

OLD DOMINION UNIVERSITY
Task Force on the Undergraduate Practicum Experience

PRACTICUM CRITERIA

(approved by Faculty Senate)

1. Appropriate practicum experiences will meet the following criteria:
 - a. The practicum will be clearly related to the major. It may either be related to the student's intended career (including anticipated graduate or professional school) or be practical applications of the intellectual skills upon which the major program is based. Another way of looking at this criterion is to say that the experience will help further the student's career by demonstrating special competence and experience to potential employers or graduate or professional school admissions committees.
 - b. The practicum will involve significant written work which integrates the practicum experience with the academic discipline (a journal, interim reports, and a final report, etc.)
 - c. The practicum will carry a minimum of three hours of academic credit within the major, additional credit may be required by the department involved. The experience will be coordinated by faculty, who will approve the structure of the experience, evaluate written work, and assign the final grade.
 - d. While class meetings can be used to coordinate activities, the practicum experience shall not be incorporated into a traditional class structure. Location of the practicum experience may be either off campus or on campus.

2. In addition, departments are encouraged to involve one or more of the following in the practicum experience. Departments may wish to create a menu of possible experiences that emphasize different goals from among this list:
 - a. Developing cooperative learning skills through working with a group, especially an interdisciplinary group.
 - b. Developing competency in oral communication (presentation, small-group communication, organizational communication, etc.).
 - c. Giving students exposure to and understanding of a multicultural environment.
 - d. Giving students exposure to international experiences.
 - e. Giving students an opportunity to contribute to solution of community problems.
 - f. Giving students an opportunity to experience technology as it is applied in the workplace and to assess its effects on individuals, society and the environment.