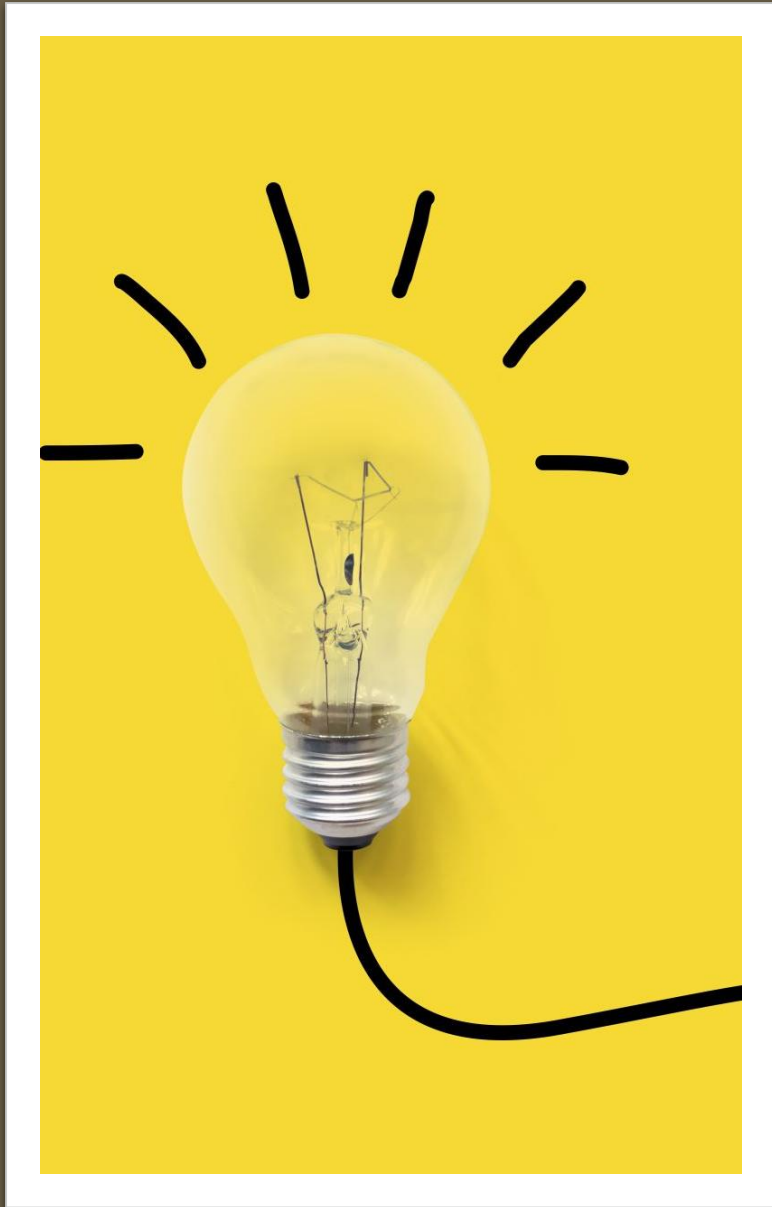


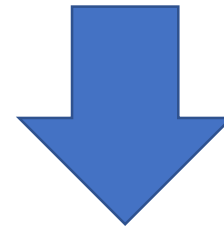


NIBM Digital Campus



# HE Model NIBM

- Quality Assurance
- Internationalization
- CBE: Lifelong learning
- Innovation and Digitalization
- Demand Driven courses



Employability and  
Quality of Life

# TDF

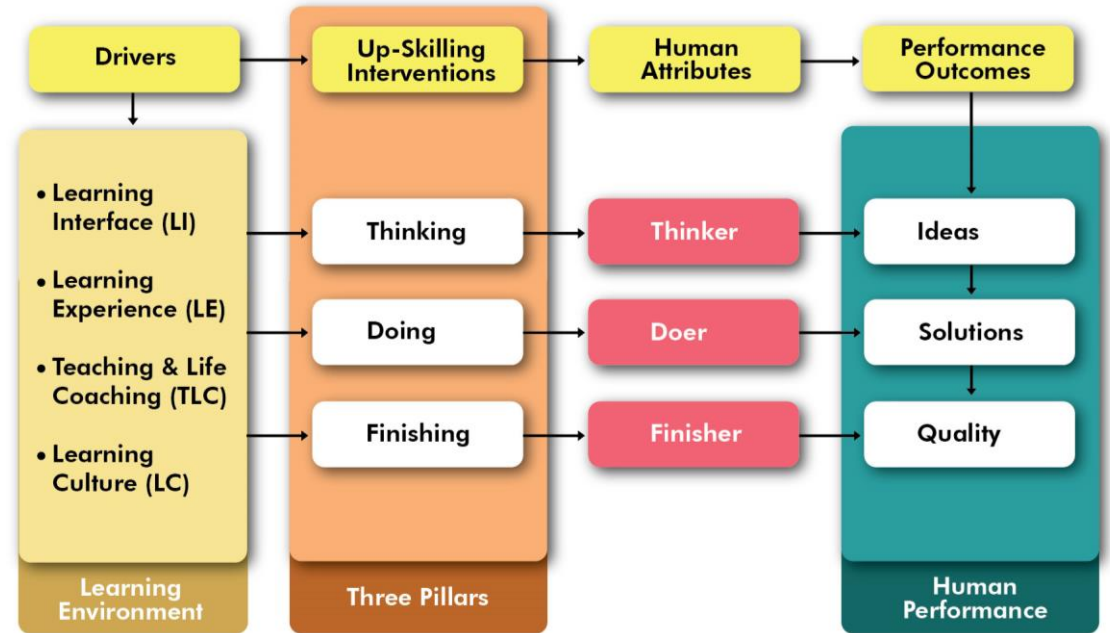


Figure : 01 - TDF MODEL



# Quality Assurance

- Updated Content & Relevance
- Academically and Professionally
- Qualified Faculty
- Innovative Teaching and Learning Methods
- Valid and Reliable Assessments
- Critical Enabling Skills
- Industry Exposure and Career Guidance

# International- ization

- Best Practices of Global Universities
- International Exposure for Students
- Accreditations & Certifications
- Internationalizing the Faculty
- Globally Recognized E-Products (NDC)



Innovation

# Learning Not by Instruction but by **Discovery**

- Innovative teaching methods
- Innovative learning methods
- Innovative learning facilities
- Design and development of sustainable products
- Start Ups

# Demand Driven Courses

- Computer Science
- Engineering & Technology
- Art & Humanities
- Manufacturing Engineering
- Business Management
- Accounting and Finance
- Health Science
- Law and Business
- Edu – Products

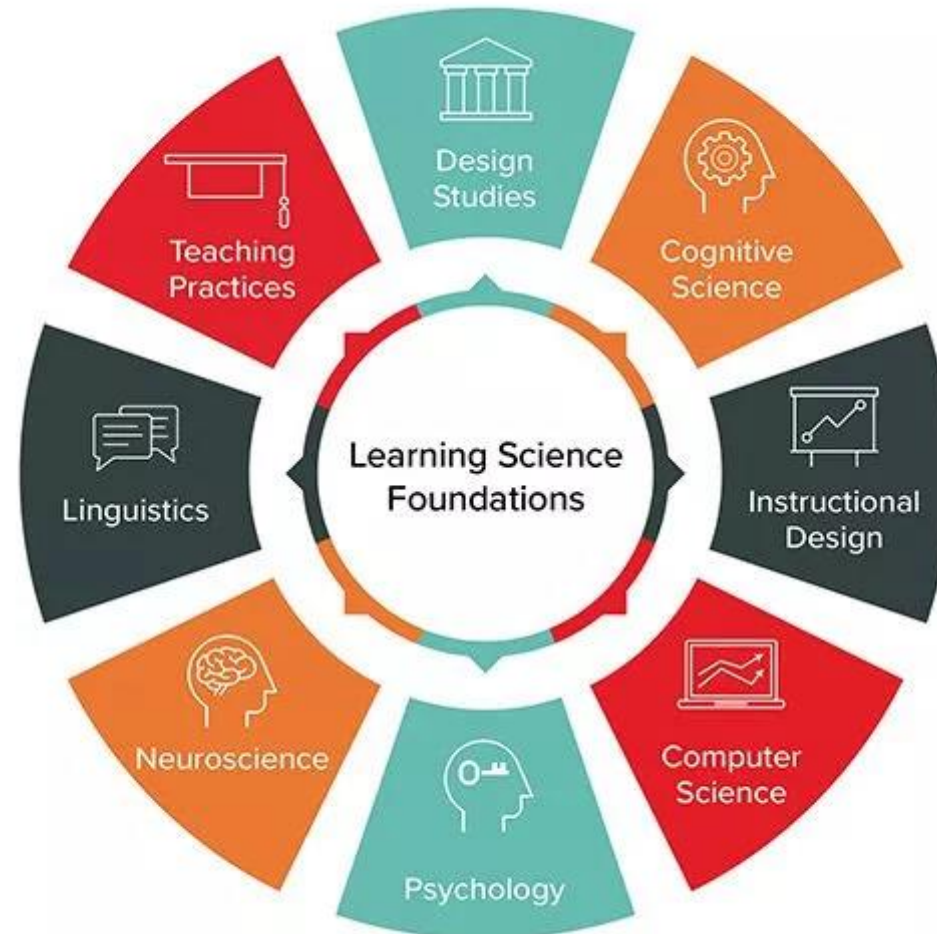


# A great Teacher is a Learning Scientist .....

If we are to gain positive experience of learning, we should know the science of Learning ?

Learning science is a combination of many subjects. It is drawn from disciplines including cognitive neuroscience, learning analytics, data science, behavioral economics, and educational psychology.

So Learning scientists are multi skilled professionals





# Learning Curve

is another scientific thinking on learning science

Learning curve measures how long you will take to learn a new skill with the experience. As you know Higher the experience , lower the time taken to complete a task.



So LC is correlation between a learner's performance and the no of attempts made to complete a task perfectly. It can be shown in a graphical representation



If the time taken is lower, it is better as it improves productivity. So learning curve principles are being used in industries as well. Lower the learning curve higher the output of a process.



Some tasks are complicated and learning rate is lower and some are simple and learning rate is higher. If the process is fully automated learning curve effect is zero. But manual processes take times to learn.

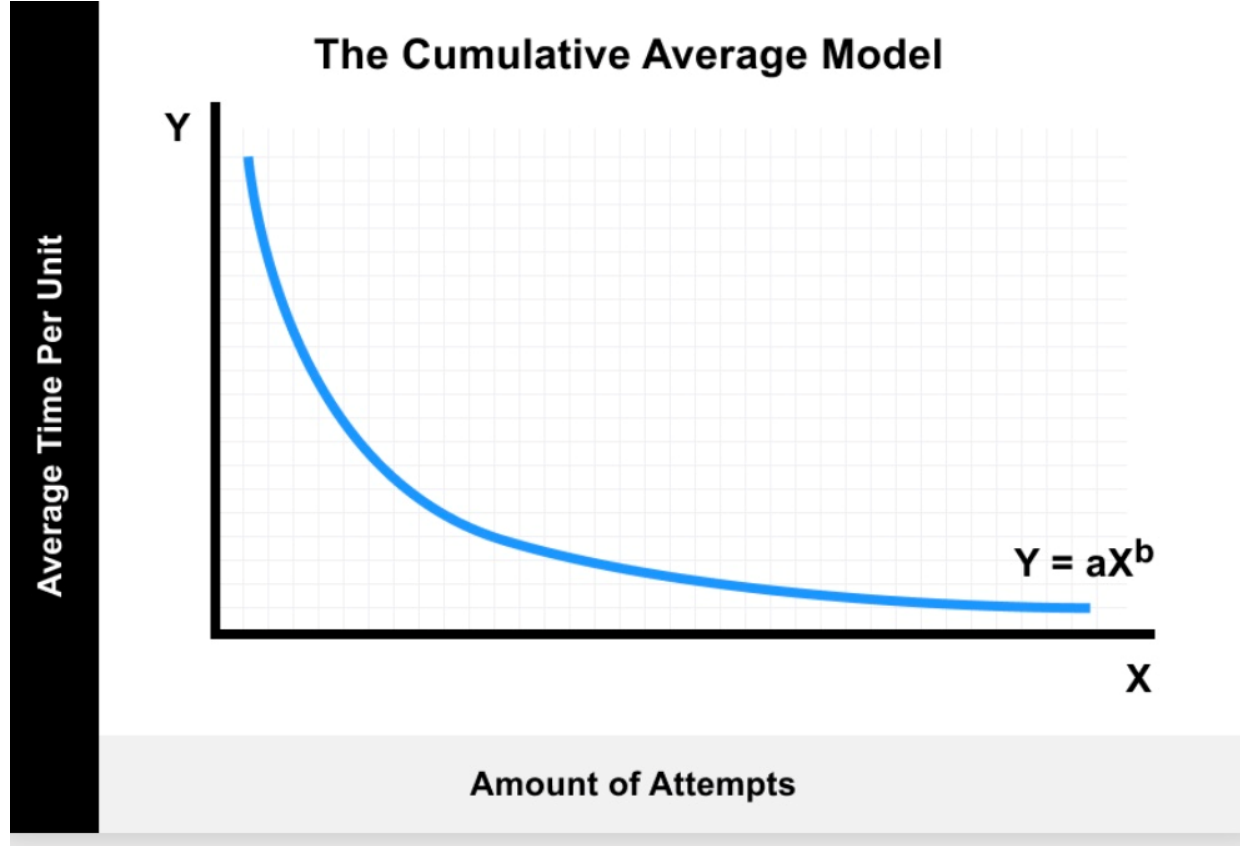


80% learning curve means is that every time you double the output, 20% of the time reduces and so on.



First product 100 min, 2- 80 min, 4 -64 min and 8 -52 min . Time reduces exponentially with the experience. Practice makes you perfect with a higher speed.

# Learning Curve



- Y = the cumulative average time (or cost) per unit.
- X = the cumulative number of units produced.
- a = time (or cost) required to produce the first unit.
- b = slope of the function when plotted on log-log paper.  
= log of the learning rate/log of 2.

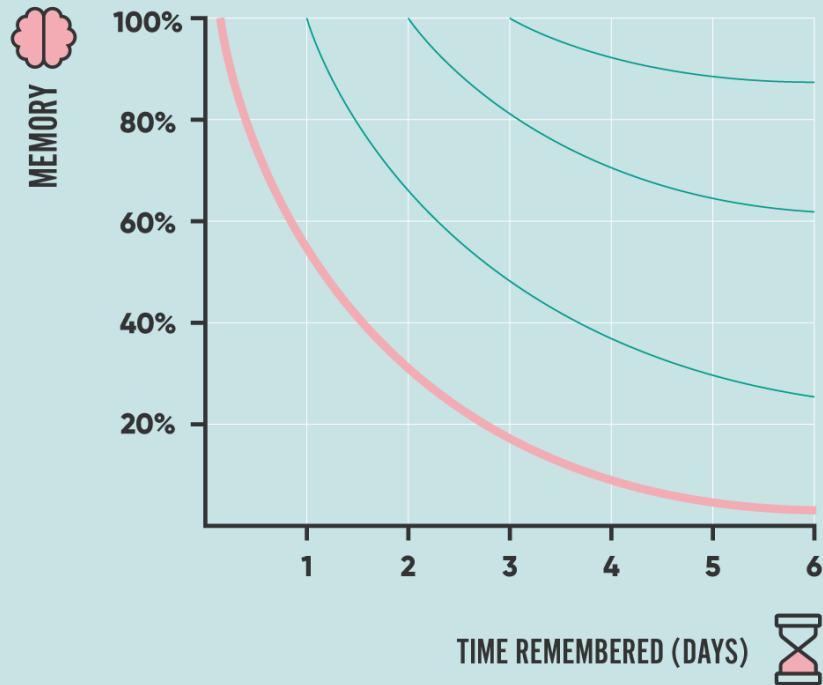
# Wright's Cumulative Average Model

# Forgetting Curve

Ebbinghaus' forgetting curve, or simply 'the forgetting curve' shows how information is lost over time when you don't try to retain it in your mind .

- Ebbinghaus discovered the nature of memory loss over time. The graph illustrates that when you first learn something, the information disappears at an exponential rate, i.e. you lose most of it in the first couple of days, after which the rate of loss tapers off.
- In a training context, the forgetting curve shows that learners will forget an average of 90% of what they have learned within the first month. And you were wondering why your training program wasn't having the impact you'd hoped it would!
- Spaced Repetition is the solution as forgetting curve is also occurs exponentially : Keep on recalling or reminding with a right space will remember things faster and better.

# THE FORGETTING CURVE



$$R = e^{-t/s}$$

$R$  refers to memory retention,  $S$  refers to relative strength of memory and  $t$  refers to time.

# Zeigarnik Effect

People tend to remember unfinished or incomplete tasks better than completed tasks

Keeping your mind in unfinished mode will help you to grow faster and achieve your life goals productively because you keep on working on your uncompleted tasks



first observed by Russian psychologist Bluma Zeigarnik,



Knowledge of the Zeigarnik effect can help overcome procrastination, improve study habits, and promote mental health.



You have seen this concept is being used by many industries : Terminate the event prematurely to create cognitive tension. E.g. TV series



Creating attention-grabbing trailers in the movie industry. Keep interesting things in a halfway so people are looking for the next event



UnLearning  
is the Super  
Skill of the  
Future

# No Unlearning = No learning = No Change

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Unlearning is the art of discarding something that we learned earlier. To know what to unlearn, you need to be self-aware about your thoughts, beliefs, and your habits.

Today's workforce needs to embrace [continuous unlearning in](#) order to move forward. Employees must continue to unlearn, learn and relearn to stay relevant in today's modern, digital workforce.

Change is continual, and in order to stay current and not dive into the world of the obsolete, unlearning is a vital component to 21<sup>st</sup> century employees.



## The Takeaway: Knowledge Entrepreneurs

What knowledge economy needs today *are fewer knowledge experts and more knowledge entrepreneurs.*

The difference is clear: **Knowledge Experts** are satisfied with information, but it could be difficult for them to branch out and begin to learn in a new way.

**Knowledge Entrepreneurs** grow well in challenges and chaos, driven by an unquenchable quest for learning, growth, collaboration, and value creation.





**POWER UP**  
**THE NEW** **BREED**



**POWER UP**  
**THE NEW BREED**



## New Breeds of NIBM

- Ethical Hackers
- Design Thinkers
- Certified Business Managers
- Computer Scientists
- Data Scientists
- Psychologists
- Financial Analysts
- Psychometricians
- Demand Generators
- Human Champions
- Creative Writers
- UI &UX Designers
- Learning Scientists
- Econometricians