

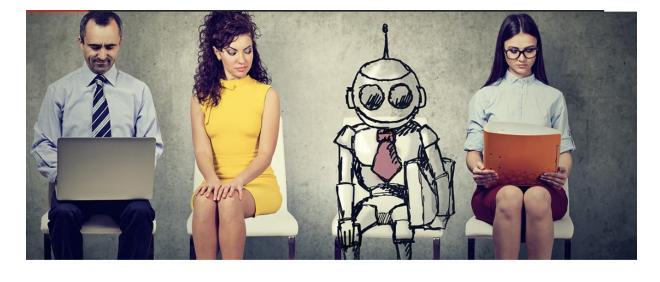
WHAT DOES THE WORLD NEED FROM HIGHER EDUCATION



### CHANGING EDUCATION LANDSCAPE







> SOFTWARE

#### **SOFTWARE**

## **Artificial Intelligence Is Poised to Expand in Higher Education**

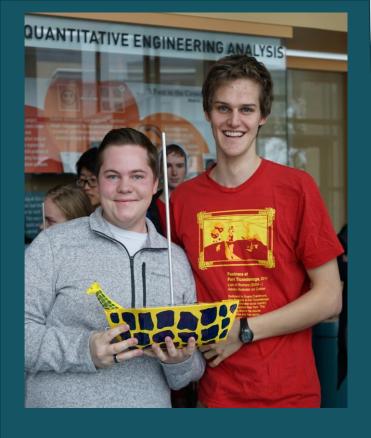
Smart systems may fly under the radar, but early use cases indicate noticeable benefits.





Transforming engineering education toward a world in which engineering serves everyone





#### ENTREPRENEURIAL THINKING

39%

of alumni have been involved in a startup venture

COLLABORATIVE ENGINEERING PROJECTS



HUMAN-CENTERED DESIGN

INSPIRING THE TRANSFORMATION OF EDUCATION THROUGH WORKSHOPS, COACHING, AND INSTITUTIONAL PARTNERSHIPS



### OLIN'S NEW VISION



President Gilda A. Barabino, Ph.D.

# Engineering for everyone.



engineering EDUCATION for everyone



engineering SERVING everyone

#### A NEW KIND OF ENGINEER

- \* PERSONAL IDENTITY & INCLINATION TO SERVE society and the planet, not just themselves and their employer.
- \* PROFESSIONAL & TECHNICAL SKILLS & ATTITUDES to solve problems by understanding people's needs, generating creative solutions, and thinking and acting entrepreneurially.
- \* **SYSTEMS THINKERS** who appreciate and understand perspectives other than their own, approach situations with humility, and are willing to question whether engineering is the right approach to a given situation.
- \* REPRESENTATIVE OF THE DIVERSITY OF TALENT in society, including the talent that has been historically excluded from engineering.

#### CORE STRATEGY

# Advancing ENGINEERING FOR EVERYONE through



### BUILDING ON EXISTING STRENGTHS



#### Affordable Design and Entrepreneurship

An international, experiential social entrepreneurship and design course that aims to create solutions with people and democratize opportunity.

Ben Linder, Craig Bida, Elizabeth Johansen, Kofi Taha, Scott Hersey, Amon Millner, Erhardt Graeff



#### Senior Capstone Program in Engineering Scott Hersey, Ruth Levine, Jessica McCarthy, faculty

An industry-university collaboration in which seniors work in multi-disciplinary teams to provide innovative solutions to a company's real-world problems.



#### Stuff of History

An integration of history of technology and materials science that has been shared and exported around the world.

Jon Stolk Rob Martello



#### **Context and Consequences**

A course in which students explore critical theory and practice applying the framework to their experiences through a range of approaches and voices

Alison Wood Callan Bignoli Lynn Stein Caitrin Lynch



#### **Engineering for Humanity**

A course in which students study topics around aging in society, while

Caitrin Lynch Ela Ben-Ur



#### PInT. PIT-UN

A student-led effort empowering the Olin community to serve and engage the sublic interest in a hands-on way. PIT-UN is a university network focused on sublic-interest tech. Erhardt Graeff

### SCALING UP REAL-WORLD EXPERIENCES





















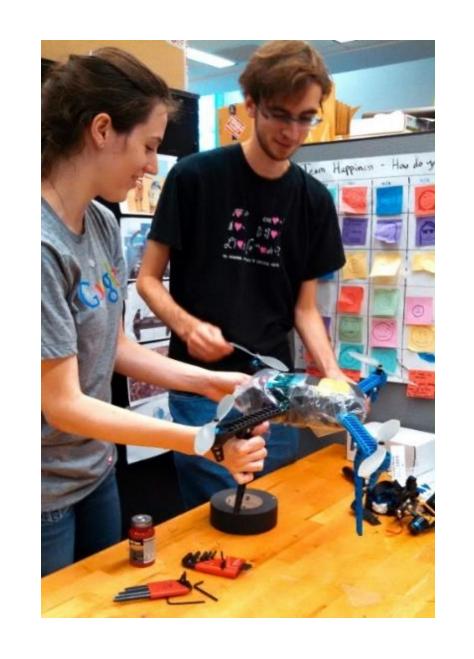


#### Senior Capstone Program in Engineering

An industry-university collaboration in which seniors work in multi-disciplinary teams to provide innovative solutions to a company's real-world problems.

### SCOPE HIGHLIGHTS

- Full academic year course
- Significant, real-world project with an external sponsor
- Team of 4-5 Olin students;
   skills matched to project
- Supported by faculty advisor and other experts

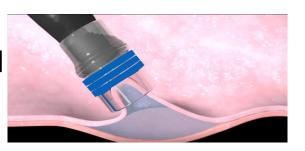




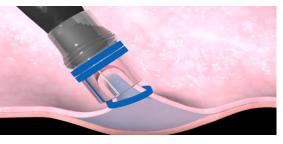
## ENDOSCOPIC MUCOSAL RESECTION DEVICE REDESIGN

#### Advancing science for life™

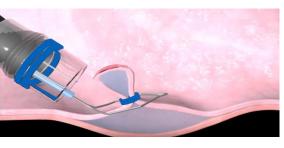
The lesion is sucked into the EMR cap



2. A band is deployed around the lesion



3. The lesion is caught in the snare and it is tightened to resect







# The joy of food in the golden years



#### WHAT MAKES A GOOD SCOPE PROJECT?

All companies have three classes of problems:

- 1. Mission-critical, absolutely essential problems.
- 2. Problems, that if solved, could dramatically benefit the company, but the company lacks staff or facilities to work on the project.
- 3. Problems that have no effect on operations.



# WHY OUR SPONSORS INVEST IN SCOPE

- Project deliverables from student team
- Ownership of intellectual property (IP)
- Opportunity to build relationships and hire our students
- Ability to support Olin's educational mission

### SCALING UP REAL-WORLD EXPERIENCES





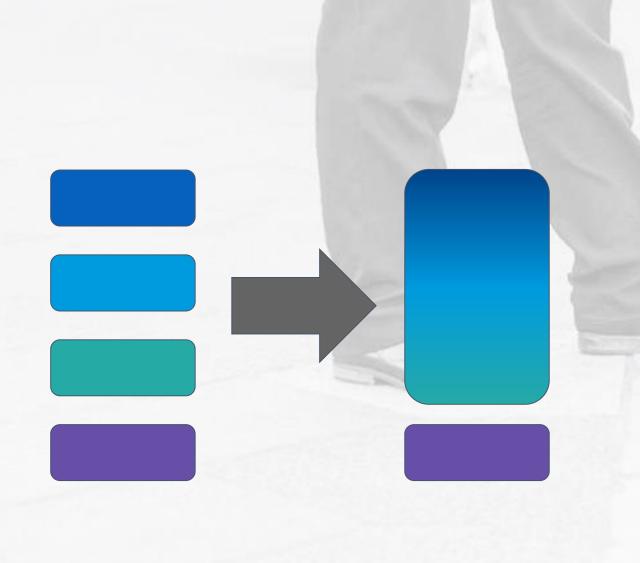


SOCIAL TECHNOLOGY ENTERPRISE WITH PURPOSE

## UNDERGRADUATES AND FACULTY CAN COLLABORATE TO HAVE REAL IMPACT

(IF WE CHOOSE THE RIGHT AREAS).





## STUDENTS AND FACULTY DEVOTE SIGNIFICANT TIME TO ONE PROJECT

# PURSUING MULTIPLE APPROACHES TO INNOVATION IN PARALLEL

Human-Centered Design

**Technology Development** 

Entrepreneurship

ITERATION 1: RESEARCHED THE WEARABLE TECH SPACE, BUILT PROTOTYPES, AND TESTED THEM WITH REAL POTENTIAL USERS

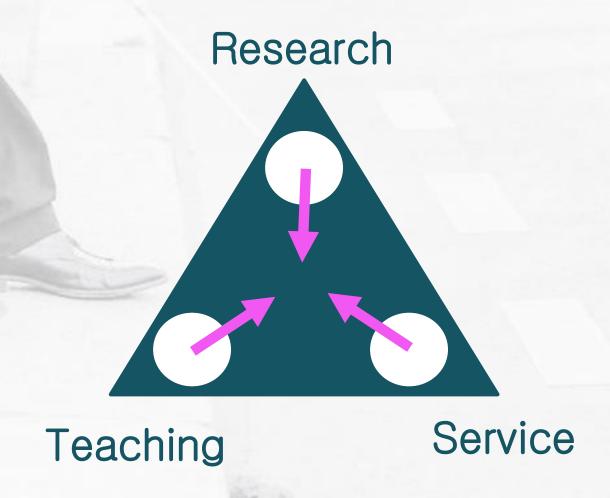








# THE STEP MEANSA DIFFERENT ROLE FOR FACULTY



# Advancing ENGINEERING FOR EVERYONE through

Impact Centered Education





## 감사합니다 THANK YOU!

This work is only possible with the collaborations of Olin's students, staff, faculty, leadership, and partners, with special acknowledgement of the strategic planning committee, the senior capstone teams, and all those who helped launch STEP.

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