TOOLS & TECHNOLOGIES TO SUPPORT EXPERIENTIAL LEARNING
Educational technologies can facilitate:

» Collaboration
» Production
» Assessment

Let’s look through each of these and explore some tools and technologies that support each approach.
COLLABORATION
BONGO

» Emphasis on soft-skill development through student video recording and peer feedback
  » Video assignments
    » Structured, asynchronous workflows with personalized coaching and feedback
  » Q&A
    » Limited time response to questions embedded in video content
» Individual and group projects

Scenario: students conduct practice interviews for co-op positions and receive personalized feedback from TAs
WebEX/Adobe Connect

» Virtual team collaboration
» Virtual field trips
» Connect with people you otherwise could not

Scenario: connect with an organization and do a virtual field trip, allowing students to see how the company operates and ask questions, leading to an analysis of the company
Office 365 – Microsoft Teams

» Heavy emphasis on collaboration
  » Between individual peers, groups
  » Co-edit Word, Excel, PPT files

Scenario: students in a foreign language class translate a text together for a Wikipedia entry and offer feedback to one another on their translation choices
PEAR (peer assessment, evaluation, and review)

» Facilitates all steps of the peer-review process (as per the name)
» Supports assessment of group members
» Allows for multi-stage peer-review assignments

Scenario: after producing a draft marketing plan in an upper-year Economics class as a group, students assess each others’ contributions and provide anonymous peer feedback on the marketing plans created by their fellow groups
Riipen

» Connects students with employers/organizations, giving students the opportunity to complete short-term, authentic projects and receive feedback from the organization itself

Scenario: class partners with an organization to produce a brochure for their business, groups of 5 each produce a brochure and get feedback directly from the organization
Simulations

» Virtual simulations that mirror real-life experiences but are done in a controlled environment
» Challenge is to find a good platform that has access to these simulations for your discipline

**Scenario**: nursing students working with patients in a virtual environment, practicing technique repeatedly until truly understood and able to demonstrate
Lynda.com

» Free, online courses that focus on the development of skills that contribute to professional and personal goals

Scenario: encourage students in computer science course to further develop coding skills outside of class
PebblePad

» UW's new eportfolio platform
» Sharable beyond UW, with community partners and industry
» Virtual space to reflect and document what you are learning and share with others

Scenario: giving learners their own digital space to provide evidence for competencies they are learning, and then share with co-op employers
Lightboard

» Make lecturing using whiteboard more interactive and personal
» Facilitate blended or flipped learning by creating online content

Scenario: authentic demonstration of how you as an instructor solve real-world problems
Game-based learning

» Commercially-available games that integrate disciplinary content into an engaging and playful environment

» Games might not help students learn, but create a motivating experience where students will want to learn to play and play to learn

Scenario: students in a sustainability course play SimCity, build their own city, and reflect on which societal factors contribute to a sustainable future
Happy experimenting!

More information available on the handout in the ExL Google Drive