



Explaining the New Experiential Learning Degree Requirement in the Maine College of Business & College of Technology

Davenport University strives to enrich its students' learning in all ways and believes that it's important for students to make connections between their education and the professional workforce that awaits them after graduation. That's why experiential learning is becoming an integral part of education for all Davenport students.

Experiential Learning Defined:

"A personal experience outside of the classroom, as a part of credit-bearing courses, that adds value to the individual's educational objectives and development through practical application of program and course outcomes and the process of reflection."

Beginning in Fall 2014 all new students in the Maine College of Business and College of Technology will have an experiential learning requirement as a part of their degree program

How Can Students Meet the New Experiential Learning Requirement?

Students can complete the requirement by choosing one of the following three options:

1. Complete a 490-level internship in their program (i.e. MKTG 490)

Internships give students real-world experience in a business, non-profit, or government organization and require them to complete at least 150 hours of work as well as academic assignments.

Learn more about internship opportunities at: www.davenport.edu/internships

2. Complete BUSN 489 (MCB students) or TECH 489 (COT students)

These courses offer students the opportunity to work as business or technology consultants to external clients in the community under the supervision of a DU faculty member. Students assess the needs of organizations and work with them to design and deliver projects which help to meet these needs.

3. Complete an EL (Experiential Learning) or SL (Service Learning) designated course in their program (i.e. MKTG 441: Strategic Marketing—EL)

EL or SL designated courses involve students working with real-world clients to produce tangible work products such as business or marketing plans, technology solutions such as websites or databases, or to provide direct service to non-profit organizations supporting their programs or events.



Frequently Asked Questions

Q: Why do experiential learning at all—what's in it for students?

A: There are many benefits to experiential learning, including enhanced learning in real-life settings, a greater sense of community involvement, improved problem-solving and communication skills, as well as professional networking opportunities and experiences that can be described on a résumé or in an interview. Experiential learning gives students a tangible advantage in the job market.

Q: How do course-based experiential learning assignments differ from traditional assignments?

A: While traditional assignments may involve practicing skills in a theoretical setting, experiential learning takes those same skills into the professional world for more practical application through working with real clients and projects.

Q: Does experiential learning require more time and effort than other courses?

A: Faculty work hard to synthesize the experiential learning project so that it fits naturally with the rest of the course, and usually takes the place of more traditional, theory-based assignments. While experiential projects can require time outside of classroom hours, most students find the work extremely rewarding, educational, and relevant to their careers.

Q: What's the difference between an EL and SL Designated Course?

A: Experiential Learning (EL) courses typically work with for-profit businesses and Service Learning (SL) courses with non-profit organizations. Courses which include EL or SL projects are identified in the title of a specific course section in the annual course schedule:

For example: MKTG 441: Strategic Marketing—EL*

** Note that not all sections of a particular course may be designated as EL or SL, so check the title of a specific course section in the schedule for the EL or SL designation.*