

Learning by Doing Summit

*Lima, Peru
March 15, 2018*

Effective Experiential Learning: Establishing a framework and guiding principles



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What we want...

Provide the kind of instruction that will assist our students get great and/or create great jobs.

And they'll do amazing things in the world that will make us proud.

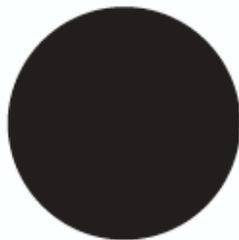


YOU
ARE
HERE



Which Shape is Different?

a



b



c



d



e



Which Shape is Different?



c



Congratulations!

The only one with straight lines



Which Shape is Different?



a



Congratulations!

The only one with no points



Which Shape is Different?



e



Congratulations!

The only one made with a line and arc



Which Shape is Different?



b



Congratulations!

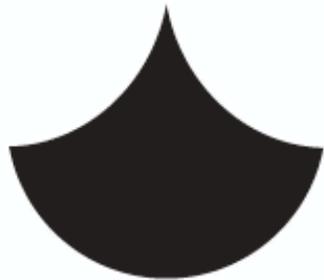
The only one that is asymmetric

The one made from two same shapes

Which Shape is Different?



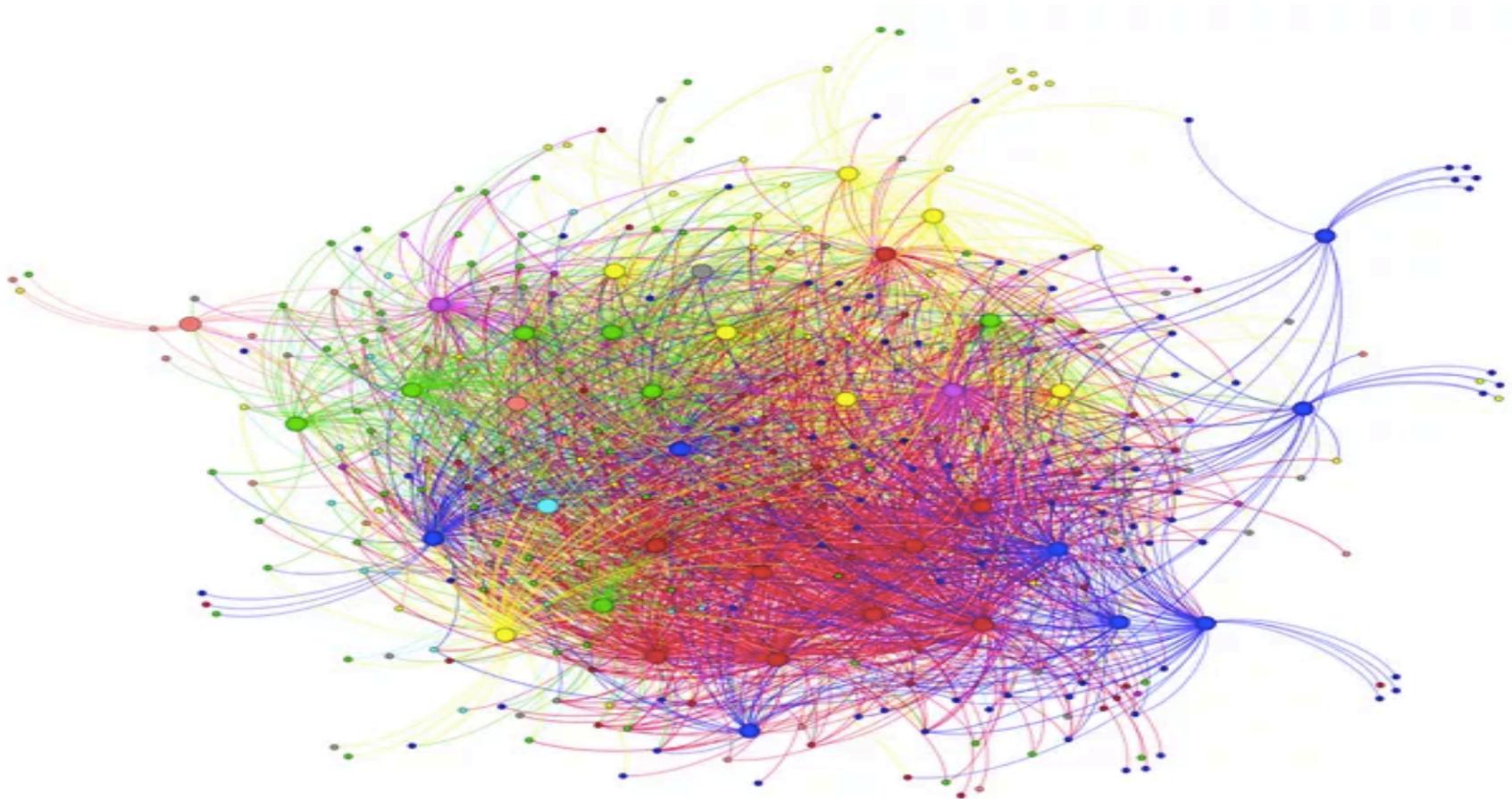
d



Congratulations!

The only one that is the projection of a triangle onto a curved surface

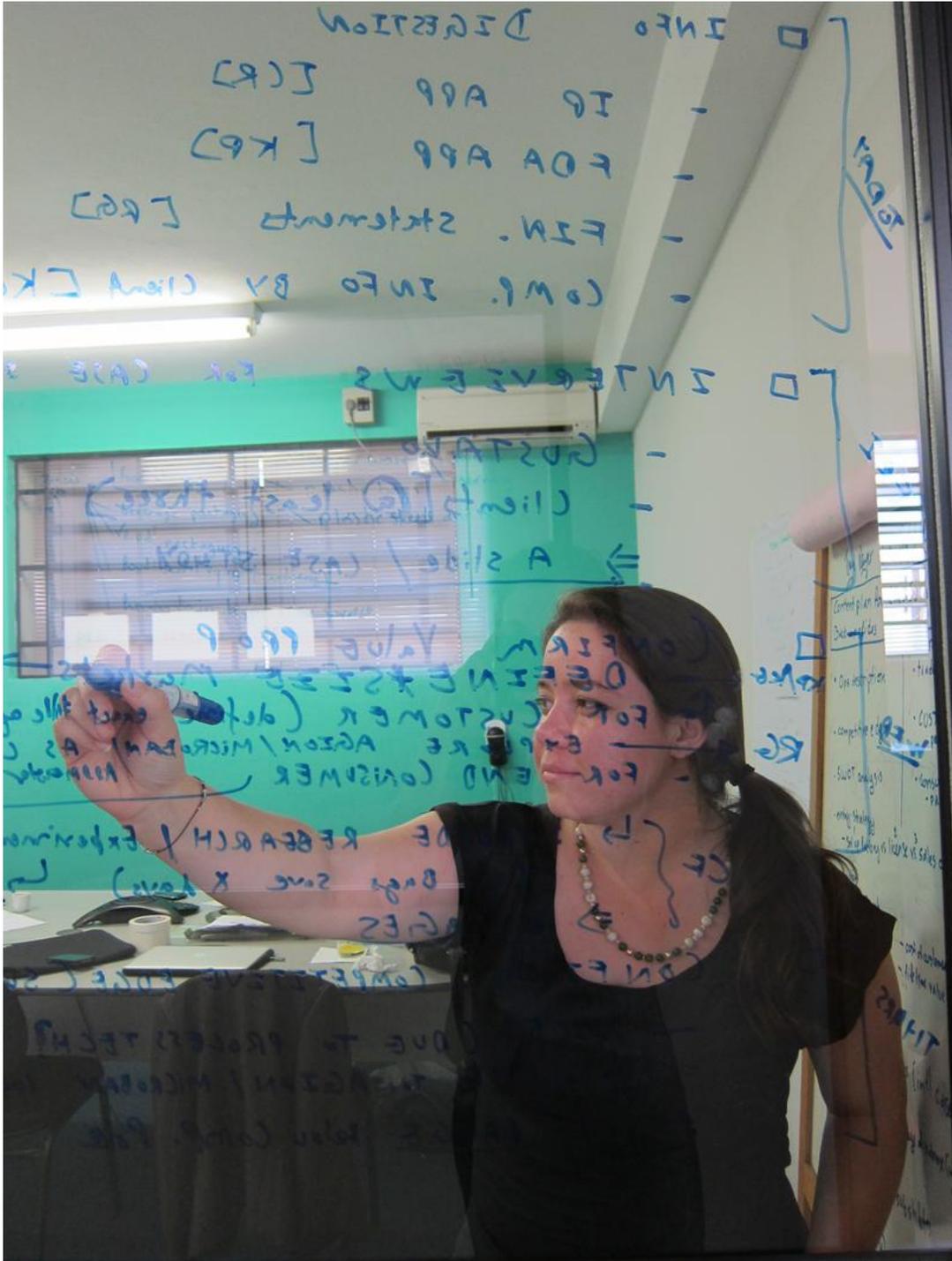
Find your connections



Find your connections

- 
- 1. Introduce yourself**
 - 2. Identify 1-2 things that everyone in your group has in common.**
 - 3. Stretch your thinking & be creative**
 - 4. Most creative connection wins!**





“... for the things we have to learn, before we can do them, we learn by doing them.”

Aristotle

The Nichomachean Ethics

Experiential learning simply defined as...

The process of learning through experience.

Another definition...

Any learning that supports students in applying their knowledge and conceptual understanding to real-world problems or situations...

(Wurdinger & Carlson, 2010)

AGREEING ON A DEFINITION CAN HELP GUIDE INSTITUTIONAL EFFORTS



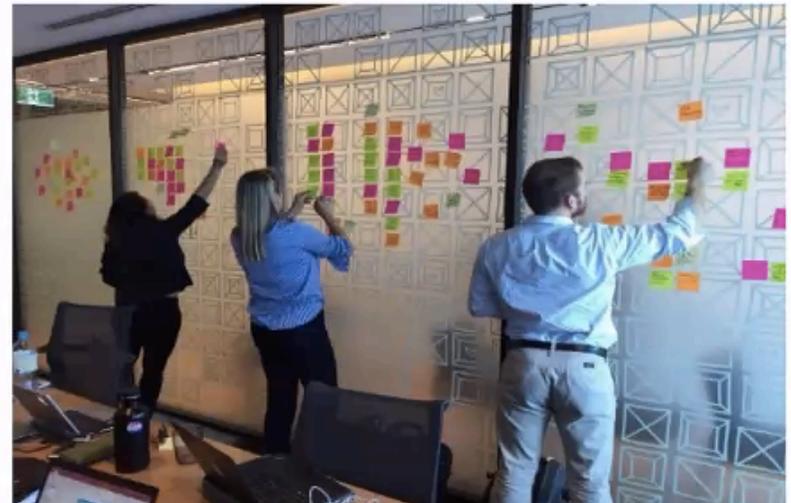
DARTMOUTH OPTED FOR A BROAD DEFINITION:

Experiential education is a philosophy that informs **many methodologies** in which educators purposefully engage with learners in **direct experience** and **focused reflection** in order to:

- Increase knowledge
- Develop skills
- Clarify values
- Develop people's capacity to contribute to their communities

- *Association for Experiential Education*
<http://www.aee.org/>

Stated more simply, it's about
**learning through
reflection on doing**



Experiential learning examples

The process of learning through experience

- Hands on learning
- Simulation
- Role play
- Internship
- Gaming
- Outward bound
- Field work
- Service learning
- Volunteering
- Study Abroad

The focus of this summit...



Project Based Learning



Project Based Learning in Management Education



Why should we care?

The Future of Learning: 4 Key Trends*

1. The unbundling of education
2. Personalization through technology
3. Continuous education
4. Creativity orientation

*Forbes Magazine, 17/02/2015

L ≥ C

*Learning must be equal to or faster than the rate of Change***

**Reg Revans



Multi-stakeholder benefits

Students

- Skill development
- Test assumptions
- Enhance problem solving skills
- Self-Directed
- Peer learning
- Connect with potential employers/ industry experts

Faculty

- Connect with industry leaders
- Business innovation
- Instruction stretch/ collaborative approach

Companies

- University relationship
- Learn new business practices/theory
- Build network to potential employees
- Relatively low cost consultancy work

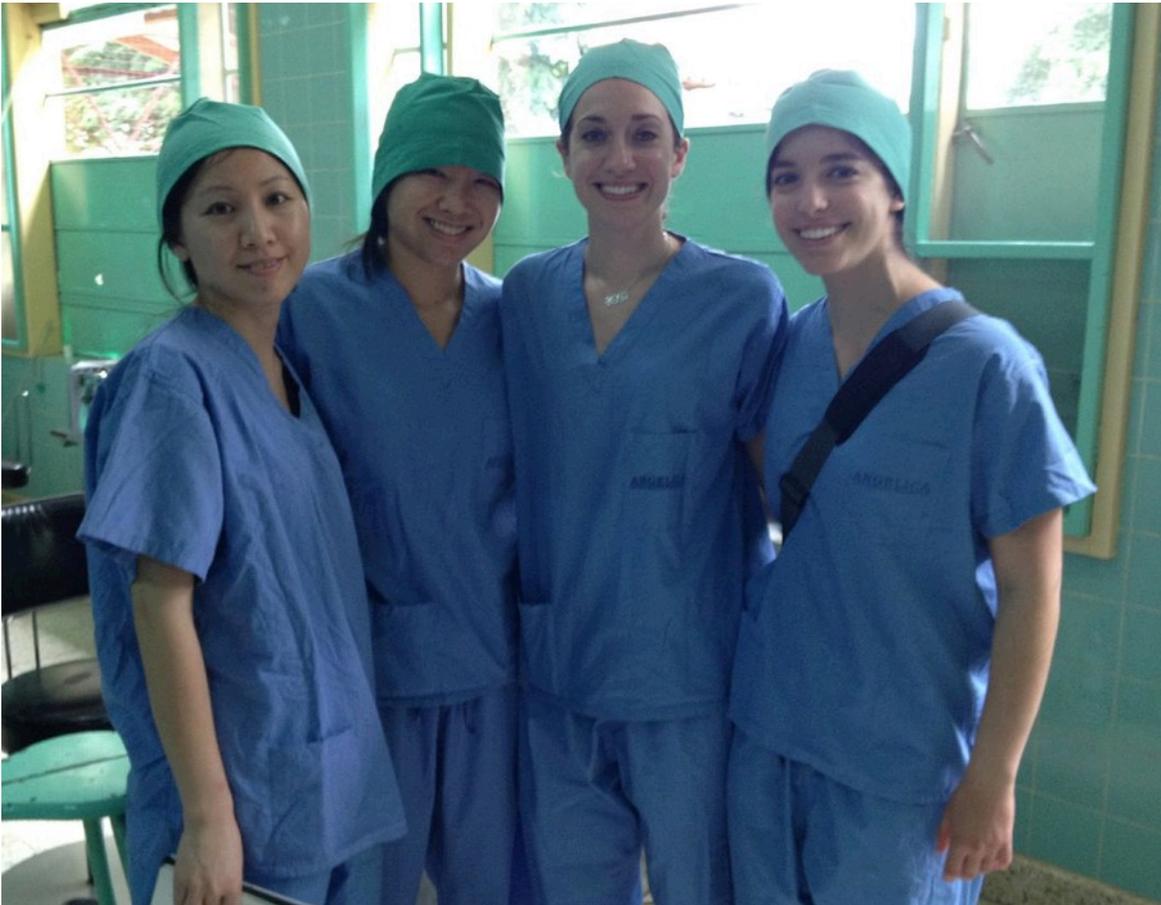
Alumni

- Enhanced engagement
- Project recruiter
- Project Opportunities
- Informal/formal mentor to current students

Typical project based learning structure



Typical elements of project based learning course



- Real project
- Real-world business challenge
- Extended time period
- Peer learning
- Faculty support/engagement
- Tangible deliverable
- Final assessment

Typical student team projects: Examples from MIT Sloan G-Lab



Go-to-market strategy for private school startup in West Africa



Build predictive pricing model for peer-hailing service



ESKULLA FOUNDATION

New funding and strategic partnerships for an edtech startup



Develop a strategic growth plan



Rethink commercial land use and improve efficiency



SAMBATECH

Market analysis to expand online video platform services



Design future of Brazilian and LatAm VCs



Develop sales process framework to match global best practices



Merah Putih inc.

Upgrade business model to drive its portfolio companies



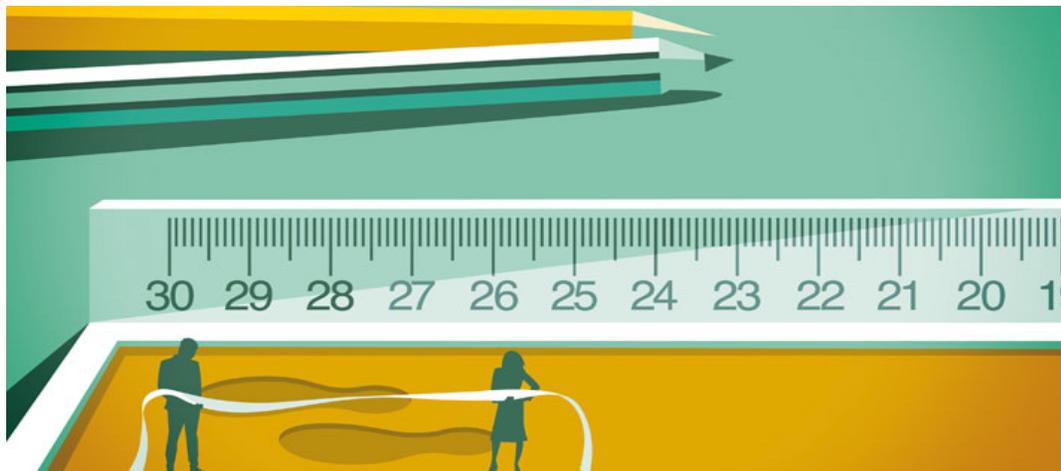
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Best Practices



Taking Measure of Experiential Learning

BY KERRY LAUFER, SHANNON MCKEEN, AND MICHELLANA JESTER
JANUARY 03, 2018



1. Tailor learning outcomes
2. Give feedback early & often
3. Create opportunities for reflection
4. Evaluate cognitive, affective & behavioral learning domains
5. Incorporate role of emotion
6. Close the loop

Unique project based learning program features



Use 2nd yr MBAs as coaches to 1st yr MBA MAP students



Partner MBA students with US business schools students to work on projects with MNCs in India



**SCHOOL OF MANAGEMENT
FUDAN UNIVERSITY**

Faculty collaborate with local companies to develop projects that support student experiential learning and their research



Use compressed MBA core to allow students to participate in multiple experiential learning course opportunities

Mental movement moment....



The same but different....



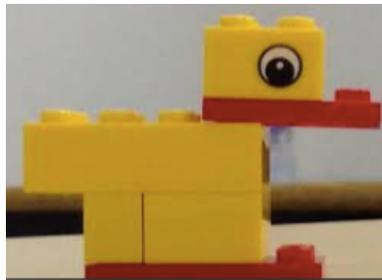
Lego Duck Exercise

1. Open envelope and take out Lego pieces
2. You have 60 seconds to create a duck
3. Don't look at or try to copy anyone else's duck



Lego Duck Exercise Reflection

1. How are your ducks similar? How are they different?
2. How did you approach creating your duck?
3. What would you do differently?





Ultimately, we'll all have a “duck” but our ducks won't necessarily look the same

What lessons or insights about experiential learning do you draw from this exercise?





Questions?



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Thank you!

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