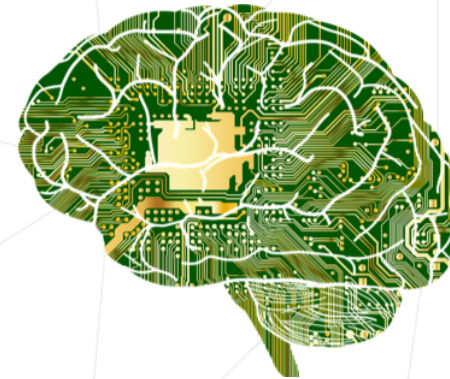


42

Another STEAM approach

• • • • •
• • • • •
• A L L • ENHANCING
• D I G I T A L • DIGITAL SKILLS
• • • • • ACROSS EUROPE

Olivier Crouzet

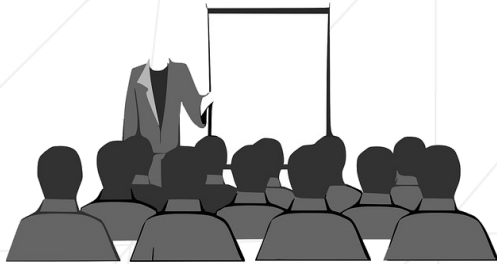


A major role of Robotics and AI

but a lack of IT Professionals to handle it



all over Europe



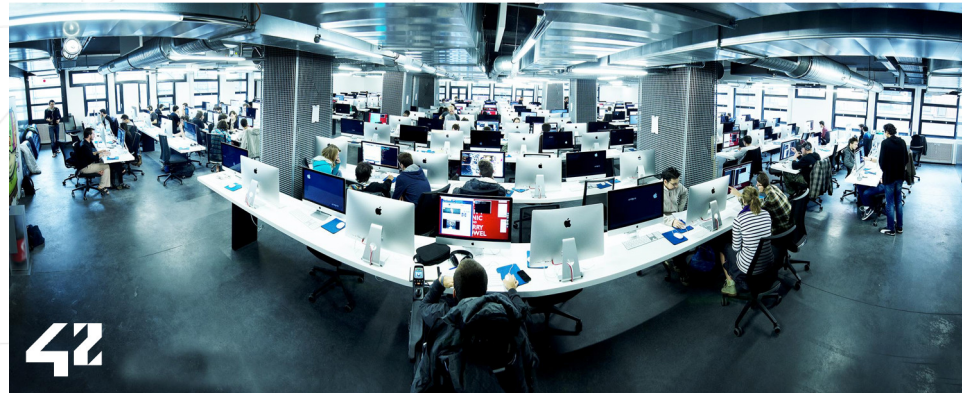
Education is disconnected from Society

42

No degree requirement

No tuition fees

Selection process to detect talents



3800 students, 24/7

Our pedagogy : Peer-Learning

3800 students, 24/7

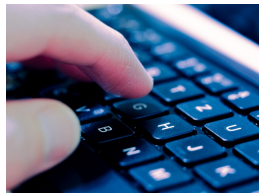
Our pedagogy : Peer-Learning



0% lecture

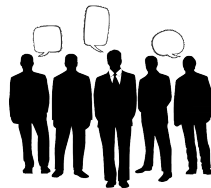
0% teacher

0% mooc



100% hands-on

100% projects



100% collaborative



Peer evaluations

Gamification

Individual pace



- XP, levels, skills, currency

- quests, badges & achievement, houses, temporary missions

- teams, collaboration, challenges, choice of path and pace

=> *motivation lever for geeks*

=> *legitimate a try-fail approach, avoid failure stigmatisation*

42

3800 students, 24/7

Our pedagogy : Peer-Learning



0% lecture
0% teacher
0% mooc



100% hands-on
100% projects

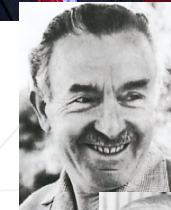
G



100% collaborative



Peer evaluations
Gamification
Individual pace



Ehaa

owh

Neh

aahh



Results :

- jobs / internships offers : 2 x Nb students
- outstanding evaluations from companies
- careers start before 42 certificate
- skills for digital transformation

Skills :

- IT technical skills :

Algorithms, OOP, Network, System, DB, Security, ...

- Adaptation, Problem Solving, Collaboration, Critical Thinking, Self-Learning, Creativity, Diversity handling

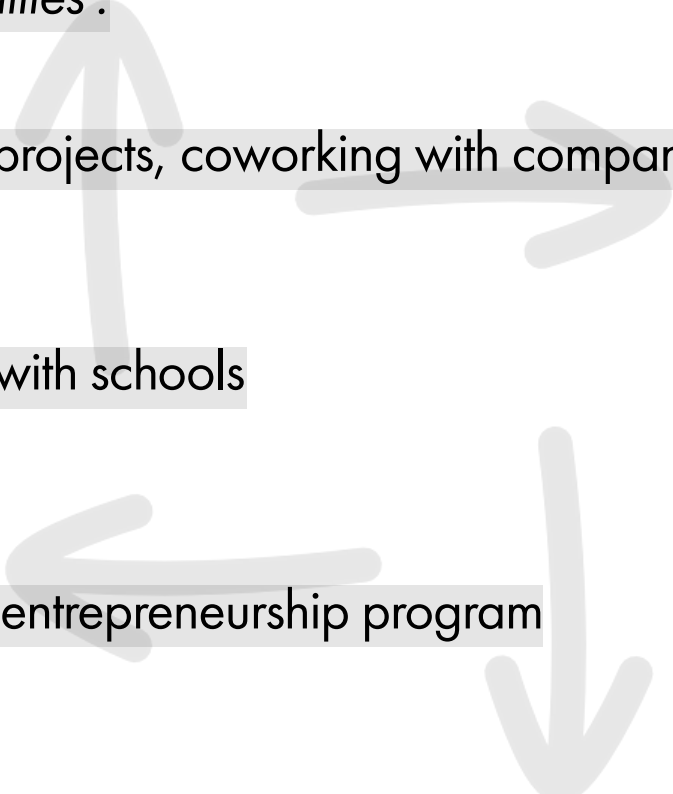
Agile state of mind to face the unknown

Open to opportunities :

- hackathons, projects, coworking with companies

- partnerships with schools

- Matrice : the entrepreneurship program



Girls in STEM and ICT :

- from 7% to 20% in 6 years

- classic cultural biases reduce application and performance

- role models, conferences, environment, trained staff

The 42 NETWORK

- A network of 11 schools, + 9 announced

- A common model for a global quality



with *local* changes :

- Input: different motivations for applicants
- Output: specific labor market rules
- Same progression inside a 100% common curriculum

42 is :

- an answer to help the e-economy growth
- an example of digital transformation in education
- an approach to reveal and support STEAM vocations

Thank You !