To get there, together

REALDOLMEN

Work-based Learning with Realdolmen and Odisee UC

Work-based Learning with Realdolmen and Odisee UC

Who's who?

What?

Program

Audience

Approach

Evaluation

REALDOLMEN

to get there, together

Who's who?

WHO'S WHO?

Tom Knockaert
Realdolmen
Senior Unit Manager Education

Yvan Rooseleer
Odisee UC & CVO Lethas
Advisor on Study & Work-Based Learning
Program Coordinator
Senior Lecturer

WHO'S WHO?

- Realdolmen
  - ▶ Responsible for training topics relating to competencies and skills that are very important for an ICT integrator.
  - ▶ Opportunity for immersion within the company
  - ▶ Organizing hands-on labs and work based learning
  - ▶ Organizing work based experience
- Odisee University College
  - ▶ Responsible for graduate degrees as of 2019
  - ▶ Responsible for conceptual topics
- CVO Lethas
  - ▶ Responsible for graduate degrees until 2019
  - ▶ Largest adult education school in Belgium

KNOWLEDGE & PEOPLE
are our strength

WINNER OF THE PRESTIGIOUS TITLE

Microsoft

COUNTRY PARTNER OF THE YEAR 2017

SMART BUSINESS AWARDS 2017 DOUBLE WINNER

Application and Integration & Infrastructure Services

Broad & local GEOGRAPHICAL PROXIMITY
with international reach

Hewlett Packard Enterprise **hp**

LEADING PARTNERSHIPS

>1450
EMPLOYEES IN BELGIUM & LUXEMBURG

more than OF TRAINING PER EMPLOYEE **10 days /year**

USEFUL certificates

ISO 9001 CERTIFIED ✓ VINÇOTTE

kmo-portefeuille ERKEND DIENSTVERLENER

Qfor

ISAE ✓ 3402 CERTIFIED TYPE II

PROUD STRATEGIC PARTNER

CLOSE THE GAP BRIDGING THE DIGITAL DIVIDE

Every year WE RECRUIT **more than 50 YOUNG POTENTIALS** (acADDemICT project)

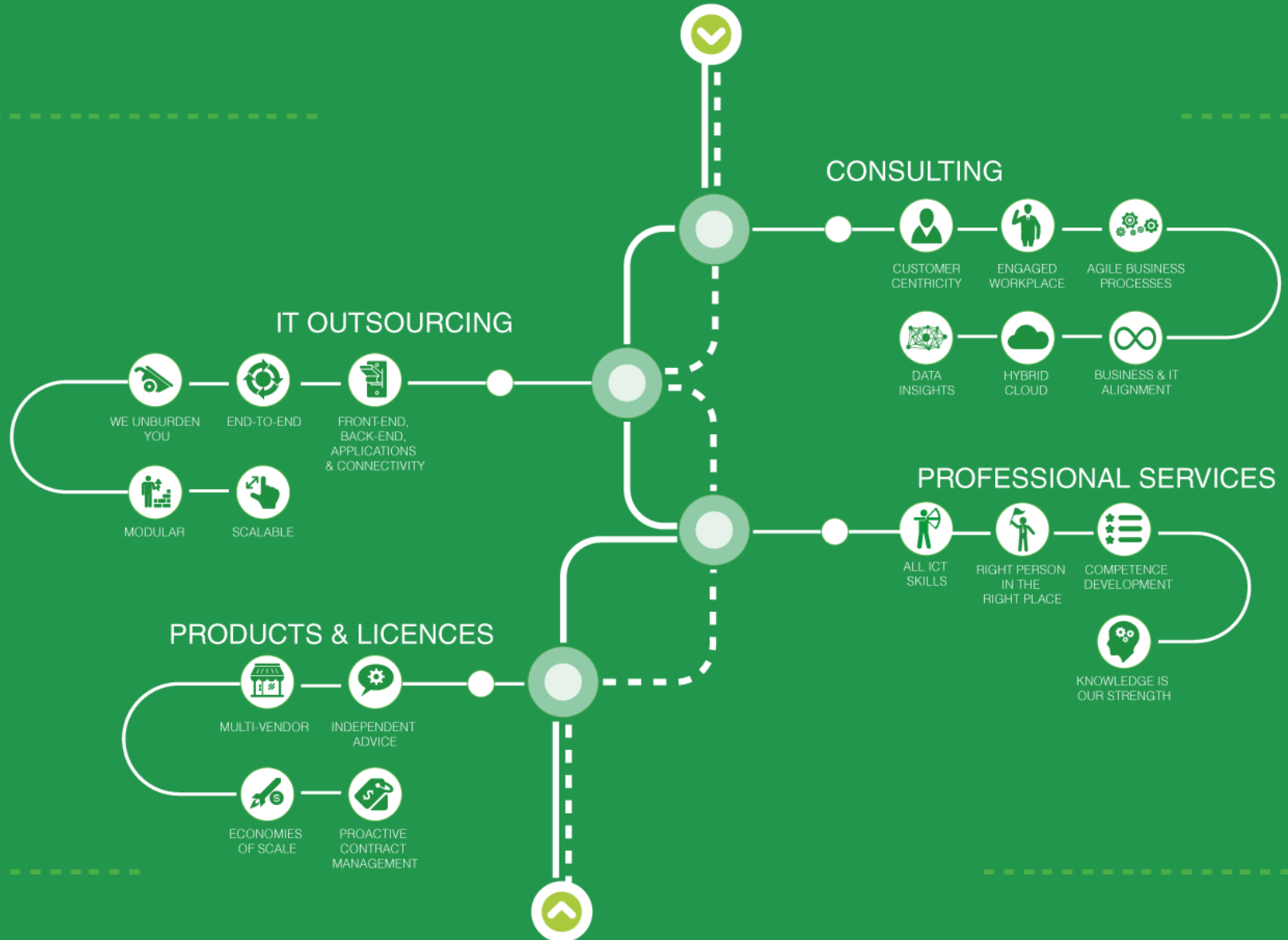**HEALTHY MIND IN A healthy body**
through many sports programmes

KIDS ICT PROGRAMMES teach **ICT-SKILLS** to children of employees

HEALTH - SERVICES
INDUSTRY - PUBLIC

We start from your business

We take a look at your needs

We deliver end to end

CONSULTING

- CUSTOMER CENTRICITY
- ENGAGED WORKPLACE
- AGILE BUSINESS PROCESSES
- DATA INSIGHTS
- HYBRID CLOUD
- BUSINESS & IT ALIGNMENT

IT OUTSOURCING

- WE UNBURDEN YOU
- END-TO-END
- FRONT-END, BACK-END, APPLICATIONS & CONNECTIVITY
- MODULAR
- SCALABLE

PROFESSIONAL SERVICES

- ALL ICT SKILLS
- RIGHT PERSON IN THE RIGHT PLACE
- COMPETENCE DEVELOPMENT
- KNOWLEDGE IS OUR STRENGTH

PRODUCTS & LICENCES

- MULTI-VENDOR
- INDEPENDENT ADVICE
- ECONOMIES OF SCALE
- PROACTIVE CONTRACT MANAGEMENT

SALES - DELIVERY - FINANCE
HR - LEGAL - OTHERS (FACILITY, FLEET, ...)

REALDOLMEN EDUCATION

- +20 Fulltime trainers
(end-user training, systems management, software development)
- Classrooms, labs and teaching facilities in Huizingen & Ghent
- Responsible for training
  - Own employees
  - New recruits
  - Employees of customers
- Other programs
  - User Adoption
  - Change Management

WHAT?

THE CONCEPT

- Learning at school versus work-based learning
  - ▶ "Classic learning" is not suitable for everyone.
  - ▶ Students are faced with real situations and requirements.
  - ▶ Work-based learning makes education more relevant through a direct connection with real life.
  - ▶ Conceptual insights are immediately applied: hands-on labs, teamwork, projects, internship …
  - ▶ Work-based learning is responsible for at least 1/3 of the learning credits.
  - ▶ In case of Realdolmen/ Odisee UC the distribution is 50/50.
- Ideally for young people who are
  - ▶ fond of active learning (close to real life): learning by doing, immersion, industry certifications, …
  - ▶ willing to work hard, both on an individual basis and in a team.
 - ▶ enthusiastic to learn for a specific skilled job

WHAT?

- Two year track (120 ects) of 16 learning modules organized by Odisee UC, CVO Lethas and ICT integrator Realdolmen

- After successful completion and presenting the results of a project (thesis), the student is granted a degree of higher education level 5.

- Along the way, the student takes tests and certification exams and receiving a certificate for every module accomplished.

PROGRAM

PROGRAM
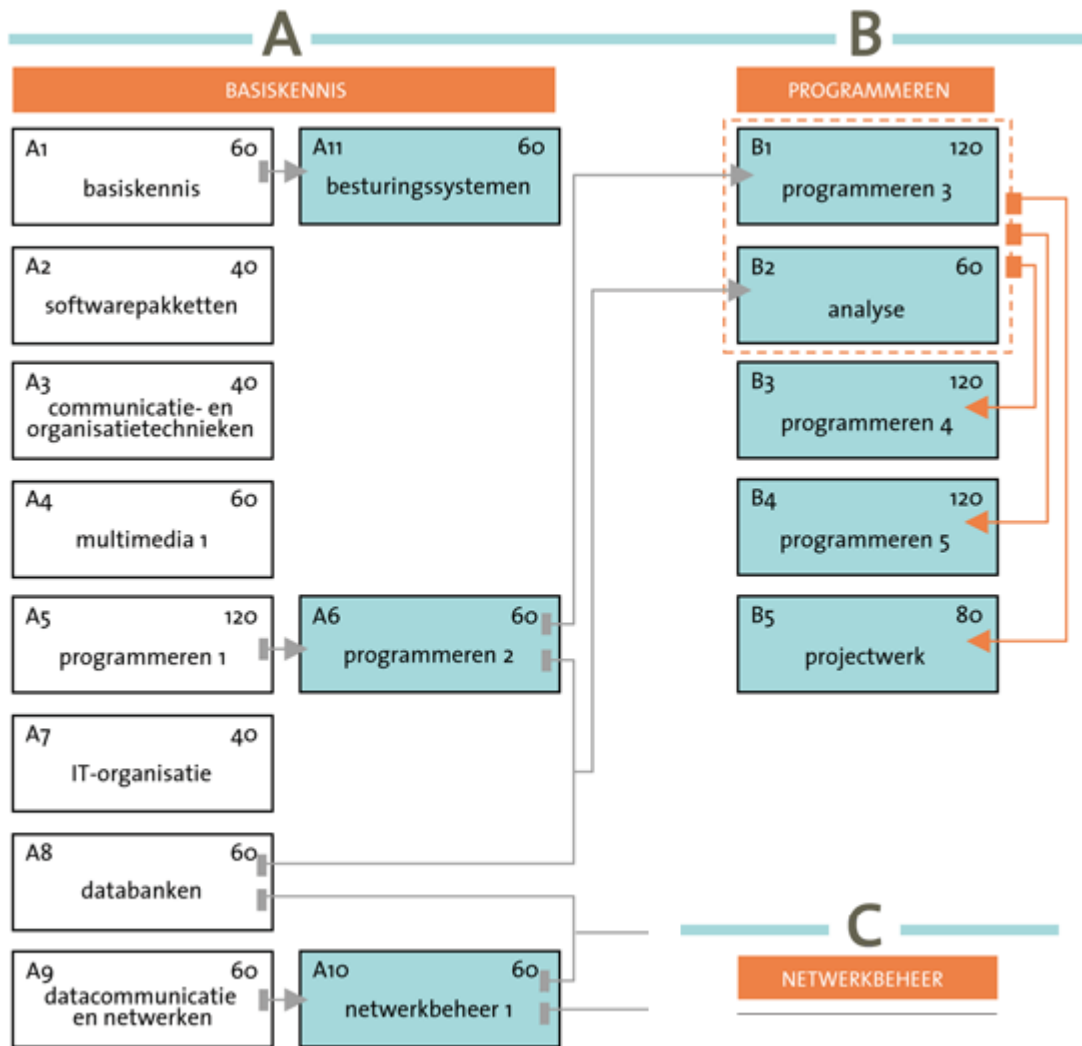
STRUCTURE OF THE TRAINING (120 ECTS)

Verantwoordelijkheid	Fase 1 - 2018-2019		Fase 2 - 2019-2020	
	Contacturen	Praktijkuren: Projecten en stages	Contacturen	Praktijkuren: Projecten en stages
Hogeschool	480	270	140	210
Partners	180	720	360	540 + 400
Totaal	660	990	500	1150
Prestaties door studenten	660 + 990 = 1650		500 + 1150 = 1650	
Prestaties door hogeschool	480	60	140	60*
Prestaties door partner	180	200	360	200*
Stage door studenten				400

Tabel 1: Overzicht van de prestatie-uren voor studenten, hogeschool en partners

*Praktijkbegeleiding wordt geraamd op 20% van de praktijktijd
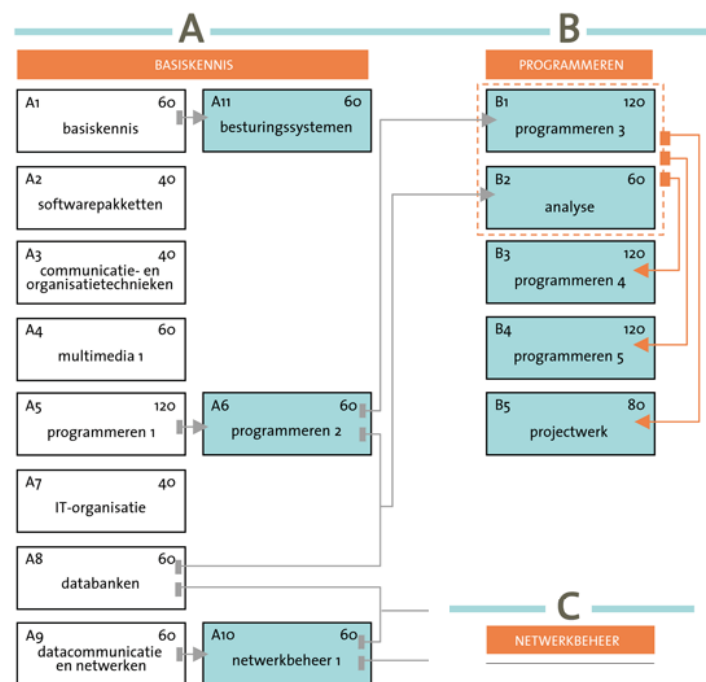
Audience

Audience

- Waterfall
  - Bachelor

- Generation students

- Individual student's choice for this specific type of education

- OKOT-VDAB (employment training)

R

PROFESSION PROFILES - AGORIA

	Digitale procesanalist	Digitale infrastructuurarchitect			Data-analist	ICT-security specialist
Digitale project manager	Functioneel analist	IOT-ontwikkelaar	Ontwikkelaar software-, web- & mobiletoepassingen	Infrastructuurbeheerder	Database beheerder	Digitale ontwerper web/app/mobile
Digitaal gebruiksondersteuner		Technicus IoT	Programmeur software-, web- & mobiletoepassingen	Digitaal Technisch ondersteuner		Digitale vormgever web/app/mobile

APPROACH

APPROACH

Type of instruction	% effectiveness
Teaching	4,5
Reading	11
Audiovisual media	22
Demonstration	32
Group discussion	56
Hands on	75
Teach others	82

APPROACH

- Combination of methods
  - Classic training
    - Odisee UC Brussels
    - Realdolmen Huizingen
  - Open learning center
    - Self study
    - Teamwork
  - Real Life Practice - Project work - Internships

R

The Skills-to-Jobs Learning Experience

What Students Learn
- Networking
- Security and Cybersecurity
- IoT
- Programming
- Linux and General IT

How Students Learn
- Learning by doing
- Problem-solving
- Project-based learning
- Initiative and leadership
- Real-world experiences

How Students Think
- Customer-centric mindset
- Critical thinking
- Personal and social responsibility
- Business context

| Courses in 20+ Languages | Hands-On | Flexible Delivery | Supports Personalized Instruction | Simulations | Hackathons |

APPROACH - COURSEWARE
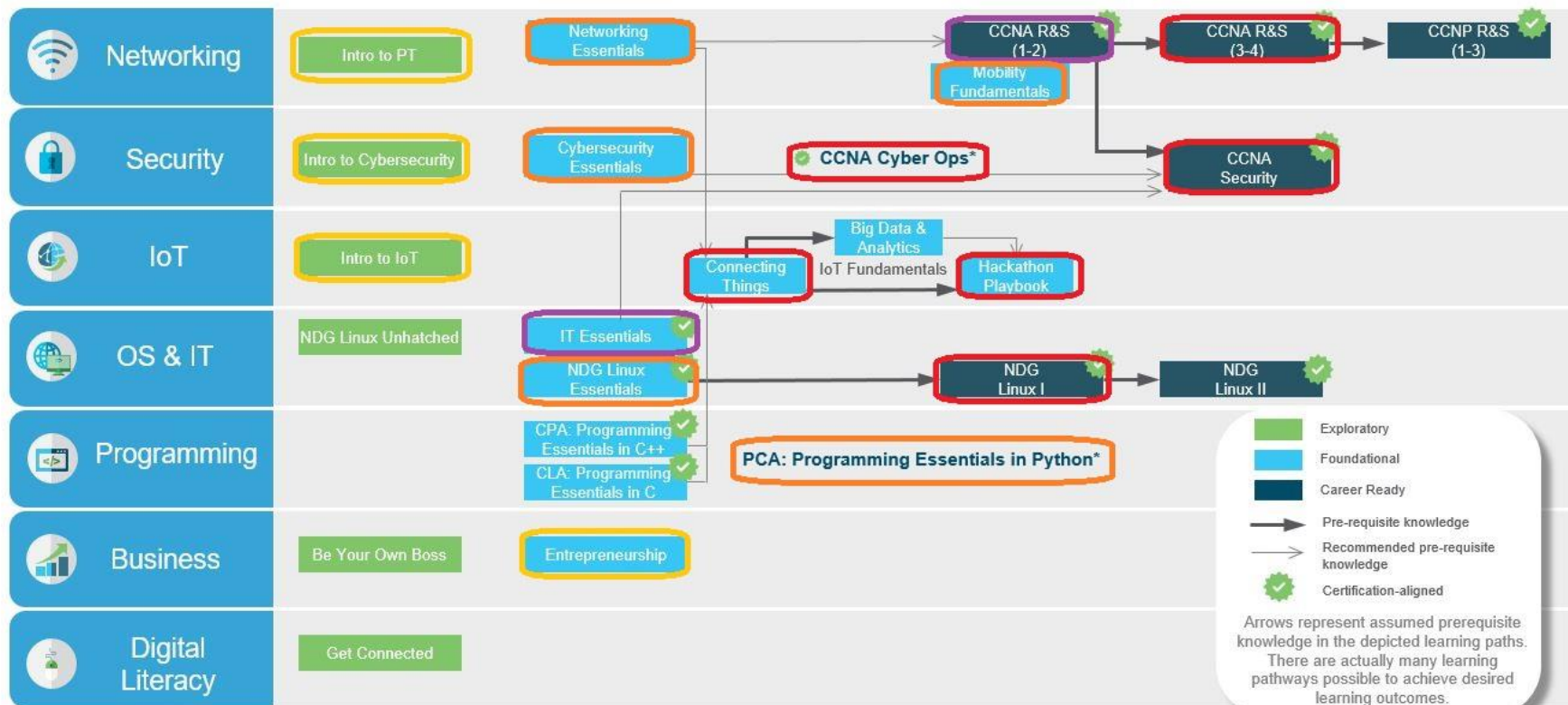

April 2017

Sample Job Titles:
- Technical Support
- IT Field Service Technician
- Help Desk Technician
- Mobile Application Support
- Network Support Technician
- Network Analyst
- Network Technician
- Support Engineer
- Network Administrator
- Entry-Level Network Engineer
- Linux Administrator
- Cyber Ops Analyst
- Level II Network Engineer
- Network Designer

Networking: Intro to PT → Networking Essentials → CCNA R&S (1-2) → CCNA R&S (3-4) → CCNP R&S (1-3); Mobility Fundamentals

Security: Intro to Cybersecurity → Cybersecurity Essentials; CCNA Cyber Ops*; CCNA Security

IoT: Intro to IoT; Connecting Things → Big Data & Analytics; IoT Fundamentals; Hackathon Playbook

OS & IT: NDG Linux Unhatched; IT Essentials; NDG Linux Essentials → NDG Linux I → NDG Linux II

Programming: CPA: Programming Essentials in C++; CLA: Programming Essentials in C; PCA: Programming Essentials in Python*

Business: Be Your Own Boss; Entrepreneurship

Digital Literacy: Get Connected

Legend:
- Exploratory (green)
- Foundational (light blue)
- Career Ready (dark blue)
- Pre-requisite knowledge (solid arrow)
- Recommended pre-requisite knowledge (open arrow)
- Certification-aligned (badge)

Arrows represent assumed prerequisite knowledge in the depicted learning paths. There are actually many learning pathways possible to achieve desired learning outcomes.

IT Essentials

Course Overview

IT Essentials covers fundamental computer and career skills for entry-level IT jobs. Students apply skills and procedures to install, configure, and troubleshoot computers, mobile devices, and software.

Benefits

For students seeking career-oriented entry-level hardware and software skills to prepare for technical support roles, this course aligns with the CompTIA A+ certification.

This course also serves as a foundation for CCNA-level courses.

Learning Components

- 14 chapters
- 99 hands-on labs and 29 interactive activities
- Cisco Packet Tracer, virtual laptop, and virtual desktop learning tools

- 14 chapter exams, 1 checkpoint exam, 1 skills review exam, 1 practice final exam, 1 final exam, 1 skills-based assessment, and 2 practice exams for CompTIA A+ certification

cisco

Features

Target Audience: Secondary and 2-year college vocational students

Prerequisites: None

Instructor Training Required: Yes

Languages: Arabic, Chinese-S, Chinese-T, Croatian, English, French, German, Georgian, Hebrew, Hungarian, Italian, Japanese, Polish, Portuguese-BR, Romanian, Russian, Spanish, Turkish, Ukrainian

Course Delivery: Instructor-led

Estimated Time to Complete: 70 hours

Recommended Next Course: CCNA R&S Introduction to Networks

EVALUATION

EVALUATION

- Permanent feedback and evaluation
- Task-based, project-based: individual work versus team work
- Opportunity to obtain industry certificates

EVALUATION

- Graduate Degree in Information Technology
  - Higher Education – Education Level 5 - 120 ects
  - Long-life validity
  - Thanks to work based learning there is a clear connection with the requirements in real life
  - Similar wage as bachelor
- Industrial Certification
  - Competencies and skills with link to the most recent evolutions
  - Only valid for a couple of years
  - Added value to the education level