EDUCON2021 Special Session

Title
Experiential Learning Practices for students in Technology Studies

Acronym
ELPSFT

Overview

More than two millenniums ago, Aristotle wrote in the Nicomachean Ethics the following: 'for the things we have to learn before we can do them, we learn by doing them' (350 BC). Based on that principle, Experiential Learning appeared formally in education in the mid-nineteenth century. The idea was to rethink education, so that teachers do not simply present students with abstract concepts, as a one-way flow of passive information. Experiential Learning was rather an immersive method of instruction, where knowledge was accumulated through experience and application.

Years later, the effort of Higher Education Institutions is still focused on closing the gap between theory and practice. By the time they graduate, students are expected to have accumulated academic knowledge, which comprises technical as well as occupational skills. Dynamic learning stems by students' opportunities to practice in authentic, real-life job situations, either on campus or in organizations. Internships, industry-driven courses, field placements, research and service-learning projects can all be part of experiential learning.

In this special session, we invite you to rethink the process of experiential learning for students in the field of technology. We invite a discussion on novel pedagogical approaches, methods and applications useful in experiential learning practices while promoting 21st century skills.

Topics
The session aims to attract research papers and case studies on novel methods and applications related to Experiential learning pedagogies. We invite researchers, developers and practitioners from various fields, including but not limited to engineering, technology, computer science, information systems, communication, business, working on the following areas:

- ➢ *Pedagogical Frameworks*
- ➢ *Experiential Learning in Engineering Education*
- ➢ *Student Internships*
- ➢ *Student Placements*
- ➢ *21st century skills*
- ➢ *Student Engagement*
- ➢ *Case-based Learning*
- ➢ *Inquiry-based Learning*

- ➢ *Project-based Learning*
- ➢ *Discovery-based Learning*
- ➢ *Computer Simulations*
- ➢ *Game Based Learning*
- ➢ *Open and Distance Learning*

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