



Quality Enhancement Plan

Purpose

The purpose of *Bring Learning to Life* is to improve experiential learning outcomes through the implementation of learning experiences in which students apply knowledge and skills learned in the classroom in a real-world setting.

Categories of Experiential Learning

Internships - includes any experience where a student works in a career-related environment. Examples include internships, externships, clinicals, student teaching and practicum.

Service learning - includes activities where students perform meaningful service to the community while applying knowledge and skills learned in the classroom.

Undergraduate research - includes research experiences beyond normal laboratory classes/experiences. To be experiential, research experiences should include presentation/evaluation by a 3rd party.

Study abroad - includes study abroad experiences where students get the opportunity to apply knowledge and skills abroad. To be experiential, the program must be more than just being exposed to a different country/culture but must include activities where knowledge and/or skills are applied in the study abroad setting.

Embedded course or extra-curricular project/activity - includes projects/activities that may or may not be within a course where knowledge and skills learned in the classroom are applied beyond the classroom environment. This activity must include a 3rd party outside the normal faculty-student interaction in order to be considered experiential learning. Examples include Music competitions, the Model UN program and collegiate design competitions.