EXPERIENTIAL LEARNING PROGRAMS

Enhancing academic learning through real-world experiences

School of Engineering and Applied Sciences

University at Buffalo The State University of New York
Experiential Learning Programs
Opportunities for engagement and identifying your future talent

SEAS Experiential Learning Programs are focused on initiatives that enhance the academic experience for students by connecting the classroom to the real world. This provides young engineers with the opportunity to develop a practical perspective and professionalism as a complement to technical competence.

The SEAS experiential learning continuum encourages students to “engineer today” in addition to attending class. Our implementation of this framework includes:

1. **Tinkering**: Students pursue self-led hands-on practice as a precursor to being involved in more significant activities.

2. **Engineering Intramurals**: Groups of 3-4 students work on short-term industry-based problems (concept generation, analysis, prototyping).

3. **Engineering Internships**: Industry partners identify one or more internship/co-op students, through involvement in the intramurals, for paid opportunities and/or academic credit.

4. **Engineering R&D/Design**: Interns and/or industry partners identify projects that form part of a capstone senior design (or graduate research) project, where multidisciplinary design teams work on semester-long design projects.

Other ways to engage with UB engineering students:

- **Job shadowing**: Host one or two students for a half-day shadowing experience.
- **Hackathons**: Sponsor a Hackathon-style project hosted by student engineering clubs.
- **Industry-site seminar**: Host a seminar for students at your industry site.

**More information**

To learn more about how to participate in SEAS experiential learning opportunities, contact Andrew Olewnik, Director of Experiential Learning Programs, School of Engineering and Applied Sciences, at olewnik@buffalo.edu or (716) 645-2630.