Designing Your Experiential Learning Program

Creating and executing on your program design

- Name of your institution

- Name of course/program

- Succinct description, including
  - Audience
  - Learning objective(s)
  - Goal and expected outcome
  - Size
  - Expected project scope (type, domain, function, etc)
  - Industries

- Partnerships

- Resources (available and needed)

- Possible barriers and proposed solutions

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Funding Ideas	Design Ideas
■ Grant funding	■ Leveraging Technology (virtual engagement vs. traveling)
■ Client subsidy	
■ Include a program fee	■ Start active & scale up
■ Tap into your alumni	o Guest speakers
■ Tap into your board	o Live cases
■ Finding partnerships	o Simulations
■ Leverage Technology (virtual engagement vs. travels)	o Role Play
■ Find a faculty champion	■ Client based project competition
■ Other?	■ Other?

Ecosystem

- ■ Board/Governing parties
  - ■ Students
  - ■ Faculty
- ■ Government Agencies
  - ■ Companies
  - ■ Other?

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