Addressing Student and Industry Needs through Experiential Learning Courses To Better Prepare the Student for Real-World Work Experience.

Jana Whittington, Associate Professor of Computer Graphics Technology Kim Nankivell, Assistant Professor of Computer Graphics Technology Purdue University Calumet
whitting@calumet.purdue.edu
nankivel@calumet.purdue.edu
219-989-2354

Students in a Graphics degree program need a variety of real-world portfolio projects and experience before graduation. One way to incorporate “real world” experiences is through experiential learning (EL) curriculum.

Employers want a minimum of three years experience and relevant portfolio work. Real world experience, to employers, often includes not only the technical skills but also the “soft skills” of teamwork, appreciation for diversity, and communication. Traditional classroom learning, as well as traditional classroom simulations of real-world portfolio projects, may not always fully prepare the learner for the CG work environment. Conversely, immersing a student in the “real-world” CG work environment may not always provide the needed pedagogical structure that will fulfill EL requirements or standard course and program requirements.

The presentation will include a quick overview and questions for discussion. A student who has experienced experiential education courses will be available to answer questions about the EL experience.