

Goal Two
Advance Experiential Learning
Introduction

The primary focus of this goal is to ensure that every student participates in a significant experiential learning activity in order to complete the requirements for their major. Following is a definition of experiential learning developed by the Experiential Learning Planning Committee in 2004:

Experiential learning, at its core, is operationalized by engaging students in learning through sequential exposure to challenging, compelling, and enriching activities conducted in appropriate settings. It integrates development of knowledge, skills, and dispositions, and fosters application of methods of critical inquiry. It engages students in personal reflection in order to organize, interpret, and bring meaning and coherence to their learning experience.

Implementation teams associated with this initiative are focused on creating new or improving current structures, programs, or activities that support faculty, staff, and student efforts to provide experiential learning activities. Academic programs and administrative units that provide experiential learning opportunities to our students will continue to have responsibility for determining the types of experiential learning activities that are appropriate for their students.

Initiatives

Goal two includes six initiatives. The first initiative, *Infuse Experiential Learning as a Core Component of All Academic Programs*, includes several components or sub-initiatives. The second initiative includes two components: *Apply the Science of Learning to the Learning of Science* and *Develop a Climate Action Plan*. The remaining initiatives are focused on much more specific activities. These initiatives include: *Coordinate and Elevate Leadership Studies*, *Enhance Legacy Programs and Create Icon Services and Programs*, *Enhance the Co-Curricular Experience and the Value of Participation*, and *Student Government Association*. The following section provides an update of the actions of each of the initiative teams.

Initiative 1a – Infuse Experiential Learning as a Core Component of All Academic Programs –
Co-Chairs: John Conant, Chair, Department of Economics and Chris Olsen, Chair, Department of History

This Initiative Team has primarily focused on supporting domestic and international student travel. During the 2011-12 AY, the committee funded 26 domestic trips that involved over 500 students and 7 international trips that involved between 30-60 students.

Initiative 1b – Center for Student Research and Creativity - *Chair: Tom Steiger, Director, Center for Student Research and Creativity and Professor of Sociology*

Tom Steiger was appointed Director. Jenifer Pollom was hired to serve as the Administrative Assistant. The Center is temporarily located in the Scott College of Business. A student videographer and writer have been hired to document undergraduate research and creative activities. Director Steiger has provided funding for research coordination for expanded research opportunities in Environmental and Earth Systems and has received a proposal from the English Department to support the student literary magazine, *Allusions*. An “art experience” for undergraduates will be offered during summer 2012. The student research symposium will be held in April.

Initiative 2 – Applying the Science of Learning to the Learning of Science, Chair: Jim Speer, Department of Environmental and Earth Sciences

This initiative is associated with the national SENCER project. SENCER, Science Education for New Civic Engagements and Responsibilities, is a National Science Foundation funded project that aims to improve undergraduate STEM education by linking learning to critical civic questions. Highlights of this initiative include:

- An assessment of the first two years of the SENCER program at ISU was completed. Results of the assessment indicated that, generally, student satisfaction with courses improved following the transition to the SENCER model although, in some cases, additional faculty development may be necessary.
- A sustainability speaker series was held during the Spring 2012 term.
- Three presentations were given at national conferences by student/faculty teams regarding the SENCER model.

Initiative 2b – Climate Action Plan, Chair: Jim Speer, Department of Environmental and Earth Sciences

This team continues to work with Facilities to purchase and install a wind turbine on campus. An energy competition between Residence Halls was held in February. Unfortunately, the competition did not result in widespread reduced energy use. We participated in Recycle Mania again this year. Earth Day activities are scheduled for April 11. The Institute for Community Sustainability was selected for the Unbounded Possibilities program.

Initiative 3 – Coordinate and Elevate Leadership Studies –Chair: Denise Collins, Department of Educational Leadership, Administration, and Foundations

This team has developed course proposals for three leadership courses. A consultant, Dr. Nance Lucas, visited the program in August. A mini-grant program has been developed.

Initiative 4 – Enhance Legacy Programs and Create Icon Services and Programs – Chair: Al Perone, Deans of Students Office

The goal of this strategic initiative is to enhance legacy programs and develop icon programs and services that meet the needs of today's students. Legacy Programs are described as programs that have already been established at Indiana State University. This includes current programs as well as discontinued programs. Icon Programs and services are described as new and innovative programs and services that are not currently at Indiana State University. During this reporting period, 20 tandem bicycles have been purchased to improve participation in Tandem. Efforts to increase participation in the Homecoming Trike Race resulted in an increased participation by 27%. A successful Rec Fest and *DeStress Fest* were held during the fall semester. Another *DeStress Fest* is scheduled for spring.

Initiative 5 – Enhance the Co-Curricular Experience and the Value of Participation – Chair: Nolan Davis, Student Affairs

The initiative has multiple parts moving on different tracks. **Student Organization Database & Management:** The software was purchased in December 2010 and implementation began immediately. **Create Co-Curricular Record (CCR):** Version 1 of the CCR was launched with the ISU TreeHouse. However, it did not have many of the key features desired by the committee or the university leadership. Currently, Banner serves as the hosting and distribution platform. The marketing campaign to students began in March 2012. Version 2 is limited in that much of the data we hope to collect from staff, faculty, and students will not be properly useable in a Banner CCR (www.indstate.edu/ccr). Therefore, for Version 3, we are looking to move to an integrated CCR linked directly to Banner's data, but running out of the ISU TreeHouse. **Co-Curricular Data Recording and Transfer:** A basic level of manual data transfer is under way and was begun in the summer of 2011. The data currently moves only from the ISU TreeHouse to Banner. For full effectiveness of both Banner (as a data warehouse) and the ISU TreeHouse (as a workflow and self-service program), data will need to flow both ways in real time. **Create a Student Passport System (SPS):** The goal for the remainder of FY2012 and FY2013 will be to develop a design document for the newly combined program of a CCR version 3.0, SPS version 1.0, plus the recently added mandate of a Smart Reporting and Recognition System (SRRS). Included in the omnibus system will be a more comprehensive data transfer system. After completion of the design document, the committee will select a company to develop the program for us with the goal of finishing it by the end of FY13 for a launch in the fall of 2013.

Initiative 6 – Student Government – Chair: Lezlie Maslanka, Student Government Association

SGA expanded the Student Organization Funding model, distributing \$41,000 to 80 student organizations during the academic year. This funding was earmarked for on-campus initiatives with priority given to educational, cultural, recreational, and professional programs. The "Blue Friday" campaign was enhanced with t-shirt distribution, spirit campaigns, and promotional events for athletics focusing on instilling a sense of school spirit and pride. In response, student attendance at Football games (as recorded by Athletics) increased from 3732 in Fall 2010 to

5660 in Fall 2011. The Student Media Services initiative student staff continues to coordinate marketing campaigns and produce graphic design work for student organizations.