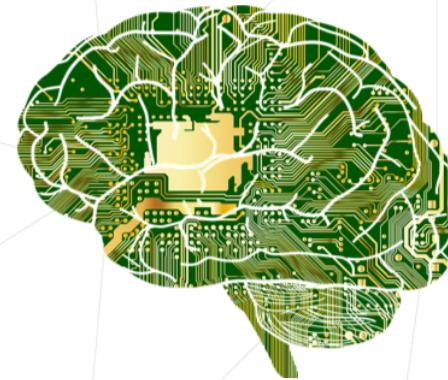


42

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE
ALL DIGITAL

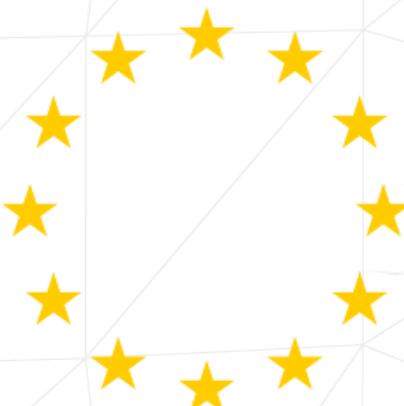
Another STEAM approach

Olivier Crouzet

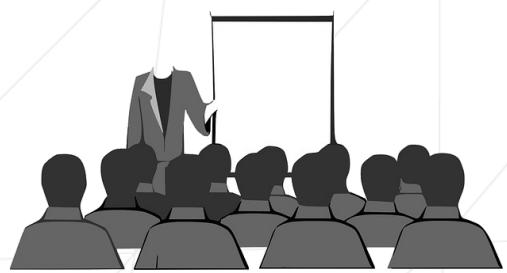


A major role of **Robotics** and **AI**

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

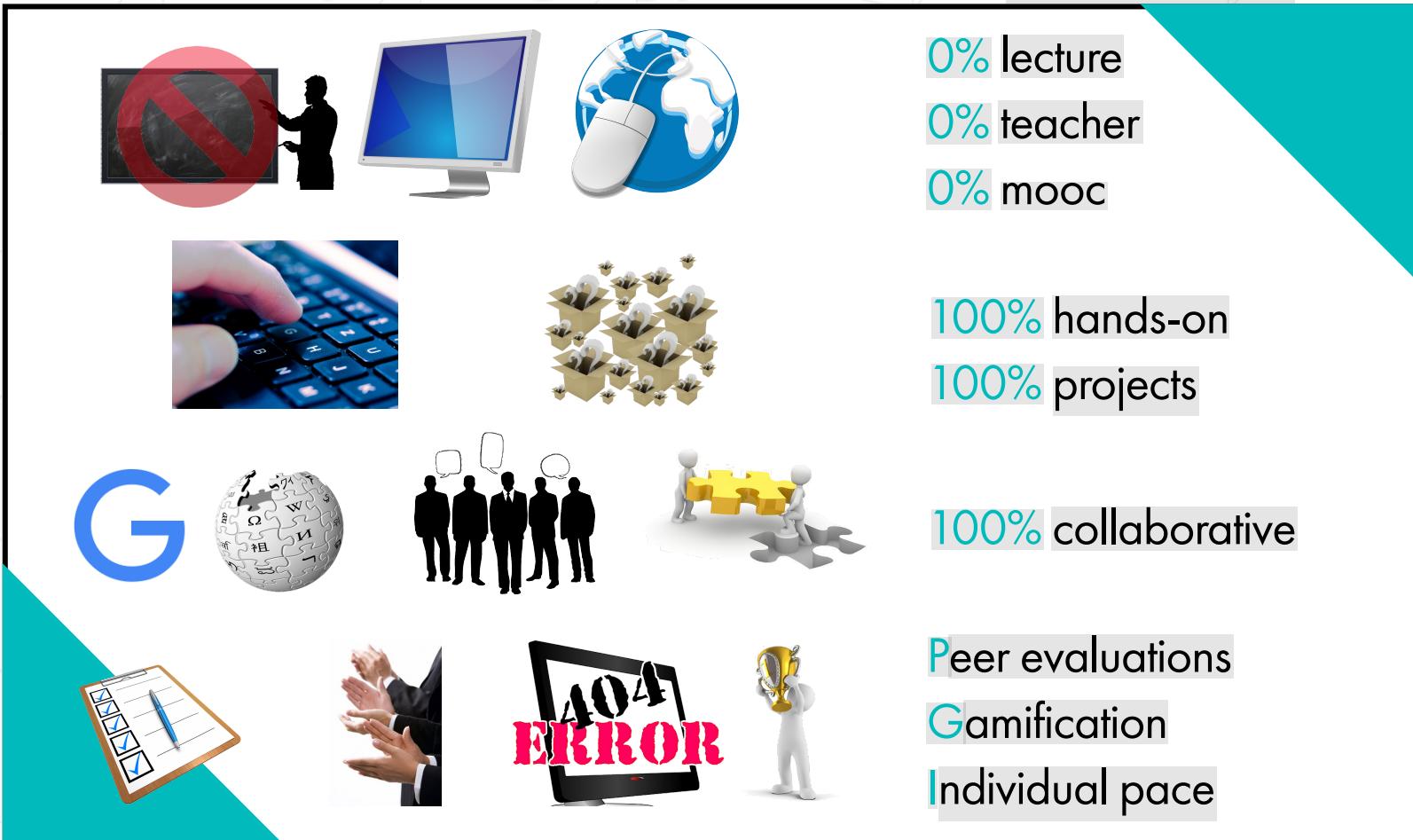


3800 students, 24/7

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



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



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 !