



The Future Student Experience workshop resources: facilitators pack

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1. Introduction

1.1 Background

Teams from across the higher education sector have been supported by Advance HE to analyse current trends and the potential drivers and disruptors of the higher education sector, to envision the future student experience. The [projects](#) have examined the potential technological, social, environmental and economic factors that may drive or disrupt the sector.

Drawing from the report findings we have created four future-focused scenarios of higher education:

- + Metaversity: Become immersed in your learning
- + Universitas: Quality learning for all
- + Analytica: Learn how you learn best
- + Campus Connect: Working locally to change the world

2. The workshop

2.1 Aims

The aim of the scenarios is to promote thinking about possible, probable and plausible higher education futures. They are designed to encourage education teams to reflect on the purpose of high education, the 'way we do things'. The goal is to help institutions and education teams consider what future they want for their students and their staff and how internal and external drivers help shape our sector.

By engaging with this workshop and the resources, participants will consider:

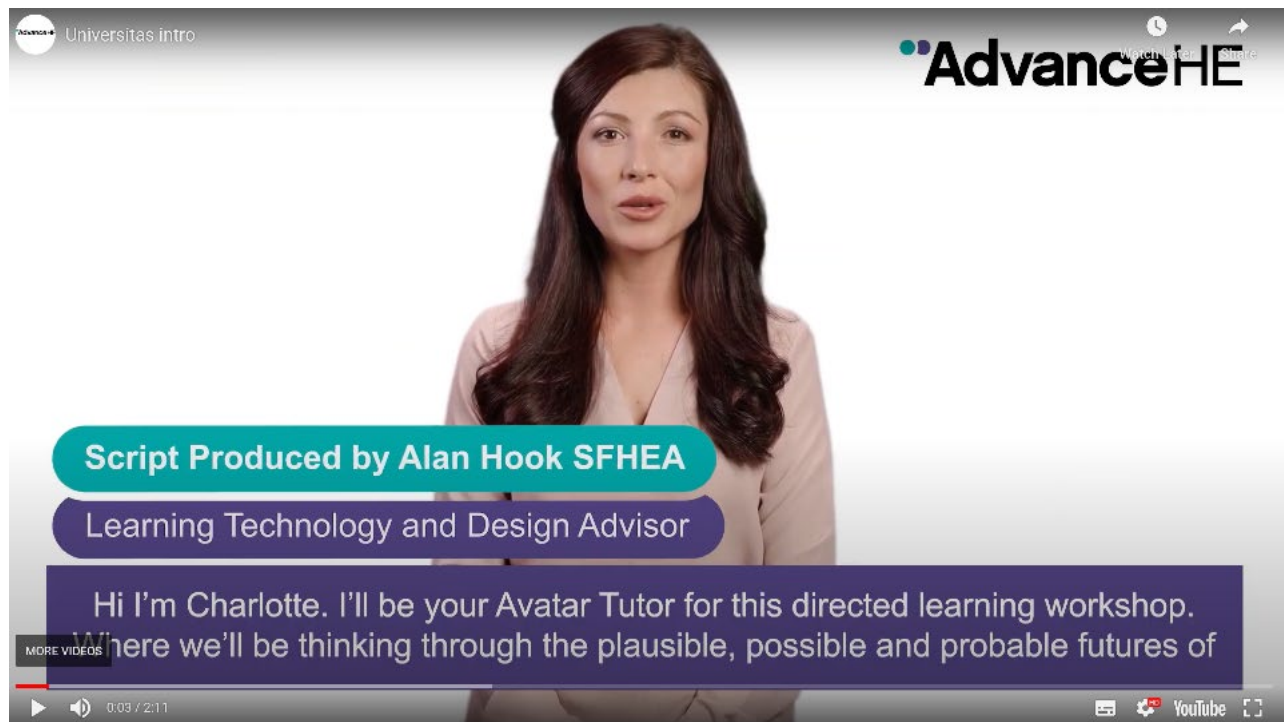
- + the value of higher education and how we can make it inclusive, accessible and flexible to meet the needs of current and future learners
- + the potential impact of political, social, technological and environmental factors may have on their individual practice, their institution and the higher education sector
- + how their own practice is evolving and the possible, plausible and probable futures for our sector.

2.2 Resources

There are four PowerPoint shows each describing a different scenario. Each scenario takes approximately one hour to run.

Online: 1-4 scenarios can be run online using breakouts to divide the participants into groups to consider the different scenarios.

In person: 1-4 scenarios can be examined during in-person workshops. Separate spaces will be required for each group to hear and discuss the scenario.



2.3 Intended participants

Futures thinking works best when there are a diverse group of people available to discuss and critique ideas. There are no limits to the number of participants, but it is recommended that each group comprises 6-12 people. Participants can include academic and professional service staff and students. Each group should elect a note taker. No previous knowledge of the scenario is required.

2.4 Pre-workshop preparation

For online workshops:

1. Download and save the PowerPoint show file to a local drive.
2. When you are in your breakout group you will need to run the file and share your screen.

For in person workshops:

1. Download and save the PowerPoint show file to a local drive.
2. Run the file, and share using the room audio visual.

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For all delivery modes:

1. When you run the file, you will need to enable the content in the warning window.
2. The presentation/process won't start until you click the button on the screen to run the process.
3. This should load an embedded YouTube video. The video should run automatically, but it will depend on the version of PowerPoint that you are using. If they don't run after a few seconds then click on them to play – try not to pause them if possible.
4. The slide will move on automatically five seconds after the video finishes. These five seconds are a buffer in case you have slow broadband speeds.
5. Everything has been disabled in the presentation apart from the left and right arrows and the escape key.
6. The Esc key closes the presentation, the right arrow skips forward, the left switches back in the 'animation stack'. It's best just to leave the presentation to do its thing, but in an emergency mouse clicking won't help (apart from playing and pausing videos).
7. Each slide has a timed transition which should autoplay and slides have timers to help.
8. At the end of the process there is a single holding slide that will stay on the screen until you press Esc to stop sharing.

2.5 Facilitation

Encourage the participants to make notes on everyone's contributions to the question prompts on the slide.

The workshop can also be supplemented with additional shared note taking with tools like Miro to increase its effectiveness in capturing participation, or an AI remote meeting transcription service to take notes of the participants discussions for analysis and reflection after the workshop.

3. Feedback and reflections

In the development of the workshop, we tried to design a learning experience for participants which was unusual, uncanny and provoked thought and reflection. We employed methods from Design Fiction to create a workshop which deliberately felt 'different'. We used emerging AI tools to generate the lecture videos, and AI image generation to help create a set of images to prompt reflection in participants.

As part of the development process, we wanted to explore how we could create a scalable, 'self-driving' learning experience. Something that could be delivered remotely (or in a classroom) for learners, allow space for the facilitated small group discussions to unpack some of the complexities of the future scenarios and could feel valuable if it ran for 10 or 10,000 participants.

We would value your thoughts and experiences of engaging with these scenarios. Please follow this [link](#) to provide feedback.



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