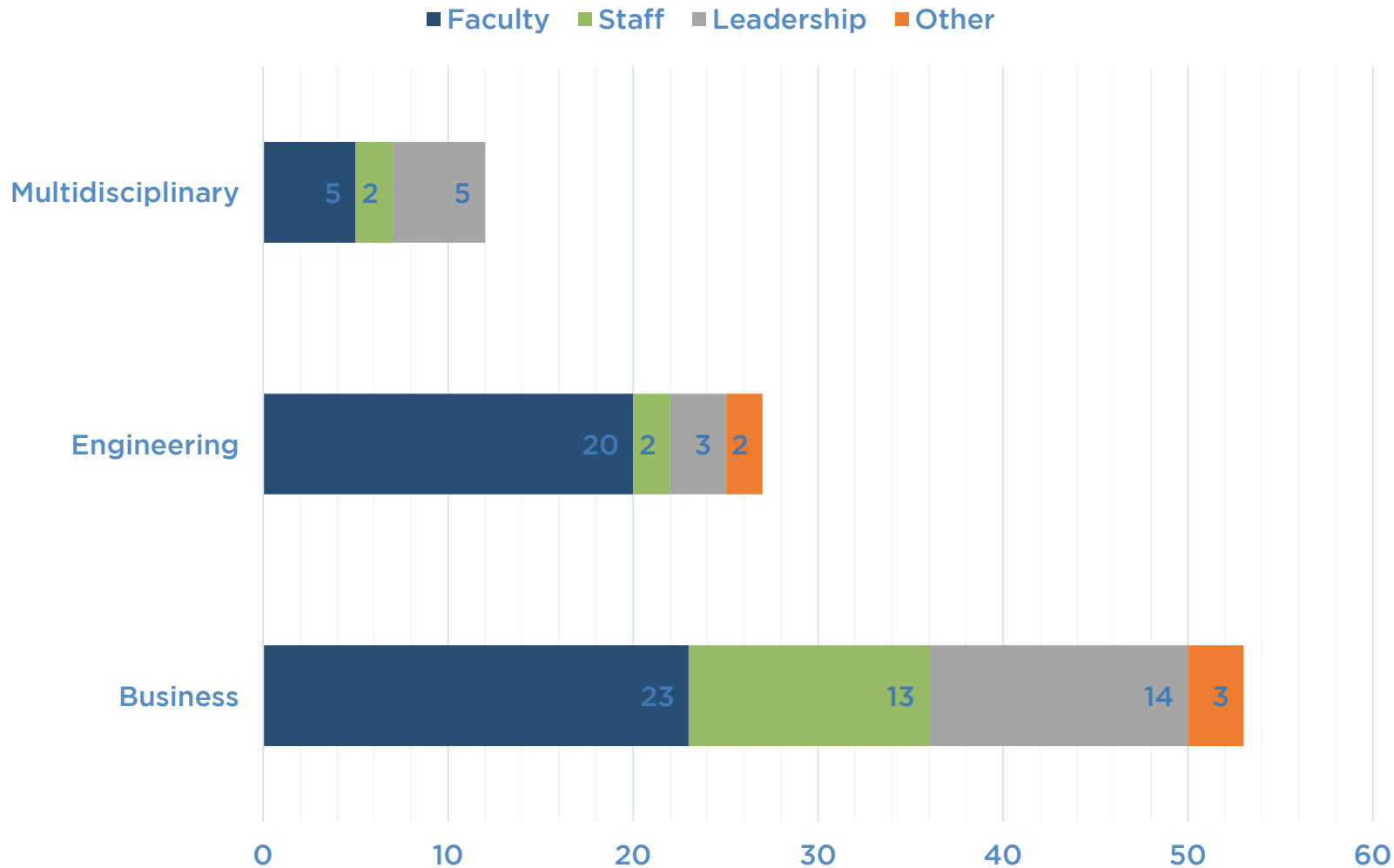


2020 Experiential PBL Annual Survey EduSourced



Business Schools | Multidisciplinary | Engineering Schools

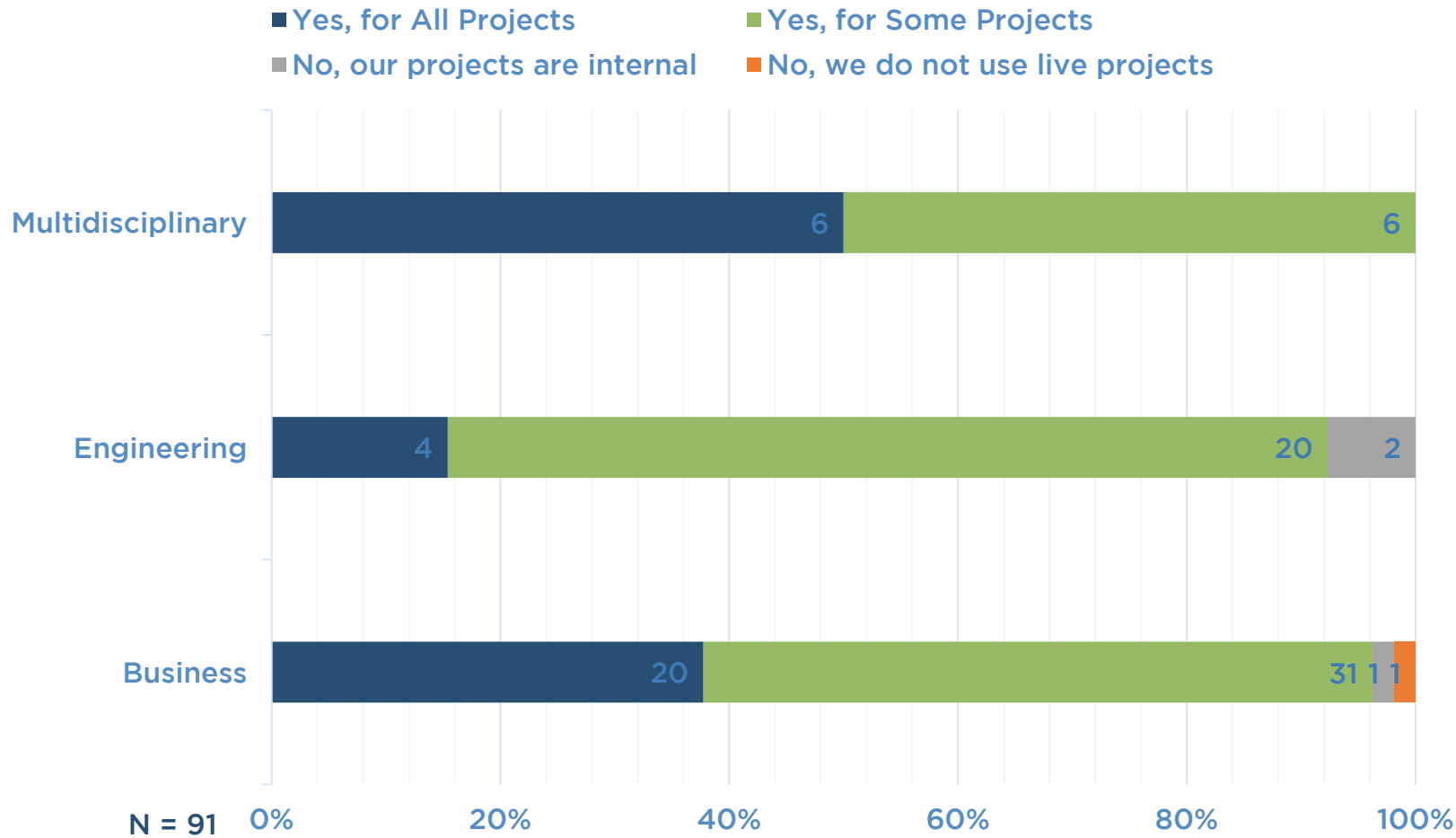
Who Participated?



92
Participants
86%
Directly Involved
with Experiential

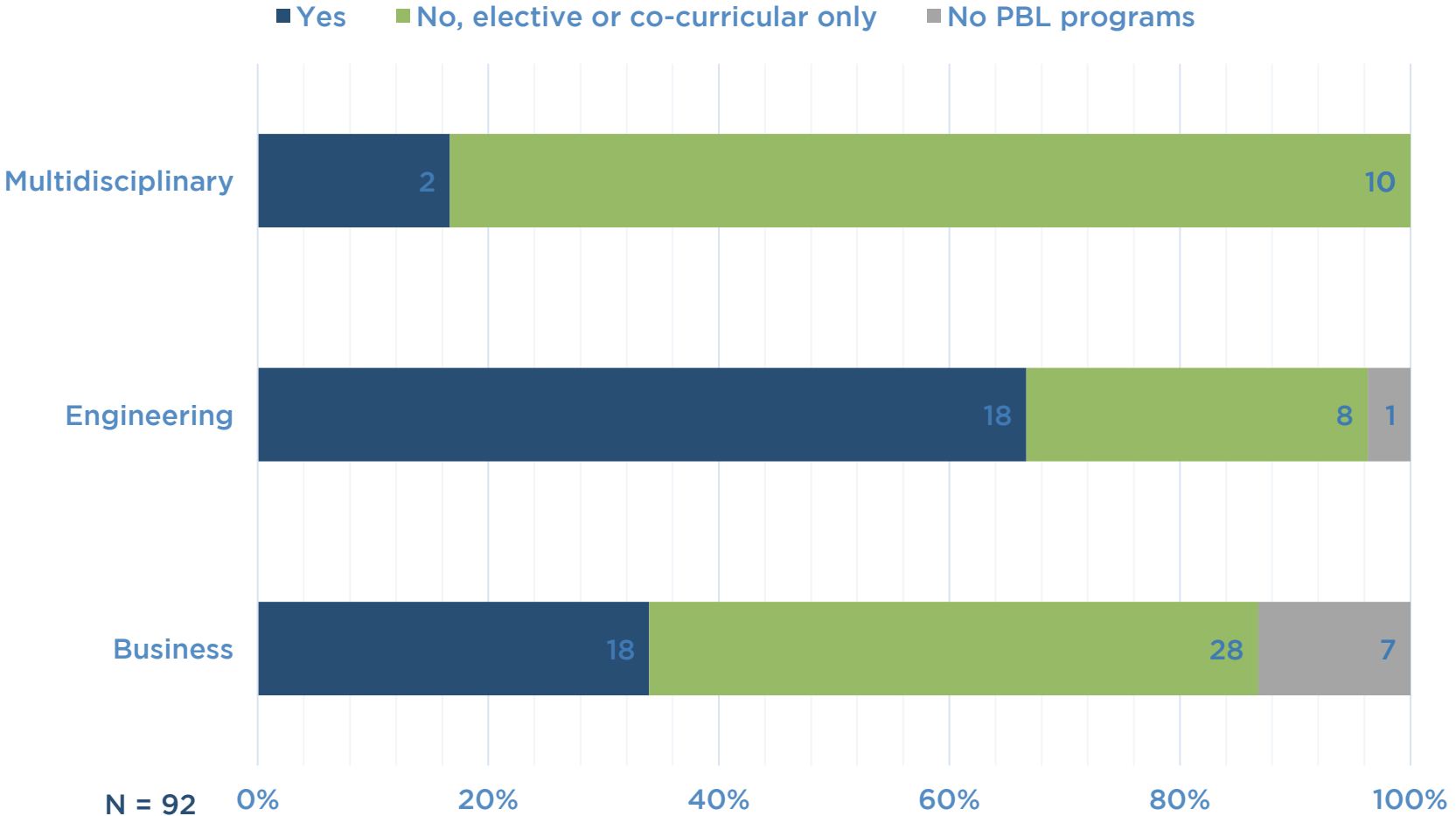
Compared to 2019:
+20 more participants
+3% more directly
involved with
experiential

Does your School have an Experiential Program with Live Clients?



Engineering schools **23%** more likely than business to do at least some internal projects (no outside client)

Does your School Have a Mandatory Experiential PBL Program?

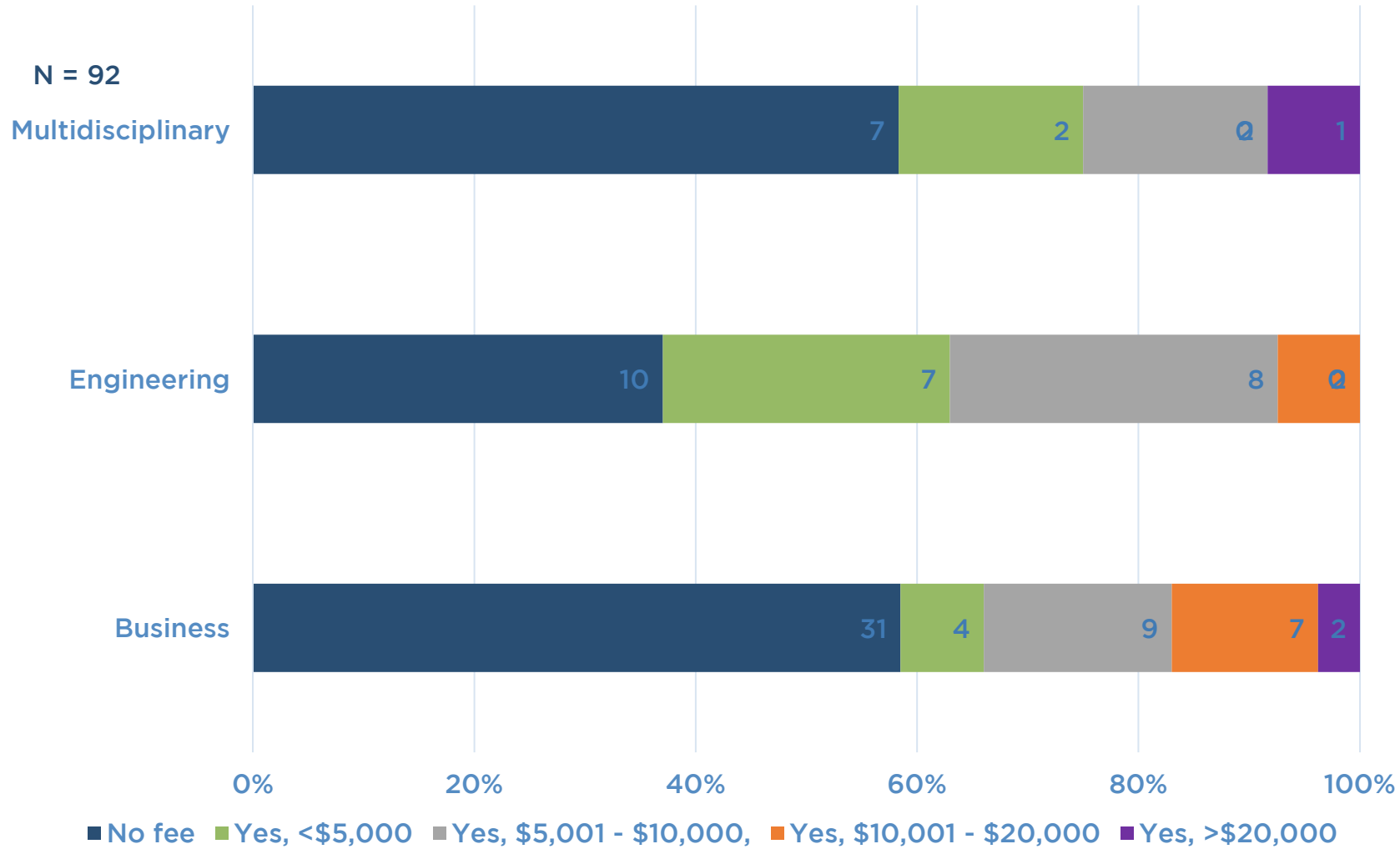


67%
Engineering Programs
Requiring PBL

34%
Business programs
Requiring PBL

Compared to 2019:
Engineering: +3%
Business: +10%
Trend: incrementally more PBL requirement

Do you Charge a Fee for your Projects?

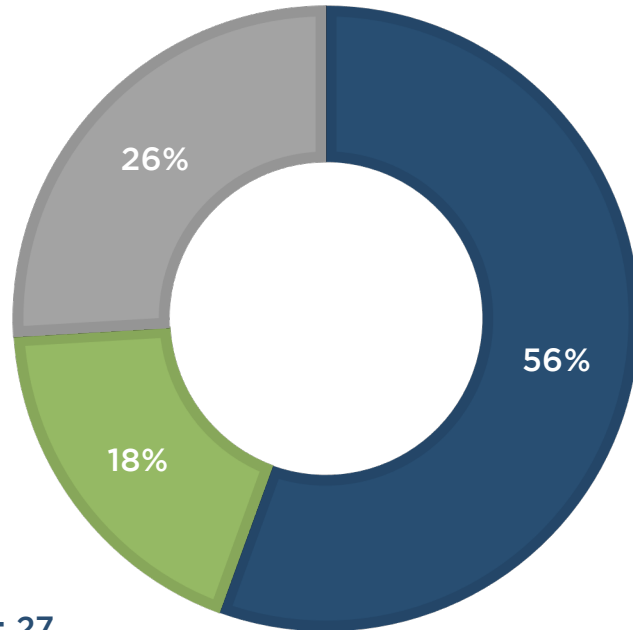


Charging for projects	
2020	2019
63% engineering	71% engineering
42% business	24% business
42% multidisciplinary	Not measured

Does your Program Include Multidisciplinary Projects?

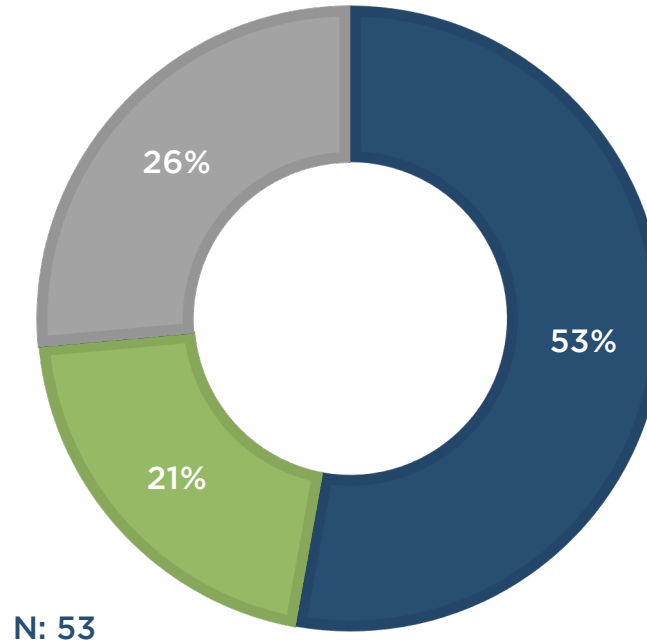
ENGINEERING

■ Yes, within the college ■ Yes, across colleges ■ No



BUSINESS

■ Yes, within the college ■ Yes, across colleges ■ No



Compared to 2019:
Engineering: +10%
Business: +16%

All of Businesses' gain is from multiple college multidisciplinary

Trend: multidisciplinary is on the rise

Formal Director or Office of Experiential Learning?

Business

43%

N: 53

Multidisciplinary

42%

N: 12

Engineering

33%

N: 27

Compared to 2019

Business
+14%

Multidisciplinary
Not measured

Engineering
+15%

Trend: Experiential program formalization is growing fast

What is your Top Source for Industry Projects?

Business

1. Faculty referral
2. Alumni
3. Office of experiential
4. Unsolicited inbound
5. Career office
6. Student referral
7. Third-party sourcing

Multidisciplinary

1. Alumni
2. Faculty referral
3. Unsolicited inbound
4. Office of experiential
5. Student referral
6. Career office
7. Third-party sourcing

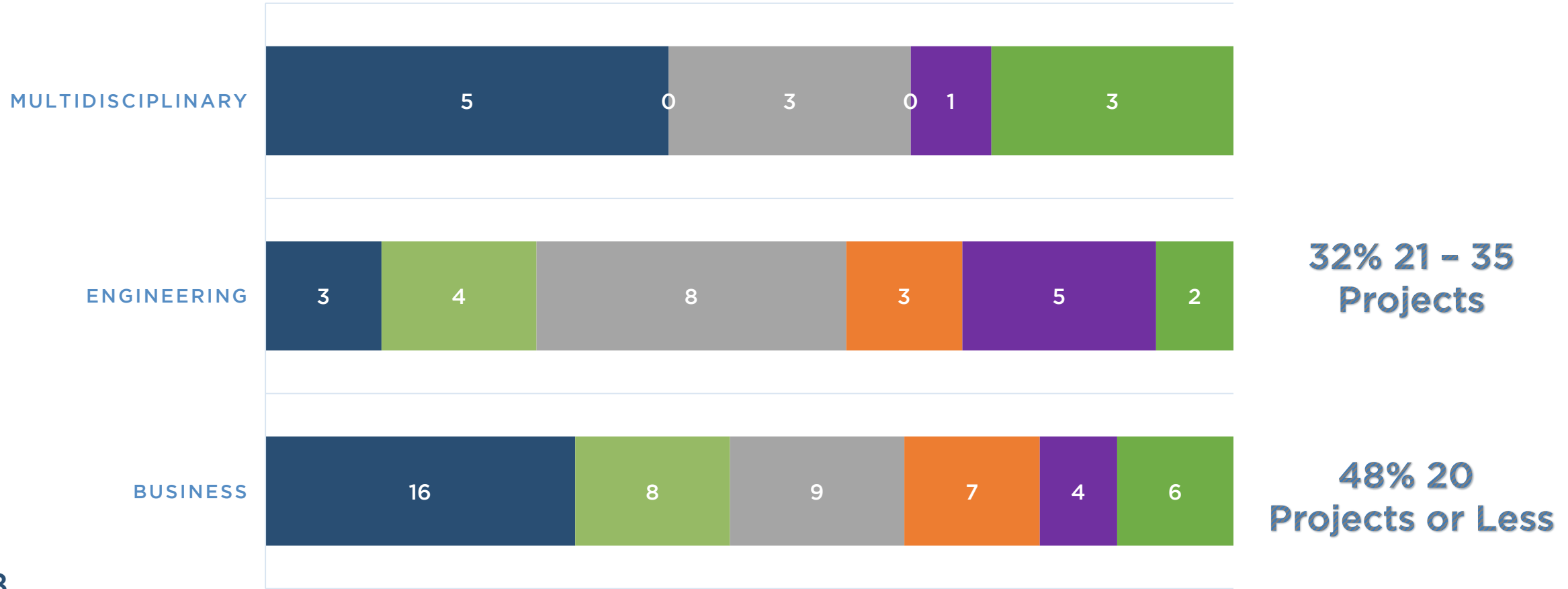
Engineering

1. Faculty referral
2. Alumni
3. Unsolicited inbound
4. Student referral
5. Career office
6. Office of experiential
7. Third-party sourcing

N: 65

NUMBER OF PROJECTS COMPLETED EACH YEAR WITHIN THE COLLEGE

■ 1 - 10 ■ 11 - 20 ■ 21 - 35 ■ 36 - 50 ■ 51 - 100 ■ 101+



N: 88

Do you use an NDA or other confidentiality agreement?

Schools are overwhelmingly open to signing NDAs with clients

Engineering and business programs both equally like to use NDAs: **88%**
Multidisciplinary only slightly less so: **83%**

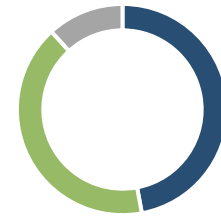
Compared to 2019:
Engineering: +4%
Business: +4%
Multidisciplinary: +21%

Multidisciplinary



- Yes as a standard procedure
- Yes if the client insists
- No

Business



- Yes as a standard procedure
- Yes if the client insists
- No

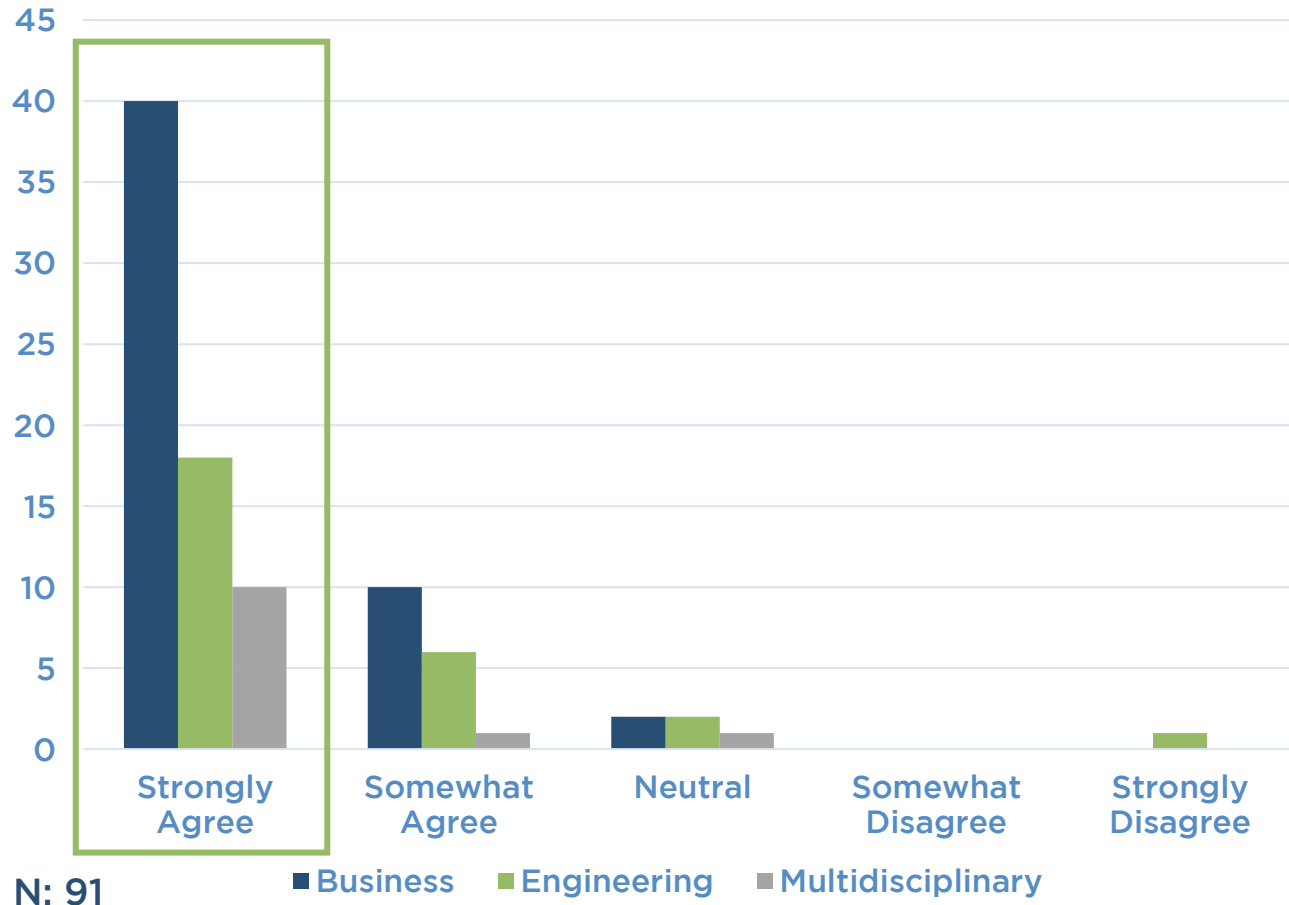
Engineering



- Yes as a standard procedure
- Yes if the client insists
- No

N: 87

In General, you Believe Industry Projects in the Classroom are Growing in Importance.

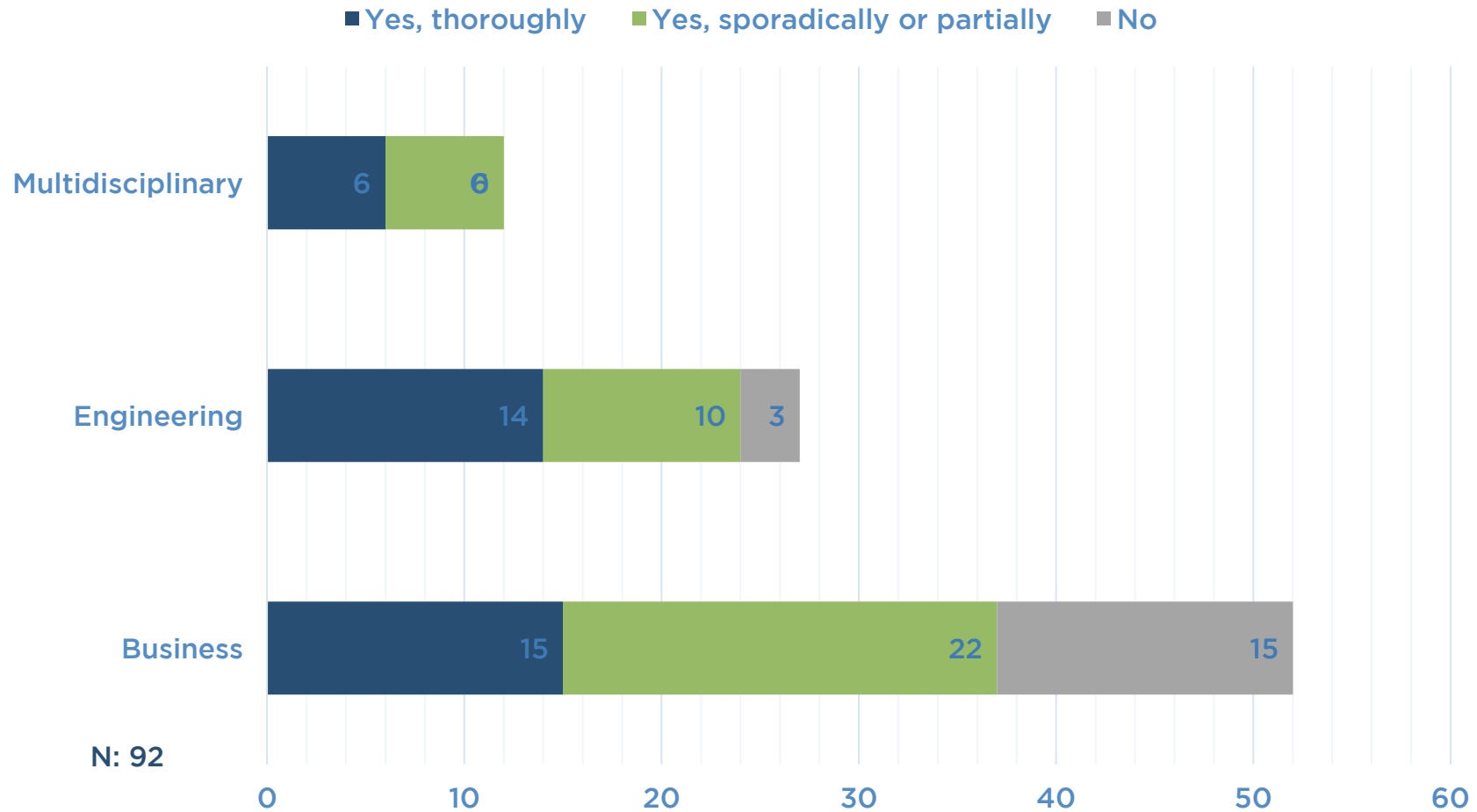


2.8/3 Weighted Average

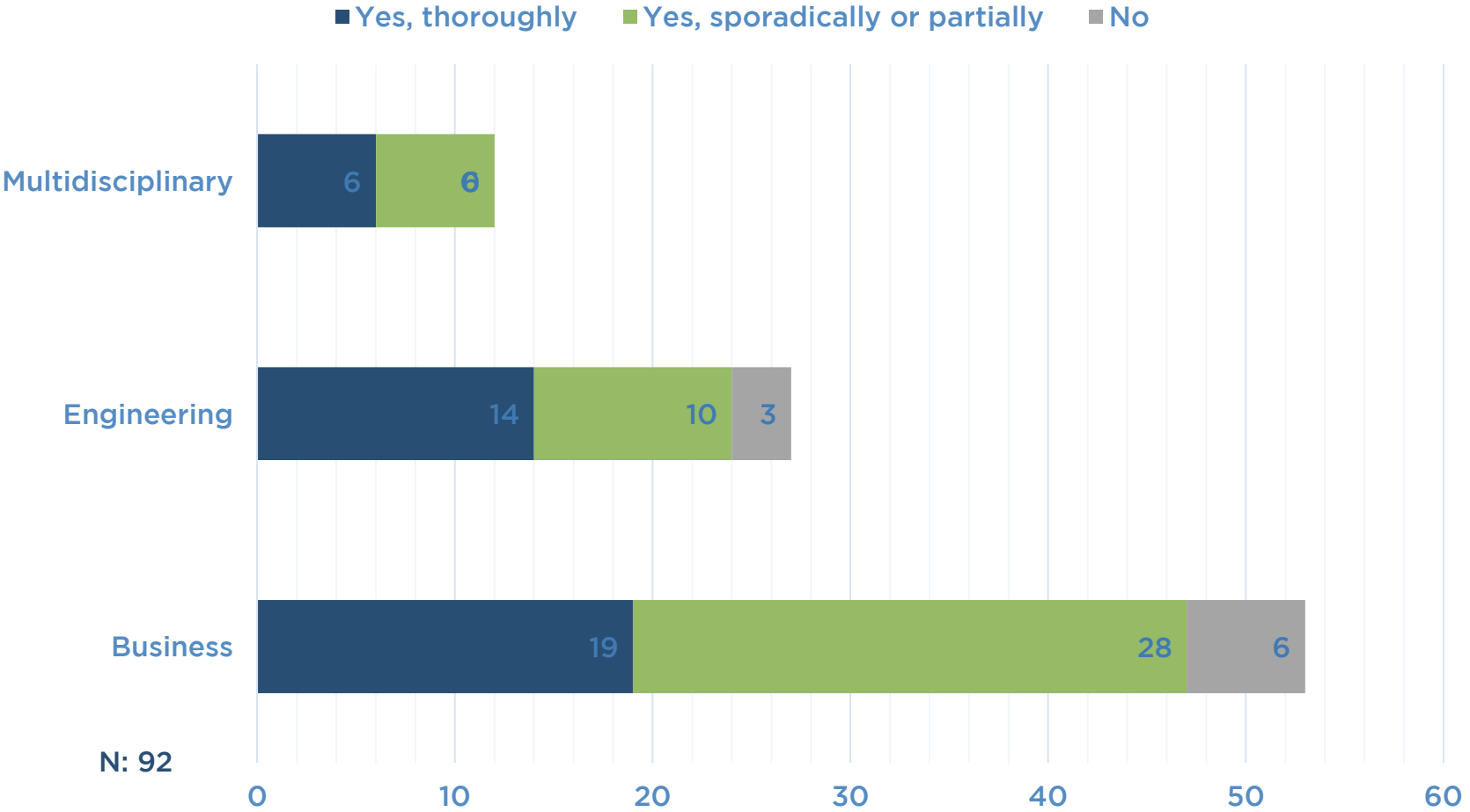


How strongly do you feel industry projects help students land their first job (or get a better job than they would have otherwise had)?

Does your program measure learning outcomes in your projects?



Does your program maintain records of past projects, clients and student participation in industry projects?



Are there any innovations or new components to your experiential initiatives that you are excited about?



A new innovation hub to launch soon



We use a mix of real and faculty developed projects, and have a new method of developing and delivering faculty developed projects, which are easier to manage and control.



We used to only have a capstone course, but now we also have a data course required for students prior to the capstone. This is a course where companies provide a large real-world data set and students glean insights from the data.

Are there any innovations or new components to your experiential initiatives that you are excited about?



building academies that involve industry, faculty, student groups and corporate sponsors



Distance based collaboration and learning



We are using AGILE to create student generated projects

What is the biggest challenge with experiential projects in your program?



Not to have them eventually revert to regular classroom projects or even worse, to have them eventually become just a "taught" course



We do at least 20 projects a semester so it's a lot to manage. Additionally, the uniform NDA and IP agreement causes issues with certain companies that don't want to agree to our terms so we are losing out on partnerships.



Clients that do not know what they want.

What is the biggest challenge with experiential projects in your program?



Budget, faculty professional development



find projects is easy, getting all the students is the #1 issue



Uncertainty and clients losing interest. Hence the faculty developed projects.



These projects are new to this campus and we are working out the bugs

One piece of advice you would share with other schools who either have experiential programs, or are considering launching one?



It really does take a full-time person to focus on this. It can't be just a part of someone's job. Also, I do suggest charging for projects so that all parties are more invested.



They always take more time than you think, but very high reward for students and exposure for university.



Consider both undergraduate and graduate experiential learning projects



Require clients to pay a fee, at least part of which is due up front. Otherwise, with no negative consequences, clients can become disengaged and abandon a semester project, leaving students without a client to consult with.



These programs are pretty unfamiliar to most tenured faculty. Try to get some working professionals from industry or entrepreneurial types to participate. They are the backbone of our program. Getting tenured faculty to propose projects has been difficult.