Jellybean Learning
The Future of the University Campus
The Jellybean Campus

**Research**
- Universities are creating new spaces for research.
- Removing physical barriers, making room for digital working.
- Automated storage and retrieval systems being used to manage physical resources.

**Engage**
- Engaging with students is now an important part of the university experience.
- Students feel they will receive an improvement during their time at the university.

**Smart**
- The embedding of technology is opening up new possibilities for innovation.
- Harnessing the power of smart buildings will enhance efficiency while delivering a better user experience and improved sustainability.

**Partner**
- Universities are also exploring ways to engage certain departments or functions outside of the campus to benefit from a different location or collaboration with industry.

**Work**
- Universities are forming partnerships with a range of external stakeholders that help the university utilize its space and forge important links with the business community for mutual benefits.

**Learn**
- There has been a shift towards digital media, and it has altered the way that people learn.
- Students of today are also more likely to learn remotely using digital courses such as MOOCs.

**Teach**
- The increase in ownership of personal devices is often bypassing educators as people turn to their devices online.
- Huge quantities of information make it more important to teach how to evaluate information as well as how to obtain it.

**Analyze**
- Organizations are now able to collect vast amounts of information about individuals and their activities and interactions.
- Using this information, universities can start to make predictions and enhance students' learning experiences.

**Janet Learning**
- Many organizations include universities in their spaces, up to external users.
- The campus should be considered as part of an ecosystem, harnessing even a range of other organizations for mutual benefits.
AlphaGo Zero: Google DeepMind supercomputer learns 3,000 years of human knowledge in 40 days

Gartner Says 8.4 Billion Connected "Things" Will Be in Use in 2017, Up 31 Percent From 2016

Gartner, Inc. forecasts that 8.4 billion connected things will be in use worldwide in 2017, up 31 percent from 2016, and will reach 20.4 billion by 2020. Total spending on endpoints and services will reach almost $2 trillion in 2017.

Regionally, Greater China, North America and Western Europe are driving the use of connected things and the three regions together will represent 67 percent of the overall Internet of Things (IoT) installed base in 2017.
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