



DATE: March 21, 2014
TO: Members of the Board of Trustees
SUBJECT: 2014-2015 Tuition Recommendation

Southern Utah University proposes the following tuition increase recommendation for academic year 2014-2015:

First Tier Tuition Increase of 4%.....	\$104.00*
Second Tier Tuition Increase of 0%.....	<u>\$ 0.00</u>
Total Tuition Increase 4%	\$104.00

*Based on current resident undergraduate tuition.

This agenda item requires action by the Board of Trustees.



Mission Statement

Southern Utah University, as our founders envisioned, is a dynamic teaching and learning community inspired by its unique natural surroundings. As Utah's designated public liberal arts and sciences university, SUU engages students in a personalized and rigorous experiential education, empowering them to be productive citizens, socially responsible leaders, high achievers and lifelong learners



EDGE Mission

The experiential education EDGE Program (Education Designed to Give Experience) is a student-centered process that is relevant, authentic, and potentially transformative. Experiential learning enhances personal, academic, and professional growth by promoting opportunities for engaged and active learning.



EDGE 3.0

The SUU Experiential Education Requirement and EDGE (Education Designed to Give Experience) Program

SUU's Experiential Education requirement is based on established experiential education pedagogy and best practices. The requirement is completed via the EDGE Program. The design and execution of the program affords students hands-on opportunities to gain practical experience while achieving a deep and rich understanding of the process of researching, planning, proposing, completing, and reflecting on a rigorous academic experience. These are skills transferable to any professional life.

Learning Outcomes

The Experiential Education requirement provides academic fidelity to the Liberal Education and America's Promise (LEAP) "Essential Learning Outcomes" as articulated by the Association of American Colleges and Universities and Southern Utah University. Many students completing the Experiential Education requirement will engage with human cultures and/or the physical and natural world. All students should demonstrate:

- Personal and social responsibility
- Integrative and applied learning
- Problem Identification
- Proposal Writing
- Initiative and Self-Direction
- Project Planning and Organization
- Prioritization
- Communication to internal and external audiences
- Write, edit, and distribute reports in a variety of format

The program has adopted the National Society for Experiential Education's Experiential Learning Standards:

- Experiential learning experience must be intentional on the part of the learner and the facilitator
- Students must plan and prepare their experiences to reach a higher level
- Experiences must be authentic, meaning a real world context
- Time must be taken to reflect which transforms simple experience into a learning experience
- Students and facilitators must be prepared for the experience and must have the training and skills to be successful in the experience's context
- Feedback is necessary for the student and their facilitator to ensure the experience provides a rich learning opportunity
- Outcomes and processes should be systematically documented with regard to initial intentions and quality outcomes

There should be culminating documentation and celebration of the learning to help provide closure and sustainability to the experience.

Experiential Education and Transfer Students

All students must complete the Experiential Education requirements to graduate with a bachelors degree. A “Fast Track” version of the program is possible for some transfer students. Transferring of credits from other schools to fulfill EDGE requirements must be approved by the Dean of University College.

EDGE Program Overview

The EDGE Program contributes to a high-caliber education by allowing students a formal opportunity to create and reflect on their own hands-on learning experience. Required for completion of a Bachelors Degree.

Students Complete One Track

“Original Project” Track – Students create a project of their own design

- [UNIV 1010 - EDGE Program Introduction](#) (1 credit) *Students transferring with more than 60 credits may waive this requirement if they complete the “EDGE Fast Track” online training.*
- [UNIV 3925 - EDGE Project Proposal: \[Engagement Center\]](#) (1 credit)
- [UNIV 4925 - EDGE Program Completion: \[Engagement Center\]](#) (1 credit)

“Select Project” Track – Students select a project to participate in from a designated list

- [UNIV 1010 - EDGE Program Introduction](#) (1 credit) *Students transferring with more than 60 credits may waive this requirement if they complete the “EDGE Fast Track” online training.*
- [UNIV 4930 - EDGE Select Track Completion: \[Engagement Center\]](#) (1 credit)

Note

Students will choose one of five Engagement Centers to work in to complete this requirement. These include Global, Community, Leadership, Outdoor, and Creativity.

EDGE 3.0

Meeting SUU Essential Learning Outcomes

- Communication 88%
- Lifelong Learning 70%
- Creative Thinking 90%
- Community Engagement 70%
- Intercultural Knowledge and Competency 90%
- Problem Solving 70%
- Communication 80%

NACE Workplace Skills

- Problem Identification EDGE Declaration
- Proposal Writing UNIV 3925
- Initiative Taking The Project
- Self Direction The Project
- Project Planning and Organization UNIV 3925
- Prioritization UNIV 3925 & the Project
- Communication to Internal and External Audiences UNIV 4925
- Write, edit, & distribute reports in a variety of formats UNIV 4925

UNIV 4925 Deliverables

- Updated Cover Letter to Employers
- Updated Resume
- Illustrated Report to Engagement Centers
- Press Release
- Multimedia Presentation (blog, video, Prezi, etc.)
- Traditional Reflective Essay
- Digital Archive/Portfolio of Project

Experiential Education Learning Theory

While the project can be the highlight of the EDGE Program, the learning goals of EDGE are not focused solely on this. Each step in the process is specifically designed to promote experiential learning. This high-caliber learning can be simply illustrated by adapting the concepts of education theorists Peter Honey and Alan Mumford; who in turn adapted David Kolb's **Experiential Learning Theory**. This theory states that the stages of learning by experiencing are a cycle of:

- Using experience and knowledge to identify and plan a new experience (Plan)
- Having an experience (Act)
- Reviewing and analyzing perceptions about the experience (Observe)
- Concluding from the experience (Reflect)

Restarting the cycle by using experience and knowledge to again identify and plan an experience (Plan)

Experiential education is essentially a learning methodology in which educators purposefully engage with students in direct experience and focused reflection in order to increase knowledge, develop skills and clarify values. Three historical figures who sum it up nicely:

- *I hear and I forget, I see and I remember, I do and I understand.* ~ Confucius, 450 BC
- *Tell me and I forget, Teach me and I remember, Involve me and I will learn.* ~ Benjamin Franklin, 1750
- *There is an intimate and necessary relation between the process of actual experience and education.* ~ John Dewey, 1938

Experiential learning is also referred to as learning through action, learning by doing, learning through experience, and learning through discovery and exploration. A premium is thus placed on experiences like:

- Internship Experiences,
- Apprenticeship Experiences,
- Clinical Experiences,
- Cooperative Education Experiences,
- Fellowship Experiences,
- Field Work Experiences,
- Practicum Experiences,
- Service Learning Experiences,
- Student Teaching Experiences,
- Study Abroad Experiences,
- Volunteer Experiences

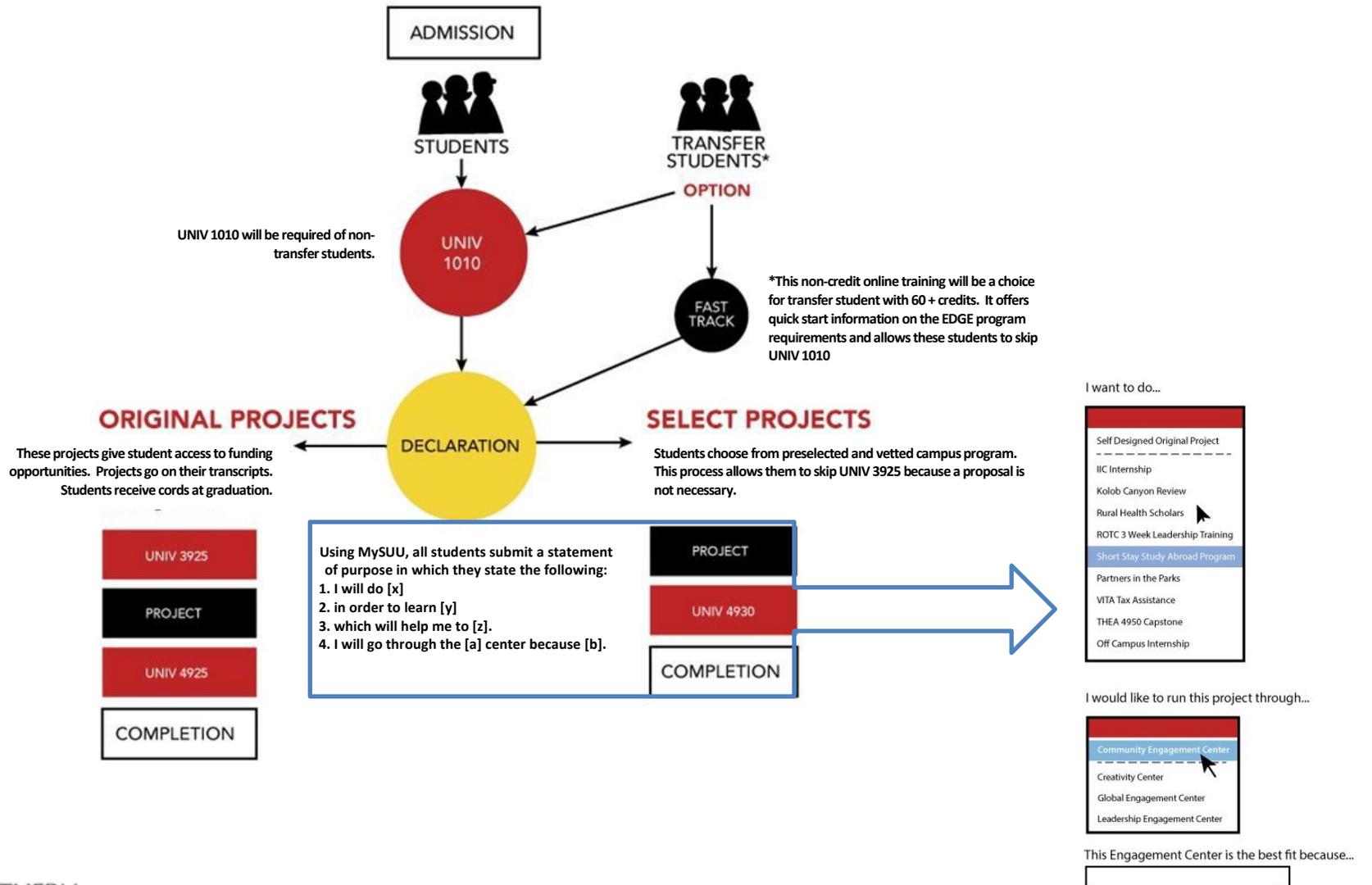
Experiential education is a central feature to our distinctive and differentiated mission. It's what we can be known for and where we have a realistic chance of gaining national and international prominence. SUU is positioned to be a leader in delivering this sort of pragmatic, engaged education. Plus, it's consistent with our historic values.

Experiential education is effective for many reasons, but most of all it gives students an advantage in the job market and in applying to graduate school. The Academic Roadmap of the campus relies heavily on what we call: High

Impact Educational Practices. Why? Because the help students learn more effectively, helps them stay in college and helps them persist to graduation.

The National Society for Experiential Education (NSEE) provides another excellent sorority of like-minded universities such as: George Washington University, Stony Brook University, the University of Toledo, Purdue University - Calumet, Jacksonville University, etc.

Pathways Through the EDGE Program 3.0 Revision





SUU Degrees Provide Knowledge + Practical Experience

The EDGE Program is a graduation requirement for all SUU Students. EDGE stands for education designed to give experience. Its purpose is to help SUU students develop key employer-identified job skills, such as:

- | | |
|-----------------------------------|---|
| Problem Identification | Prioritization |
| Proposal Writing | Communication to internal and external audiences |
| Initiative and Self-Direction | Write, edit, and distribute reports in a variety of formats |
| Project Planning and Organization | |

An EDGE Project is a student initiated, out-of-the-classroom experience that falls into a few broad categories:

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|------------------------|-------------------------------|
| Internships | Community Service |
| International Travel | Leadership Experience |
| Study Abroad | Entrepreneurial Opportunities |
| Undergraduate Research | Service Learning |

Southern Utah University supports, oversees, advises, and assesses these activities for each of its students through six centers of engaged learning, each one capitalizing on the unique strengths of the campus.

- | | |
|-----------------------|---------------------------|
| Global Engagement | Creativity and Innovation |
| Outdoor Engagement | Community Engagement |
| Leadership Engagement | Undergraduate Research |

Every graduating SUU student has been taught to share their EDGE projects with employers. Be sure to ask them about their project, if they don't tell you first.

Contact: Dr. Todd Robert Petersen
Email: edgeprogram@suu.edu
Webpage: <http://www.suu.edu/uc/edge/index.html>



This document has been distributed to Employers during the Career Fair.

Excerpted Reflections of SUU Students Wrapping up EDGE Projects

Wrote a Field Guide on Utah Native Grasses

“The EDGE project was something that I was initially annoyed with. Not enjoying SUU off the start, I thought of this project as just another “academic hoop” to jump through. I believe the school created this project to “weed out” or discourage people from pursuing a bachelors’ degree.

...

Having completed something this extensive has been the greatest accomplishment I’ve ever made. I have achieved all of my anticipated goals. I believe this Field Guide will eventually help me with future job applications, as well as Graduate School. So overall, I have changed my thoughts about the SUU EDGE requirement. This requirement isn’t just about “jumping through hoops,” it’s about setting people up for success later in life and teaching them how to productively produce something tangible and useful.”

Extracted and Isolated Compounds from Black Tea for Use in Cancer Drugs

“I believe SUU created the experiential learning requirement in order to give students a reason to attempt a project that they may not otherwise have. Scientific research experience is certainly a requirement for applicants to graduate programs, but other students may not have such strict requirements, especially if they are applying to work at a company after graduation. They may feel that they are good enough already, without realizing that they must have at least one unique, self-created project in order to stand out. I would have undoubtedly picked up a research project regardless since it is such an obvious requirement for my dream career, but that may not be the case for all students.”

Organized Football Tournament for Beaver Parks and Rec

“I feel that SUU decided to put an experiential learning requirement in this course to help us as students connect the dots from those principles being taught in class to real life situations. I am grateful for the EDGE project and the confidence it has given me to continue to pursue my business marketing goals and passions. “

Marketing Intern for the SUU Athletic Department

“After finishing my EDGE project I was perplexed on how this was going to help me in the real world. As I have had time to reflect on the work I have done I have been amazed at how prepared I feel to move on to that next stage in my life. This project really does give you the “edge” on other students that are graduating from college because of the experience you gain from it.”

Helped Create Three New Compounds for Pharmaceutical Use

“Most undergraduate students don’t get real-life experience but the students at SUU do and that sets us apart from other students applying for graduate schools or jobs. The motto of “Learning Lives Forever” is showcased by the EDGE program.

This project was very beneficial to me because it gave me real-world experience with research. It is definitely a lot different than what I expected and it taught me to have patience. I expected to just show up, run some reactions, finish, and publish within a few months. I learned that we really have no idea what is going to happen in research and I feel that I am more prepared for graduate school.”