

UCC Recommendations for Experiential Learning Language

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OHIO's Career and Experiential Learning Fee provides funding for services and resources that promote students' engagement in career development. The fee provides support for certain internship and other experiential education activities, opportunities for employment upon degree attainment, career and leadership development services and programming, employer recruitment, and alumni professional engagement.

The University Curriculum Council suggests the following for the use of the term experiential learning in curricular and co-curricular experiences.

Experiential Learning

Experiential learning is an approach to education that emphasizes engaged learning through direct experience and reflection to increase knowledge, develop skills, and elucidate values. Experiential learning activities are intentionally designed to develop students' knowledge, skills, and attitudes through experience related to a field. Experiential learning may occur in curricular and co-curricular settings.

Although experiences may vary, experiential learning typically involves:

1. *Engagement.* Learner involvement in the activity is sustained and/or intensive. The experience requires a substantial investment of time and attention to foster deep learning.
2. *Mentorship.* Learner receives regular, meaningful feedback about student work from activity director or supervisor. Feedback supports learner reflection and integration of learning through the activity and goal setting for future learning.
3. *Challenge.* Learner engages in activity that pushes own boundaries beyond the familiar or explores unknown territory for the purpose of developing knowledge and skills.
4. *Ownership.* Learner exercises independent judgment in defining and/or executing the activity. Learner takes ownership of the process and outcomes.
5. *Self or Social Awareness.* Learner reflects on the activity by articulating personal, civic/social, and/or academic learning. Learner identifies and articulates knowledge, values, and attitudes developed through the activity.

Experiential learning opportunities typically fall into one or more of seven categories:

1. Community engagement. Students are involved in mutually beneficial academic, research, and/or co-curricular partnerships with community partners that foster resilient communities.
2. Creative endeavor. Students innovate in their field, creating new work or new versions/interpretations of existing work.
3. Leadership. Students lead others to meet the goals of a group or organization.
4. Internship. Students are immersed in a company/agency/organization related to their field of study for the purpose of applying classroom learning and exploring career opportunities.
5. Research. Students engage in quantitative or qualitative research to explore questions related to their field of study.
6. Study away. Students are immersed in a culture different from their own, either domestically or internationally.
7. Other. Students engage in experiential learning through another approach other than those previously described.