EXPERIENTIAL LEARNING AND DEVELOPMENT (MED)

Health and Human Enrichment

PSU's Master of Education (MEd) in Experiential Learning and Development serves professionals who seek to further their careers in such fields as outdoor adventure education, wilderness leadership, corporate experiential training, college or high-school outdoor programs, youth adventure programming or summer adventure recreation programming. This 34-credit degree is distance based, and is designed for students who are currently working in outdoor adventure education or a related field of experiential learning. Students who wish to pursue an adventure-related career in physical education or a similar field should consider the MEd in Physical Education, Adventure Learning concentration.

The program does not require students to complete coursework on the Plymouth, NH, campus. A portion of this degree is offered through a partnership with Project Adventure, a leading provider of professional training in adventure education. Students choose 8–12 credits of specialization component coursework that is taken directly through Project Adventure workshops. Remaining credits of the specialization component are comprised of guided projects and other customized learning experiences. Master's core courses and capstone project are all completed in an online format directly through PSU.

Admission Requirements

The MEd in Experiential Learning and Development requires the following materials to be submitted through our online application (https://www.plymouth.edu/apply/)

- Recommended 3.0 or better GPA in undergraduate coursework
- · Official transcripts from any/all college level work
- · Three professional recommendations
- · Current Resume
- · Statement of interest
- NH Residency Verification form (NH residents only)

Deadlines

Students pursuing Experiential Learning and Development can apply for admission to any of the upcoming semesters.

- · Fall Semester August 1
- · Spring Semester December 1
- Summer Semester April 15

*We suggest submitting your documentation at least two weeks prior to the posted date to ensure your application is complete and can be reviewed by the deadline.

Degree Requirements Curriculum Requirements

Course	Title	Credits
Master's Cor	e Component	
ED 5000	Understanding Social Behaviors	3

Total Credits			
ED 6900	Graduate Capstone Project	3	
Capstone Experie	nce		
Project Adventure/Approved Electives			
ED 5060	Exploring Learning Theories and Cognitive Growth	3	
EE 5105	Risk Management for Experiential Education	3	
Experiential Learning Component			
ED 5030	Research Design	3	
ED 5010	Philosophy, Ethics & Education		

Learning Outcomes

- Display professional competence in adventure learning activities and instructional skills by demonstrating a grade of 3.0 or better in PA 5560 courses.
- Demonstrate effective teaching skills for a variety of adventure related lessons.
- Demonstrate competence in facilitation skills including assessment of client groups, planning and conducting adventure based learning experiences and promoting transference of learning.
- Discuss the various forms of diversity that can be found in an adventure learning group, and explain effective professional strategies for respecting this diversity and creating a safe and effective learning environment
- Explain Adventure Learning's role as a social and individual change agent and discuss examples of this change observed in the conduct of adventure programming.
- Display an understanding of and practice professional standards of risk management, with a grade of 3.0 or better on the content exam in EE 5100 Risk Management in Experiential Education.
- Effectively advocate for adventure learning in their local community or educational setting.

Career Pathways

Plymouth State's MEd in Experiential Learning and Development serves professionals who seek to further their careers in such fields as outdoor adventure education, wilderness leadership, corporate experiential training, college or high school outdoor programs, youth adventure programming or summer adventure recreation programming.