Feedback Form

May 18, 2009

FOCUS 2015: GOAL STATEMENT:

Expand early and ongoing experiential learning opportunities including undergraduate applied research and entrepreneurship.

During the summer retreat, a small group will be charged to develop a draft university priority to help accomplish this FOCUS 2015 goal. Please use this space to list up to 3 big ideas that emerged from today's discussion that you would like this small group to consider as they do their work:

- Require Coop/ internship

- Commit to academic program

- Curricular requirement

- Learning objectives

- Tracking system

- Experiential learning is larger – separate out the Co-op/internship/practicum from the service learning.

- Research should stand alone.

- Volunteerism/ community service/ service learning should stand alone.

- Further encouragement that students consider participating in community service activities. (market to students)

- Focus on areas where probability of success is high – Co-ops, internships, etc. branding of existing capstones experiences.

- Create a student business incubator center

- Consider having faculty always include active student involvement in every grant and contract proposed. Perhaps a co- PI position.

- Need good definitions and goals that are measurable for experiential learning.

- Very large and complex goal may need to be more specific.

- Need to help students understand the different elements that make up experiential learning.

- I like the idea someone said about creating an engaging culture – if we engage our students in research, if we engage our students in community service, etc they will be connected to the "Stout experience"

- Define terms

- Make them measurable

- Don't focus on service learning right now.

- Definitions

- Integrating early

- Get cooperation from faculty/staff. (Too many of them have no idea of some of the community experiences.) – My opinion

- Keep community service in! (may help resource strapped local org's)

- Need clear definitions of each "concept" discussed. Service learning, experiential learning etc.

- Get incremental goals related to UG research – build in strategies for the early innovation influencing resistant faculty.

- Narrow this down to what is **most** important – a goal that includes too many things becomes meaningless.

- What are we really trying to accomplish?

- What is most important to our students?

- Research and service are two very different concepts.

- Creating a culture related to this goal

- Focus – on "culminating" experience capstone but also "early" experiences.

- Is the category too large/broad?

- How do we get students involved in prof learning opportunities?

    -prof orgs

    -applied research

    -require for major

- Better definition

- Better communities

- Start culture change.

- Separate undergraduate research from Co-op/internships etc.

- Propose a mechanism for discipline specific program specific definitions undergraduate research.

- Define Entrepreneurship who's this really at?

- Defining the different possible options required

- Promotion of an organized and defined process.

- Create culture of excellence and achievement.

- Building a "culture"

- Clear definitions of terms (student and faculty friendly.)

- How this would look beginning as a freshman and moving forward.

- Keep service learning and community service <u>out of the</u> definition of this goal.

- Review the goal statement, description and benefits/anticipated outcomes and stay true to the intent of the goal.

- Recommend that program plan sheets be redesigned to include a capstone classification.

- Need to define research and experiential learning – what do we mean?

- Need to identify the research culture that we want to engage our students in.

- Need to identify which research/ experiential outcome we value most at UW-Stout.

- Define topics included in goal.

- Require Co-op, etc for graduation.

- Define and interpret all of the words and definition in question.

- What's the best way to get students involved and aware.

- Identify all research and service learning opportunities.

- Using this as an opportunity to define and quantify out-of-class activities. Match those efforts with org sync capabilities.

- Amy's suggestion of a experiential learning definition.

- A unified experiential learning – learning outcomes list would be great.

How valuable was today's meeting in preparing you for the summer retreat?

- Very valuable- 13
- Somewhat valuable- 7
- Not Valuable-

Comments:

- Helped to define the various aspects of experiential learning.

- Undergraduate research should be the singular focus.

- Concern about how broad the goal is lots of discussion about service learning, community service – where does this fit?

- There were a lot of important topics addressed that should aid in the development and implementation of these initiatives.