



University 4.0 and Economy, Business, Society, Government and Technology





H1: Stakeholders interest

- Identification of stakeholders (e.g. industry, policy makers, regulators, community)
- Identification of stakeholders interest in working towards inception to completion of courses and research (e.g. topics, student selections, research topics, evaluation, delivery)



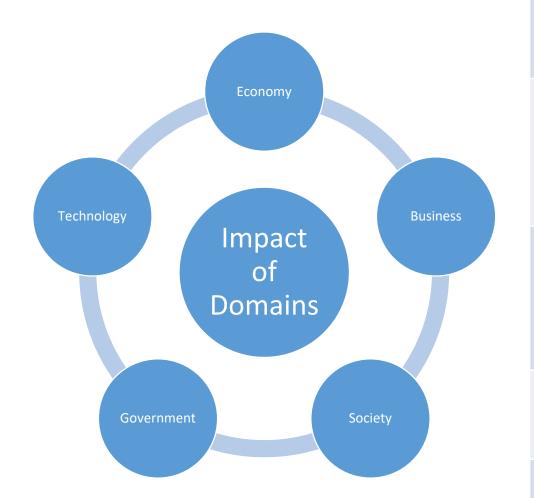
H2: Ethics

- Addressing ethical issues such as privacy and security
- Addressing mindset changes (e.g. relying on labor)
- Addressing behavioral issues



H3: Foresight

- Forecasting disruptions
- Utilisation of data



Domain	Impact on HE design and policies
D1. Economy	 Nature of work (e.g. Jobs creation, employment) Macro and micro economic policy and expected changes (e.g. demand and supply, international trade and investment)
D2. Business	 Changes in both products, processes and services (e.g. business planning, IoT) Leapfrogging from IR 2.0 to IR 4.0 Utilisation of data and analytics Innovation Management
D3. Society	 Security and behavior (e.g. policing and non-traditional threats) Lifestyles (e.g. product selections) and gaps in society New skills (negotiations, cognitive flexibility, strategic thinking, technical knowledge and innovative/ creative)
D4. Government	 Policy and rule-making Approach towards education Addressing changes in values
D5. Technology	 Infrastructure and innovation ecosystem Upgrading and drivers towards upgrading Collaborative research Innovation and innovation management