

SOCIO-TECHNOLOGICAL ENGINEERING EDUCATION AT UNIVERSITIES OF TECHNOLOGY

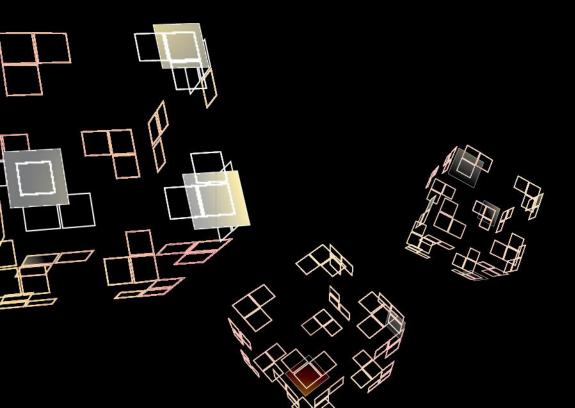
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40TH CONFERENCE
OF RECTORS AND PRESIDENTS OF
EUROPEAN UNIVERSITIES OF TECHNOLOGY
VIENNA, 23./24. SEPT. 2022





OVERVIEW



- 01. Socio-technological transformation
- 02. Prominent role for Social Sciences
- 03. Socio-technological engineering education
- 04. Challenge-based learning
- 05. Theatrical Technology Assessment
- 06. Transdisciplinary Master Shaping Responsible Futures
- 07. TUs need transdisciplinary education

SOCIO-TECHNOLOGICAL TRANSFORMATION

A MISSION FOR UNIVERSITIES OF TECHNOLOGY

- Climate Change
- Changing geopolitical, global security and market conditions
- Science, technology and innovation for sustainable and democratic society and economy
- Social sciences and humanities to take centre stage at universities of technology





PROMINENT ROLE FOR SOCIAL SCIENCES IN TRANSFORMATION

- Beyond "ethics of technology" as fig leaf!
- Beyond entrepreneurship and business management as technology marketing !
- Developing and designing technology for societal transformation towards sustainability and climate neutrality, in "configurations that work" (Rip and Kemp 1998).
- Understand, teach and design technology in context of institutions, regulation, markets, culture, and politics



SOCIO-TECHNOLOGICAL ENGINEERING EDUCATION

SOCIETAL PROBLEMS AS GUIDING PRINCIPLE

- Students tend to overly identify with the promoters of new technologies and oversimplify stakeholder dynamics, leading to ineffective or irresponsible perspectives on technology development
- Start from students genuine interest to address global societal challenges
- Mobilize all related (inter-)disciplinary knowledge from engineering, social sciences and humanities
- At all levels (BSc; MSc; PhD) and across all educational programmes



CHALLENGE-BASED LEARNING (CBL) SOCIO-TECHNOLOGICAL SOLUTIONS FOR SOCIETAL PROBLEMS

- CBL offers students the opportunity to work on wicked societal problems in multidisciplinary teams, including societal stakeholders
- Process goes over product, failing is part of learning, focus on content and skills development, documenting, sharing and reflecting



See: <u>4TU. Centre for Engineering Education</u>

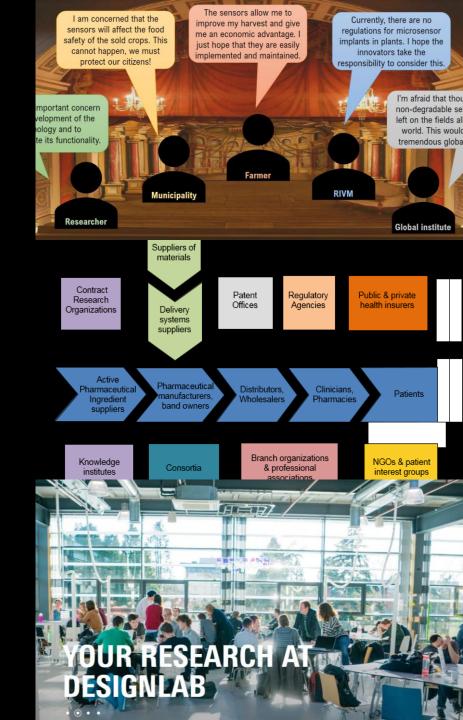
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THEATRICAL TECHNOLOGY ASSESSMENT A ROLE-PLAY APPROACH

- Playful simulation about complex stakeholder dynamics around emerging technologies
- Dealing with uncertainty (technological and societal risks and benefits, shifting evaluation criteria)
- Effective stakeholder strategies (collaboration, compromise, persuasion, power games, mobilizing support, etc.)
- Technology dynamics (innovation races, hype cycles, waiting games, deadlocks, stepping-stones, niche development, regime changes, etc.)
- See https://cta-toolbox.nl/tools/

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SHAPING RESPONSIBLE FUTURES TRANSDISCIPLINARY MASTER INSERT

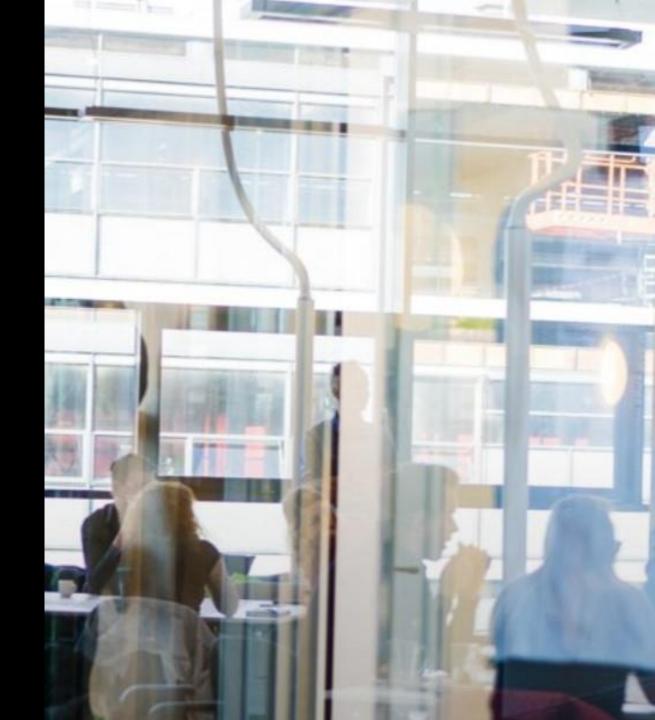
- The curriculum of the Master-Insert is designed for master students from all academic disciplines and is based on four pillars:
 - real-world challenges,
 - transdisciplinarity,
 - personal and professional development,
 - and self-directed learning.
- Winner of the Dutch Higher Education Award 2022
- https://www.utwente.nl/en/education/master/programmes/transdisciplina ry-master-insert/





TUS NEED TRANS-DICIPLINARY EDUCATION ... AND RECTORS SHOULD PUSH THIS!

- Universities of Technology should embrace social sciences as constitutive element of their research and education ...
- ... and create curricula in which students (and teachers)
 with technical and social science backgrounds meet and
 learn to work together intensively, to fulfil the mission of
 socio-technical transformations.
- Rectors & boards must overcome resistance to transdisciplinary education, must create space for it and give support.



THANKS!

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