











Growing need for professional/higher education Increasing percentage of working population engaged in professional jobs – There was an increase in the percentages of workforce engaged as associate professionals and professionals from 2006 to 2016 (from 33.1% to 37.6%) and a drop in percentages of clerical support workers and plant / machine operators and assemblers for the same period from 6.1% to 4.3% (Legislative Council, 2017). Educational attainment of Internet users – The rate of using the Internet among citizens having attained post-secondary

the Internet among citizens having attained post-secondary education in 2021 – 2022 was 99.8%, while for those having attained secondary education was 98.5% (Census and Statistics Department, 2022).









What is agile learning?

Agile learning:

- "applies the processes and principles of agile software development to the context of learning" (Lang, 2017, p. 14)
- serves as "a learning model applying the agile concept/principle of software development lifecycle" (Putra et al., 2019, p. 3)

Characteristics of agile learning

- "Agile learning focuses on speed and flexibility" (Cognota, n.d.)
- Agile learning aims at learner autonomy (Noguera et al., 2015), independent learning and life-long learning (Chun, 2004), and working knowledge or competence (Stewart et al. 2009).
- Agile learning emphasizes collaboration (Kamat, 2012) and teamwork (Noguera et al., 2015) among learners.









Offers temporal and spatial flexibility in learning

- "The online component of blended learning can allow students to learn anytime and anywhere according to their plan" (Huang et al., 2022, p. 2).
- Due to its flexibility, "students favored a blended curriculum" in which "they could proceed learning at their own pace" (Mshayisa, 2022, p. 9).
- p. 9).
 "... blended learning may provide learners with the flexibility to cope with learner diversity and facilitate students to control their own learning" (Li, 2014, p. 385).





















	Features	Need	is of Hongkong learners /Metropolitans
Agile	 Team creation for learning opportunities 	E	
learning	 Fast adaptability of content materials according to the ever-changing social environment in which students live 	В	
	 Continuous delivery of meaningful learning that satisfies diverse student learning needs 	D	A.High level of readiness for technology use B.Growing need for professional/higher education C.Strong need for spatial and temporal flexibility in learning
	 Reflection on the teaching-learning process 	D	
Agile- Blended	 Flexibility - allowing students to learn anywhere, anytime, with any devices/tools that are considered suitable. 	С	
Learning	 Autonomy - allowing students to self-regulate and self- direct their own learning process. 	D	
	 Collaboration - promoting a collaborative and interactive learning environment that facilitates student knowledge construction and exchange. 	E	
	 Technological applications - using diverse teaching and learning materials in digitized form such as hypertexts, videos, audios, 2D/3D visuals, synchronous and asynchronous interactivities. 	Α	D.Preference for self management in learning E. Collaboration in learning
Blended	A combination of traditional and online approaches	A, C	
Learning	 Wide exposure to content materials 	В	
	 Learners' interactions with teachers and peers 	A, E	















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List of Selected Journals for Publications on Agile-**Blended Learning** Interactive Technology and Smart Education (ESCI and Scopus listed) International Journal of Mobile Learning and Organisation (Scopus listed) "Innovation and Technology in Education" Section of <u>SN Computer</u> Science (Scopus listed) Computers & Education (Scopus and SSCI listed) Internet and Higher Education (Scopus and SSCI listed) British Journal of Educational Technology (Scopus and SSCI listed) Journal of Computers in Education (Scopus and ESCI listed) Journal of Nursing Education (Scopus and SSCI listed)

Nurse Education Today (Scopus and SSCI listed)



