

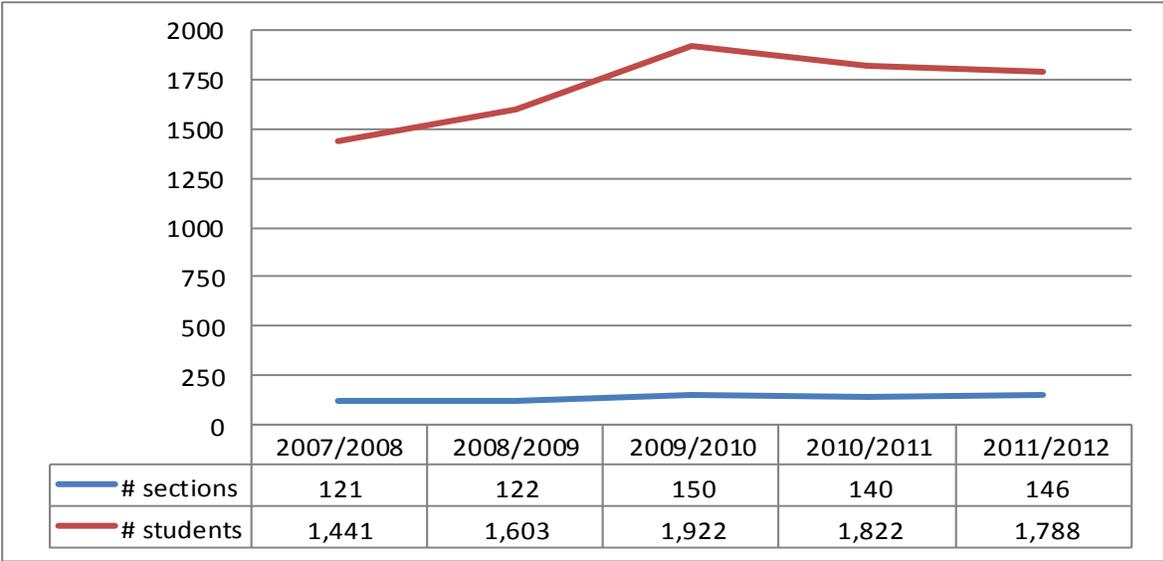
AGENDA ITEM B4: STUDENT DEVELOPMENT
BOARD RULE 400.0100.00
NUMBER OF STUDENTS ENGAGED IN EXPERIENTIAL LEARNING
BOARD OF TRUSTEES MEETING: JULY 26, 2012

Belmont students have opportunities to participate in various types of experiential learning such as clinicals, practicums, co-ops, internships, and field experiences that relate to their programs of study. Different programs offer different types of experiential learning related to the requirements for obtaining degrees and/or certificates in specific disciplines. For example, participation in clinical experiences are required in nursing programs; practicum hours are required in mental health and child development programs; the Building Preservation and Restoration program operates a field lab site where students can apply skills and gain field experience. The number of hours per week required to award one credit hour for each type of experiential learning varies according to Ohio Board of Regents guidelines.

This report brings together five years of data on the number of course sections designated as one type of experiential learning or another, and displays the number of students who have earned academic credit in these specialized courses.

Presentation of Data

Chart 1, *Number of students participating in experiential learning 2007/2008 through 2011/2012*



Data Highlights

1. The average number of students participating in experiential learning courses over the last five years is 1,715 per year. The average number of sections offered to students in each of the last five years has been 136.

2. During the 2011/2012 academic year, 1,788 students were enrolled in 146 experiential learning sections. This number of sections is slightly above the overall five-year average; the number of students participating this year is also above the overall five-year average.

Recommendations and Targets for Improvement

1. Fully implement the new model for Experiential Learning at Belmont College.
2. Increase the number of programs sending students into experiential learning environments by three by fall 2013.