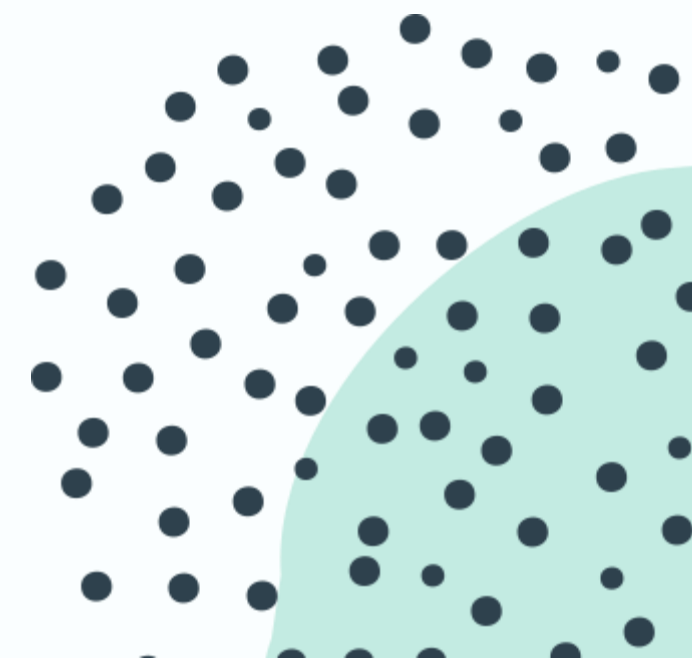


# THE INTEGRATION OF EXPERIENTIAL LEARNING IN HIGHER EDUCATION INSTITUTIONS

Presentation by Mihaela V. Cărauşan, Assoc.prof.  
National University of Political Studies and Public  
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AN ASSESSMENT  
OF THE ROMANIAN  
UNIVERSITIES  
(PA & M)



# Discussion points

- Experiential Learning: Past and Present Concerns
- Professional and / vs. Educational Competences
- Validation of Experiential Learning in Romanian Higher Education System





# Research hypothesis

Romanian HEIs are not ready to fulfil the requirements of the future generations

**Do we (RoHEIs) have the  
academic culture to integrate in the  
teaching/training system the new  
technologies, training methods  
required by future generations?**

MASTERING THE ART OF TEACHING  
(AND HAVING FUN LEARNING!)

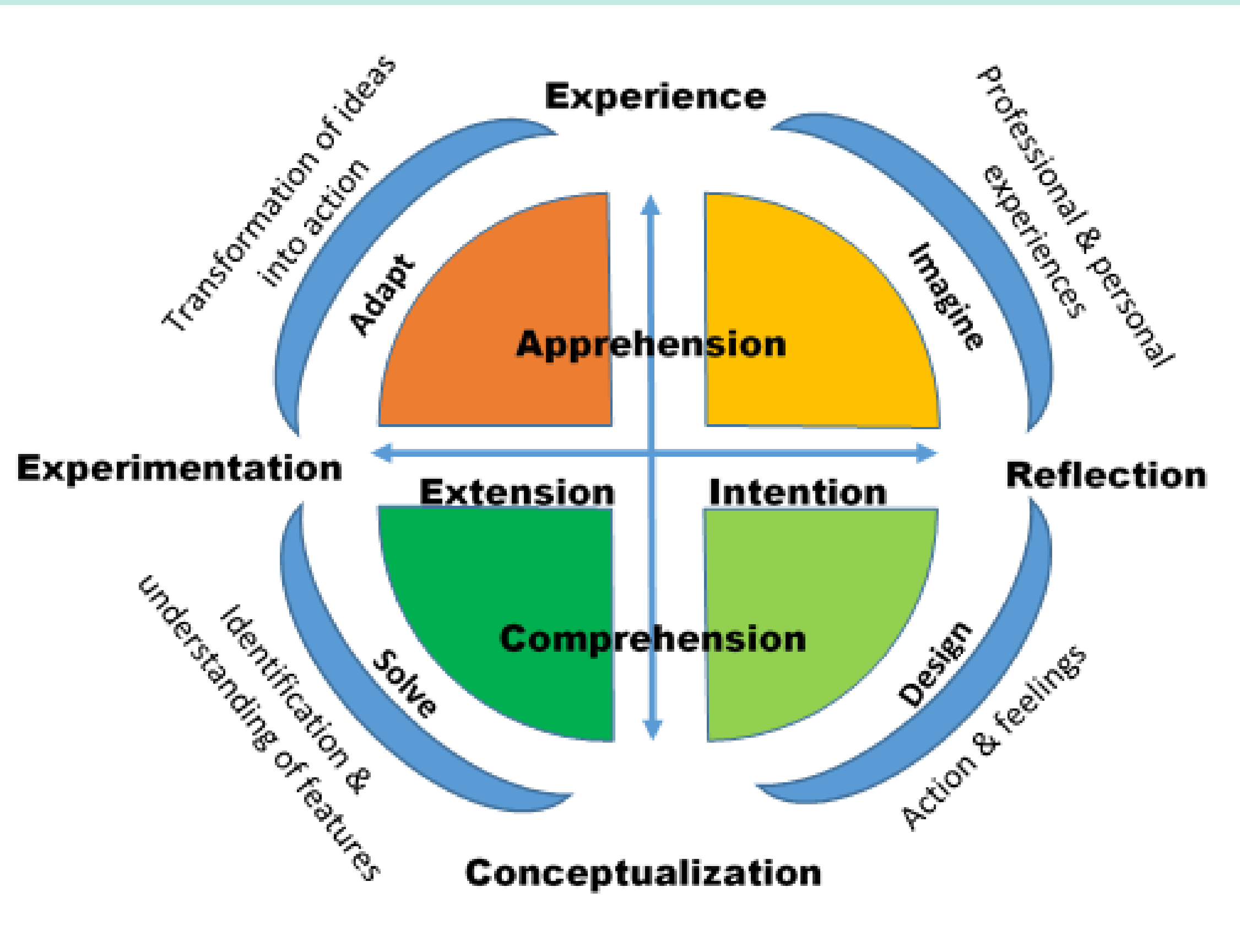




Factors that can influence the learning styles in HEIs:

- Education specialization
- Career choice
- Adaptive competences

# David A. Kolb



# THE EDUCATION REVOLUTION

The future organisations – the exponential ones (Ismail:14, Bock:15, Ries:18) – need people who can apply the experiential learning cycle (intrapreneurship, design and experimentation).



TODAY

Assisted  
Intelligence



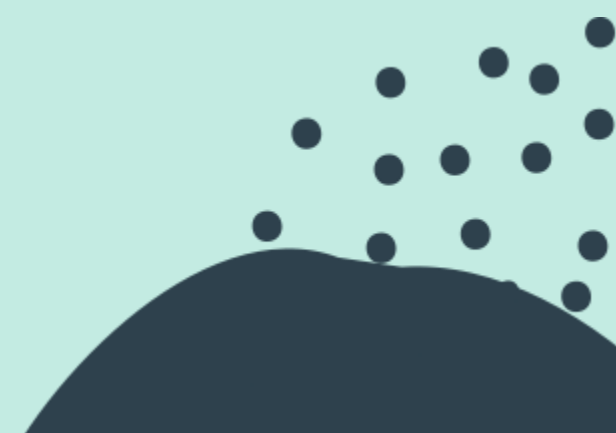
EMERGING

Augmented  
Intelligence



FUTURE

Autonomous  
Intelligence



# WHAT DO MILLENNIALS AND GEN Z THINK ABOUT EDUCATION?

25% of Generation Z students say they believe they can have a rewarding career without going to college, compared to 40% of millennials

(ThriveGlobal)

62% of Generation Z will not use apps or websites that are difficult to navigate

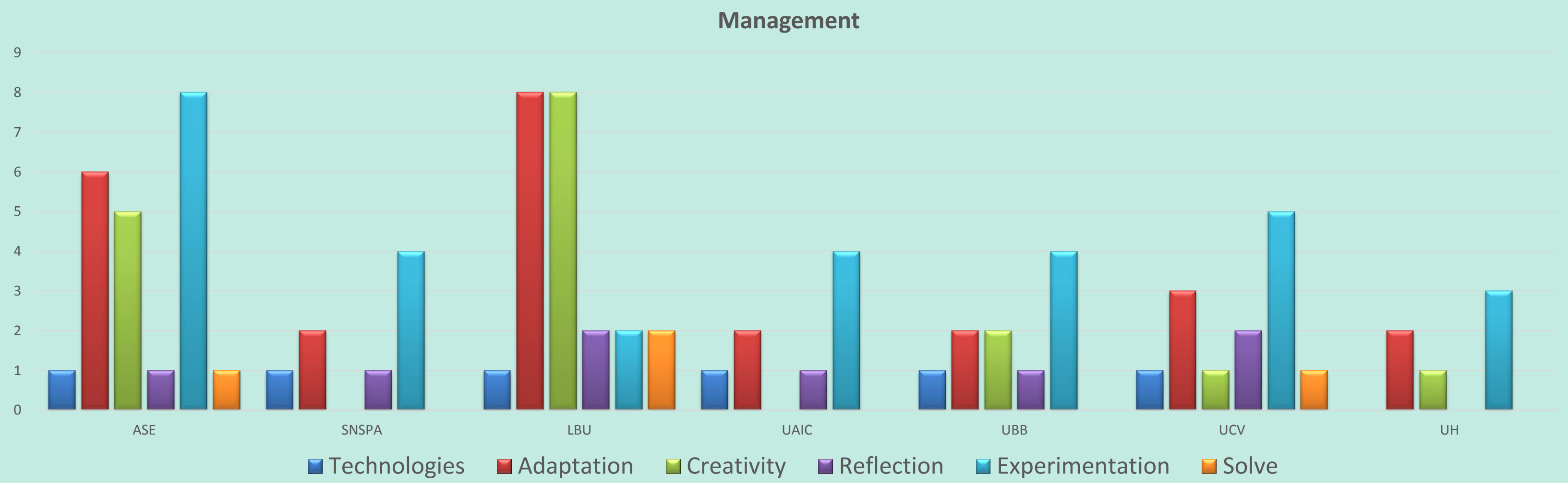
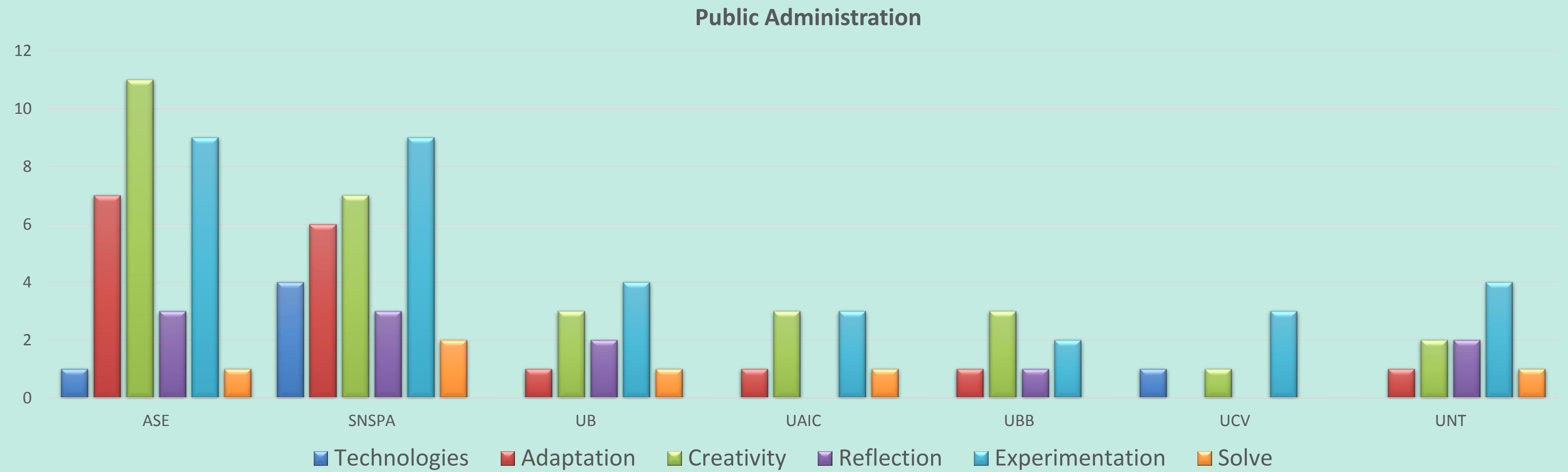
(IBM)

93% of Gen Z students considers technology in the classroom essential to nurture their creativity and prepare them for their future career

(ACER for education)



THE SCORES GAINED  
BY EACH FACULTY



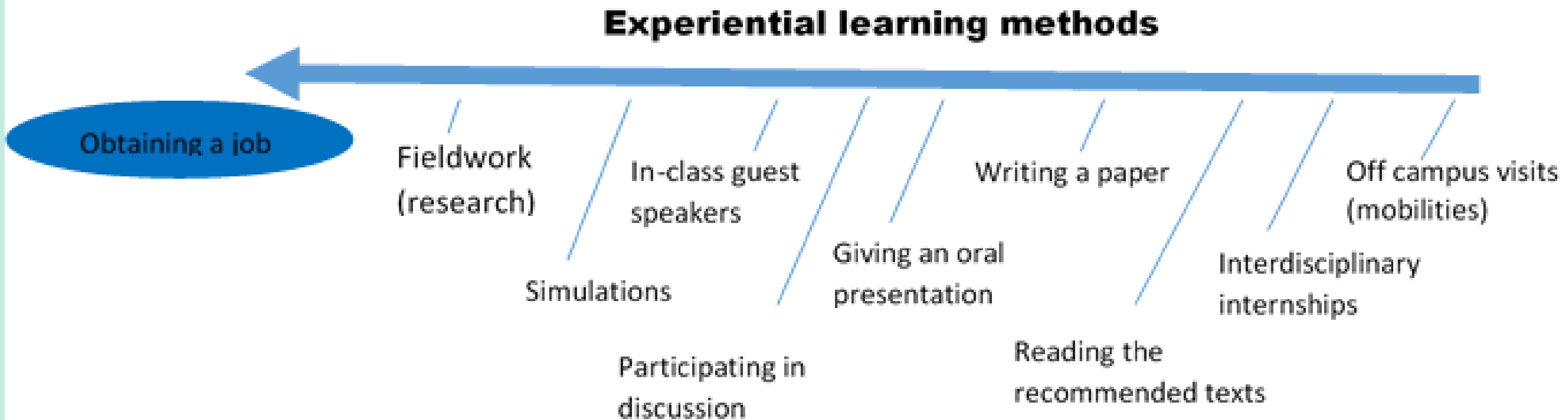
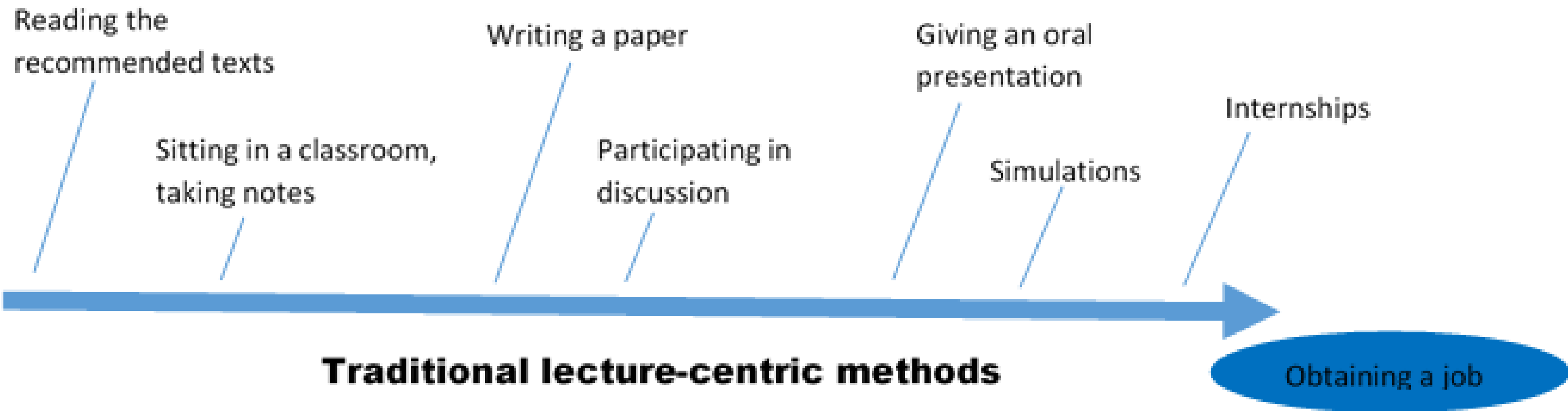


# A 21st Century Education

The methods associated with experiential learning process can include non-formal ones (fish bowl, green card, shadows theater, photo-voice, bees' nest, story-telling etc.), formal (traditional lecture-centric methods), informal (volunteering activities, seminars/ conferences/ guest speakers, job shadowing, social media engagement etc.).

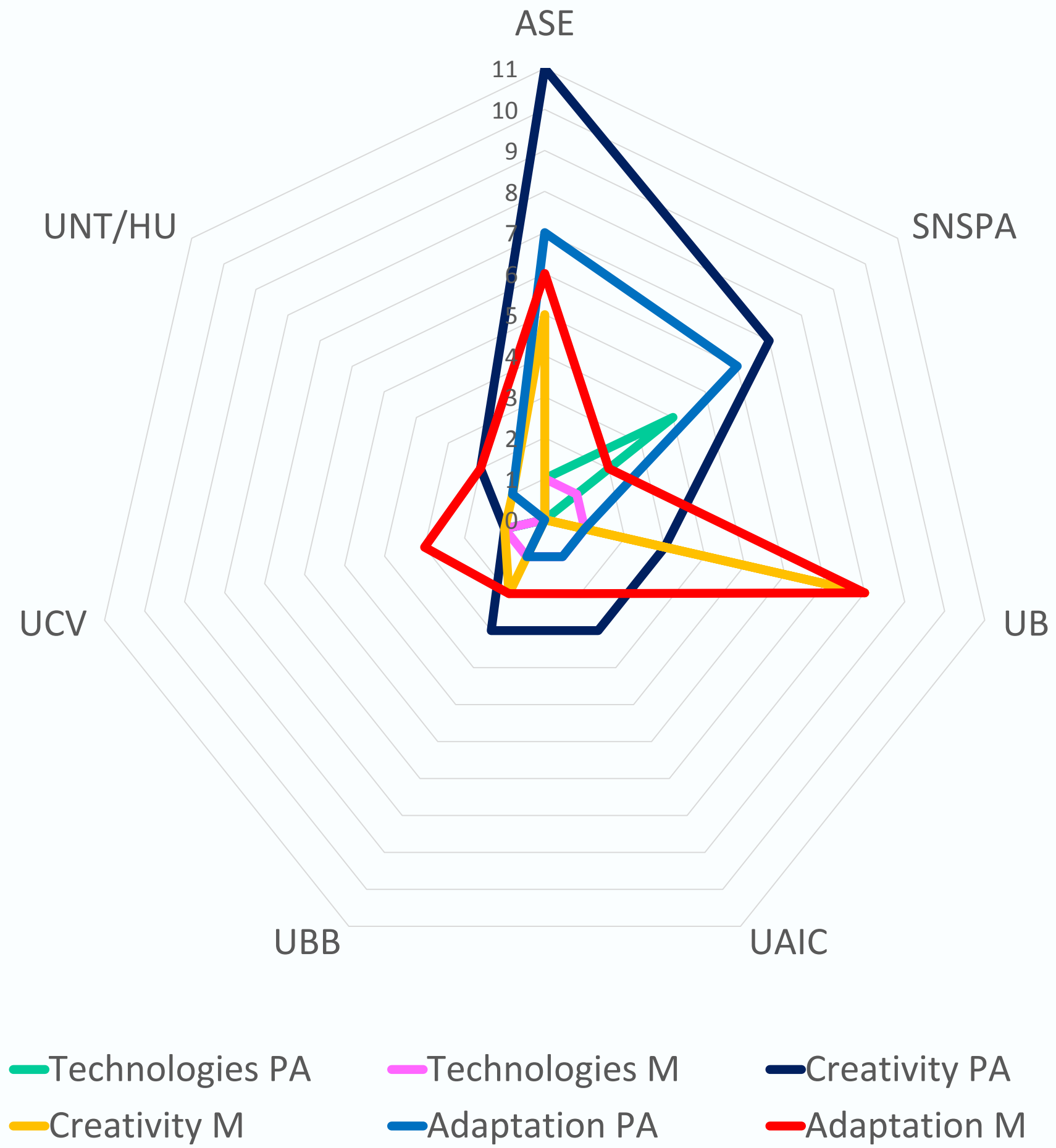
Instruments used in the syllabuses of 9RoHEI are lecture, static presentations (PPT), case study exposure and students presentations, open discussions or simulations of possible situations identified by professors in practice.





# Capacity to answer to the new requirements of the future employment market

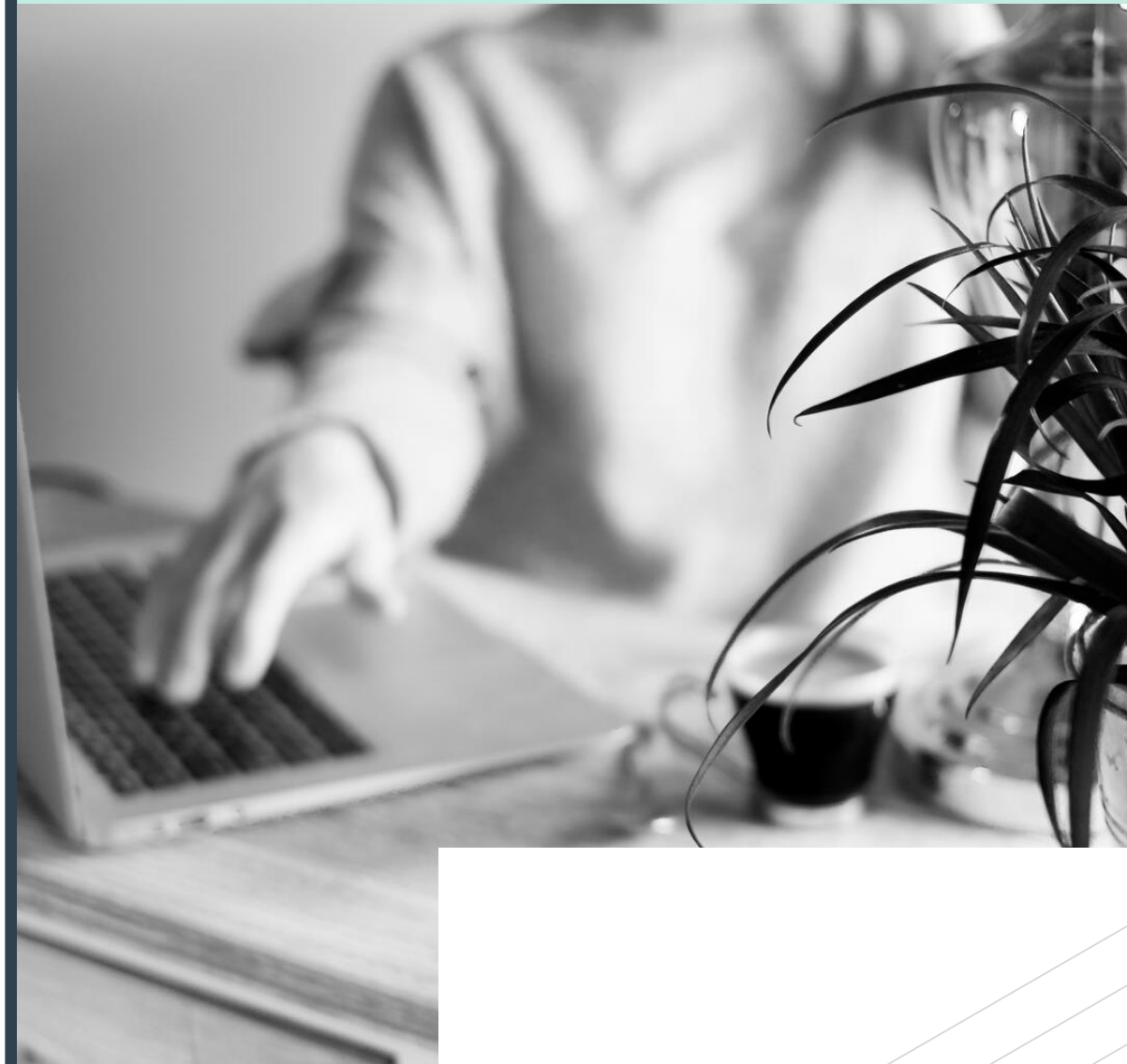
The job competencies 'limited to a particular role in a particular company' and the professional competences refer to 'the repertoire of skills, abilities, knowledge that a person owns following education and/or experience learning'.  
(Jessup, 1991:26)



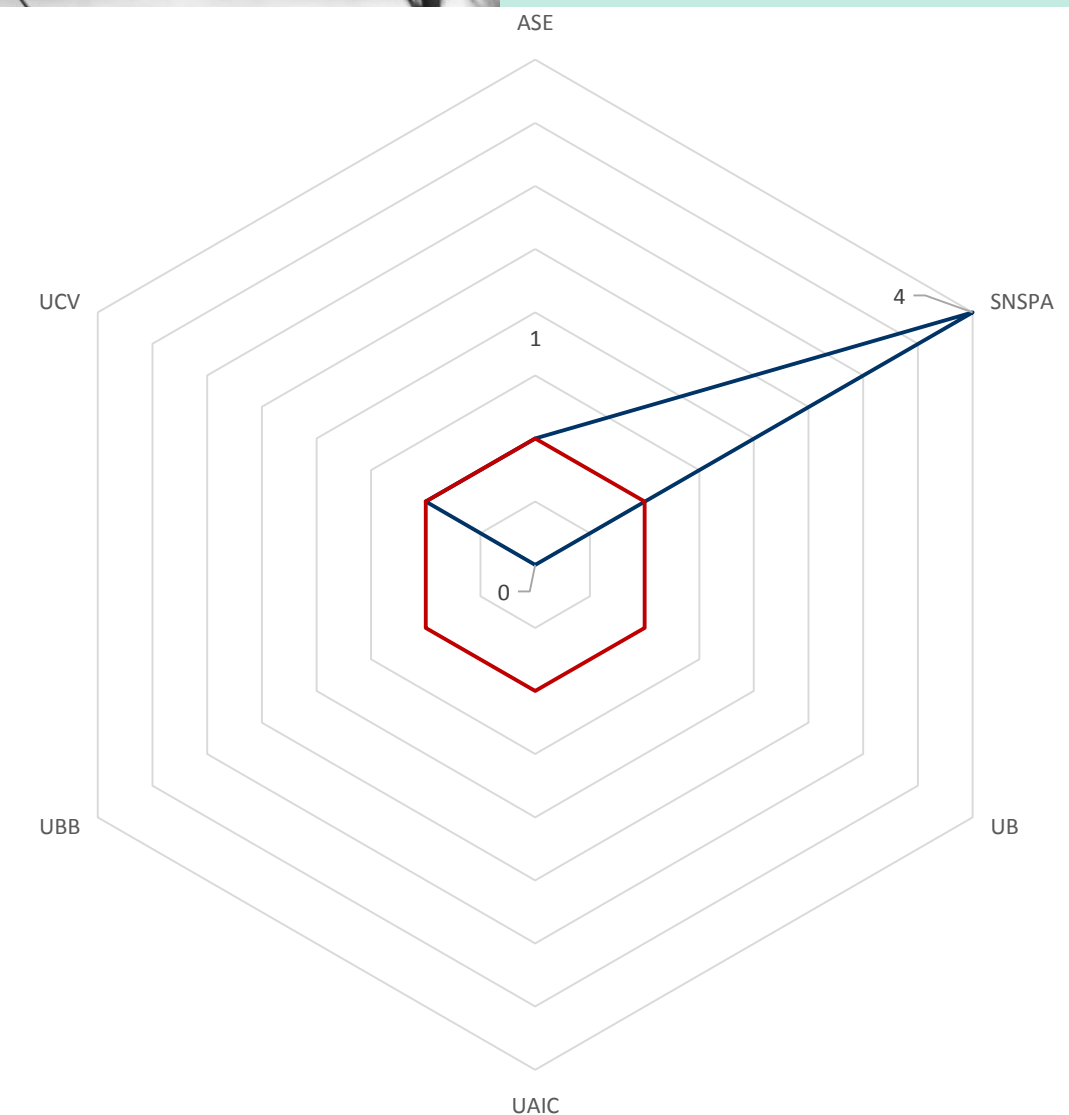


# Validation of Experiential Learning

26% of Romanians do not have at least basic digital skills, required in most jobs, 51% of internet Romanian users have no software-related skills and Romania have the lowest ICT usage rates amongst the internet users (2nd lowest-36%)



The new technologies are the most practical ones for PA & M and they can be off the campus and based on experiential or informal instruments.





# EXPERIENCES IN ACTION

The high degree of imbalance between the required job competencies and the educational competences will force HEI to act and to pay more attention to the goals they want to accomplish.



**FINAL REMARKS**

**ALWAYS WALK THROUGH LIFE  
AS IF YOU HAVE SOMETHING  
NEW TO LEARN.**

VERNON LINWOOD HOWARD

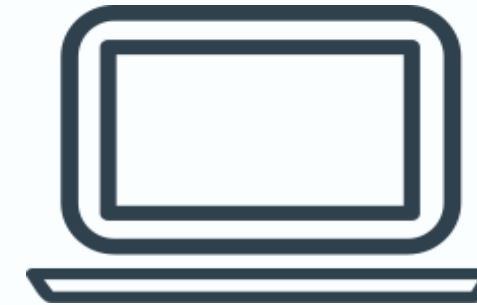
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