



ExL – Fabrication / Model Development

"Good design is obvious. Great design is transparent.."

What is Experiential Learning?

Experiential learning is an engaged learning process whereby students “learn by doing” and by reflecting on the experience.

Why do Experiential Learning?

Well-planned, supervised and assessed experiential learning programs can stimulate academic inquiry by promoting interdisciplinary learning, community engagement, career development, leadership, and intellectual skills.

Goals of Experiential Learning

- Reflection, Critical analysis and synthesis.
- Opportunities for students to engage intellectually, creatively.
- A designed learning experience.

Objectives:

- The different ways in engaging continuous learning process through the interaction with peers.
- The skills and potential opportunities using well know frameworks and analytical tools.
- The attitudes, values, characteristics, behavior and processes with processing an entrepreneurial mindset.

Outcomes:

- Combines direct experience with focused reflection
- Builds on past knowledge and experiences
- Requires active involvement in meaning construction
- Encourages collaboration and exchange of ideas and perspectives

Benefits of Experiential Learning:

- Ability to immediately apply knowledge.
- Access to real-time coaching and feedback.
- Promotion of teamwork and communication skills
- Development of reflective practice experience
- Improved higher-order thinking skills
- Increases in students’ critical thinking abilities.
- Increases students’ self-esteem.

Course Content

- Introduction To Product Design
- Design Thinking Skills
- Identifying Customer Needs
- Product Specifications
- Applied Creativity
- Prototyping
- Design Of Services
- Product Architecture
- Financial Analysis
- Design For Environment
- Product Development Process
- Reverse Engineering
- Value Engineering