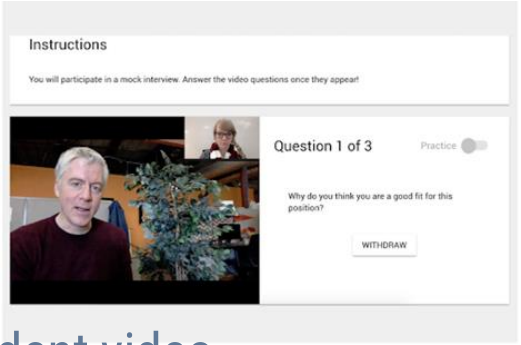
TOOLS & TECHNOLOGIES TO SUPPORT EXPERIENTIAL LEARNING

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

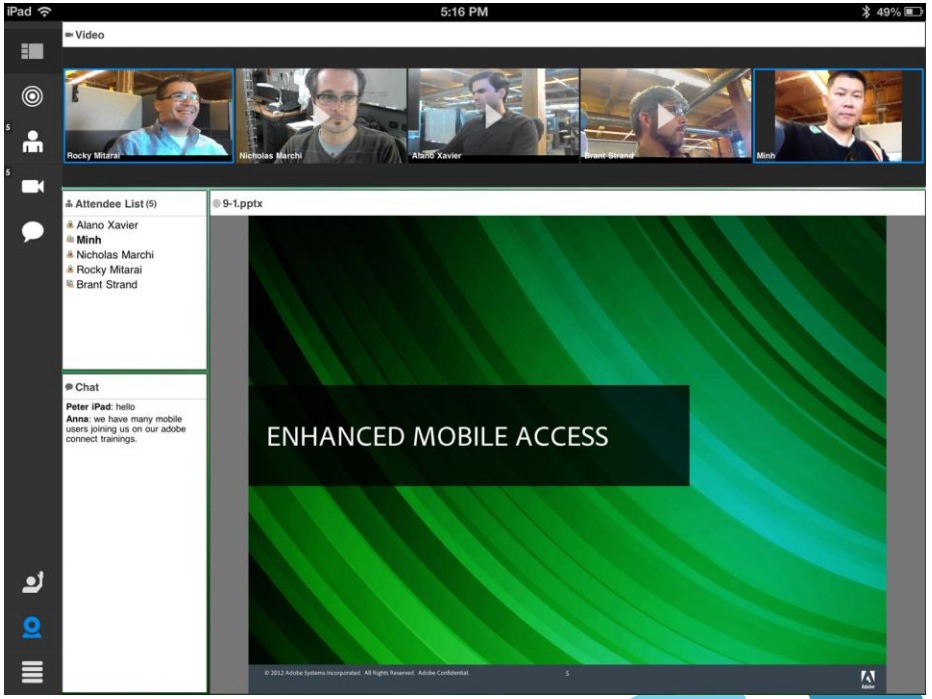
Scenario: students conduct practice interviews for co-op positions and receive personalized feedback from TAs

INTEGRATED WITH D2L DESIRE2LEARN

COLLABORATION

WebEX/Adobe Connect

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

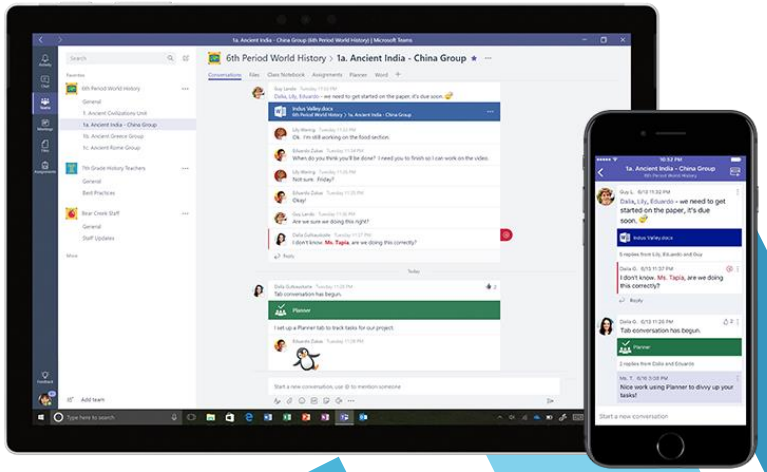


Scenario: connect with an organization and do a virtual field trip, allowing students to see how the company operates and ask questions, leading to an analysis of the company

INTEGRATED WITH D2L DESIRE2LEARN

Office 365 – Microsoft Teams

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



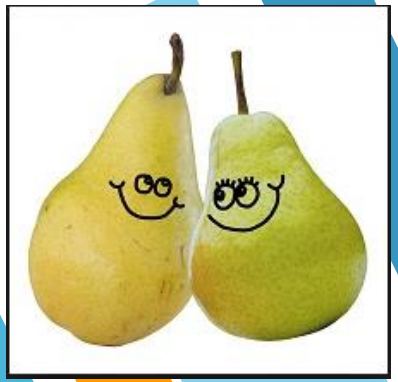
Scenario: students in a foreign language class translate a text together for a Wikipedia entry and offer feedback to one another on their translation choices

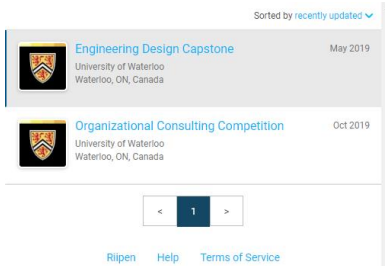
ASSESSMENT

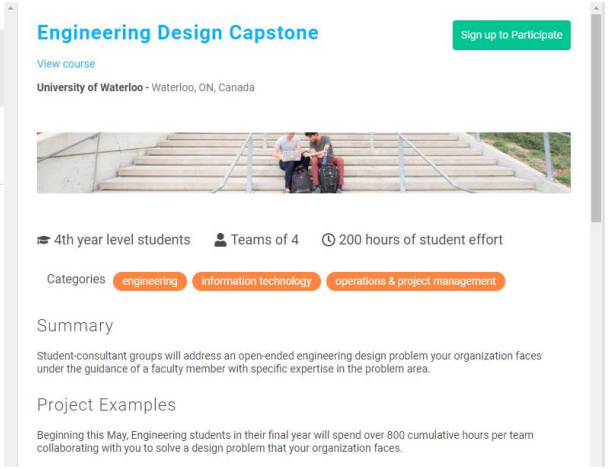
PEAR (peer assessment, evaluation, and review)

- 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

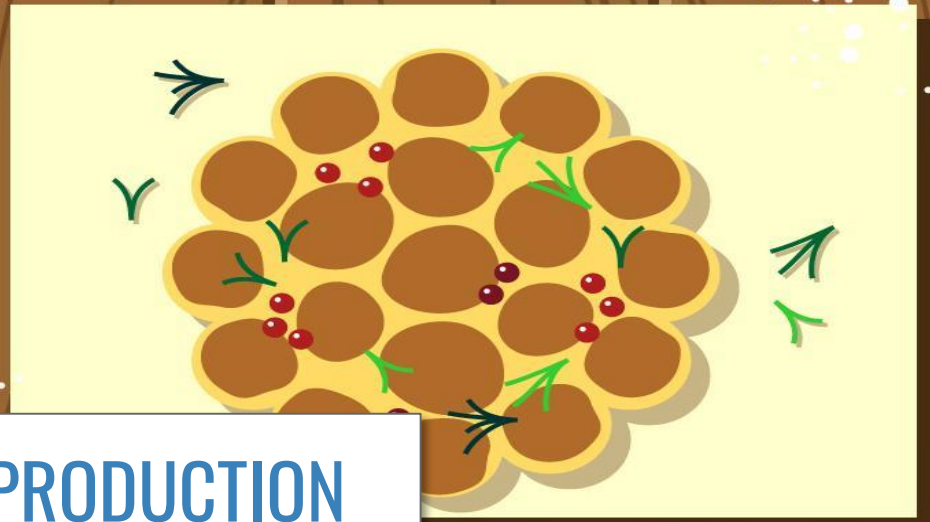
- Connects students with employers/organizations, giving students the opportunity to complete short-term, authentic projects and receive feedback from the organization itself

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

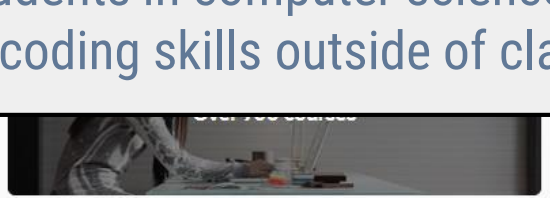


PRODUCTION

Lynda.com

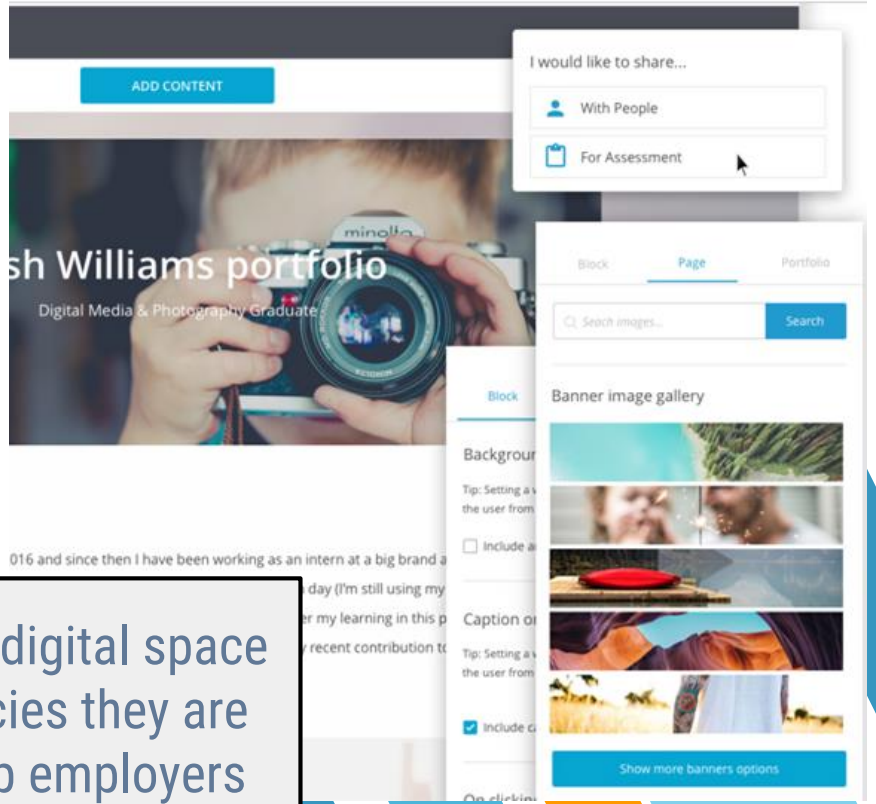
- Free, online courses that focus on the development of skills that contribute to professional and personal goals

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



PebblePad

- UWs 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

INTEGRATED WITH D2L DESIRE2LEARN

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

PRODUCTION

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