

Designing Learning Content and Experiences for Innovative Higher Education to Foster Soft Skills

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Abstract

Coping with upcoming challenges in education, almost all the higher educational institutes have built a consensus on reforming their pedagogical methods to foster creativity and innovation for both learners and educators. In line with this, we need to raise fundamental questions on why we learn, and how and what to teach. Here, this study aims to propose a procedural method to design learning content for innovative education to foster soft skills in higher education. This study adopted extensive systemic literature review to suggest a pedagogical approach of designing and co-designing the learning content and learning experience based on the level of learning objective. This process consists of six steps: 1) extracting the topics to learn; 2) setting the objectives of learning; 3) designing the learning content and learning experience; 4) reflecting on the educational practices; 5) assessing the learning experiences; 6) redesigning by co-creating. This research developed a blended learning course using online learning platform to share the learning content as open resources. The results of this research, as a form of a course content, is implemented in a usual educational setting in a higher educational institute as a pilot study, and to be co-developed appropriate learning content and pedagogical methods in further research for innovative education.

Keywords: innovative education, learning content, pedagogical methods, learning experiences, online course design