

## Experiential Learning

“I hear and I forget, I see and I remember, I do and I understand”  
– Ancient Chinese Proverb

Experiential learning takes many forms. Overall, it entails learning by doing, and reflecting upon the learning. It involves problem solving and critical thinking rather than memorization. Students participate in experiences that allow for structured practice with real world problems or scenarios and then reflect upon the experience and receive feedback from an instructor and or observer.

Why the focus on experiential learning?

1. Improve student engagement. (Every student is involved in doing)
2. Accelerate learning in a safe environment. (Because there is still oversight in many cases so students can practice, but there is someone there who may correct mistakes)
3. Allow for personalized learning. (Every student is involved in doing; reflection may be different for every student)

Provided that they include an opportunity for critical thinking and problem solving of a real world problem as well as reflection and assessment, some examples of types of experiential learning and where they are occurring on campus may include:

Case studies	business courses, health professions, others In the health professions, when learning about a disease state, a patient case may be presented that the students may have to work up and recommend therapy or a course of action for. This may be individual or team based, instructor led, or student facilitated.
Client-based projects	Senior assignments in some disciplines and major projects in graduate programs. Computer science students complete projects for clients as their senior assignment project.
Clinical experiences	Students in the professional schools must practice in a real environment with real patients while an instructor observes and teaches them. These include clinics, hospitals, and various other sites.
Competitions/ Exhibitions	Art/Music/Dance have exhibits/recitals/performances. But many other schools do as well...the formula racing car/solar car competition in engineering, or the clinical skills competitions in the health professions.
Fellowships	Graduate programs in Dental Medicine and the School of Education have fellowship opportunities.
Field trips	Multiple courses include field trips. The Excellence in Undergraduate Education award has provided funds to allow for field trips. This may include going to the art

	museum to see art work in person or traveling to a manufacturer to see a process rather than just talking about it.
Field work	Anthropology has a field site and Biology commonly does field work throughout campus. <a href="http://thisweekincas.com/2015/04/26/biology-students-get-field-experience-earn-honors-for-research/">http://thisweekincas.com/2015/04/26/biology-students-get-field-experience-earn-honors-for-research/</a>
Graduate research projects	Research projects are working to apply skills and knowledge to answer a question.
Internships / Co-ops	Practicing in a real-world work environment. School of Business has several opportunities.
Laboratory work	Laboratory course work and research. Formulas that are talked about in class are created in the lab.
Performances	Music/Theatre/Dance.
Practicums	Psychology uses practicums for students to practice
Service learning / community service	There are multiple service learning opportunities on campus with many of them coordinated through Kimmel. The School of Pharmacy has a required service learning course that has had a press release every year. Last year they focused on poison prevention education to the elementary schools in the area. Student organizations also organize many community service activities that may be linked to learning.
Simulations	Health professions utilize simulations (with mannequins or standardized patients) before reaching real patients.
Student teaching	School of Education and any programs training educators has student teaching.
Study Abroad	Learning foreign languages and cultures by immersion.
Supervised training	Any training that is not captured in other categories.
Undergraduate Research and Creative Activities	Newsletter detailing activities: <a href="https://www.siue.edu/urca/">https://www.siue.edu/urca/</a>
Volunteer experiences	Experiences may be linked to learning when there is application and reflection. The hospice volunteer initiative may relate to palliative care education and empathy. Students may volunteer with instructor oversight as in brown bag events – students counsel patients on their medications, but a pharmacist is present to oversee students.

References and Resources:

National Society for Experiential Education (NSEE)

<http://www.nsee.org/>

NSEE Eight Principles of Good Practice for all Experiential Learning Activities

<http://www.nsee.org/8-principles>

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