**AEE Symposium on Experiential Education in the Digital Age – Workshop Description**

**An Agile, Collaborative Industry-Higher Education Approach for Pre-hiring Skills Development within Traditional Higher Education** - Benjamin Cavallari: This workshop addresses the widening skills gap between graduating public and private college students and fast moving high technology companies in the US. Employers complain that they are not finding job-ready candidates to hire, and academia has difficulty updating its curricula rapidly enough to address this issue. A successful pilot program in Massachusetts resulted in a highly innovative, agile approach for tight academia-industry collaboration. The pilot involved online, interactive advanced seminars where students and industry practitioners engaged in live, hands-on projects over the Web.

**The Raw Technology Diet** - Nathan Lyczak: Weaving our way through the past two centuries of electrical innovation, we will start with a few pieces of scrap metal and build a working digital computer with wires, magnets, switches, and light bulbs. Building simple circuits fosters the thinking and problem-solving skills that lead to an intuitive understanding of computer programming, telecommunications, and networking for today’s high-school students. If time permits, we’ll also have a thought-provoking discussion about our “app”etite for modern devices and internet conveniences – and their long-term effects on human development and social communities. Due to the materials required and the hands-on work we will be doing, space is limited to 16 participants.

**Bringing Internships into the Digital Age** - Cailin Ahern and Nabeel Gillani: Despite technological advances over the last century, there remains no substitute for the tangible and intangible benefits of real world experience. But what if technology were an enabler, not an impediment, to gaining workplace-relevant skills? In a virtual world, is there a difference? In this interactive session, participants will see what a digital internship looks like. They will then play the role of student, instructor, and/or employer to decide for themselves whether digital internships can truly replicate or complement traditional internship experiences.

**Engagement in the Digital Age** - Andrew Potter: Drawing on recent research from the fields of pedagogy, neuroscience, and cognitive psychology, attendees will identify proven strategies to increase student engagement and drive learning for a generation of students raised in the digital age. Attendees will identify key technological advances that are not only disrupting the education landscape, but also provide meaningful platforms to provide both a "high tech" and a "high touch" learning experience for students.

**Experiencing Place and Mapping Experience with ArcGIS Tools** - John Wensman and Kerry Whitaker: How can the virtual world deepen our experience of the physical world? Coastal Studies for Girls, a semester marine science and leadership school for 10th grade girls, immerses students in the Maine coastal environment. At CSG, we see coastal environments through lenses of literature, history, marine sciences, & daily solo (20 minute morning time). Geographic Information Systems (GIS) is a useful tool through which to integrate these place-based learning experiences, remaining true to their geographic relevance. Geographic Information Systems (GIS) allow the community to gather, share and publish data, texts, images, and experiences through digital story mapping. In this workshop we will share our
story of place-based experiential learning through GIS, and discuss benefits and challenges of using
digital mapping to record and process physical experience.

**From Experiential to Entrepreneurial** - Linda Aronson: This workshop is a co-creation to explore the hot
topic of entrepreneurialism and how it relates to experiential education. Participants will examine the
merging of experiential education with entrepreneurialism within the digital age. Could
entrepreneurialism drive the relevance of and need for experiential education and vice versa? Inspiring
case studies of successful millennial entrepreneurs will be presented. Participants will co-create ways to
link experiential education to entrepreneurialism for themselves, their clients, and students.

**GPS Urban Adventure** - Hutch Hutchinson and Sandi Deacon-Carr: GPS technology is all around us, but
how are we incorporating it into our practice. Since 2006, Boston University has been offering GPS-
based urban adventures that connect participants to each other and to their immediate environment.
In this workshop you will be able to handle a variety of GPS units and learn about various applications
and activities that you can utilize in your own program.

**High Altitude Weather Balloons: Making science in the classroom really take off** - JT Miller: What
experiment would you send to the edge of space? In this workshop you will learn how my 6th grade
students develop and design their own experiments that are then placed in capsules and taken to
altitudes over 75,000 feet via weather balloons. We will walk through the entire process of the learning
that is involved from experiment proposals to launch day. You will see how technology is used to track
the balloons during flight, receive real time data, and how we share this experience with the world.

**How Technology Can Solve Problems of Access in Outdoor Education** - Brent Bell and Randy Pierce: A
benefit of technology is the increase of access to activities. iPhones, insulin pumps, translators, bi-skis,
inhalers, guide dogs, all are technologies that can increase access for participants and leaders. This
workshop is led by two educators who can access the outdoors because of such technology. The focus of
the workshop is how problems of access have been solved in outdoor education programs.

**Integrating Technology Assessment into Wilderness Leadership Education** - Jamie Hannon and
Christian Bisson: Plymouth State University’s Adventure Education program integrates an assessment of
traditional, current and emerging technologies into its Wilderness Expedition course. Over two months,
including 22 days in the backcountry, students experience a range of technologies and reflect on their
impact on student outcomes. Through this structured process they end up professionally prepared to
assess, select and utilize appropriate choices from the widest possible range of technologies, from
traditional to emerging. This workshop introduces this program and its strategies, explores the various
technologies that it utilizes, and features video interviews with students who have completed the
course.

**It's About Time: Visualizing the Past in a Hands-on History Classroom** - Andy Mink: How do you SHOW
change over time and place? Technology is only relevant to a classroom if it allows teachers to meet
goals that would be impossible without the tools. Best practice history instruction uses an experiential
focus to explore key concepts like causation, simultaneity, first person narratives, memory and
commemoration, and place-based perspective. This hands-on session will showcase innovative new
technologies like geospatial tools, embedded timelines, augmented reality, and 3D laser scanning models that visualize data. Sample content will feature World War I, Transatlantic Encounters, and Civil Rights. Participants will receive examples of instructional kits and assessments.

**J.R.R. Tolkien on Adventure Experience, Fantasy Gaming, and Education** - James Fish: J.R.R. Tolkien invites his readers to experience an adventure, to journey into the perilous land Faërie, and, through the adventure, discover a secondary world where “what might be” can be explored and then incarnated in the real, primary world. The literary adventures of Hobbits and the One Ring launched the contemporary fantasy literature genre, greatly influenced environmental education, and inspired adventure board and computer gaming as well as role playing and re-enactment communities. This workshop will explore how adventure experience and stories interact and how they facilitate learning in outdoor education and video gaming situated learning communities.

**Learning How to Learn through Projects using Technology: What we Did** - Chris Unger, Kimberly Nolan, and Bill Fischelis: This September (’14) we opened a new high school on the campus of Northeastern University for a unique population of students already pursuing their passion—the ballet. The three educators opening the school all wanted to put learning in the hands of our students, cultivating a student-centered, student-directed pedagogy that would engage the intellect, interests, and curiosity of our students. To start the year, we knew we needed to help our students “unlearn” what they thought about learning and we used various technologies to do so. This is our story.

**The Other End of a Skype Call: Bridging Online Learning and Travel Experiences** - Seth Leighton: The advent of the digital age has created new possibilities for learning that can complement experiences outside of the classroom. This workshop focuses on the use of online courses as preparation for international travel experiences, drawing on theoretical perspectives from experiential learning and intercultural competency. Attendees will engage in structured protocols to examine how we truly learn about the world today and how the immediacy of communications can threaten the boundaries for reflective learning spaces. We end by discussing how online learning can serve as a valuable addition to (but not replacement for) the experiential educator’s toolkit.

**PBL + EdTech= NextGen Learning** - Laura Thomas: Are the increasing pressures to teach our students to be Digital Citizens forcing us to use technology for its own sake rather than in service of inquiry based, student-centered pedagogy? How can we flip the script and put pedagogy back on top? This active session will model what it means to put technology in service to pedagogy. No matter your level of tech proficiency, there’s something here for you!

**Putting It All Together. Using Technology and The Flipped Classroom to Enhance Experiential Learning** - Bill Mitchell: In the flipped classroom approach, students review course material online before coming to class, creating more classroom time to focus on activities that support their learning. In this workshop, participants will learn how to work with a pedagogical framework to develop a flipped classroom approach. Emphasis will be placed on developing an approach that maximizes class time for experiential learning activities. Both large scale pedagogical strategies and real life technological tools pertaining to modern educational practice will be explored.
Secret Agent Initiative - Hutch Hutchinson: The Secret Agent Initiative is an exciting, fast-paced leadership and team building workshop that highlights the strengths and weaknesses of a team by challenging them in a complex scenario that requires the use of technology, knowledge of the city streets, and strategic planning. With a command team stationed in the “Agency Headquarters”, Agents will utilize their iPhones to complete their mission. Make sure your phones are charged and you are ready for your adventure!

Wander, Wonder, Wilderness: Using Interactive Technology to Engage with Nature in an Urban Environment. - Paul Turano: The workshop will provide an overview of Wander, Wonder, Wilderness – the film, the mobile app and project website, it’s community engagement initiative, and educational applications. The results of a series of high school youth group location based learning exercises will be presented, examining how interactive technology was utilized, what role it played in engaging with nature based experiences, what the outcomes revealed about their relationship to both the environment and technology. This workshop is designed for those interested in participatory art making in green spaces, and the potential role technology can play in providing outdoor experiential learning opportunities.

Websites, Self-Correcting Homework, and Video Lectures; It's Easier than you Think! - Joey Stafford-Abbott: Come check out a variety of simple and powerful digital tools that help solve persistent pedagogical problems.

Wilderness to Virtual - Expanding your Reach and the Evolution of Place Based Experiences - Matt Morin: From the organization that brought the experience out of the wilderness and into our workspaces, this workshop will look at what we’re doing now to bring Adventure education into the digital realm. Participants will learn how to create engaging experiences for both groups and individuals virtually and digitally. We will explore the tools to make virtual programming exciting and personal. We will also look at how Project Adventure is connecting inspired people with others, sharing innovative ideas, and challenging how we experience, learn, and interact.