

Tecnológico Nacional de México  
Campus Morelia



Asociación Nacional de Facultades  
y Escuelas de Ingeniería



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NACIONAL DE MÉXICO



# XXVII Reunión General de Directores

*Formación de ingenieros  
para la innovación*

9 al 11 de noviembre  
Morelia, Michoacán



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# Challenge-based learning as a tool for acquiring *skills* on the path to transforming society



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**Before**

**Now**



**Why Education has not changed as fast as the Technology has?**

**COVID19 triggered a new way of teaching, first Sudden major change in Education in decades.**

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**EDUCATION**



**SOCIETY**

**STEM ADVANCES**

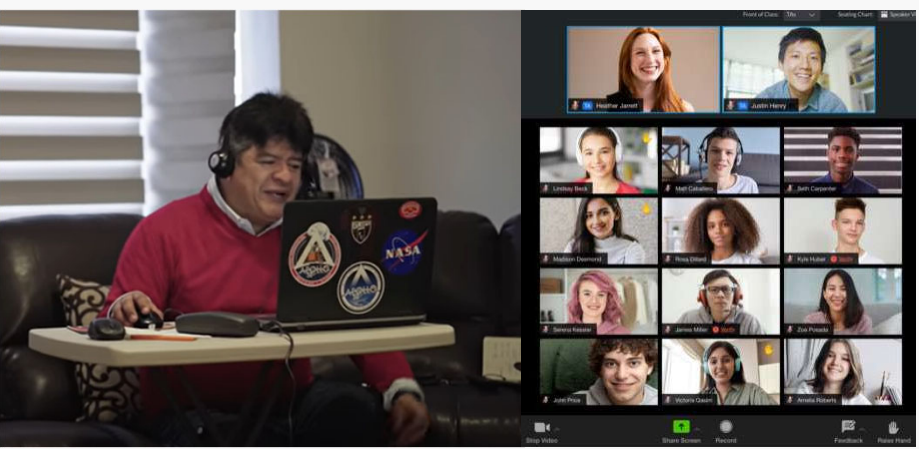


**SOCIAL SOLUTIONS**

**WAY OF TEACHING**

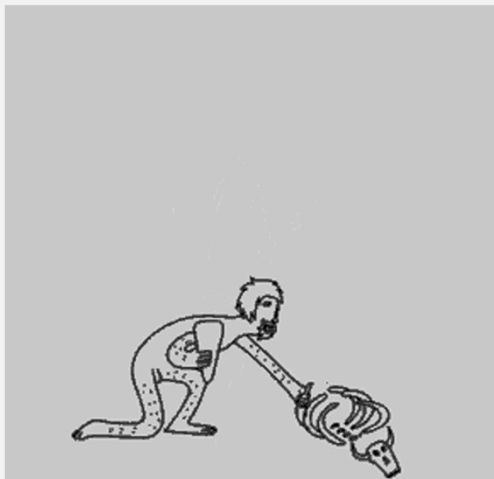


**SOCIAL SITUATIONS**

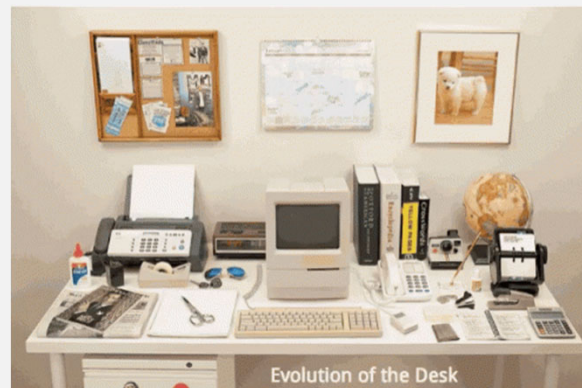




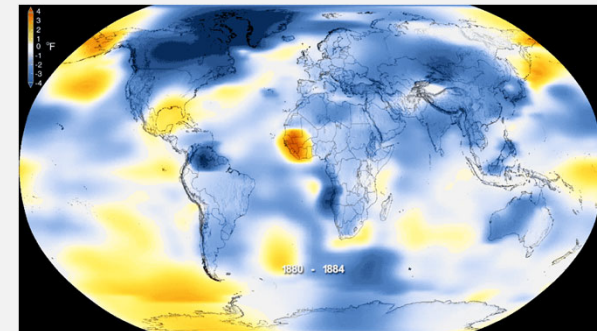
# Skills to overcome challenges



<https://tenor.com/es/ver/evolution-man-history-technology-gif-14539685>



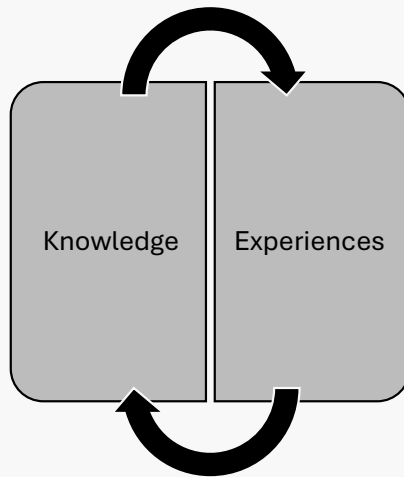
<https://tenor.com/es/ver/desk-evolution-technology-minimalist-laptop-gif-5699269>



<https://tenor.com/view/nasa-nasa-gifs-global-warming-earth-nasagif-gif-10084185>

# Experiential learning theory

(Kolb & Kolb, 2017)



*New **knowledge** is built, and new **competencies** are developed to apply what has already been learned to a new situation.*

Competence (*competere*, means "to respond") links:

- Knowledge
- Concepts
- Abilities
- Attitudes
- Values
- Strategies
- **Skills**

To respond to the demands of the environment and society.



# Implications of the shift towards the new model based on challenges

from  to

Curriculum based on subjects and contents



Curriculum based on competency development through challenges

Subjects as the basic element for curricular design



Challenges as the basic element for curricular design

Evaluation of knowledge in each subject



Evaluation of competencies through challenges

Sequence of courses



Modularization of contents and flexibility of use

Professors with multiple roles



Role separation based on the context

Decision of major from Day 1



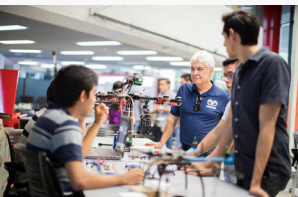
*Pathways: Explore, Decide, Specialize*



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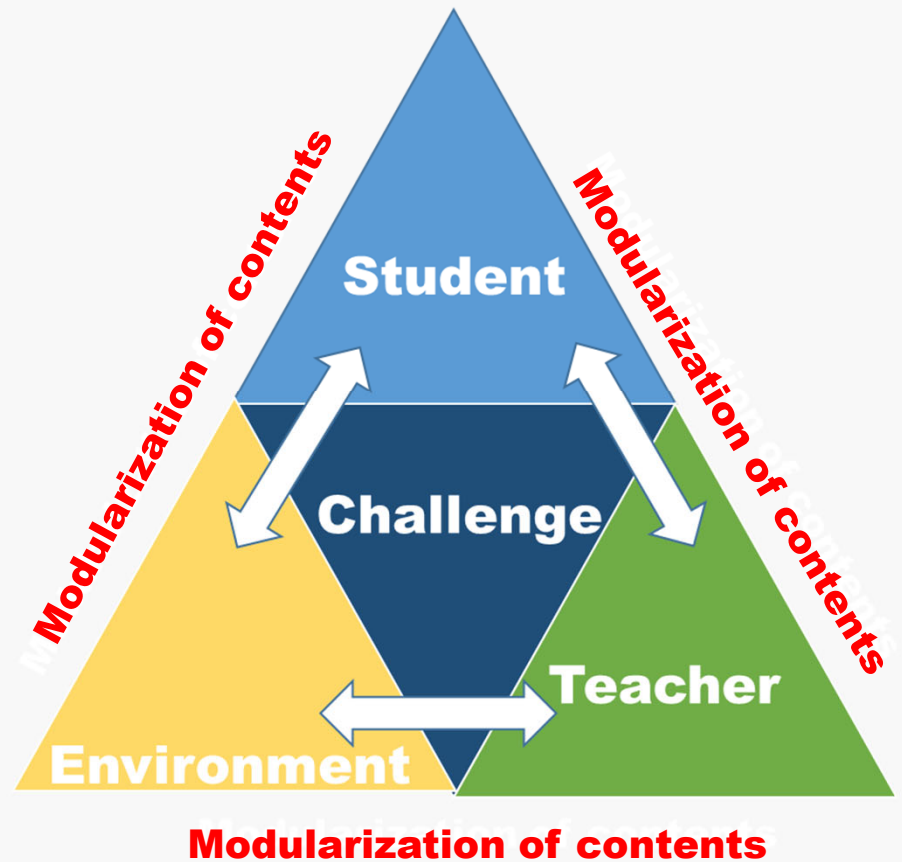


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## Challenge-based learning

- Immersive challenge-based content
- Real-life societal challenges of the future
- Sustainable Development Goals
- Necessary skills and competences
- Technological infrastructure
- Redefinition of the role of teachers and students
- Life-long learning
- Training partners
- The school as part of the community
- Stakeholders' common understanding

## How to solve a Challenge?



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## Comparison chart of Project, Problem, and Challenge Based Learning.

Technique	Problem-based learning	Project-based learning	Challenge-based learning
<b>Learning object</b>	Designed problems	Specific task	Real-world problems
<b>Characteristics</b>	Often fictional, not real solutions are needed	Predefined problematic, requires a solution	Open, problematic, real solution needed
<b>Expected outcome</b>	To solve the problem at hand.	To carry out the assigned project.	To develop a more profound knowledge of the subjects.
<b>Expected product</b>	None, focus to learn	A presentation or implementation of the solution	The best solution is to find a concrete action.
<b>Student's role</b>	Work with the problem	Work with the assigned project	Analyze, design, develop and execute
<b>Teacher's roles</b>	Facilitator, guide, adviser	Facilitator, manager	Designer, coach, co-researcher
<b>Assessment</b>	Ability to reason and apply their knowledge	Product	Tackle the challenge in a way stakeholders measure



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CBL emulates the experience of the modern workplace, leveraging the interest of students in a practical meaning for their education while developing key competencies (Santos et al., 2015; Malmqvist et al., 2015).

In this way, CBL fits the requirements of generation Z (Caratozzolo et al., 2021) and industry 4.0 (Caratozzolo & Membrillo-Hernández, 2020) and becomes the new way of doing research in education.

In CBL, specific skills are developed.

**Tolerance to frustration**

**Collaborative work**

**Resilience development**

**Collaborative work**

**Decision making**

**Leadership**





**Flexibility**  
in how, when  
and where the  
teaching-  
learning  
process is  
done

**Challenging,**  
engaging  
classroom  
experiences  
for  
students

**Tec 21**

**Inspiring faculty**  
innovative and professors, leaders  
in their fields and with experience  
in the practice of their profession



**coursera** / hybrid course

✓ Blended Learning

**SYLLABUS**

1 SEM.	ELECTIVE			
2 SEM.	WALSH I	ELECTIVE		
3 SEM.	WALSH II	ELECTIVE		
4 SEM.	TRANSFORMATIVE			ELECTIVE
5 SEM.	ELECTIVE			
6 SEM.	ELECTIVE			
7 SEM.				ELECTIVE
8 SEM.				
9 SEM.	ELECTIVE			

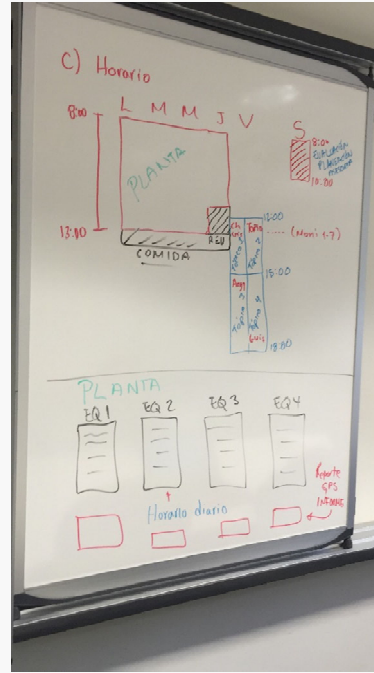


# Challenge Based Learning with Boehringer Ingelheim



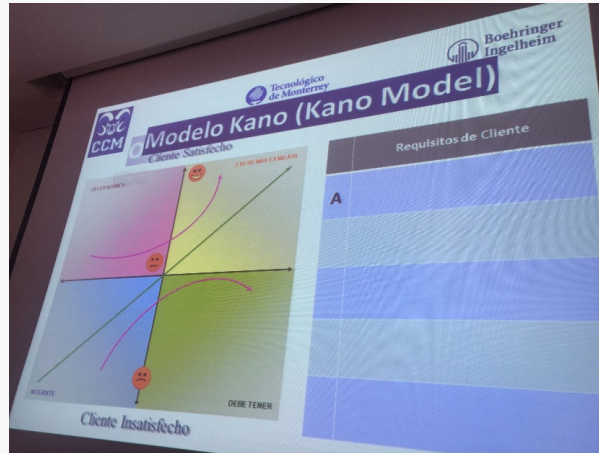
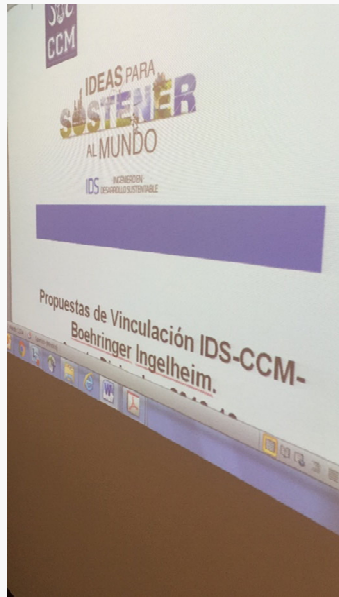


# Teacher training for module design





# CBI Training at the Boehringer Ingelheim Premises

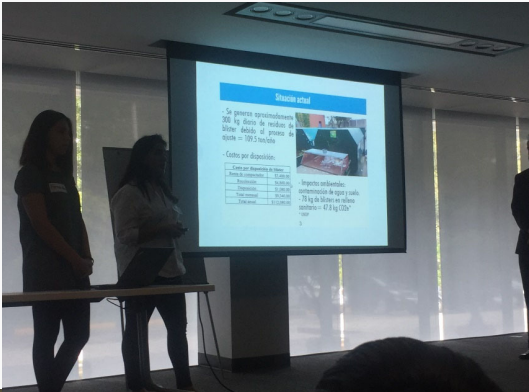


# Challenge Based Learning with Boehringer Ingelheim



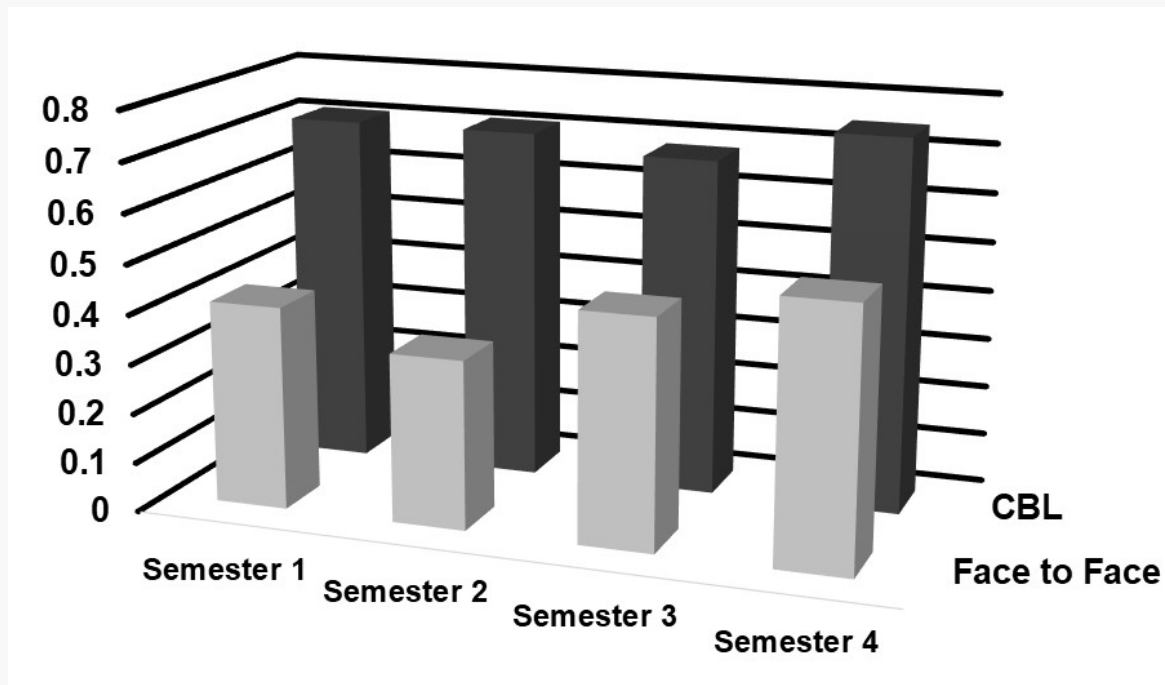


# EVALUATION



García-García and Membrillo-Hernández, J. (2020). Challenge -Based Learning (CBL) in engineering: Which evaluation instruments are best suited to evaluate CBL experiences? IEE Global Engineering Education Conference, EDUCON 2020-April, 9125364:8885-893. doi:10.1109/EDUCON45650.2020.9125364

# CBL vs Face to face courses



The learning gain analyses of the CBL experiences for Mechatronics and Mechanical Engineers students. The light grey bars show the results with classroom classes using traditional teaching strategies. The dark bars show the learning gain average of the parallel CBL experiences.

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## Some conclusions, so far....

In CBL, students work with teachers and experts in their communities on the challenge.

A challenge is an activity, task, or situation that represents an incentive and an obstacle to overcome and that requires the application of diverse, inter and multidisciplinary knowledge to be solved.

The challenge itself triggers the generation of new knowledge and the necessary tools or resources (Membrillo-Hernández et al., 2019).

One of the main elements of the challenges is uncertainty.

The element of uncertainty refers to the fact that we would add that we also need adaptive learners who can function well when optimal conditions do not exist when situations are unpredictable.

Task demands change, when the problems are messy and ill-formed, and the solutions depend on inventiveness, improvisation, discussion, and social negotiation



**Table 1.** Engineering employability skills required by employers, adopted from Kaewunruen [55].

U.K. [56]	Singapore [57]	Japan [57]
<ul style="list-style-type: none"> <li>- New and specific technical skills</li> <li>- Computer literacy and IT skills</li> <li>- Multi-skilling and greater -flexibility</li> <li>- The ability to deal with change</li> <li>- An ability to continue learning, re-skilling</li> <li>- Communication skill</li> <li>- Team working and getting on with others, including being able to work in self-managed teams</li> <li>- problem-solving and diagnosis</li> <li>- "Whole system" thinking</li> <li>- Organisation and management</li> </ul>	<ul style="list-style-type: none"> <li>- Workplace literacy and numeracy</li> <li>- IT and Technology</li> <li>- Problem solving</li> <li>- Initiative and enterprise</li> <li>- Communication and Relationship</li> <li>- Lifelong learning</li> <li>- Globalisation</li> <li>- Self-management</li> <li>- Workplace-related life skills</li> <li>- Health and workplace safety</li> </ul>	<ul style="list-style-type: none"> <li>- Communication skills</li> <li>- Problem solving</li> <li>- Goal-setting skill</li> <li>- Personal presentation skills</li> <li>- Visioning skills</li> <li>- IT and computer</li> <li>- Leadership</li> <li>- Self-assessment skills</li> </ul>

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