Ansys SINULATION RELEVANT

Which technologies do y on product design and	you think will have the biggest impact development over the next 5 years?
Artificial Intelligence (AI) and Machine Learning	47%
Simulation Software	47%
Additive Manufacturing/3D Printing	39%
High Performance Computing/Cloud Computing	36%
Advanced Materials	35%
Internet of Things (IoT)	27%
Virtual/Augmented Reality	27%
Predictive Analytics	27%
Generative Design Software	24%
Product Lifecycle Management (PLM)	19%
Digital Twins	17%
Topology Optimization Software	10%
Digital Thread	9%
Other	2%

MAY 18, 2022

An Ansys Global Simulation Conference Series Event

DR. IVANA MILANOVIC, INVITED SPEAKER FOR ACADEMIC TRACK

UNDERGRADUATE DIGITAL WONDERLAND [SIMULATIONS IN LECTURE-BASED COURSES]

Milanovic outlines the systematic approach to simulation-supported teaching & learning across the undergraduate engineering curriculum.

Early and consistent integration of modern computational skills and inquiry-based learning increases students' engagement, develops essential skills for entry into an Industry 4.0 workforce, and facilitates a deeper understanding of theoretical concepts.

The significance of this educational method is in

- 1. bringing the digital engineering process into the curriculum,
- 2. increasing the time students invest in studying,
- 3. ensuring access to real-world experiences for all learners, and
- 4. creating a roadmap for curricular design and assessment easily transportable across science and engineering disciplines.

The time use results show 1.5 hrs per week for each hour of class. This is above national average of about 0.92 hrs.

The student evaluations of teaching has the course means (4.8 and 4.4) above the department (4.3).

HOW ACADEMIA IS SHAPING THE FUTURE

