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Experiential Learning Definition

Experiential learning at OSU occurs when educators purposefully engage learners in direct experience and focused reflection in order to increase knowledge, develop skills, clarify values, and develop people's capacity to contribute to their communities. At OSU, experiential learning falls into the following categories: internship, service-learning, study abroad, research, and applied leadership experiences.

Definition adapted from the Association for Experiential Education.

Experiential and Research-Based Learning at Oregon State University

At OSU, experiential learning is an essential strategy for building a more inclusive community, equalizing student success and retention of all learners, career readiness, preparing students for social responsibility and fulfilling <u>Strategic Plan 4.0</u> goal 2 (<u>transformative education</u> that is accessible to all learners).

Experiential learning augments traditional classroom settings and activities by creating the opportunity to activate of higher thinking processes, integrate and apply knowledge, deepen reflection, and further engagement with faculty and communities* both regionally and abroad. When experiential learning meets these standards, the literature is unambiguous about the positive effects on student success and learning, as well as higher retention and graduation rates for underrepresented populations.

*Communities can and should include personal, professional, and academic communities.



Experiential and Research-Based Learning Values and Principles

These values and principles exist to add depth, rigor, and consistency to experiential learning at OSU as well as aid in refining the practice of experiential learning. These values and principles are to define the spirit with which practitioners and educators approach experiential learning.

- 1) Authenticity: The experience allows knowledge and skill development that is valuable in real world contexts. Trust, integrity, and transparency guide all aspects of the experience between instructors, faculty, staff, students, and external collaborators. Any partnership honors the stakeholders' expertise, experience, and identities. Collaborators are accountable to each other and included in the design, facilitation, and evaluation of initiatives to the fullest extent possible.
- 2) Intentionality: Be intentional with all phases: purpose, outcomes, and process. This means that all collaborators are clear from the onset about why the experience is the chosen approach to achieve the desired outcomes. The experience, goals, and outcomes are developed based on the needs and preferences identified by the educational program, industry, and/or community partners. Learners are prepared with important background information about each other and the environment in which the experience will occur.
- 3) Ethical and Respectful: Anticipate and take steps to ensure the physical and emotional wellbeing and safety of all participants. Seek out and comply with any special safety concerns or liability requirements of any host or field site and university. Model respect for diversity, broadly and inclusively defined, in all elements of the initiative. Actively challenge any biases, stereotypes, and assumptions related to the experiential learning initiative and include reflection on students' identity and relationship or positionality to the project. Engage in the experience with cultural humility and a listening and learning mind, heart, and attitude. Align to the <u>Office of Institutional Diversity's Competencies</u> as fully as possible. View experiential learning as a valuable learning opportunity that expands understanding, perspectives, and compassion.
- 4) Reflection: Reflection is an essential tool for meaning making, adjusting the experience, and measuring outcomes. Reflection is what often transforms something from an experience to experiential learning through learners making connections to their lived experiences, theories, and coursework. Multiple opportunities and modes for reflection are incorporated.
- 5) Iterative: Experiential learning is dynamic and changing. The planning cycle must be responsive to this fact in order to ensure closure, sustainability, and continued improvements for the experience. Include opportunities to gather and document evaluative feedback including successes, challenges, and opportunities for growth from student participants and collaborators to inform and guide future projects. Recognize and celebrate the learning and impact of the experience with all partners.

Values and principles were adapted from the <u>Haas Center for Public Service at Stanford University</u> and the <u>National Society for Experiential</u> <u>Education's Eight Principles of Good Practice for All Experiential Learning Activities</u>



Experiential and Research-Based Learning Competency Areas

Experiential and research-based learning must be designed intentionally to achieve certain outcomes and competencies for students. Experiential learning is a learning modality that is ideal for developing career readiness and leadership skills for students. Educators and practitioners are encouraged to <u>use one or all of the competency-based resources and standards shared below</u> in developing the outcomes, curriculum, training, orientation, assignments, activities, and reflections associated with the experiential learning. These resources are critical to reference in creating and assessing learning outcomes.

Mentorship is highly encouraged in experiential learning to support students in maximizing their learning and development.

Mentorship is a professional, working alliance in which individuals work together over time to support the personal and professional growth, development, and success of the relational partners through the provision of career and psychosocial support. Mentorship includes career support functions (e.g. career guidance, skill development, sponsorship) and psychosocial functions (e.g. emotional support or role modeling) aimed at mentee talent development. Mentorship complements other developmental processes like teaching or coaching and is essential to holistic development of professionals (from <u>The Science of Effective Mentorship in STEMM by The National Academies of Sciences, Engineering, and Medicine, 2019</u>).

1) National Association of Colleges and Employers (NACE) Career Readiness Competencies

a) NACE is used to understand and reflect on applicability and transferable skills from an experience to students' careers. Learn more about NACE competencies.

2) Association of American Colleges & Universities (AAC&U) Learning Outcomes and Value Rubrics

a) AAC&U Learning Outcomes and VALUE Rubrics are used to assess aspects of a liberal education. Liberal education is an approach to undergraduate education that promotes integration of learning across the curriculum and co-curriculum, and between academic and experiential learning, in order to develop learning outcomes that are essential for work, social responsibility, and life. These are resources helpful for greater depth and isolating any one of these topical areas or skills. These resources allow practitioners to dig deeper, develop learning outcomes aligned with high impact practices, and assess how well one is doing in any one of these areas.

3) Office of Institutional Diversity's Competencies and Guidance for Diversity, Equity, and Inclusion Learning

a) The Office of Institutional Diversity provides guidance for diversity, equity, and inclusion learning and can support educators in increasing the depth and integration of social justice education within experiential learning. This is especially important for any global or cross-cultural experiential learning activities.

Review more information on all three of these competency-based resources and standards.



Checklist of Minimum Standards for Experiential and Research-Based Learning

All experiences must include the following and achieve "Good" in the rubric below to meet experiential learning standards at OSU:

- Intentionality of Learning
 - > The activity must have learning outcomes that are specific and directly connected to the experiential activity.
- Relevancy of Student Learning
 - Explicit connections are made between the learning experience and students' lives, community contexts, and/or professional contexts.
- Education, Orientation, and Skills Training
 - Formal training or orientation is provided to the student before the experience that includes some of the following: technical skills needed, activity specific information, and considerations for cultural context and the safety and wellbeing of the student.
- □ Reflection (meaning making)
 - Critical, structured reflection occurs at least twice (pre and post experience), is documented, and makes connections between the experiential activity and the learning outcomes, students' lives, and community or professional contexts.
- **U**tilization of Experiential Learning Approach (thinking, doing, observing, feeling)
 - Experience incorporates concrete experience, reflective observation, abstract conceptualization, and active experimentation thinking, doing, observing, feeling and makes connections between these parts of the experiential learning cycle.
- Evaluation
 - > Assessment of learning outcomes occurs and evaluative feedback from project collaborators is collected.



Rubric for Assessing Experiential and Research-Based Learning Experiences					
	Values and Principles Alignment				
Authenticity			Reflection Iterative		
	Curricular Al Co-curricular	lignment (Check One) Curricular (credit-bea	ring		
			n ng)		
	Durati	on (Check One)			
One Day	One Day Multi-day Week(s) One Term (10 weeks) Terms to Y				
Required Attributes					
All Ex		ner to Meet OSU Standards for Experie	-		
	Excellent	Good	Underdeveloped/Emerging		
Intentionality of Learning	Learning outcomes are brief,	Learning outcomes are	Learning outcomes are vaguely		
Utilize the <u>Experiential</u>	clear, and specific and directly	connected to the experience.	stated or loosely connected to the		
Learning Competency	connected to the experiential	Collaborators are engaged in their	experience. Collaborators are not		
<u>Resources</u> in creating	activity. Collaborators are	development. Skills and	engaged in their development.		
learning outcomes.	engaged in their development.	knowledge attainment are	Skills and knowledge attainment		
_	Skills and knowledge attainment explicitly stated. Learning		are implied or loosely connected		
	are explicitly connected to outcomes complement and align		to the experience. Learning		
	experience. Learning outcomes with those of students' academic		outcomes do not complement or		
	complement and align with those programs, majors, and/or the		align with those of students'		
		academic programs, majors,			
	majors, and/or the Baccalaureate		and/or the Baccalaureate Core.		
Core. The experience should					
	develop career readiness and				
	leadership skills				
Deleverey of Chudent	Funlicit and voluet connections	Come connections are mode	Vague connections are mode		
Relevancy of Student	Explicit and robust connections	Some connections are made	Vague connections are made		
Learning are made between the learning		between the learning experience	between the learning experience		



Oregon State University

A Definition, Framework, and Rubric for Experiential and Research-Based Learning

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	experience and students' lives,	and students' lives, community	and students' lives, community		
	community contexts, and/or	contexts, and/or professional	contexts, and/or professional		
	professional contexts. The	contexts.	contexts.		
	benefits of participation are made				
	clear to students.				
Education, Orientation,	Formal and comprehensive	Semi-structured training or	Informal training or orientation is		
and Skills Training	training or orientation is provided	orientation is provided to the	provided to the student before or		
	to the student before the	student before the experience	during the experience that		
	experience that includes all of the	that includes some of the	includes some of the following:		
	following: technical skills needed,	following: technical skills needed,	technical skills needed, activity		
	activity specific information, and	activity specific information, and	specific information, and the		
	the attitudes, skills, and knowledge	the attitudes, skills, and knowledge	attitudes, skills, and knowledge		
	needed to engage effectively,	needed to engage effectively,	needed to engage effectively, safely,		
	safely, respectfully, and in	safely, respectfully, and in culturally	respectfully, and in culturally		
	culturally responsive and relevant	responsive and relevant ways.	responsive and relevant ways.		
	ways.				
Reflection	The experience incorporates and	The experience includes and	An informal reflective activity is		
(meaning making)	documents structured critical	documents at least two structured	incorporated that occurs before,		
	reflection (meaning making)	critical reflective activities before	during, or after the experience.The		
	before, during, and after the	and after the experience. This	reflective activity makes some		
	experience that involves multiple	may include more than one mode	connections between the		
	modes and types of reflective	or type of reflective activity. The	experiential activity and the		
	activities (written, verbal, artistic,	reflective activity makes	learning outcomes, students' lives,		
	etc.). Reflective activities make	connections between the	or community or professional		
	connections between the	experiential activity and the	contexts.		
	experiential activity and the	learning outcomes, students' lives,			
	learning outcomes, students'	and community or professional			
	lives, and community or	contexts. Collaborators and			
	professional contexts.	partners are included in reflection			
	Collaborators and partners are	whenever possible.			
	included in reflection whenever				
	possible.				
Utilization of Experiential	Experience incorporates concrete	Experience incorporates three	Experience incorporates one or		
Learning Approach -	experience, reflective	parts of experiential learning	two parts of experiential learning		
(thinking, doing,	observation, abstract	cycle: concrete experience,	cycle: concrete experience,		
observing, feeling)	conceptualization, and active	reflective observation, abstract	reflective observation, abstract		
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A Definition, Framework, and Rubric for Experiential and Research-Based Learning

	experimentation - thinking, doing, observing, feeling - and makes connections between these parts of the experiential learning cycle.	conceptualization, or active experimentation - thinking, doing, observing, feeling.	conceptualization, or active experimentation - thinking, doing, observing, feeling.
Evaluation <u>Utilize AAC&U Value</u> <u>Rubrics, if applicable, to</u> <u>assess learning outcomes.</u>	Comprehensive (direct and indirect) assessment of all learning outcomes. Qualitative and quantitative data collected. Satisfaction and evaluative feedback is collected from all project collaborators.	Assessment (direct or indirect) of more than one learning outcome. Satisfaction and evaluative feedback is collected from some project collaborators.	Assessments (direct or indirect)of at least one of the learning outcomes. Satisfaction and evaluative feedback is not collected from any project collaborators.

Optional Attributes				
	Excellent	Good	Underdeveloped/Emerging	Not Applicable
Student Engagement	Student voice is evident	Students and/or partners	The learning experience is	
	throughout the	make suggestions that	designed exclusively	
	identification and design of	help identify and design	without student or partner	
	the learning experience.	the experience.	input.	
Mentorship Mentorship is a professional, working alliance in which individuals work together over time to support the personal and professional growth, development, and success of the relational partners through the provision of career and psychosocial support.	Students receive regular and ongoing (weekly or bi-weekly during the experience) mentorship and advising from instructor, faculty, or community or industry partner. Mentorship is centered on student learning and growth including feedback and iterative goal setting.	Students receive more than one meeting (individually or as a group) for mentorship and advising from instructor, faculty, or community or industry partner.	Students receive one meeting (individually or as a group) for mentorship and advising from instructor, faculty, or community or industry partner.	
Shared Benefits	The experience results in	There is some imbalance	Either the student, the	
	mutual and significant	of benefits realized by the	university, or the partner	
	benefits to the student,	student, university, and	receives significant	
	university, and the partners.	the partners.	benefits, but benefits to	



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			the others are minimal or	
			unclear.	
External Collaborator	Community organizations or	Community organizations	There is no active	
Voice	industry partners are an	or industry partners are	engagement of the	
	active partner in all phases	engaged in either the	community organizations	
	of the experience, from	selection, design, or	or industry partners in the	
	design of the experience,	evaluation of the learning	process.	
	development learning	experience.		
	outcomes, delivery, and			
	evaluation. The partnership			
	is reciprocal and mutually			
	beneficial. Trust, integrity,			
	and transparency is			
	evidenced throughout work			
	with collaborators.			
Program Orientation:	The program is developed	The program is developed	The program is not	
Leadership	with several specific career	with some specific career	developed with any specific	
Development/Career	readiness and/or leadership	readiness and/or	career readiness and/or	
Readiness	development outcomes and	leadership development	leadership development	
	skill building in mind.	outcomes and skill	outcomes and skill building	
	Leadership here is an	building in mind.	in mind.	
	understanding of self, values,			
	strengths, identities and			
	capacity to influence a			
	change process.			



Resources and Suggested Readings

- ✤ AAC&U Essential learning outcomes
- ✤ AAC&U Value Rubrics organized by learning outcome
- Ash, S. L. & Clayton, P. H. (2009). Generating, deepening, and documenting learning: The power of critical reflection in applied learning. *Journal of Applied Learning in Higher Education*, 1, 25-48.
- Association of American Colleges & Universities: Liberal Education and America's Promise (LEAP)
- Association for Experiential Education
 - What is experiential education? and the principles of practice
- Chavez, A. F. & Guido-DiBrito, F. (1999). Racial and ethnic identity development. *New Directions for Adult and Continuing Education*, 84, 39-47.
- hooks, b. (1994). Teaching to transgress: Education as the practice of freedom. New York: Routledge.
- Savis, P. (2003). Experiential learning. In P. Jarvis, J. Holford, & C. Griffin (Eds.), The theory and practice of learning (pp. 46-58). Routledge.
- Kolb, D. A. (1984). Experiential learning: Experience as the source of learning and development (Vol. 1). Englewood Cliffs, NJ: Prentice-Hall.
- Koritz, A., Schadewald, P., & Hubert, H. (2016). Civic professionalism: A pathway to practical wisdom for the liberal arts (White paper). Imagining America: Artists and Scholars in Public Life.
- National Association of Colleges and Employers Career Readiness Defined
- National Leadership Council for Liberal Education & America's Promise. (2007). College learning for the new global century. Washington, DC: Association of American Colleges and Universities
- ✤ National Society for Experiential Education
 - Eight Principles of Good Practice for All Experiential Learning Activities
- Rendón, L.I. (2009). Sentipensante (sensing/thinking) pedagogy: Educating for wholeness, social justice, and liberation. Sterling Virginia: Stylus Publishing.

Campus Trainings and Support

- Center for Teaching & Learning
 - The Center for Teaching and Learning (CTL) provides a forum for discussions and hands-on, interactive activities on teaching and learning within a land-grant university and beyond. CTL offers learning opportunities based on current research and best practices for effective professional development.
- Office of Institutional Diversity Guidance for Diversity, Equity, and Inclusion Learning
- Social Justice Education Initiative
 - The Social Justice Education Initiative (SJEI) consists of an interactive, workshop-based curriculum that invites all OSU faculty and staff members (including GTAs and GRAs) to begin, or continue, their learning regarding diversity, equity, inclusion and social justice.