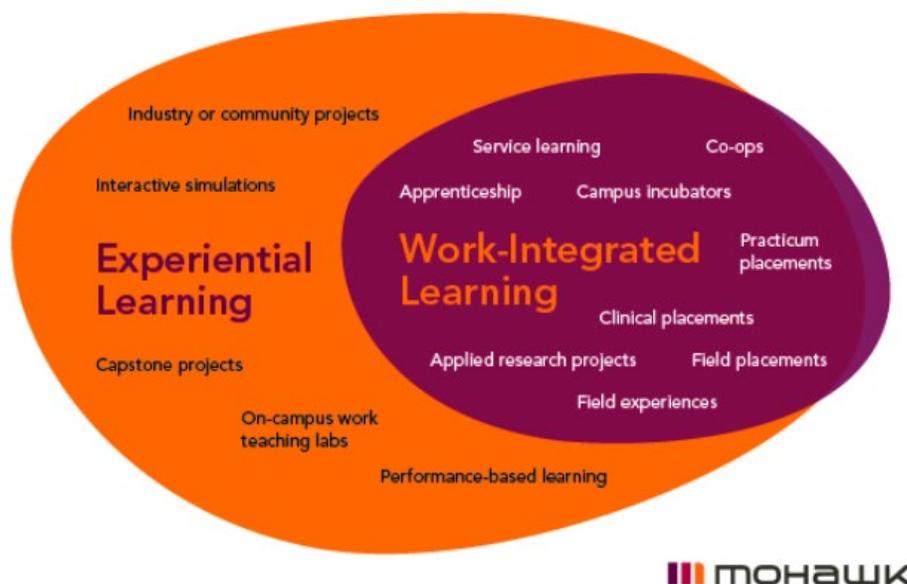


Experiential Learning: Online Delivery Options

Experiential Learning (EL) is a broader term which encompasses 14 unique types of EL activities, which includes work-integrated learning (see Figure 2). Work Integrated Learning (WIL) is a formal arrangement between an employer/organization and Mohawk College that enables students to learn while working on the job. Mohawk College has created 14 definitions to reflect its current EL activities.



Moving Experiential Learning Online

Experiential learning activities can be completed in an online environment. To get your thinking started, please view the resource chart included below for some ideas for online EL activities.

Questions?

For curriculum-related integration questions, please connect with your [Curriculum Development Specialist](#) at the Centre for Teaching & Learning or visit the [Centre for Experiential Learning](#) online.

Table 1 Experiential Learning - Online Options

Experiential Learning Type	Definition	Online Options
Applied Research Project or Course	Research that solves real world challenges and has immediate practical implications. Applied research is undertaken with an external organization in order to apply new knowledge, primarily towards a specific practical aim or objective. Applied research can occur at either a workplace or on campus.	<ul style="list-style-type: none"> ✓ Online projects. Connect remotely with external organizations for students to develop and/or complete projects. Supporting tools include Zoom and Microsoft Teams. ✓ CityLAB. Connect with Hamilton’s CityLAB to see if there is a project available for your students to complete in partnership with the City of Hamilton.
Apprenticeship	An on-the-job training program for skilled trades that combines paid employment under the supervision of a certified journey person and in-class training from a post-secondary institution, with a specified amount of hours for both requirements. Apprenticeships are administered by the Ontario Ministry of Training, Colleges, and Universities and the Ontario College of Trades.	No online options available.
Campus Incubator	Intended primarily to promote entrepreneurship and social initiatives. Incubators provide start-up assistance, physical space, mentorship, and support services that focus on early-stage entrepreneurs.	<ul style="list-style-type: none"> ✓ eCo-op. For eCo-op information, please connect with Julie Farnand. ✓ SURGE. Email Ryan Anderson, General Manager of SURGE, for more information.
Capstone Project	A cumulative activity in the final semesters of a program that is based significantly on knowledge and skills acquired in earlier course work. It involves a creative, iterative, and often open-ended process using problem-based learning to address a project challenge. Students spend a significant amount of time, working independently or in a team environment, throughout the semester and translate their results using written reports, oral presentations, or poster presentations. Projects can involve qualitative or quantitative research.	<ul style="list-style-type: none"> ✓ Online projects. Connect remotely with external organizations for students to develop and/or complete projects. Supporting tools include Zoom and Microsoft Teams. ✓ Riiipen. Apply for/post a project and connect with organizations all-over the world. All project management is hosted and completed on this platform, for which Mohawk has secured a license for students. ✓ CityLAB. Connect with Hamilton’s CityLAB to see if there is a project available for your students to complete in partnership with the City of Hamilton.
Clinical (Mandatory Professional Practice)	Required as part of a health program of study with a scheduled number of unpaid hours in an environment that provides healthcare or related services to patients or the public. Clinical placements are an integral component of the curriculum and necessary for a professional association and accreditation. Placements can take place in primary, secondary, or community healthcare or social care settings.	<ul style="list-style-type: none"> ✓ Please connect with the program coordinator to learn about how these hours will be achieved.

Experiential Learning Type	Definition	Online Options
Co-operative Education	Co-operative education alternates periods of academic study with periods of work; beginning and ending on an academic term. Paid work terms provide students with an opportunity for substantial and relevant work experience that complements academic study. A minimum of 12 weeks and/or 420 work hours is required during each four-month work term. Work terms must account for at least 30% of the time for academic programs over 3 years and 25% of the time for programs 2 years or less. The student's performance in the workplace is supervised by the employer and is evaluated by Co-operative education, as part of their academic program of study.	<ul style="list-style-type: none"> ✓ eCo-op and remote options are available. <ul style="list-style-type: none"> ○ For eCo-op information, please connect with Julie Farnand. ○ For remote co-op opportunities, please connect with the program's Co-op Specialist for more details.
Field Experience	Students explore academic content in a purposeful way outside the classroom through short-term field trips/field-work/site visits or through intensive and immersive experiences.	<ul style="list-style-type: none"> ✓ Online field experience. Take your students on a virtual experience through a variety of options: <ul style="list-style-type: none"> ○ Create your own virtual tour using Google Tour Creator and/or through a synchronous Google maps tour in your online class. ○ Locate and use one of the many virtual field trips found on Google's Virtual & Augmented Reality's list of Virtual Reality Expeditions. ○ Locate and use one of the many virtual field trips found on Google's Virtual & Augmented Reality's list of Augmented Reality's Expeditions. ○ For geological fieldtrips, use Streetcar 2 Subduction. ○ For geoscience-related field experiences, use Geoscience Online Teaching Resources.
Field Placement	Scheduled hours of activities intended to give students hands-on experience in the workplace. Students are not expected to receive a regular salary. Field placements account for work-integrated education experiences not encompassed by other forms such as co-op, clinic, practicum, and internship.	<ul style="list-style-type: none"> ✓ Remote field placements available. Please connect with your program's Field Placement Specialist for more details.

Experiential Learning Type	Definition	Online Options
Industry or Community Project	Students work with an organization, business, or industry within a classroom setting to explore challenges or opportunities and develop solutions and/or strategies to respond to identified challenges.	<ul style="list-style-type: none"> ✓ Online projects. Connect remotely with external organizations for students to develop and/or complete projects. Supporting tools include Zoom and Microsoft Teams. ✓ Riipen. Apply for/post a project and connect with organizations all-over the world. All project management is hosted and completed on this platform, which Mohawk has secured a license for students. ✓ CityLAB. Connect with Hamilton’s CityLAB to see if there is a project available for your students to complete in partnership with the City of Hamilton. ✓ The Agency. Connect with The Agency to learn about potential marketing and communication solution project opportunities.
Internship	A supervised and structured program-related experience in a professional work environment that is offered as single block placement at end of program or single block placement alternating with an academic program. Internships are typically 4, 8, or 12 months long and can either be paid or unpaid.	No online options available.
Labs	In an on-campus controlled lab environment, students will observe, test, measure, apply course concepts, collaborate, and/or experience hands-on learning with tools, equipment, and resources utilized in a specific field or program of study.	✓ Labster . Connect with your Associate Dean to see if Labster is an option (cost associated).
Performance-based Learning	Students will produce, manage, curate, or participate in an artistic presentation, musical performance, or portfolio exhibit for an audience.	✓ Online performances. Use synchronous and/or asynchronous technology to have your student complete these activities.
Practicum (Mandatory Professional Practice)	Experience required by both an academic program and a regulatory professional association where work hour requirements are mandatory for a professional license, certification, or registration. Professional skills are developed in an unpaid work setting or simulated work setting under the supervision of a registered or licensed professional.	✓ Please connect with the program coordinator to learn about how these hours will be achieved.
Service Learning	Academically linked work experience designed to foster civic or social responsibility and leadership that is undertaken with a local, provincial, national, or international organization to address community or global needs. Integrates course content and critical reflection to produce meaningful outcomes in personal, academic, and civic learning. An instructor/professor facilitates the experience.	✓ Remote service learning available. Connect with your external partner to ideate and plan virtual learning opportunities (e.g., virtual event planning and/or hosting).

Experiential Learning Type

Definition

Online Options

Simulations

A teaching and learning strategy that involves an interactive and accurate representation of a field-specific situation or process, with or without the use of equipment/technology. Simulations are non-linear in nature and require students to utilize critical thinking skills to respond to ambiguity through direct decision-making.

- ✓ Locate and select an online simulation option:
 - [EON Reality Inc.](#) – Visit the Mohawk College’s EON Reality Inc. website to learn about possible augmented and virtual reality options.
 - [ExperiencePoint](#) – Simulations for human resources strategy and change management
 - [StratX](#)– Simulations for marketing, strategy, and innovation
 - [PhET Sims](#) – Interactive simulations for physics, chemistry, math, biology, and earth science
 - [NC State VR Organic Chemistry Labs – Virtual reality experiences for organic chemistry](#)
 - [Virtual Simulation Community of Learning Resources](#) for nursing and healthcare
 - [Virtual Microscope for Earth Sciences](#) – Virtual microscope things for each science
 - [NeuroMembrane](#)– Simulator for understanding membranes
 - [Anatomy and Physiology Lab Kits](#) – Pre-recorded webinar for teaching anatomy online
 - [GeoBra](#) – Interactive elements associated with geometry, algebra, statistics and calculus applications
 - [Smithsonian Open Access](#): 2D and 3D digital museum objects, archives, and library materials, including images, audio, video, and blog posts. Create your own simulation using these resources.