BYU Experiential Learning Framework
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The BYU Experiential Learning Framework provides common language, categorizes broad experience types, integrates high impact practices, and emphasizes Inspired Learning. A shared framework:

- Aligns types of experiences for benchmarking and best practices across campus and with other institutions.
- Provides indicators of quality for these experiences.
- Enables common points of reporting.
- Informs student awareness and encourages inspiration in these experiences.
- Conceptualizes what students will know or become by the end of their experience.

**DEFINITION OF TERMS and HIGH IMPACT PRACTICES**

**Experiential learning** is accomplished by learning through experience (Kolb, 1984). While learning may naturally occur through any given experience, not all experience produces experiential learning. At BYU, four foundational principles distinguish experiential learning from ordinary or chance experience.

1. **Inspiration:** *Inspiring Learning is “learning that leads to inspiration or revelation”* (Worthen, 2016). Learners are invited to actively engage the inspiration of the Holy Spirit in the realm of inquiry in which they may be involved (see Moroni 10:5). The experience will foster:
   a. Opportunities which lead to inspiration or revelation.

2. **Intention:** Learning outcomes are outlined. The learning outcomes may describe the knowledge, skills, or abilities the learners should have after successfully completing the experience. The experience will include:
   b. High performance expectations as reflected in learning outcomes.

3. **Integration:** High impact practices are utilized and avenues to apply learning are identified. Application of emerging inspiration, knowledge, skills, or dispositions are fostered, with evidence of one or more of the following:
   c. Mentoring with frequent, timely, and constructive feedback.
   d. Opportunities to apply learning in a real-world setting.
   e. Opportunities for public demonstration of competence.
   f. A significant amount of concentrated effort over time.
   g. Opportunities to interact with others on substantive matters.
   h. Opportunities to engage with people and circumstances that differ from what is familiar.

4. **Reflection:** Learners engage in purposeful reflection. Learners consider what they have learned (what), ascertain meaning (so what), and how their learning can be used in future career or life plans (now what). The experience will include:
   i. Periodic, structured opportunities to reflect and integrate learning.
EXPERIENCE TYPES

BYU recognizes six broad categories of experiential learning opportunities (Experience Types) that incorporate inspiration, intention, integration, and reflection.

1. **Culminating Learning Experience:** An academic, co-curricular learning opportunity where students demonstrate and/or increase mastery of knowledge, skills, and dispositions.
   - Professionalizing experience
   - Capstone/Project-based learning
   - Competition (competing)
   - Conference/Symposium/Workshop
   - Creative activity (performing)
   - Festival (performing)
   - Portfolio
   - Public performance (i.e. final show)
   - Recital
   - Senior project or thesis

2. **Field Study/Field Work:** A faculty-led, academic study or work situation in a real-world setting.

3. **Internship:** Structured learning (includes learning objectives & outcomes) that takes place in a professional setting.
   - Clinical
   - Off-campus internship
   - On-campus internship
   - International internship
   - Practicum
   - Student Teaching

4. **Research:** Faculty directed study of a subject which seeks to discover new information or reach new understanding, or application of a discipline to develop new practices, processes, policies, resources, or tools.
   - Conference (presenting)
   - Mentored practice or product
   - Mentored research
   - Publishing

5. **Study Abroad:** A faculty-led, academic study experience which provides opportunities for students to be exposed to different cultures, people, and environments.

6. **Campus Engagement:** A co-curricular, campus-based experience; examples include:
   - BYUSA
   - Club leadership
   - Service Learning
   - Student employment
   - Teaching assistantships