

UCC Recommendations for Experiential Learning Language

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Passed:

Amended:

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 the process whereby knowledge is created through the transformation of experience (Kolb, 1984; 38). The experiential learning cycle includes having an experience, reflecting on the experience, learning from the experience, and trying out what has been learned (i.e., experience – reflection – conceptualization – experimentation).

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.

Contexts for experiential learning may include (but are not limited to) internships, apprenticeships, clinical experience, fellowships, cooperatives, field work, practicums, community engagement (service-learning, community-based research, volunteering), interactive simulations, role-playing, performance, professional internship / student teaching, study abroad / cultural immersion, research (basic, applied, lab, industry, community), live case studies, job training, and student organization leadership.

Reference:

Kolb, David. (1984). Experiential Learning: Experience as The Source of Learning and Development. Prentice-Hall, Inc., Englewood Cliffs, N.J.