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The Need for Information Systems in Experiential Learning

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TREO Talk Paper

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Abstract

The area of Experiential Learning has seen an exponential growth in the number of papers published in the field. However, there is an inherit lack of Experiential Learning research present within Information Systems. The quality and quantity of these publications can be measured in terms of citations. Bui-Mansfield [1] argues that a citation occurs when one scientific article (the citing article) uses another (the cited article) as a reference. The more cited a specific paper is, the more valuable it is. The researchers have conducted a thorough literature review and have collected articles from Google Scholar and the Journal of Experiential Education.

The papers collected have been evaluated as it pertains to their focus/context as well as paper category. The focus/context of a paper homes in on the theme that the paper is addressing. The paper category takes into consideration the overarching deliverable from the paper. For example, certain focus/context(s) revolve around Children Engagement in Science, Outdoor Fieldwork, and Transferable Skill Development. Certain categories consist of Study Abroad, Field Study, and Community Based Learning. The results of this analysis indicate that 116 papers were written in the last year. Out of these papers, 49% focused on the Engaged Learning aspect of Education, 11% on the Theoretical aspect, 21% on the Community Based Learning aspect, 0.87% on the Editorial aspect, 21% on the Community Based Learning aspect, 17% on the Classroom Based Learning aspect, 0.87% on the Study Abroad aspect, and 2% on the Field Study aspect.

This analysis demonstrates that fact that Information Systems has yet to be studied in the context of Experiential Learning. Information Systems and Experiential Learning are both invaluable domains that have provided a plethora of knowledge to our academic body of knowledge. However, the researchers have concluded that no academic publication has further investigated the relationship between Information Systems and Experiential Learning. Information Systems an academic discipline that takes into consideration the implementation and managed of solutions, often technological in nature, to advance business processes and objectives. Experiential Learning focuses on immersive experiences that enable users to work on real-world situations which in turn fosters creative and innovative thinking.

This research paper aims to further examine Information Systems in the context of Experiential Learning. This will be examined in the form of an Innovation Lab. An Innovation Lab allows for the perfect intersection between Experiential Learning and Information Systems as students are actively applying their skillset in both domains.

References

[1] Bui-Mansfield LT. (2005). Whatever happened to the 50 most frequently cited articles published in AJR? Am J Roentgenol. 185, 597–601.