

Bulldog Experience: Engage, Reflect, Create
2024 SACSCOC Reaffirmation

“I hear and I forget; I see and I remember; I do and I understand.” – Confucius, 450 BC

Bulldog Experience: Engage, Reflect, Create

MSU’s Definitions

Bulldog Experience: Engage, Reflect, Create – The name of MSU’s next QEP

Experiences – Meaningful and beneficial activities or events that result from select High-Impact Educational Practices (Kuh, 2008) completed by MSU students who are engaged in experiential learning

Experiential Learning – Refers to “the process whereby knowledge is created through the transformation of experience. Knowledge results from the combinations of grasping and transforming the experience (Kolb, 1984)”

Meaningful – Experiences that have value for the person engaged in the experience, the entity responsible for the implementation of the experience, or the greater good of society

Beneficial – Experiences that are purposeful or helpful in building new knowledge and skills for the person engaged in the experience

Reflective Knowledge – In the context of the **Bulldog Experience**, reflective knowledge is a result of intentional, contemplative consideration of one’s experiences, built over time, which is evidenced by a formal deliverable.

Initial Reflection – Describe and apply to transform experiences into new knowledge and/or skills; a formal deliverable produced after thoughtful consideration of an experience that is essential for measuring and evaluating outcomes and adjusting the experience (NSEE, 1998)

Culminating Reflection – Analysis and synthesis to transform experiences into new knowledge and/or skills; a formal deliverable produced after thoughtful consideration of an experience that is essential for measuring and evaluating outcomes and adjusting the experience (NSEE, 1998)

Select High-Impact Educational Practices – Evidence-based teaching and learning practices through which experiential learning can occur which include First-Year Seminars and Experiences, Study Abroad, Service and Community-Based Learning, Internships, Capstone Courses and Projects, and Undergraduate Research (Kuh, 2008).

References

Kolb, D. A. (1984). *Experiential learning: Experience as the source of learning and development*. New Jersey: Prentice Hall.

Kuh, G. D. (2008). *High-impact educational practices: What they are, who has access to them, and why they matter*. American Association of Colleges and Universities.

National Society for Experiential Education. Presented at the 1998 Annual Meeting, Norfolk, VA.

Goal of Bulldog Experience: Engage, Reflect, Create

The goal of **Bulldog Experience** is to engage all MSU undergraduate students in experiential learning activities through both curricular and co-curricular opportunities. Upon completion of these activities, students will reflect on their experiences to demonstrate how their experiences transformed into new knowledge.

Student Outcomes of Bulldog Experience

As a result of **Bulldog Experience**, MSU students will be able to

1. Identify connections between in-class and out-of-class experiences that were meaningful and beneficial to them.
2. Synthesize multiple sources of information, including prior experience, to deepen their understanding of academic content.
3. Apply previously learned knowledge and skills to new situations or scenarios.

Characteristics of MSU Experiences that Facilitate Experiential Learning

1. Students engaged in the experience are “learning by doing.”
2. The experience is authentic and allows for the application of previously acquired skills and knowledge.
3. Students engaged in the experience invest a significant amount of time (at least 30 hours for Culminating Experiences) and effort over a period of time.
4. During the experience, students interact and collaborate with others.
5. During the experience, students are given the opportunity to reflect and integrate existing knowledge.
6. After the experience, students compose and submit a reflection using a university-wide reflection protocol; this reflection will be used to determine attainment of the student outcomes.

Experiential Learning High-Impact Educational Practices at MSU

1. First-Year Seminars and Experiences
2. Study Abroad
3. Service Learning, Community-Based Learning
4. Internships (and Co-Ops)
5. Undergraduate Research
6. Capstone Courses and Projects (could include Simulations)

Experiential Learning Co-Curricular Activities at MSU

1. Student Organizations, Greek Life, & Residential Life Leadership Opportunities
2. Athletic Teams & Affiliated Groups (Spirit, Band)
3. Service through the Maroon Volunteer Center (same as #3 above, but not course affiliated)
4. Student Competitions
5. Student Employment
6. Other Experiences