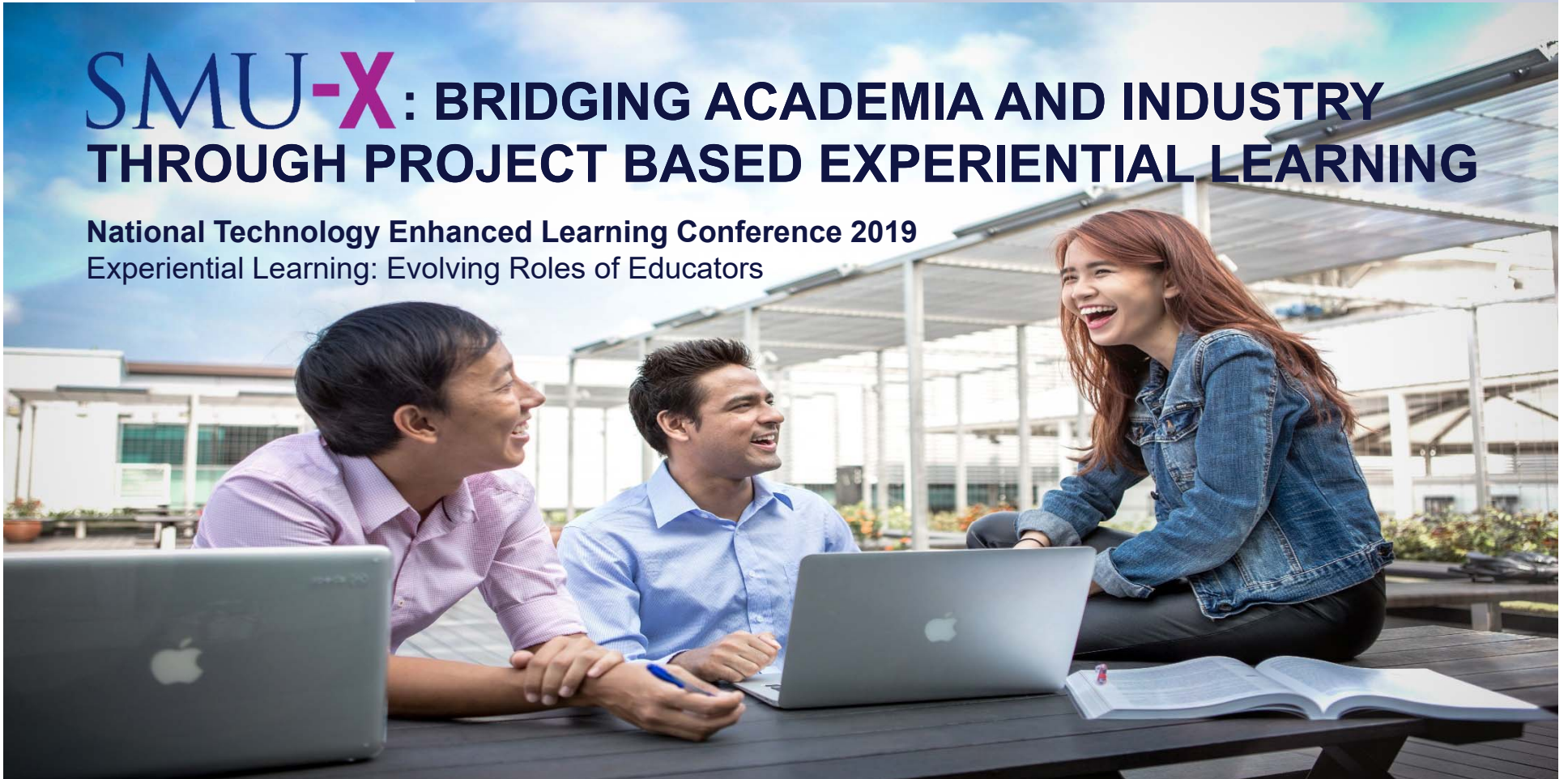


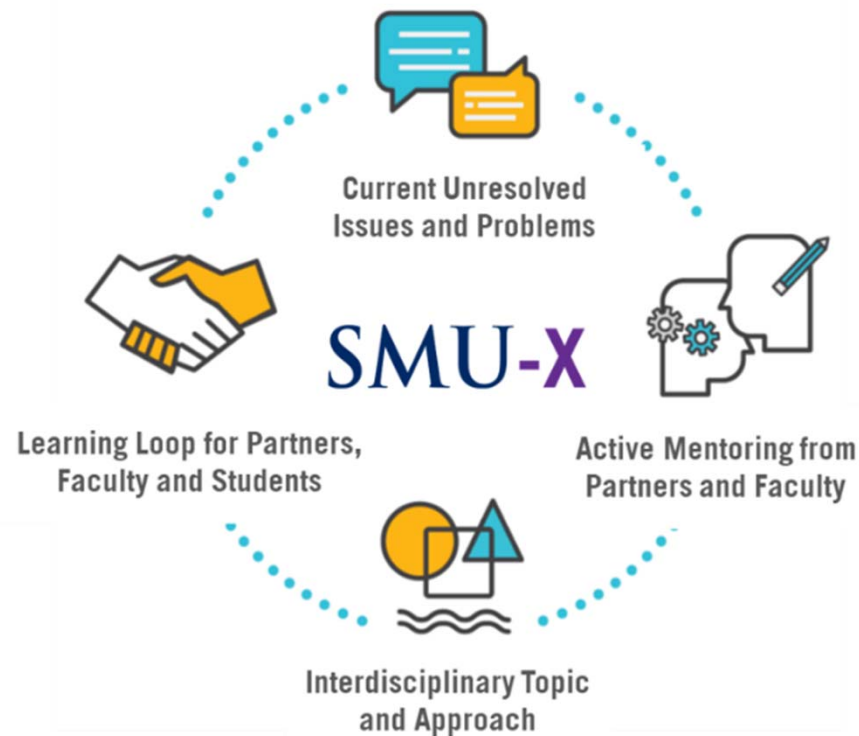


SMU-X: BRIDGING ACADEMIA AND INDUSTRY THROUGH PROJECT BASED EXPERIENTIAL LEARNING

National Technology Enhanced Learning Conference 2019
Experiential Learning: Evolving Roles of Educators



A NEW LEARNING ECOSYSTEM – INDUSTRY PARTNERS, FACULTY, STUDENTS –



SMU-X is an experiential learning framework **where students tackle real-world opportunities by taking on projects from companies and community organizations**

– a paradigm shift which focuses on learning as opposed to teaching as well as a mind-set shift to get the university to collaborate both internally and with its external stakeholders.

SMU-X 4-YEAR PROGRESS

SINCE 2015 TO 2019 . . .

70 SMU-X UNDERGRADUATE COURSES

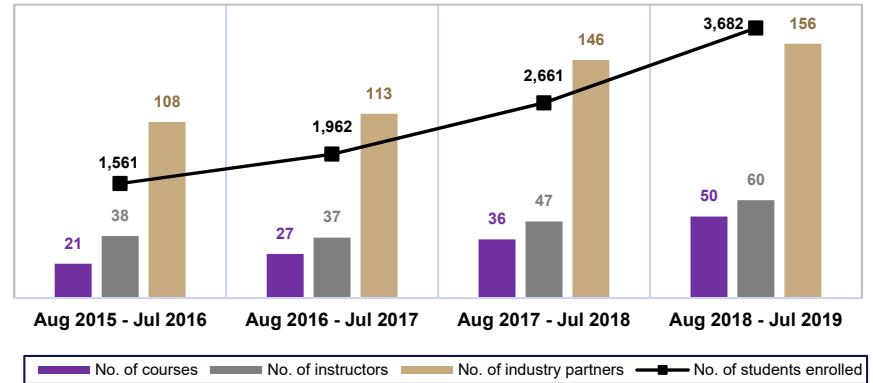
90 INSTRUCTORS

450 INDUSTRY PARTNERS

>9,500 STUDENTS ENROLLED

>1,500 PROJECTS COMPLETED

YEARLY SMU-X UNDERGRADUATE OFFERINGS



SINCE 2017...

A) VENTURED OVERSEAS WITH 10 SMU-XO COURSES



B) PILOTED 5 POSTGRADUATE SMU-X COURSES

6 INSTRUCTORS

5 INDUSTRY PARTNERS

> 250 STUDENTS ENROLLED

TYPES OF INDUSTRY PARTNERS AND PROJECTS



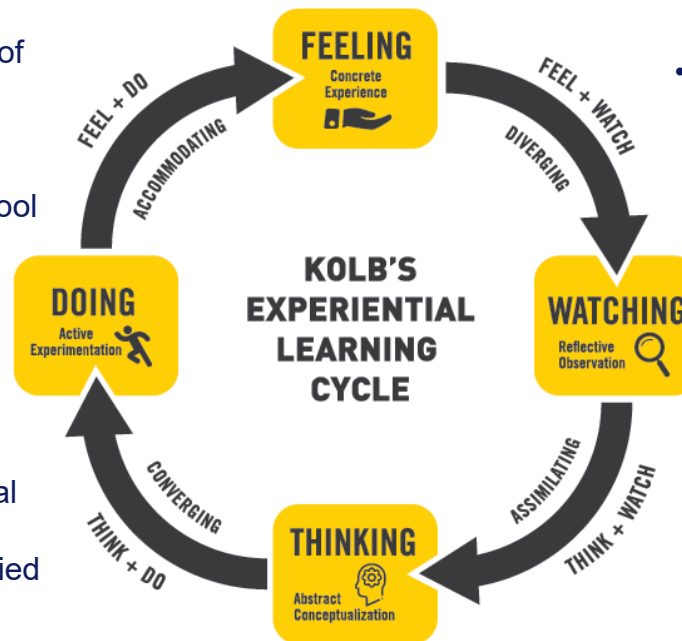
Types of project include but not limited to:

- Artificial Intelligence
- Branding
- Business Improvement
- Data Analytics
- Design Thinking/Innovation
- Management Accounting
- Policy Implementation
- Smart Technologies
- Strategic Management
- Web/Mobile Application Development

AN TYPICAL SMU-X COURSE

- ✓ ~15 weeks (an academic term)
- ✓ Encompasses a **project component involving an industry partner** that:
 - *Brings in a problem* their organization is facing for students to solve using the academic knowledge they acquired
 - *Acts as a mentor* to advice the students on issues, constraints and limitations faced within the organisation
- ✓ **Student mix** is made up of either different schools or different majors

- Further develop the first version of the solution and demo it to the industry partner
- Get the actual users to give feedback on the model and the tool



- Visit the company and interact with the industry partner and users to gain experience about the process and the problems faced
- Reflect and brainstorm ideas on how to solve the problem and how to add value to the business
- Discuss with faculty the possible solutions

- Use additional research material to further analyse the identified solution and how it can be applied to solve the problem

SHAPING STUDENTS LEARNING



Collaboration



Communication



**Critical Thinking and
Problem Solving**



**Disciplinary and
Multidisciplinary
Knowledge**



**Innovative and
Entrepreneurial Skills**



Leadership

**Intercultural
Understanding and
Sensitivity**



**Resilience and
Positivity**



**Sensitivity Towards
Global Developments**

ROLES OF INSTRUCTOR

NEGOTIATOR

- Help resolve conflict and reach an agreement
- Open up the communication channels
- Apply standard negotiation techniques

FACILITATOR

- Process expert rather than content expert
- Questioning to validate approach
- Challenge their assumptions
- Highlight knowledge gaps

MOTIVATOR

- Inspire, encourage and stimulate
- Praise them for their efforts and achievements
- Understand what motivates every team member

MANAGER

- Ensure the project progress as per schedule
- Condone if they have failed to perform the tasks
- Remove any “road block”
- Ensure it is a team effort



CHALLENGES FACED

Faculty

- Require a lot of **TIME COMMITMENT** to
 - mentor students alongside with partners
 - meet up with partners to scope project, discuss students' progression & fine-tune students' solutions to fulfill partners' final deliverables

Students

- No **PRECEDENT** to refer to/ no **RIGHT ANSWER**
- Need more **SELF-INITIATIVE** (i.e. to do research on their own)
- Need to understand there **MIGHT NOT BE A PERFECT SOLUTION** in the end

Partners

- Crucial to find partners with the **RIGHT MINDSET** and willing to try
- Need a lot of time to **SCOPE** the project so that it becomes challenging but manageable for students

SMU-X VIDEO

To insert video

<https://www.youtube.com/watch?v=m4mMpH1uDzI>