

Pembelajaran 4.0

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OPERATING SYSTEM SHIFTING FROM 1.0 TO 4.0

OS	Health	Learning	Farm/Food	Finance	Management	Governance
1.0: Traditional authority and input-centric	Traditional doctor-centric	Traditional teacher- centric	Traditional farmer- centric	Traditional Financial Capital	Centralize	Hierarchy
2.0: Output and efficiency- centric	Evidence based medicine	Testing driven: bulimia learning (fast in, fast out)	Industrial agriculture: mono- cultures	Extractive Capital (Wall Street)	Decentralize	Competition
3.0: Stakeholder centric: patient, student, ...	Patient-centric pathogenesis	Learner- centric	Organic Ag: eco-centric	Responsible Capital (Impact Investing)	Stakeholder	Networks
4.0: Generative eco-system- centric: presencing	Health 4.0: Salutogenesis → <i>sources of well-being</i>	Learning 4.0: co-shaping the future → <i>sources of creativity</i>	Ag 4.0: → <i>sources of eco-system presence</i>	Generative Capital → <i>Systemic Impact</i>	Innovation eco-system: → <i>generative social fields</i>	ABC: Awareness- Based Collective Action



U THEORY

BY
OTTO
SCHRAMER

Apa yang telah kita lakukan saat ini lebih banyak spontan tanpa memikirkan dampaknya, atau lebih banyak bereaksi tanpa membuka pikiran, membuka hati, dan membuka keinginan. Keinginan yang lebih baik diwujudkan melalui sebuah proses, bisa berproses lebih cepat tapi tahapan harus tetap dilalui.

INNOVATORS' COMPASS

BIG PICTURE

Define
PRINCIPLES

What matters most? Why?

Dream
IDEAS

What could happen?

See the **PAST & PRESENT**
In new ways

See the **FUTURE**
In new ways

Center on
PEOPLE

Discover
OBSERVATIONS

What's happening? Why?

Design
EXPERIMENTS

What's a way to try?

DETAILS