



**BUILDING  
TILES**  
Tangible Immersive Learning Experiences

*Building TILES: Building Tangible Immersive Learning Experiences*  
William Peace University

**OVERVIEW:** The Quality Enhancement Plan for William Peace University (WPU), *Building TILES*, is a five-year initiative (2021-2026) that aligns with the WPU strategic plan and also seeks to increase student creative problem-solving and collaboration abilities by increasing the number of high-impact practices students experience within their learning environments. Fostering potent and purposeful opportunities to maximize student learning serves as an integral part of WPU’s student-centered philosophy.

According to current pedagogical research, high-impact practices, such as undergraduate research, peer and mentor collaboration, intentional group work, expert feedback, community partnerships, hands-on learning, service-learning, study-away, simulated or actual professional experiences, and internships lead to measurable positive student outcomes. At WPU, these types of intentionally designed experiences and practices that engage students are collectively referred to as “Immersive Learning.” Immersive Learning is dynamic, transformational, and demonstrates the value of learning in a variety of environments. WPU faculty and administration believe that Immersive Learning is essential to develop students who are future leaders, lifetime learners, effective collaborators, and creative problem-solvers. As a result, *Building TILES* enhances the development and inclusion of Immersive Learning practices across the curriculum so students can benefit throughout their entire educational journey at WPU.

**IMPLEMENTATION:** *Building TILES* intentionally expands the integration of impactful Immersive Learning experiences and teaching strategies across the curriculum through twenty-one selected courses across all majors and the internship program. The designated courses in Building TILES will be assessed regardless of delivery method; courses and sections in the Traditional Undergraduate program (TUG) and School of Professional Studies (SPS) will be included. Identifying the impact of these new (and ongoing) Immersive Learning components on specific Student Learning Outcomes will provide a blueprint for future academic changes.

**ASSESSMENT:** To measure the impact of *Building TILES* over the five-year period, WPU employs a variety of direct and indirect assessments including the National Survey of Student Engagement (NSSE), Critical-thinking Assessment Test (CAT), and standardized AAC&U VALUE rubrics on problem-solving and teamwork. Additionally, WPU designed rubrics and quantitative and qualitative surveys to determine the immediate and longitudinal impact of *Building TILES* on the specific student outcomes and goals.

**OUTCOMES:** 1) Students will recognize the value that learning occurs in a variety of ways by identifying and participating in different types of Immersive Learning experiences. 2) Students will demonstrate creative problem-solving marked by their ability to follow the steps of the creative problem-solving process in simulated or real-world situations. 3) Students will demonstrate effective collaboration marked by their ability to effectively work with a peer, mentor (internal or external), or teacher, toward a common goal in simulated or real-world situations. 4) Students will apply knowledge, values, and skills through Immersive Learning to evaluate and/or resolve simulated or actual real-world situations.