although SpaceX emphasized that the preorders are “fully refundable.”

Starlink's Better Than Nothing Beta program

Most of Earth by end of year, all by next year, then it’s about densifying coverage.

Important to note that cellular will always have the advantage in dense urban areas.

Satellites are best for low to medium population density areas.

Unbounded by traditional ground infrastructure, Starlink can deliver high-speed broadband internet to locations where access has been unreliable or completely unavailable.
Gigafactory Berlin has already closed the broadband gap.
Let’s keep in mind
Really all people will have access to very good internet in 2022
space becomes the new transformative economic space
New value chains are emerging
Unlike its aircraft division, which is fine, the FAA space division has a fundamentally broken regulatory structure.

Their rules are meant for a handful of expendable launches per year from a few government facilities. Under those rules, humanity will never get to Mars.
Looking to the future

Future of work

Learning 4.0
The problem in the 21st century: K-waves get faster
The problem in the 21st century: K-waves get faster
The problem in the 21st century: K-waves get faster
REALITY TODAY:
Platform Capitalism
All the more so in Corona times: The platforms were the crisis winners
Deutsche IT abhängig von amerikanischer Cloud
Deutsche IT abhängig von amerikanischer Cloud
The problem in the 21st century: K-waves get faster
Some technologies catch on, others do not
Some technologies catch on, others do not.
Innovation cycle according to Rogers

before Covid-19

with Covid-19

Using the example of autonomous driving
Estimated Tesla Autopilot Miles

Projected Autopilot Miles:
5,134,585,459
Date: 2021-01-01

Projected Autopilot Miles on Hardware 1:
994,077,265
Projected Autopilot Miles on Hardware 2/3:
4,140,508,193

Current Estimated Autopilot Miles:
3,324,020,246
Date: 2020-04-22

Current Autopilot Miles on Hardware 1:
852,461,468
Current Autopilot Miles on Hardware 2/3:
2,471,558,778
MEASURING WITH DATA & AI

FROLLEINFLOW
Theory of the digital society

Digitalization "uses social structures, it makes social dynamics visible, and it generates its added value from these forms of pattern recognition."
5 UNIQUE TRENDS

1. Composite architectures
2. Algorithmic trust
3. Beyond silicon
4. Formative artificial intelligence (AI)
5. Digital me
The future of work after COVID-19

February 16, 2021 - Report

More people may need to transition to new jobs in the post-COVID-19 scenario.

Share of workforce that may need to transition to jobs in new occupations by 2030,1 %

<table>
<thead>
<tr>
<th>Post-COVID-19 scenario2</th>
<th>10.1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Incremental change, post-COVID-19 scenario</td>
<td>2.2</td>
</tr>
<tr>
<td>Pre-COVID-19 scenario3</td>
<td>7.9</td>
</tr>
</tbody>
</table>

| United States | 2.2 | 7.9 |
| Germany | 1.0 | 7.6 |
| Japan | 0.9 | 8.2 |
| France | 1.0 | 7.9 |
| Spain | 0.6 | 7.8 |
| United Kingdom | 1.0 | 7.5 |
| China | 0.8 | 6.5 |
| India | 3.4 | 3.4 |

Note: Figures may not sum to total, because of rounding.

1An occupation transition is defined as a job that has been displaced and does not come back with growth in labor demand overall.
2The post-COVID-19 scenario includes the effects of eight trends: automation, rising incomes, aging populations, increased technology use, climate change, infrastructure investment, rising education levels, and mechanization of unpaid work. The post-COVID-19 scenario includes all pretransition trends as well as accelerated automation, accelerated e-commerce, increased remote work, and reduced business travel.
3Job transitions in India remain flat in both scenarios because of fewer service jobs (due to accelerated automation) for low-skill construction workers to transition into. Excludes farm transitions if farm jobs were included, transitions would fall before the pandemic compared to after because there would be fewer transitions to secondary and tertiary sectors.


McKinsey & Company

Job changes in post-COVID 19 scenario

Women, young, less-educated workers, ethnic minorities, and immigrants may need to make more occupation transitions after COVID-19.

Estimated percentage increase in number of occupation transitions between pre- and post-COVID-19
Indexed to overall percentage increase=100, weighted average of United States, France, Germany, and Spain

<table>
<thead>
<tr>
<th>Demographics</th>
<th>Lower than average</th>
<th>Higher than average</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gender</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Male</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Female</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Age</td>
<td></td>
<td></td>
</tr>
<tr>
<td>25–54</td>
<td></td>
<td></td>
</tr>
<tr>
<td>55–65</td>
<td></td>
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<tr>
<td>65+</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15–24</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Education3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>High</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medium</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Low</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ethnic groups (United States)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>White</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hispanic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>African American</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Asian</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Nationality (France, Germany, and Spain)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Born in reporting country</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Born in different EU state</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Not born in EU</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**Exhibit E5**

Trends accelerated by COVID-19 may play out differently across different arenas.

Potential change in impact of workforce trends due to COVID-19 in the United States

<table>
<thead>
<tr>
<th>Work arena</th>
<th>% of workforce, US 2019</th>
<th>% of time that can be remote</th>
<th>Potential for remote work</th>
<th>Digital adoption</th>
<th>Automation adoption</th>
<th>Labor demand growth</th>
<th>Occupations transitioning</th>
<th>Overall disruption</th>
</tr>
</thead>
<tbody>
<tr>
<td>On-site customer interaction</td>
<td>12</td>
<td>12</td>
<td>18</td>
<td>8</td>
<td>-14</td>
<td>8</td>
<td>High</td>
<td></td>
</tr>
<tr>
<td>Leisure and travel</td>
<td>7</td>
<td>5</td>
<td>11</td>
<td>8</td>
<td>-10</td>
<td>4</td>
<td>High</td>
<td></td>
</tr>
<tr>
<td>Computer-based office work</td>
<td>31</td>
<td>30</td>
<td>40</td>
<td>7</td>
<td>0</td>
<td>3</td>
<td>Medium</td>
<td></td>
</tr>
<tr>
<td>Indoor production and warehousing</td>
<td>21</td>
<td>6</td>
<td>11</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>Low</td>
<td></td>
</tr>
<tr>
<td>Classroom and training</td>
<td>7</td>
<td>31</td>
<td>15</td>
<td>2</td>
<td>2</td>
<td>0</td>
<td>Low</td>
<td></td>
</tr>
<tr>
<td>Medical care</td>
<td>7</td>
<td>6</td>
<td>15</td>
<td>5</td>
<td>6</td>
<td>0</td>
<td>Low</td>
<td></td>
</tr>
<tr>
<td>Home support</td>
<td>3</td>
<td>13</td>
<td>10</td>
<td>0</td>
<td>16</td>
<td>0</td>
<td>Low</td>
<td></td>
</tr>
<tr>
<td>Personal care</td>
<td>2</td>
<td>11</td>
<td>10</td>
<td>3</td>
<td>8</td>
<td>-2</td>
<td>Low</td>
<td></td>
</tr>
<tr>
<td>Transportation of goods</td>
<td>3</td>
<td>10</td>
<td>13</td>
<td>4</td>
<td>14</td>
<td>-3</td>
<td>Low</td>
<td></td>
</tr>
<tr>
<td>Outdoor production and maintenance</td>
<td>8</td>
<td>3</td>
<td>7</td>
<td>1</td>
<td>6</td>
<td>-3</td>
<td>Low</td>
<td></td>
</tr>
</tbody>
</table>

Change compared to pre-COVID-19 scenario

- % of workforce that can be remote
- Percentage point change in adoption of digital tools
- Percentage point change in share of workers displaced by 2030
- Percentage point change in labor demand growth by 2030
- Percentage point change in share of workers changing occupations by 2030
- Overall disruption

The mix of occupations may shift by 2030 in the post-COVID-19 scenario.

Estimated change in share of total employment, post-COVID-19 scenario, 2018 to 2030,

<table>
<thead>
<tr>
<th>Occupational category</th>
<th>United States</th>
<th>Spain</th>
<th>United Kingdom</th>
<th>France</th>
<th>Germany</th>
<th>Japan</th>
<th>China</th>
<th>India</th>
</tr>
</thead>
<tbody>
<tr>
<td>Health aids, techs, care workers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
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<tr>
<td>STEM professionals</td>
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<tr>
<td>Health professionals</td>
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<tr>
<td>Managers</td>
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<tr>
<td>Business/legal professionals</td>
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<tr>
<td>Creatives and arts management</td>
<td></td>
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<tr>
<td>Transportation services</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Educator and workforce training</td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Property maintenance</td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
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<tr>
<td>Community services</td>
<td></td>
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<tr>
<td>Builders</td>
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<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Mechanical installation and repair</td>
<td></td>
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<tr>
<td>Customer service and sales</td>
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<tr>
<td>Food services</td>
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<td></td>
<td></td>
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<tr>
<td>Agriculture</td>
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<td></td>
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<tr>
<td>Production and warehousing</td>
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<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Office support</td>
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</tr>
</tbody>
</table>

1 The pre-COVID-19 scenario includes the effects of eight trends: automation, rising incomes, aging populations, increased technology use, climate change, infrastructure investment, rising education levels, and marketization of unpaid work. The post-COVID-19 scenario includes all pre-COVID-19 trends as well as accelerated automation, accelerated e-commerce, increased remote work, and reduced business travel.

Source: McKinsey Global Institute analysis

** McKinsey & Company **
In addition to technological skills, social-emotional skills will gain in importance.
THE WORLD IS CHANGING
# The Passion Economy and the Future of Work

**The Passion Economy**

- The New Rules for Thriving in the Twenty-First Century
- Adam Davidson
  - Co-founder, NPR's Planet Money

## The Gig Economy vs. The Passion Economy

<table>
<thead>
<tr>
<th></th>
<th>The Gig Economy</th>
<th>The Passion Economy</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Monetization Model</strong></td>
<td>One-time revenue: pay per trip, per session, etc.</td>
<td>Ongoing revenue based on building an audience</td>
</tr>
<tr>
<td><strong>Services Offered</strong></td>
<td>Narrow, commoditized services</td>
<td>Wide variety of creative products and services</td>
</tr>
<tr>
<td><strong>Software Stack</strong></td>
<td>On-demand platforms that commoditize providers</td>
<td>Marketplaces that emphasize the individuality of providers</td>
</tr>
<tr>
<td><strong>Relationship Between Consumer and Provider</strong></td>
<td>Limited ability for consumer engagement</td>
<td>Platforms encourage direct interaction and loyalty between the service provider and consumer</td>
</tr>
<tr>
<td><strong>Levers for Growing the Business</strong></td>
<td>Doing more: more time spent, miles driven, jobs completed, etc.</td>
<td>Expanding audience and offering a differentiated service or product</td>
</tr>
</tbody>
</table>

*This is the book about how to live (and work) a more passionate life*

Charles Duany, author of The Power of Habit
“The videos take months of prep. A lot of them take four to five days of relentless filming. There’s a reason other people don’t do what I do.”

Two examples
There Are Now 50 Million Content Creators

- 46.7M Amateurs
- 2M+ Professionals

Creator Economy Market Map

- Layer 1: Birth of Media Platforms
- Layer 2: Emergence of Influencer Marketing
- Layer 3: Creators as Businesses

Die Creator Economy Market Map von Signalfire (Quelle: Signalfire Blog)
Looking to the future

Future of work

Learning 4.0
Learning 4.0
NEW UNDERSTANDING OF EDUCATION REQUIRED
<table>
<thead>
<tr>
<th>Rank</th>
<th>Method Description</th>
<th>NI %</th>
<th>QI %</th>
<th>VI %</th>
<th>Ess %</th>
<th>VI+Ess %</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Daily work experiences (ie doing the day job)</td>
<td>6</td>
<td>26</td>
<td>67</td>
<td>93</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Knowledge sharing within your team</td>
<td>9</td>
<td>30</td>
<td>60</td>
<td>90</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Web search (eg Google)</td>
<td>16</td>
<td>27</td>
<td>52</td>
<td>79</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Web resources (eg videos, podcasts, articles)</td>
<td>20</td>
<td>37</td>
<td>39</td>
<td>76</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Manager feedback and guidance</td>
<td>19</td>
<td>39</td>
<td>35</td>
<td>74</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Professional networks and communities</td>
<td>24</td>
<td>41</td>
<td>31</td>
<td>72</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Coach or mentor feedback and guidance</td>
<td>28</td>
<td>43</td>
<td>22</td>
<td>65</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Internal resources (eg documents, guides, etc)</td>
<td>32</td>
<td>35</td>
<td>25</td>
<td>60</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Blogs and news feeds</td>
<td>34</td>
<td>33</td>
<td>23</td>
<td>56</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>E-Learning (eg online courses for self-study)</td>
<td>39</td>
<td>25</td>
<td>16</td>
<td>41</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Conferences and other professional events</td>
<td>48</td>
<td>32</td>
<td>3</td>
<td>35</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Classroom training</td>
<td>41</td>
<td>19</td>
<td>12</td>
<td>31</td>
<td></td>
</tr>
</tbody>
</table>
Wie eignen Sie sich neues Wissen im Bereich Computer, Internet und digitale Themen an?

**Informelles Lernen**

- +7
  - **83**
    - Berufstätige: 92%
    - Bürojob: 95%
    - Führungskräfte: 96%
    - Mehr als 1.000 MitarbeiterInnen im Unternehmen: 97%

- +4
  - **62**
    - Bringe ich mir selbst durch Ausprobieren bei

- +9
  - **48**
    - Hilfe und Tipps von Freunden und Bekannten

- +5
  - **39**
    - Hilfe und Tipps von der Familie

- +5
  - **36**
    - Bringe ich mir selbst bei mit Hilfe aus dem Internet (z.B. Foren, YouTube-Videos)

- +3
  - **22**
    - Hilfe und Tipps von KollegInnen
    - Durch Lernen „on the job“, d.h. durch die tägliche Arbeit
    - Niedrige Bildung: 6%
    - Hohe Bildung: 37%

**Formelles Lernen**

- +23
  - Vollzeit: 37%
  - Teilzeit: 20%
  - Führungskräfte: 49%
  - Mehr als 1.000 MitarbeiterInnen im Unternehmen: 44%

| 15 | Schulungen und Weiterbildungsangebote, die ich bezahlt bekomme (z.B. von ArbeitgeberInnen) |
| 10 | Kostenlose Schulungen und Weiterbildungsangebote im Internet |
|  6 | Schulungen und Weiterbildungsangebote, die ich selbst finanziere |

Basis: Personen ab 14 Jahren (n = 2.038); Angaben in Prozent; Abweichungen in Prozentpunkten
How do people learn at work? The 4 D’s of Learning

DIDACTICS
being taught
(formal learning)

classroom training

e-learning
(online courses)

company resources
(docs, job aids)

DOING
learning from working
(experiential learning)

day job
manager
coach/mentor

DISCOVERY
finding things out
(informal learning)

searching the Web
articles, videos, podcasts
blog posts and news feeds

DISCOURSE
interacting with others
(social learning)

team members
& colleagues

professional networks
conferences & events

My research spanning over 15 years shows that learning at work is not just about being taught or trained but happens in many different ways. I call these the 4 D’s of Learning.

Getting into the flow via the realization of daily learning
Getting into the flow via the realization of daily learning
The overall pattern aligns well with the 70:20:10 framework, with:

- 70% of learning coming from daily activities
- 20% of learning from relationships
- 10% of learning from education

Discovering + doing = 66%, discourse = 20%, and didactics = 14%.

Getting into the flow via the realization of daily learning
"On-the-fly" learning in micro-steps is "on vogue" ...
In addition to sporadic macro learning, more micro flow is needed.
Online courses are coming up in a lot of places.
Introducing LinkedIn Learning Hub, an LXP, a skills taxonomy, and so much more
New learning environments are popping up everywhere, some commercial, some for free.
What else is happening in the Ed-tech world?
Today, the desired focus is on these developments:

- Blockchain
- Artificial intelligence
- Open AI & Neuralink
- Virtual & Augmented Reality
Blockchain
Here, too, a hype cycle has been underway for years
The blockchain revolution seems to have started.
The 1st idea that comes to politicians in the field of education: how to secure valid certificates?
One makes the new technology usable for the old system
Badges & micro-credentials enable increasingly decentralized educational biographies.
DEGREE HAS EVOLVED:
From learning experience to upskilling, reskilling, and redeployment.

This serves more the individual interests of people.
Employers can also create different learning paths.

**LEARNING PATHWAYS**

Put Your Users’ Learning Journeys into Perspective

→ Join thousands of other organizations creating networks of opportunity for learners everywhere.

→ Organize your users’ learning experiences into portable, stackable pathways that can integrate credentials from other platforms and learning management systems.

→ Build brand awareness within your target audiences by creating learning pathways that align with meaningful standards and certification frameworks.

[Learn More]
Learning paths that are composed of different sources
Virtual & Augmented Reality
Es gilt abzuwarten, ob und wann AR und VR der Durchbruch gelingt.
Growing market
Getting Started

1. Download and open Merge EDU apps on your iOS or Android device
2. Point your device's camera at the Cube
3. Use the Merge Cube to interact with digital 3D objects and simulations

The Merge Cube lets you hold digital 3D objects.
The Merge Cube Lets you hold digital 3D object
Es gilt abzuwarten, ob und wann AR und VR der Durchbruch gelingt.
“Anything’s possible if you’ve got enough nerve.”
– J. K. Rowling
Looking to the future
Future of work
Learning 4.0
THERE IS A LOT TO DO!

THANK YOU VERY MUCH 😊
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WHO WE ARE?!
FROLLEINFLOW specializes in helping forward-thinking individuals, institutions, companies and regions develop - and implement - a digital transformation strategy.

WHY?

WE CHALLENGE THE STATUS QUO TO EMPOWER PEOPLE FURTHER.

HOW?

WE BRING THE CREATIVE POTENTIAL OF ALL PEOPLE INTO FLOW.

WHAT?

WE HAPPEN TO MAKE GREAT EDUCATION.
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