

## **International Conference on Students' Progression (ICSP'2021)**

**Theme: Reengineering Higher Education for Students' Progression: Skillsets that will Dominate in the Knowledge & Digital Economy**

### **SESSIONS DESCRIPTION**

#### **Track 7: Alumni Speak**

##### **Session 7.1: Theme: Rethinking Mass Communication, Media, and Films: New Trends and Styles in the Knowledge and Digital Economy due to COVID pandemic**

###### **Overview:**

The media and communication industry has seen a drastic change in terms of content production and consumption in the past decade. And the pandemic year has been the true definition of a paradigm shift in terms of trends in the knowledge and digital economy. It requires media instrumentation to be understood and discussed in a new light, to come up with more pragmatic solutions for the production and consumption industry. This discourse will allow the stakeholders of the mass communication field to contemplate the skillsets required by the people joining the industry. It will help bridge the gap between industry-academia regarding re-engineering higher education, making it more skill-centric and adaptable.

###### **Session Objectives:**

- Deconstructing mass communication education for the digital economy.
- Interpreting new trends in the mass communication industry for practice-oriented teaching-learning approach.

##### **Session 7.2: Changing Prospects in the Education Industry due to COVID-19: Opportunities ahead for Graduates in their career progression**

###### **Overview:**

Due to the outbreak of the COVID-19, the largest disruption of the education system happened in human history and nearly affected 1.6 billion learners across the globe. Schools, Colleges, and Universities all have discontinued face-to-face teaching. It creates the need of innovative and alternative strategies of education and assessment to implement. This pandemic educational system introduced digital learning-online teaching and assessment. Lockdown due to COVID 19 pandemic led to the closure of higher education facilities in most of the countries. Because of it, overseas admissions and teaching are widely affected. In many developing countries children belong to economically weaker sections are unable to afford online learning devices. The worldwide education system needs to invest in ICT and pedagogy and professional development of teachers and need to prepare the education system for such uncertainties. This gave technological advancement to the learner as well as the instructor. This also provides learners to pursue education from a different institution without leaving their respective hometowns and living in a new city.

### **Session Objectives:**

The main objective of the session would be to bring awareness about the different opportunities of the education sector online. Also, the session emphasizes the need of the hour that is the efficiency in the technological medium. It also focuses on enhancing learning through the medium, also in the field of practice as a professional the use technology for sustainable development.

### **Session 7.3: The Knowledge Capital in Architecture and Design: The Role of Tacit and Experiential Knowledge in Student Progression**

#### **Overview:**

The cities are considered as the engines of growth. In the rapidly changing scenario of life in cities and changing trends of places and spaces for the needs of live-work-leisure, there are various long-term and short-term challenges including fast urbanization and planning/ designing of cities, creation of built environment and design of liveable spaces, understanding the changing needs and designing user-specific spaces, objects, and commodities, etc. To tackle all such challenges there is a dire need for Industry-Ready and Market-oriented skilled professionals who can think out of the box for all macro and micro problems/challenges and provide state-of-the-art solutions for all aspects of the built environment. The educational institutions and universities are also in process of a paradigm shift for fulfilling the market/ industry demands by re-molding the required skillsets for outgoing professionals in the line of Industry 4.0 and Education 4.0.

This session is aimed to understand the current trends, challenges, and the role of tacit and experiential knowledge in student progression required for fulfilling the industry expectations by creating market-ready professionals.

#### **Session Objectives:**

- To overview the trends of architecture, planning, and design professions and understand the growing demands/ expectations of the market and industry 4.0
- To identify the gaps between the current market trends and academia/ curriculum and finalizing the parameters/ indicators of tacit and experiential knowledge to persuade and follow up.
- To deliberate upon and look for the strategies and changes required to bridge the identified gaps and fulfilling the market expectations by creating market-ready professionals

### **Session 7.4: Challenges in Developing the Knowledge and Research capacity of youth for Career progression in the Food and Agriculture Sector**

#### **Overview:**

The landscape surrounding Food and agriculture has undergone significant changes in recent years. Higher food prices, the consequent world food price crisis in the late 2000s, along with a projected 60 percent expansion in demand for agricultural products by 2050, have driven a resurgent interest in the sector – among policymakers, development practitioners, and private actors. As Food and agricultural markets are transforming, with higher demand and prices, more integrated supply chains, greater rural-urban connectivity in many areas, and exponential growth in urban markets, new opportunities are emerging for young people to start up and run profitable agribusinesses. To do this, however, they need a range of

skills and knowledge – agricultural, financial, entrepreneurial – as well as a broader environment of youth-targeted policies and investments. These trends are of particular significance when viewed in the context of burgeoning youth populations in India.

#### **Session Objectives:**

- How to grow and find opportunity in the Food and Agriculture sector
- Mobilizing Alumni in a similar domain to strengthen training, progression & to inspire current students interested in Food and Agriculture sector.
- To Analyse the future trends in Food & Agriculture sector and skillsets require for existing students.

#### **Session 7.5: Reengineering Business Process Management in Industry 4.0: What is in store for graduates of Business Management for their career launch?**

##### **Overview:**

Industry 4.0 has fused digitalization with traditional industrial processes bridging the physical and virtual worlds and opening unimagined possibilities for 21st-century business growth. Business companies are adopting new methods for the improvement of their production, distribution, and marketing processes. The cost, quality, and time are still key important attributes for process improvement. This is the reason why Business Process Management (BPM) is the core of management in different areas, e.g., quality management, sustainability management. The new technologies based on the Internet of Things (IoT) and Services, SMART solutions, and the concept of Industry 4.0 are opening new possibilities for business management graduates. The most successful enterprises of the future will rely on the workforce skill set that has the understanding and application of digital technology and managerial ability to link capacity building with business value.

#### **Session Objectives:**

The main objective of this session is to understand from management experts that what kind of skills, managerial competencies, and work ethos the new MBAs should possess so that they stay relevant and play a strategic role in business decision making. The routine and mundane work is being taken care of by machines, the new generation of managers need to evolve to a higher and greater understanding and application of business. The managers of industry 4.0 need to have trans-disciplinary skills, knowledge, and aptitude through adaptive and cognitive learning, design thinking, collaborative skills, and higher aptitude for problem-solving. The current domain-centric MBA education must undergo a drastic change and bring in learning from science, technology, engineering, art, and mathematics for effective managerial decision making.

#### **Session 7.6: Changing Scenario of Fashion Industry due to COVID Pandemic: Way forward and opportunities for graduates in their career progression**

##### **Overview:**

The future of the Fashion & Fine Arts industry following COVID-19 is uncertain and the pandemic has forced businesses to make changes to survive. These changes will have an enormous impact on jobs and careers in the sector as roles evolve and emerge alongside new business structures. The coronavirus pandemic has forced the industry to rethink previous strategies and put digital-first. Something that has not been done across the board before. Careers in Fashion & Fine Arts will have to adapt to the changes

and roles that used to be prevalent. The market has started to see new roles emerging that will be vital for the future of the industry, and areas such as e-commerce and digital will see huge growth soon. As businesses are remodeling, the conference aims to analyze new careers and job opportunities that are surfacing in the post-pandemic world.

#### **Session Objectives:**

- To understand future roles & skillsets in the fashion & Fine Arts industry in Post Pandemic Era
- To strengthen relations with the industry for mutual benefit
- To develop Future Strategies for Students' progression as per the changing scenario in the Fashion and Fine Arts sector.
- To sharing Best Practices by Alumni experts in the fashion and Fine Arts sector for Career Progression of aspiring graduates.

#### **Session 7.7: The Role of Non-Cognitive Skills, Attitudes and Behaviours in student progression: The Core competency of Social Science, Humanities and Psychology Graduates.**

##### **Overview:**

The Core competency of Social Science, Humanities, and Psychology Graduates aims to venture into the progressive scope of the field, in finding, exploring, and building new skill sets that can contribute towards creating a success-oriented attitude and empowered personality traits. The non-cognitive skills and factors are even more important than cognitive aspects in the educative process and for employment potentials in the present scenario. When identifying the personal qualities that are required to function well in the 21st century, the role of non-cognitive factors is often highlighted in the discourse, and in recent years, increasing attempts have been made to understand the role of noncognitive factors in academic success. non-cognitive traits, affect the positive outcomes in academic achievement, influence employability, and success in social life.

#### **Session Objectives:**

The objective of the session is to bring the experienced panelists' knowledge to collaboratively formulate an understanding, of how non-cognitive skills, behaviours, and attitudes can be so honed as to benefit the coming generations with their career progression.

#### **Session 7.8: Re-inventing in the Science, Technology, and Environment: How to be Market Driven and Eco-efficient for Industry 4.0 for career growth?**

##### **Overview:**

The 21st century has witnessed precipitous changes spanning from the way of life to the technologies that emerged. We have entered a nascent paradigm shift where science fiction have become science facts, and technology fusion is the main driver. Thus, ensuring that any advancement in technology reaches and benefit all is the ideal opportunity for everyone.

Technology deals with the creation of novel products and services through engineering and by re-inventing science, technology, and the environment. The novel products, processes, and services will disrupt the market. The major implication of disruptive technology is the demand for new course content, employment, knowledge, and new skillsets for graduating students. The proposed three days conference on re-engineering higher education for students' progression will help the young graduates to know about

the latest developments in the field of science technology and environment that can help them to develop the skillset to match with the requirements of Industry 4.0.

#### **Session Objectives:**

- To foster new ideas and knowledge in students towards development and commercialization in science, technology, and Environment.
- To provide awareness about different employment opportunities in different industry sectors.
- To initiate and promote the adoption of novel engineered materials into various sectors.
- To explore a good collaborative academic and research relationship with the eminent speakers.

#### **Session 7.9: Reengineering in Law: The Role of Soft skills and Creative approach to ace the legal game with Professional hygiene**

##### **Overview:**

The focus on the concept of practice-ready in the law profession is not novel, and for years, experts within and without legal academia have advocated for practice-ready law school graduates. But most law schools do not require skills-based clinical or trial experience for graduation. Rather, the emphasis in law school is on legal analysis, which is critical, and memorization, which is not, resulting in developing their soft skills and creative approach to performing well in the market.

Which skill sets Law school graduates to require as per the needs of 21st-century lawyers and what changes need to be incorporated in their courses to train them in pretrial and trial practice, negotiations, drafting, business management, team building, soft skills, creative approaches, and other core legal practice skills is the main focus of this session.

#### **Session Objectives:**

- Strengthening Alumni Connect by inviting them as Role Models for sharing their progression with Students.
- To provide guidance for enhancement of professional and career development for Law Students.
- To guide the students with developing a strategy for professional and academic enrichment in the legal sector with professional ethics.

#### **Session 7.10: BioSciences and Biotechnology: Skills Sets for Future Career Path to Enter the Corporate and Professional life**

##### **Overview:**

The corporate and professional world is evolving every fraction of a second, which means one must get ready for future job roles that may even not exist in the current scenario. Success may have different meanings concerning the people hunting for it, but the valuable skill sets always pave the way towards opening numerous other doors of opportunity. *These skill sets are competencies that allow individuals to solve complex problems in emergent contexts of action in a self-organized way and enable them to act effectively.* While trends come and go and the economy and culture are extremely dynamic, still there are certain skill sets every person will need to have to get ahead. While many studies focus on the changes brought through digital technologies, they relate future skills directly to digital skills, which – as important as they are – only represent one side of the future skill coin. With such advancement, still, the hot topic

for debate is “Do we already have adequate skillsets development in BioSciences and Biotechnology sector or do we need something new, something radical?”

### **Session Objectives:**

How critical thinking, adaptability, and cognitive flexibility will initiate and drive to compete in the Biosciences and Biotechnology sector and help to enter the corporate and professional life. How to develop a skill set that other people value enough to pay for it and to become multi-skill by developing Confidence + competence in niche domain to succeed in the career.

## **Session 7.11: Health Care Management: Strategies for Building an effective Career Pathway**

### **Overview:**

Healthcare organizations today are facing a series of problems due to two main factors: increasing difficulty in satisfying a progressively more ‘aware’ and demanding user, and the need to change their internal organization to keep pace with the very rapid changes taking place in technology and approach. A continuous increase of complexity and the capacity of healthcare workers need to ensure the fundamental requirement of this sector and to develop diverse strategies for meeting the needs of their customers. Health Care Careers requires to attain competence in the current job, putting in extended work hours, developing new skills, developing new opportunities at work, attaining a mentor, building one's image and reputation, and engaging in organizational politics.

### **Session Objectives:**

The healthcare sector has an opportunity to make a profound social impact on surrounding communities while at the same time improving its bottom line. The session objectives are :

- To motivate budding professionals to make a career in healthcare.
- To provide insight to healthcare professionals on key aspects of becoming a successful entrepreneur.
- To discuss the diverse strategies needed for the effective management of healthcare facilities during pandemic times.

## **Session 7.12: Artificial Intelligence, Robots and Service Automation in Travel, Tourism, and Hospitality: Skillsets for successful student Progression**

### **Overview:**

Machine learning, AI, and big data analytics have changed the travel & hospitality industry as well. AI is making an impact on hospitality, inevitably, the course of every industry will continue to evolve, incorporate, and need more technology to be successful. AI is the next innovation poised to make an impact on hospitality. Within this industry, soft skills are of paramount importance, but with such technological disruption, tech skills cannot be ignored. So, the new job categories within the travel & hospitality industry need a workforce with “hybrid skills”. The future is very bright as the organizations and travel & tourism institutions must ensure to infuse upgraded skills and technologies for their students and their existing industry employees.

**Session Objectives:**

- To discuss what skills and competencies are required for the career progression of the students in the domain of Hospitality, Travel, and Tourism sectors.
- To learn about latest technologies of AI, Robots, and service automation and opportunities ahead for graduates.
- To understand the needs of the market for understanding future skill sets required by this sector.
- To understand the benefits and challenges of customer experience and service innovation and automation.
- To develop future Strategies for Students' progression in this sector.

**Session 7.13: Reengineering in Action: How Artificial Intelligence (AI) and Automation will impact students' core competencies and skills in the coming decade for career progression?****Overview:**

How does an engineer need to reengineer to step ahead & to be ready for industry 4.0 which is integrating automation, Machine Learning & Artificial Intelligence (AI), and to explore the opportunities ahead for the career progression of graduates? Due to Artificial Intelligence, Robots and Automation there will be massive disruption of jobs, and a wider array of education and skills-building programs will be required to meet new demands as per market trends. So, the present Alumni experts will highlight the core competencies and skills which are needed to survive in this automated and dynamic environment.

**Session Objectives:**

- To discuss on what skills and competencies are required for the career progression of the students in the domain of Engineering and Technology.
- To learn regarding latest technologies and opportunities for graduates
- To understand the needs of the Corporate World for understanding future skill sets required in the Post Pandemic Era.
- To promote Entrepreneurship & Innovation: Ecosystem for Students' Startups Success.
- To strengthen Research & Consultancy Collaboration with Industry
- To develop Future Strategies for Students' progression as per the career aspirations of students in the engineering and technology Domain.