Experiential Engagement (EX):

Students apply their knowledge and skills outside the classroom and document their learning through reflection.

*All Engagements may be assessed via DEAL Prompt, modified DEAL prompt, or an artifact (at the instructor's discretion)

Example DEAL Prompt (the instructor may use this, modify it, or select a different artifact):

Describe	Describe the experiential learning project you completed.
Examine	How did you apply your previous classroom learning to your experience?
Analyze Learning	How did your Experiential Engagement experience change the way that you think about your previous classroom learning?

Rubric (applies to all DEALs and artifacts):

Criteria	Scoring
Describes how the student applied previous classroom learning to the EX experience.	0 = No 1 = Yes
Describes how EX experiences changed the way they think about previous classroom learning	0 = No 1 = Yes