

LEARNING EXPERIENCES

These descriptions are for discussion purposes as you plan your GVotM program. Timing varies in each program.

- Class Lecture:** An academician or expert in the course material provides all of the class learning in the form of presentation and lecture with much less audience interaction. Sessions are typically three to six hours of time either in a single session or two sessions on consecutive days.
- Workshops:** A facilitated session involving a significant portion of discovery learning in the form of exercises, team or group activities, simulations or similar. Sessions are typically three hours of time in single sessions.
- Seminars:** A combination sessions that includes part lecture and part exercise (team, group, simulation or similar). These are the most popular sessions in the multi-cultural setting as certain individuals appreciate pure lecture while other cultures appreciate application exercises. Sessions are typically 3 to 5 hours of time either in a single session or two sessions on consecutive days.
- Learning from Experience Sessions:** These interactive sessions include a smaller student group and a high level executive program 'visitor'. In these sessions the executive provides an overview of his/her background and professional career and then turns the content of the session over to the participants in terms of questions and answers. Very free form, the executive might provide a experiential example or challenge the students to find their own answers through a series of questions or an interactive discussion. The format for these sessions is typically 1.5 to 2 hours in length.
- Panel Discussions:** Intended to provide ranging views in a topical area, these sessions begin with a 5 to 10 minutes overview by each panelist followed by a series of questions from the audience. Questions may cause debate among the panelist or attendees. The sessions typically run 2.5 to 3 hours.
- Debates:** Intended to provide ranging views in a topical area, these sessions allow for constructive and spirited debates among the program participants. Similar to panel discussions, these sessions begin with a 5 to 10 minute statement of opinion from one debate team followed by a series of questions or team responses from the other and vice versa. These sessions are intended to teach decision-making, thinking on the spot, spotlight speaking, constructive interaction and more. These sessions typically run 2 to 3 hours.

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Other Global Village learning includes a multicultural team consulting project, a presentation or debate about doing business in the student's home country, participation in a business simulations exercise, local business or cultural visits, event meals and more.

