



Cork

Malta

The
Burren

Co-creation and Immersiveness

Field Study as an Engagement Tool

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Galway

Edinburgh

Budapest

Barcelona

Belfast

Field Study

Context

- Tourism a complex tertiary industry comprising social, economic and physical components and linked to the discipline of geography
- **Over night fieldtrips** and day site visits : a critical teaching tool for a number of disciplines such Geography, Science, Engineering
- Use of AR/VR for Field Study (Jennifer Stewart)/ module developed with Louise Bellew
- Benefit to student: A fieldtrip is an action based exercise that employs the four learning styles (visual, auditory, read/write, and kinaesthetic) to develop experiential and authentic assessment which foster deeper learning and use of the 5 senses.
- Benefit to facilitator/lecturer/school/TU Dublin: connecting with industry, place and process

Stages of the fieldtrip module

1. Preparation
2. Execution and delivery
3. Evaluation and closure

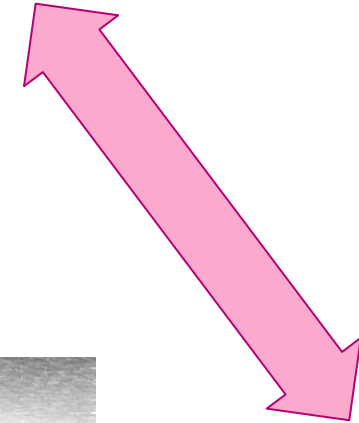
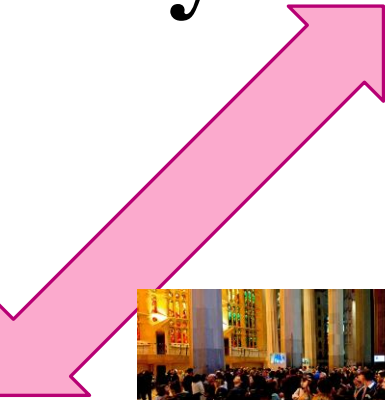
Core constructs

- Learning Environment/Process: Structure, context and requirements
- Education: depth, breadth and application of theory to practise
- Social: class dynamic, self-awareness, teamwork, intrinsic and extrinsic motivations to engage

Constructs of Field Study

Learning Environment and process

Importance of planning collaboratively(CC)
Based on student interests (I)
Reflective practise (group and individual) (I)
Importance of feedback



Education

LO applied to experience
Co-creation of assessment criteria
Authentic assessment
Importance of evaluation and feedback as part of a continuous action loop
Link in with university to get local and cultural insight

Social

Sense of belonging (use of share drive, Whatsapp group, building itinerary together(CC))
Sense of anticipation (I)
All responsibilities meant they had to communicate with each other and find out, listen (I)
Building in 'episodes of fun', 'downtime'

Student Feedback

