# STADIO

HIGHER EDUCATION

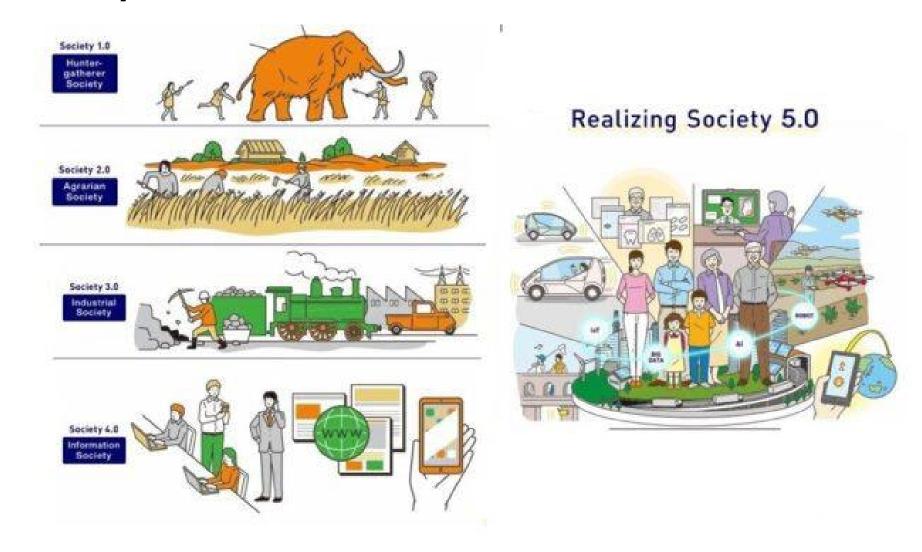
# The impact of Society 5.0 on curriculum development in Higher Education

Society 5.0 is reshaping curriculum development in higher education by emphasising technological literacy, interdisciplinary approaches, ethics and social implications, entrepreneurship, and lifelong learning. These changes aim to prepare students for the challenges and opportunities presented by the rapid technological advancements in the society of the future.

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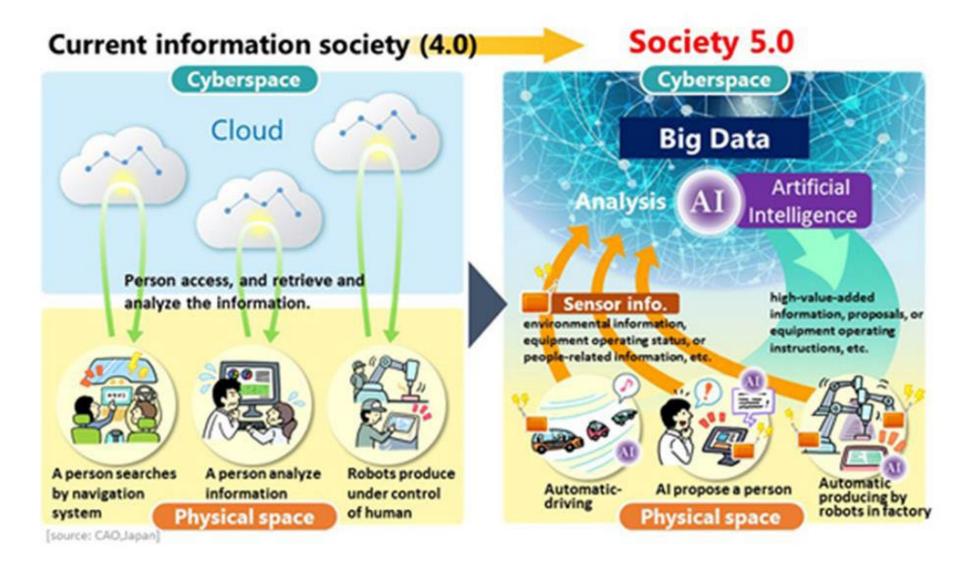


# What is Society 5.0?



Usmaedi, U. (2021). Education curriculum for society 5.0 in the next decade. Jurnal Pendidikan Dasar Setiabudhi, 4(2), 63-79.

## What is Society 5.0?



#### Goals of Society 5.0

"creation of equal opportunities for all and also providing the environment for realization of each individual's potential"

Society 5.0 will employ emerging technologies "to remove physical, administrative and social barriers to self-realization of the person"

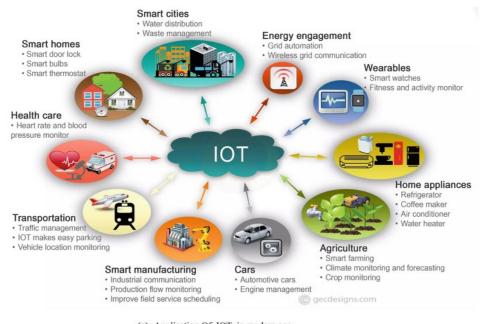
"Every individual including elderly people and women can live [a] safe and secured comfortable and healthy life and each and every individual can realize his/her desired lifestyle"

Human-technology interaction will be harnessed to "provide a sustainable, vibrant, livable people-centric world"

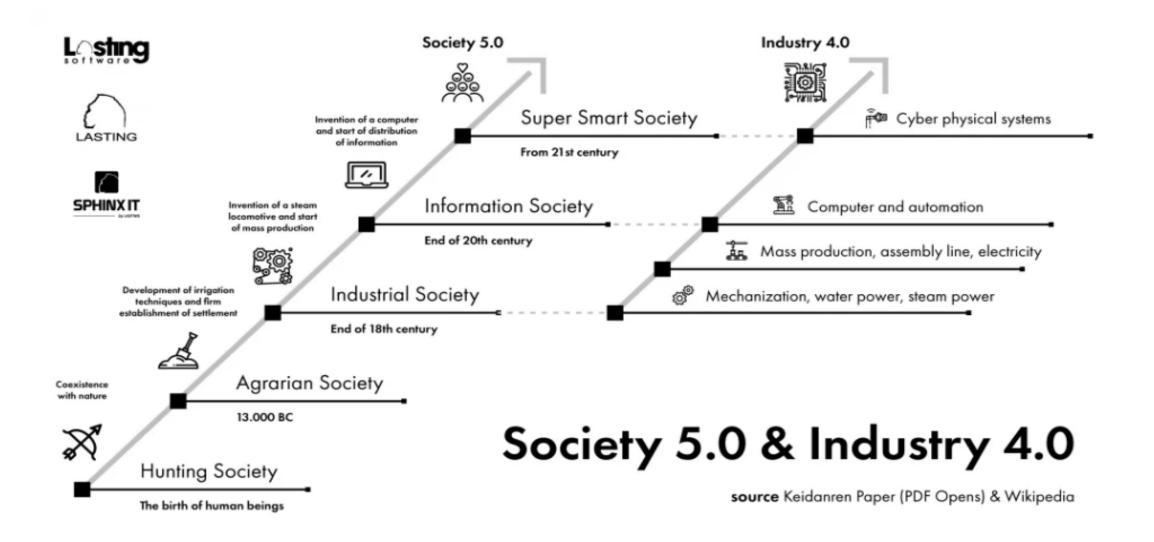
Japan Business Federation

#### **Key points of Society 5.0**

- 1. Society 5.0 aims to increase the quality of human lives, not to increase the power of technology;
- 2. Smart services aim to increase the quality of human lives, not to increase the power of technology;
- 3. A service always involves an interaction among humans, and possibly non-humans;
- 4. We need to understand what human interaction with other humans and non-humans is to understand what smart services are;
- 5. Interaction is (equivalent to) the 'sharing' of information among participants / agents.



# **Industry 4.0 (4th Industrial Revolution)**



#### **Society 5.0 for Sustainable Development Goals**





#### **Challenges of Society 5.0**

- Privacy and data security
- Digital divide
- Job displacement
- Ethical concerns
- Environmental impact
- Legal and regulatory challenges
- Security risks
- Cultural and societal adaptation
- Resource allocation
- Dependency on technology
- Health and wellbeing
- Cultural preservation

Addressing these challenges requires a multifaceted approach involving governments, businesses, academia, and civil society. It involves careful planning, robust regulations, investment in education and training, and ongoing dialogue to ensure that Society 5.0 is a positive force for all members of society.

#### Challenges of Society 5.0 for education and higher education institutions

"As societies continue to change, education systems need to provide opportunities for learners to develop the knowledge, skills, attitudes, and values that enable them to realise their potential throughout their lives — from early childhood to old age"

"The concept of competency implies more than just the acquisition of knowledge and skills; it involves the mobilisation of knowledge, skills, attitudes and values to meet complex demands"

"How should soft skills be considered and how can they be a factor of (re)legitimisation of HEIs in a context of digitalisation, sustainability and interculturality?"

The OECD Project "The Future of Education and Skills 2030" sought answers to two broad, farreaching questions:

- What knowledge, skills, attitudes and values do today's learners need to succeed and shape their world?
- How can institutional systems effectively develop these knowledge, skills, attitude and values?

## **Education embracing Society 5.0**

#### 21st Century human resource skills:

- Ways of thinking, encompassing creativity and innovation, critical thinking, problem-solving, decision-making, learning to learn, and metacognition.
- 2. Ways of working, including communication and collaboration.
- 3. Tools for working, including information literacy and ICT literacy.
- 4. Living in the world, covering citizenship, life and career, personal and social responsibility, including cultural awareness and competence.

#### 21ST CENTURY SKILLS

























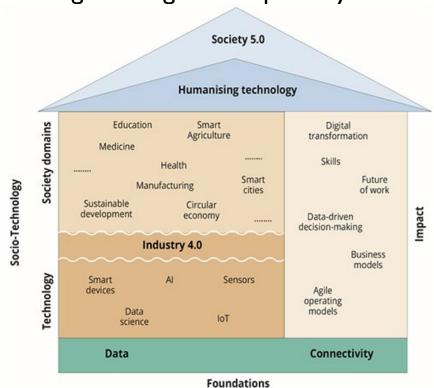






## Impact of Society 5.0 on curriculum development

- Technological literacy
- Interdisciplinary approach
- Ethical and social implications
- Entrepreneurship and innovation
- Lifelong learning and adaptability



#### Core skills for workers in 2023

- I. Analytical thinking
- Creative thinking
- 3. Resilience, flexibility and agility
- 4. Motivation and self-awareness
- Curiosity and lifelong learning
- 6. Technological literacy
- 7. Dependability and attention to detail
- Empathy and active listening
- 9. Leadership and social influence
- 10. Quality control

World Economic Forum, Future of Jobs survey 2023

- Accounting
  - I. Data Analytics and Big Data
  - 2. Advanced Technology Proficiency
  - 3. Cybersecurity and Data Privacy
  - 4. Blockchain and Cryptocurrency
  - 5. Ethical Considerations in Data Usage
  - 6. Global Accounting Standards
  - 7. Sustainability Accounting
  - 8. Interdisciplinary Skills
  - 9. Continuous Learning and Adaptation
  - 10. Communication and Presentation Skills
  - 11. Risk Management and Resilience
  - 12. Audit Automation
  - 13. Business Ethics
  - 14. Adaptive Leadership
  - 15. Regulatory Compliance
  - 16. Environmental, Social, and Governance Reporting



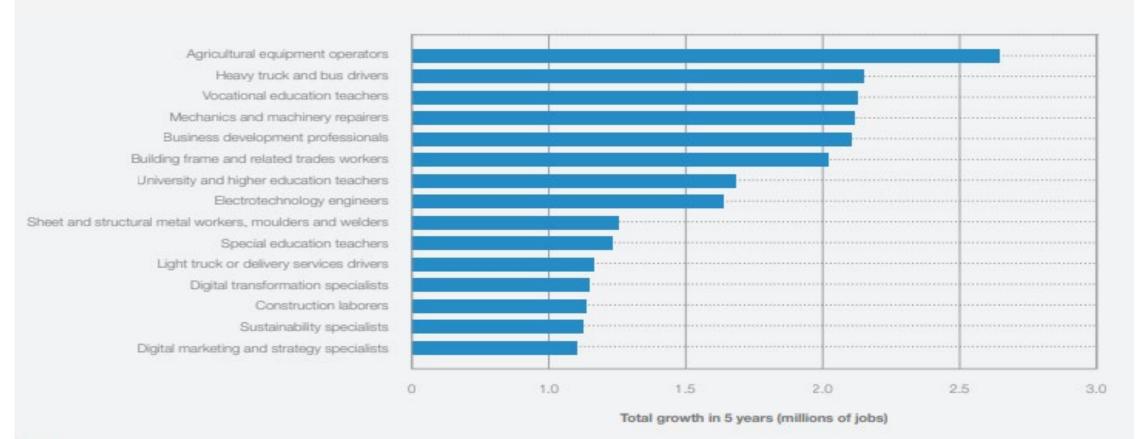
dreamstime.com ID 80670771 © Joss

# Largest Job growth

#### FIGURE 3.4

#### Largest job growth, millions

Top roles ordered by largest net job growth, calculated based on ILO Occupation Employment statistics and growth reported by organizations surveyed



#### Source

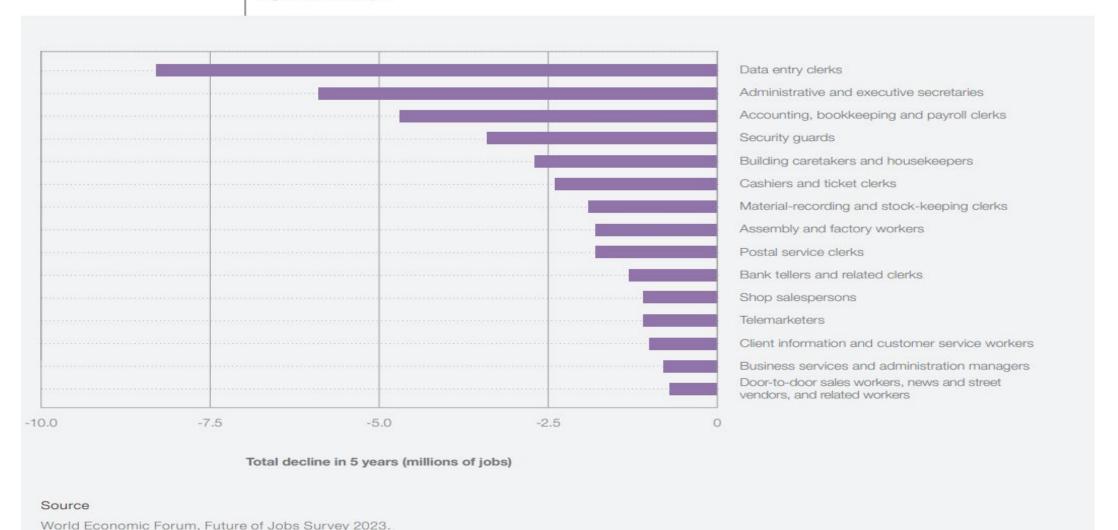
World Economic Forum, Future of Jobs Survey 2023.

#### **Largest Job decline**

#### FIGURE 3.5

#### Largest job decline, millions

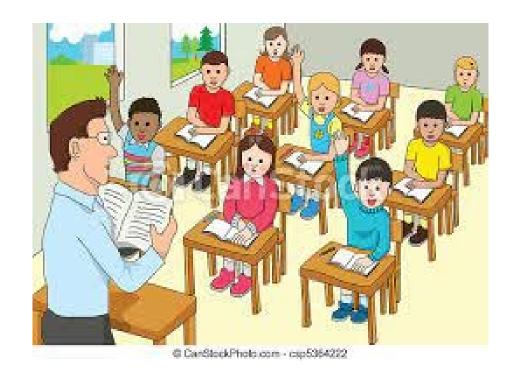
Top roles ordered by the largest net jobs reduction, calculated based on ILO Occupation Employment statistics and growth reported by organizations surveyed



- Management Sciences
  - I. Emphasis on Technology and Data Skills
  - 2. Ethical Considerations
  - 3. Interdisciplinary Education
  - 4. Digital Transformation Strategies
  - 5. Sustainability and Environmental Management
  - 6. Crisis Management and Resilience
  - 7. Cultural Competence
  - 8. Lifelong Learning
  - 9. Entrepreneurship and Innovation
  - 10. Human-Machine Collaboration
  - 11. Global Perspective
  - 12. Soft Skills



- Teacher training
  - I. Digital Literacy and Technology Integration
  - 2. Pedagogy for Online and Blended Learning
  - 3. Data Literacy and Analytics
  - 4. Personalized Learning
  - 5. Critical Thinking and Problem-Solving
  - 6. Emphasis on Ethics and Digital Citizenship
  - 7. Cultural Competence
  - 8. Sustainability Education
  - 9. Social and Emotional Learning
  - 10. Interdisciplinary Approaches
  - 11. Lifelong Learning Skills
  - 12. Innovation and Creativity
  - 13. Community and Global Engagement
  - 14. Assessment Strategies
  - 15. Inclusive Education
  - 16. Mental Health and Well-being

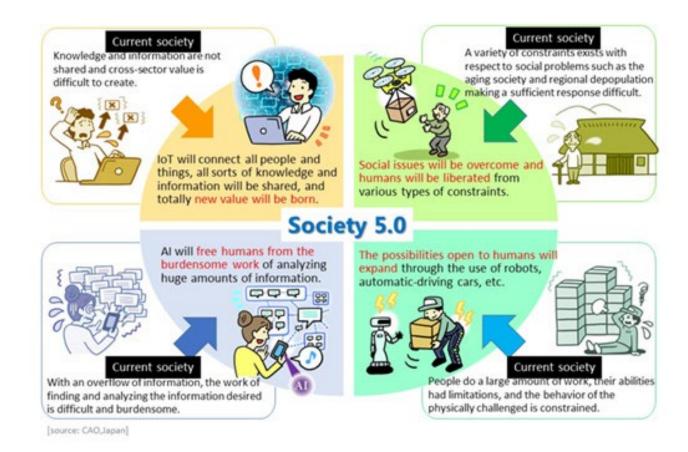


- Media and Design
  - I. Digital Media Proficiency
  - 2. User Experience (UX) and User Interface (UI) Design
  - 3. Virtual and Augmented Reality (VR/AR)
  - 4. Data Visualization
  - 5. Ethical and Responsible Design
  - 6. Al and Automation Integration
  - 7. Content Creation for Emerging Platforms
  - 8. Transmedia Storytelling
  - 9. Cultural Sensitivity and Global Perspective
  - 10. Sustainability and Green Design
  - 11. Critical Media Literacy
  - 12. Interdisciplinary Collaboration
  - 13. Entrepreneurship and Business Skills
  - 14. Continuous Learning and Adaptation
  - 15. Legal and Copyright Knowledge
  - 16. Mental Health and Well-being Considerations



#### **Concluding remarks**

Society 5.0 is reshaping curriculum development in higher education by emphasising technological literacy, interdisciplinary approaches, ethics and social implications, entrepreneurship, and lifelong learning. These changes aim to prepare students for the challenges and opportunities presented by the rapid technological advancements in the society of the future.



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