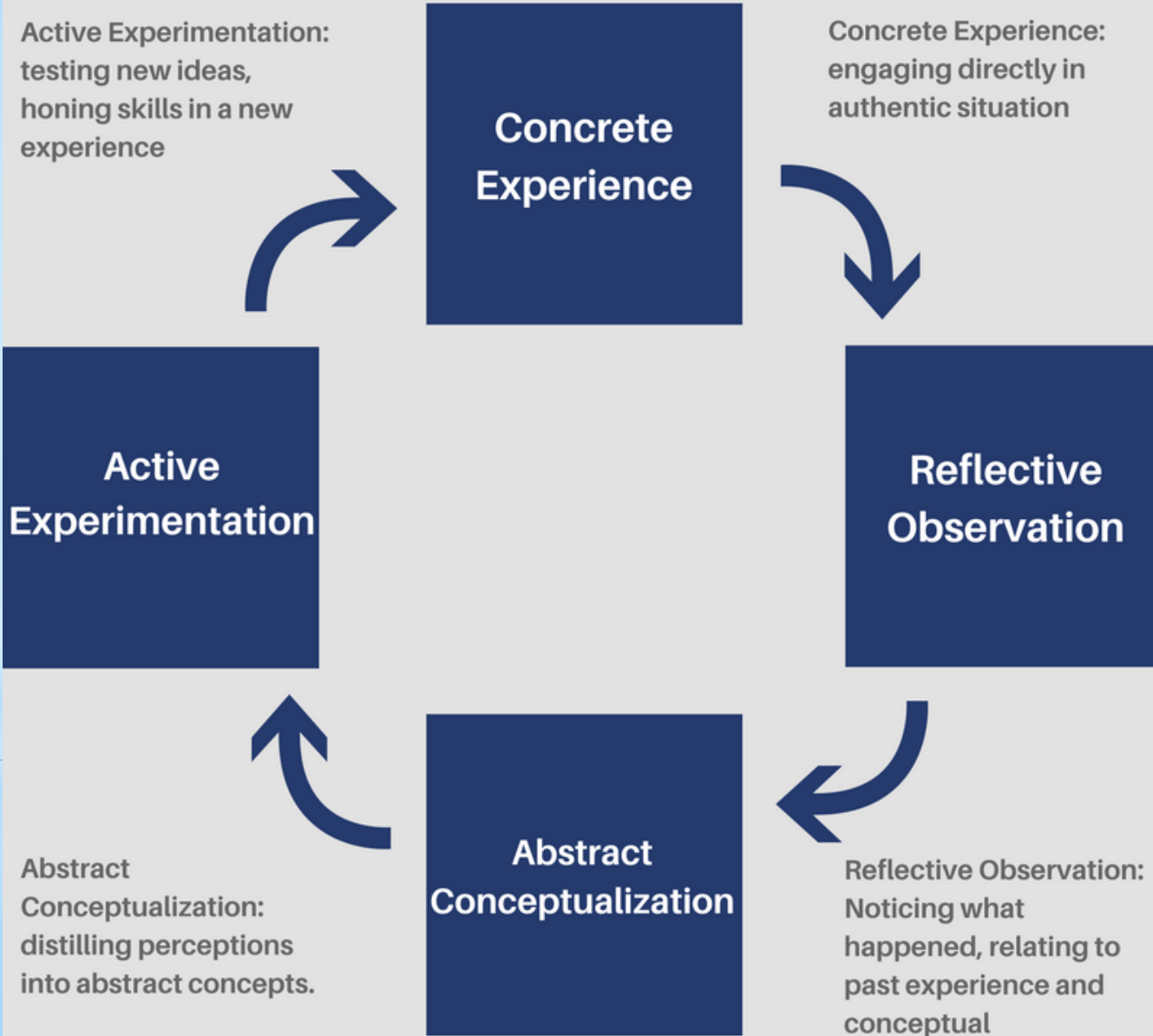


*Accounting for Experience

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The American University of Paris

Kolb's Cycle of Experiential Learning



*What is
experiential
learning?

1. Study trips: In and out of the curriculum
 - * FirstBridge (FYE) and other courses
2. Students doing research in directed studies
 - * Students working on scholarly publications like the Cahiers series
 - * Research in the Environmental Science Center
3. Senior projects that are visible capstones
4. Internships
5. Courses that are hands-on and project-based
 - * AUP Student Media courses: print and digital magazine
 - * Mapping projects that connect Paris to the classroom
 - * Paris-based courses

* **What is AUP currently doing?**

*What are we developing
now?

*Desired improvements

1. Affordability for students: How to build costs into tuition?
2. Accounting for extra work for faculty: Give teaching credit to faculty?
3. Integration into the curriculum so that they become credit-bearing?

*Study Trips

*Desired improvements:

1. Making research more visible on student transcripts: Creation of a new course code in Mentored Research
2. Making a firmer distinction between Directed Studies (a course that isn't offered in the curriculum) vs. an experiential based learning activity that is Mentored Research
3. How to recognize faculty investment?

*Directed Studies

*Desired improvements:

1. Integrate capstones into all majors
2. Create a self-reflective digital portfolio as a capstone in the Core Curriculum

*Senior projects that are
visible capstones

*Desired Improvements:

1. Offer more internships at all levels, across majors.
2. Improve our Paris-based network of intern employers
3. Encourage student planning of internships and other experiential learning through the GPS program (see presentation by Linda Martz and Robbie Robinson in the Gallery)

*Internships

*Desired improvements:

1. More two-credit courses that focus on career development and planning, or life design
2. Creation of a Digital Literacy component in the Core Curriculum
3. Discussion of a Maker's club and designated space
4. More initiatives in the digital humanities, with institutional support for IT
5. Creation of a Learning Commons to support student group work and provide space for mentoring
6. Encouraging more off-site learning

*Courses that are hands-on
and project based