Project/Product Based Learning

What is Project or Product Based Learning?

Project/Product based learning is an instructional strategy in which students work collaboratively in small groups (under the guidance of a tutor) to create a product/artifact (a complex task that mirrors practice in the real world). Originally introduced into the engineering curriculum by Larry Leifer, it is now an educational format used in programs around the world.

Educational Value

- Increased retention of information.
- Development of an integrated knowledge base.
- Increased learner motivation.
- Development of critical thinking skills.

Examples of Classroom Application

- The **PBL Lab** in the Department of Civil and Environmental Engineering at Stanford University. http://pbl.stanford.edu/.
- Digital Graphic Design Program (http://ciddidyouknow.wordpress.com/).

Getting Started

Contact the CID at cid@vcc.ca. An IA can help you determine if Project/Product based Learning is right for your class and explain how to plan a lesson using Project/Product based Learning.

More Information

Educational:

- Leifer. L. Evaluating Product-Based-Learning Education http://www-cdr.stanford.edu/~leifer/publications/Osaka95/Osaka95.html

References:

- Dym, C. L., Agogino, A. L\M., Eris, O., Frey, D. D., Leifer, L. J. (2005). Engineering Design Thinking, Teaching, and Learning. *Journal of Engineering Education.* http://www.asee.org/about/publications/jee/upload/SamplePages_103-120.pdf