Ideas to get you started – from yesterday

1- Improving student learning outcomes
   - Revamp peer/feedback process or tools; incorporate in assessment
   - Revamp reflection activities
   - “3 meeting model”
   - Create new “credit bearing model”

2- Engaging effectively with company partners
   - Draft your “value” proposition for companies explaining how and why they can partner with you
   - Develop a company mentor feedback instrument
   - Develop impact assessment for companies
   - Brainstorm initial list of company

3- Leveraging resources creatively to scale your programs
   - Create a proposal or pitch for a new experiential learning program
   - Include budget/timeline - or - demonstrate how you will leverage existing resources

4- Increasing faculty buy-in and engagement
   - Design a faculty training / development program (“Bootcamp 101”)
   - Develop list of internal partners, how each can help, and a plan for engaging them; draft a communication you can send post-summit
   - Flesh out the “teaching panels” idea