



# AGILE: A NEW WAY OF WORKING

School of Leadership  
Management & Marketing

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**LEARNING AND TEACHING  
CONFERENCE 2022**



In today's era of volatility, there is no other way but to re-invent. The only sustainable advantage you can have over others is agility; that's it

Because nothing else is sustainable, everything else you create, somebody else will replicate.



**JEFF BEZOS**

## THE PREMISE

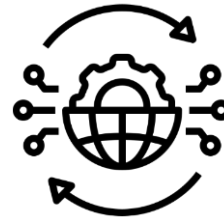
The COVID-19 pandemic significantly accelerated digital transformation on all fronts – incl. University Education



Digitization of  
Course Curriculum  
& Delivery



Evolution into  
Platform/Product  
Business



Disruption of  
Monopolies into a  
global online market



Increased  
Competition

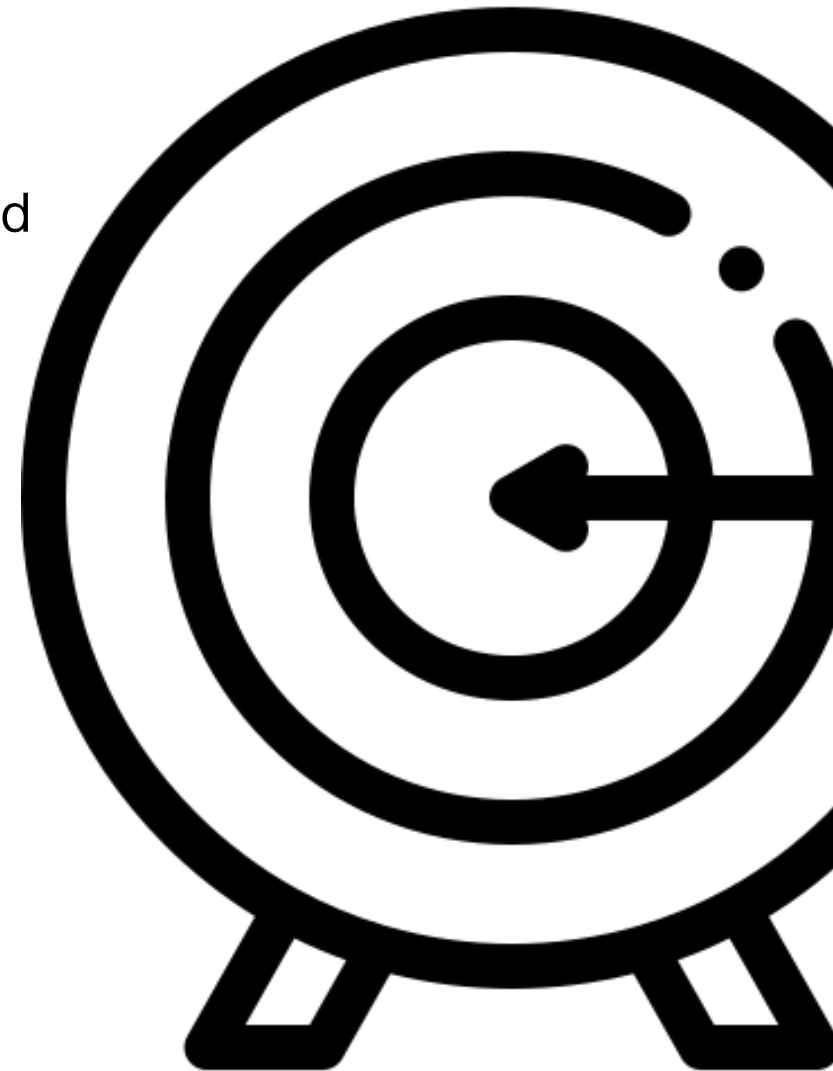


**AGILE OFFERS A NEW WAY OF WORKING FOR ANY UNIVERSITY TO STAY RELEVANT....**

## OVERVIEW

With an exceptional **multidisciplinary agile approach**, built for **today's digital challenges**, I focus on things that matter: **Customers, data, insights, interactions, integrations** and **innovations** interoperable linked with **strategy, design** and **technology**.

Through **iterative, incremental** activations to deliver continual **enterprise transformation** at **speed** and **scale**, making extraordinary things happen for **brands, businesses** and **customers**.



## MULTIDISCIPLINARY AGILE APPROACH

The Agile Way of Working (or Agile) is a collection of principles and practices to **enhance group collaboration...**

### AGILE TEAM EMPHASIS

- articulating their goals
- frequently reflecting upon
- adjusting work plans
- facilitating authentic group interactions
- improving team dynamics
- encouraging experimentation and innovation

Agile Teams by definition, do not follow a rigidly defined plan of action throughout a project; instead, they work in cycles

**Smith & Sidky, 2009**

Over 90% of software development firms use Agile for at least some collaborative development projects

**Schur, 2015)**

Greatly increased; success rates in software development, quality and speed to market, team motivation & productivity

**Rigby, Sutherland & Takeuchi, 2016**

# TODAY'S EDUCATIONAL CHALLENGES IN A DIGITALLY TRANSFORMED WORLD

## Agile Manifesto

Individuals & interactions

Working Software

Customer Collaboration

Responding to Change

OVER

Processes & Tools

Comprehensive Documentation

Contract Negotiation

Following a Plan

## Agile Manifesto

### IN HIGHER EDUCATION

Teachers & Students

Competence & Collaboration

Employability & Marketability

Attitude and Learning Skills

OVER

Admin & Infrastructure

Compliance & Competition

Syllabus & Marks

Aptitude & Degree

## Agile Pedagogy Manifesto

Practice preferred to theory

Learner choice and agency preferred to learners being limited and controlled

Learning & applying skills preferred over learning facts

Collaboration preferred over competition

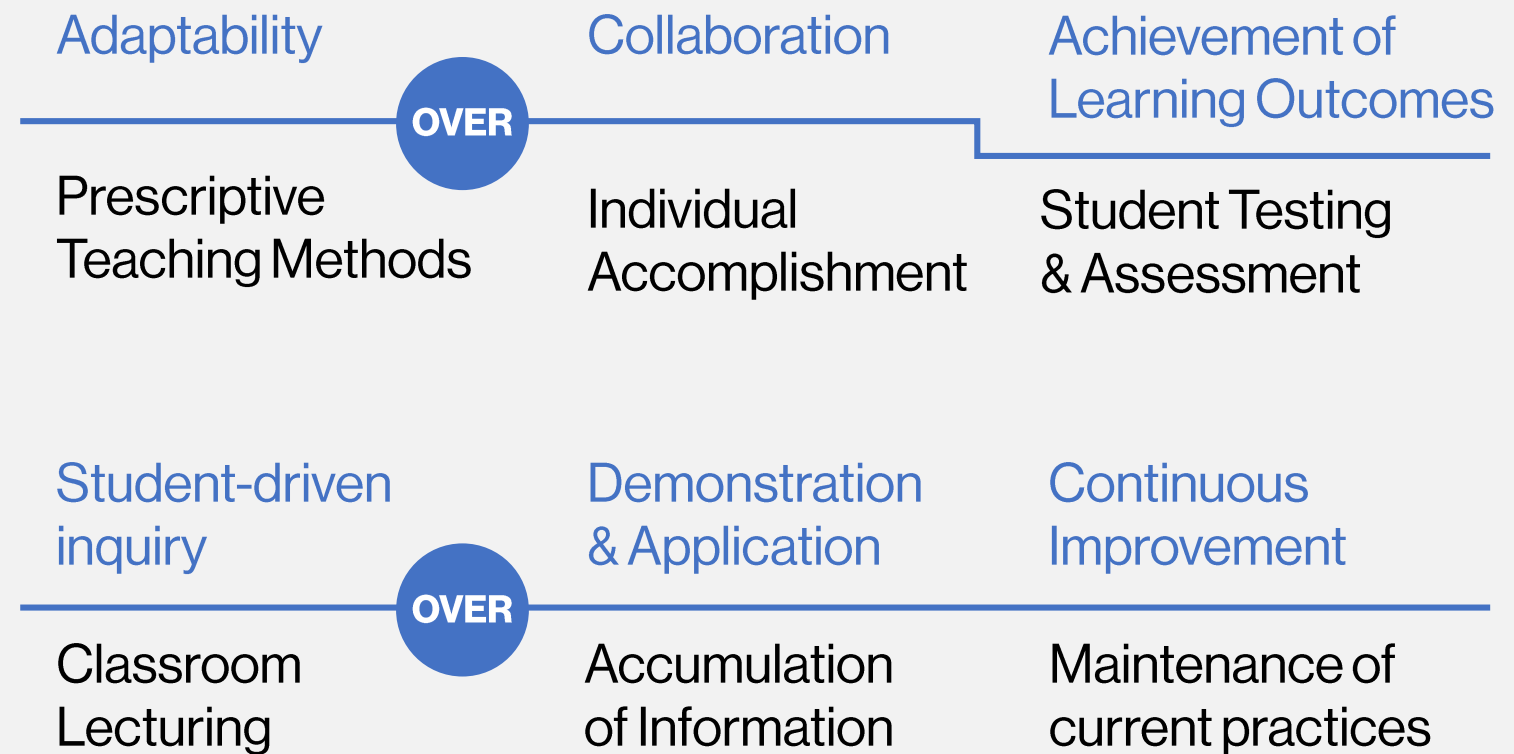
Customised learning preferred over standardized one size fits all

Co-constructed learning is preferred to teacher-led learning

## TODAY'S EDUCATIONAL CHALLENGES IN A DIGITALLY TRANSFORMED WORLD

While I believe there is value in the items on below the line, we value the items above the line more....

### AGILE WAY OF HIGHER EDUCATION



TODAY'S  
EDUCATIONAL  
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A DIGITALLY  
TRANSFORMED  
WORLD

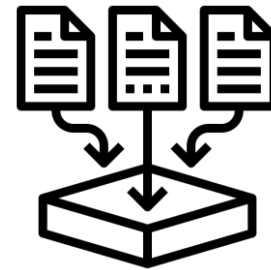
# From Data To Insight



## Data Collection from a variety of sources

- Big Data is the new form of Capital
- Not fitted to pre-conceived theories

Student Data in Schools |  
Click Stream | Industry Data



## Data Aggregation into a Single Source of Truth

- Silo Mentality hurts Universities & Students
- Create a shared goal across touchpoints

Flexible | Adaptive | Responsive



## Data Analytics to Generate Insights

- Data speaks – let the data disagree with you
- Data-Driven decision making

The University Rankings | NSS

## CASE STUDY

# Project Management Courses in most UK Universities

**Employers who visit universities conduct job fairs in them for recruitment purposes, specified that students do not have the vital skills needed for the job market**

apparent gap between academia and industry due to a lack of consensus on fundamental components of examining 'industry 4.0' readiness

**Malik & Venkatraman (2017)**

**A gap exists between the skills needed for business students in the job market and their competencies & skills upon graduation**

**Alshare and Sewailem (2018)**

**Demand for 'generalists' is likely higher than 'specialists' in most industries...to survive in the job market of industry 4.0, there is a need to nurture human skills that the AI cannot replicate.**

shortcomings in academic curriculum fails to train graduates with skills to allow them to adapt quickly to the work environments

**Bongominet al. (2020)**

## V E R D I C T

# UNIVERSITY IS ALMOST 5-10 YEARS BEHIND THE INDUSTRY

# Student Journey to the UK

**The large youth population and expanding middle class have made Nigeria one of the most sought-after markets for recruitment agents**

Nigeria's number of outbound postgraduate students will [grow at the fastest pace globally through 2025](#), followed by India (7.5% growth), Indonesia (7.2%), Pakistan (6.4%), and Saudi Arabia (5.2%).

**Despite the strategic importance of Nigerian students in the U.K., no study has examined the student experience from Nigeria to the U.K.**

to inventory student experiences, map out the journey, highlight touchpoints and identify challenges and opportunities associated with the student journey

**Higher education stakeholders can work with cross-functional teams to employ tactics that foster service innovation to improve student experience, increase interactions and enrolment.**

student experience is defined here as emotional/affective, cognitive, sensory, relational/social and physical/behavioural responses to stimuli during the student journey

[Lemon and Verhoef, 2016](#)

## THE NEED TO EXPLORE THE NIGERIAN STUDENT'S JOURNEY MAPPING COMES INTO PLAY

# Interactions, Integrations & Innovations Interoperable Linked with Strategy, Design & Technology

Upon tracking  
the pain points,  
potential room  
for innovation  
can be unlocked

- Every touchpoint has its importance, maps evaluate experience at each step
- Digital platform that aggregates stakeholders to drive insights
- E.g. low impact of Post-Study Visa scheme on student intake
- The Customer Journey is significant in marketing research

Becker & Jaakkola, 2020 | Lemon and Verhoef, 2016

Collaboration  
ensures a  
better  
outcome

- Technology-enhanced Collaboration
- AR/VR Modelling
- Visualization for clear communication & feedback

# Iterative, Incremental Activations to Deliver Continual Enterprise Transformation at Speed & Scale

## **An iterative process is an approach to continuously improving a concept, design, or product**

Creators produce a prototype, test it, tweak it, and repeat the cycle to get closer to the solution

## **Anyone can use the iterative process,**

- designers, developers, educators, scientists, and mathematicians most often utilise it.
- Most Agile projects use an iterative approach - widespread across many industries.

## **The iterative approach in education creates a culture that fosters a continual data-driven learning cycle for students and faculties.**

- Incremental development, to layer in new functionality in small sections with each iteration.
- Beyond improving the product through iteration.
- Methodically add new features with each cycle in a step-by-step process, develop different sections of the product or system at various times and rates, and add them to the entire product as you complete them.

## FINAL THOUGHTS

Agile is fundamentally about **learning**, **people**, and **change**; the three things we struggle with in education at present.

Agile principles are still sparse in the educational sector, save a few recent exceptions....

The roadmap towards developing an agile university triggers **a pull effect** more than **a push effect**

students and companies  
driving content & context

forcing students to learn &  
adapt to pre-defined curricula

Low  
Hanging  
Fruits



### AUTONOMY

High internal autonomy  
of learners & teachers  
  
Autonomy for outputs in  
the learning process but  
accountability for results

### REFLECTION

Constant reflection  
on lessons learned

### OPEN COMMUNICATION

No hierarchies  
but knowledge-  
expert status  
  
Clear and open  
communication