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USING EXPERIENTIAL LEARNING STRATEGIES TO TEACH INFORMATION SYSTEMS & TECHNOLOGY

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Experiential Learning

- Too board for a single session
- Experiential Learning Strategies ...
 - Test Skills and Knowledge
 - Generate Meaningful Experiences
 - Build New Learning Scaffolding
 - Foster Engagement and Interaction
- Numerous strategies of value





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The Observed Learning Mode





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Experiential Learning Strategies

Key strategies we will be addressing include:

- Student Vlogging
- Game Development
- Immersive Environments
- Help Desk Practicum





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Student Vlogging

Areas of effectiveness include:

- Gauging Student Baselines
- Formative Assessment
- Eliciting Prior States
- Fostering Processing
- Communications Skills



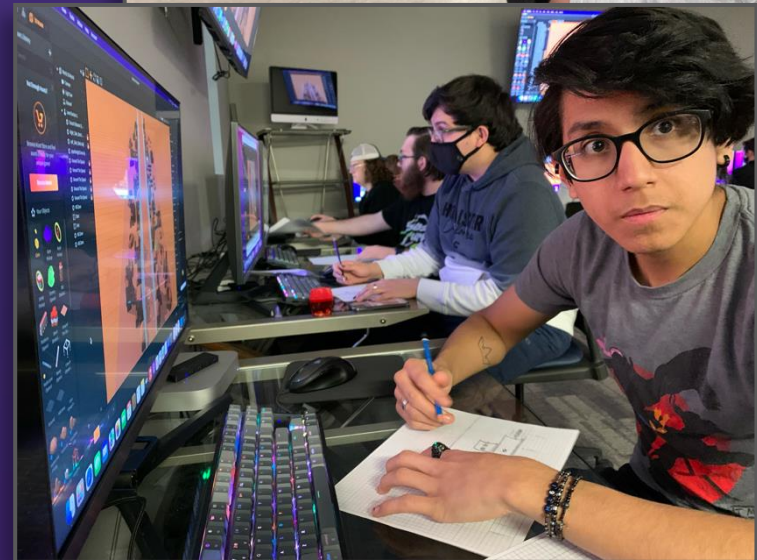
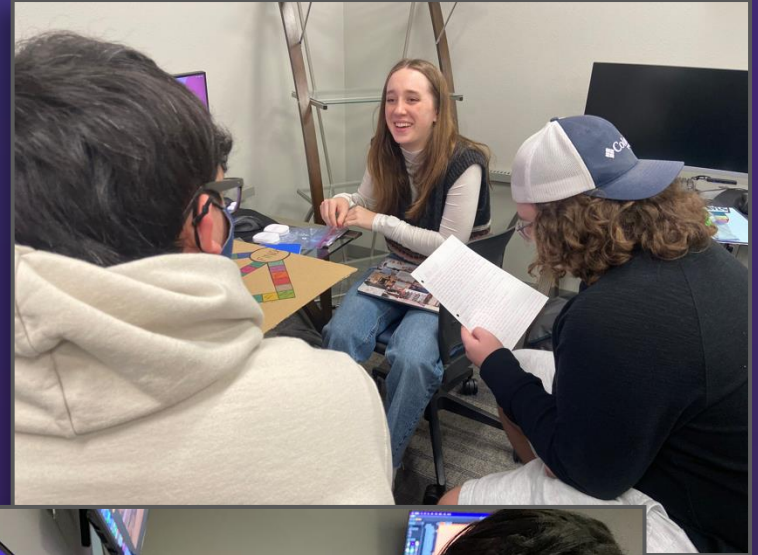


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Game Development

Areas of effectiveness include:

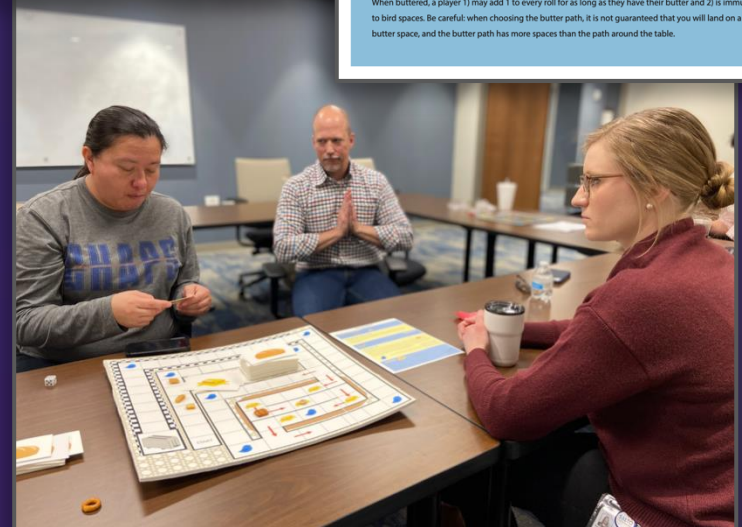
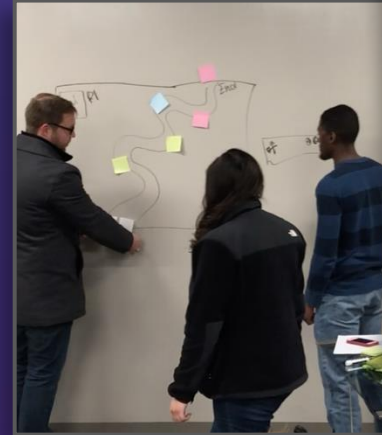
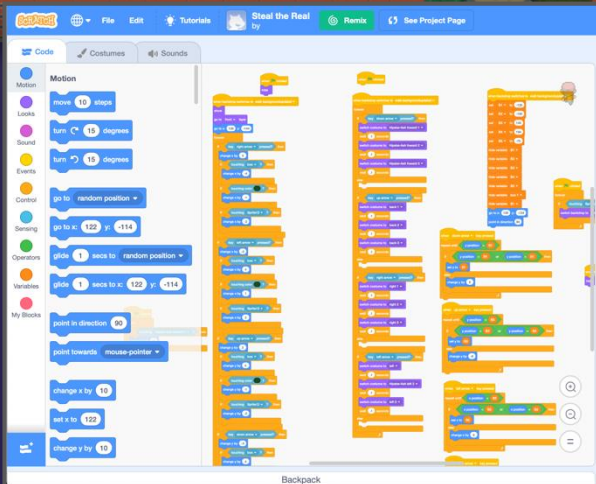
- Planning
- Decision Structures
- Governance Principles
- Development Practices
- Testing and Evaluation





Game Development

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YOU'RE TOAST!
Game Rules

STARTING THE GAME
Have each player choose an avatar. Place your pieces before the start space. The start space will count as your first move. The player who most recently ate bread goes first. Roll in the event of a tie, and move clockwise.

OBJECTIVE
The first player to get to the toaster wins! Be the fastest to move through the entire board. You do not need to get to the toaster by an exact roll.

GAMEPLAY
At the beginning of your turn, roll the die. Then, before you move, pick up a bread card  from the top of the deck. You must complete the task on the card in order to move the amount rolled. Otherwise, follow the instructions on the card exactly. Some will have challenges with other players and the winner of the challenge will move the amount rolled. Others may be sabotage cards to be played immediately or later in the game.

BIRD SPACES
 Birds are bread's mortal enemy! When on a bird space, a player who loses a challenge must move back two spaces.

BUTTER 
Bread and butter go great together. If a player lands on a butter space, they may collect a butter card and keep it for the rest of the game, or until it is taken away by another player with a sabotage card. When buttered, a player 1) may add 1 to every roll for as long as they have their butter and 2) is immune to bird spaces. Be careful: when choosing the butter path, it is not guaranteed that you will land on a butter space, and the butter path has more spaces than the path around the table.



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Immersive Environments

Areas of effectiveness include:

- Engagement and Interaction
- Scope of Situational Context
- Transferability of Scaffolding
- Dimensions of Experience
- Extensive Skills and Knowledge Application





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Immersive Environments





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Help Desk Practicum

Areas of effectiveness include:

- Real-Life Implications
- Professional Development
- Bridges with the Academic
- Peer-Based Teaching and Learning
- Long-Term Cohesiveness and Consistency





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Help Desk Practicum





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Conclusions and Next Steps

Key takeaways regarding experiential learning strategies:

- More research to determine if there is significance in outcomes.
- Compare stated strategies to see which is most effective for IST.
- Expand on the current work for the 2023 ABIS conference.





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Questions and Comments

Thank you for your attention!

For questions or more additional information, please contact me .

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References

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