Education: Part 2!



Elements for Experiential Learning Design

01



REAL-WORLD RELEVANCE, CONNECTION, AND APPLICATION

- Description: Activities that closely mimic or directly involve realworld business scenarios, ensuring that the learning is applicable and meaningful.
- **Example**: Learners developing a marketing plan for a local business or analyzing real financial data from public companies.

02





- Description: Promoting teamwork and collaboration among learners, which mirrors the collaborative nature of the business world.
- **Example**: Group projects where learners form 'mini-companies' to solve a business problem or develop a new product idea.

03

MENTORSHIP AND GUIDANCE



- **Description**: Providing learners with access to mentors and experts who can offer guidance, advice, and industry insights.
- **Example**: Industry professionals mentoring learner groups during a capstone project, offering feedback and real-world perspectives.

04

DIVERSE LEARNING OPPORTUNITIES



- **Description**: Offering a variety of experiential learning opportunities to cater to different interests and lived experiences.
- Example: Internships, co-operative education placements, case competitions, community-engaged projects, and business incubator programs.

05

CONTINUOUS FEEDBACK AND ASSESSMENT



- **Description**: Regular feedback mechanisms for learners to understand their progress and areas for improvement.
- **Example**: Peer reviews, instructor feedback sessions, and reflective discussions after major activities or projects.

06

REFLECTION AND CRITICAL ANALYSIS



- **Description**: Encouraging learners to reflect on their experiences, understand their implications, and relate them to theoretical knowledge.
- **Example**: Maintaining reflective journals where learners document their learning journey, challenges faced, and insights gained.

07

ADAPTABILITY AND INNOVATION



- Description: Being open to adapting and innovating the experiential learning process based on changing business trends and learner feedback.
- **Example**: Incorporating emerging business trends like digital marketing or sustainability into projects and activities.



Want to co-design a learning experience? Book a time with TLS!



Embrace the Future of Learning: Interactive, Engaging, Impactful!