TRANSDISCIPLINARY EXPERIENTIAL LEARNING
...NOT JUST STUDENT LEARNING

Experiential Learning Seminar Series 2022
The University of Hong Kong
Centre for the Enhancement of Teaching and Learning
TRANSDISCIPLINARY EXPERIENTIAL LEARNING
...NOT JUST STUDENT LEARNING

Emeritus Professor Louise McWhinnie
TD School Adjunct Professor
University of Technology Sydney (UTS)
The Bachelor of Creative Intelligence and Innovation (BCII) is a unique combined degree that encompasses high-level critical and creative thinking, invention, complexity, innovation, future scenario building and entrepreneurship; leading-edge capabilities that are highly valued in the globalised world.

Students can pair the Bachelor of Creative Intelligence & Innovation with 25 core degrees, from all faculties over UTS, and explore a future-facing, world-first, transdisciplinary degree that takes multiple perspectives from diverse fields.

The BCII integrates a range of industry experiences, real-world projects and self-initiated proposals – equipping students to address the complex challenges and untapped opportunities of our times.

By focusing in teams on high-level conceptual thinking and problem-solving practices, students learn to work across and between disciplines, discovering rare skills and mind-sets. During the process students becoming lifelong innovators, entrepreneurs, creative practitioners and change-makers.

Please be aware that the above is a sample degree template. Some degrees deliver 3 x 8cp subjects per semester, rather than 4 x 6cp.

| YEAR 1 | SESSION 1 | 6 credit points | 6 credit points | 6 credit points | 6 credit points |
| YEAR 2 | SESSION 1 | 6 credit points | 6 credit points | 6 credit points | 6 credit points |
| YEAR 3 | SESSION 1 | 6 credit points | 6 credit points | 6 credit points | 6 credit points |
| YEAR 3 | SESSION 2 | 6 credit points | 6 credit points | 6 credit points | 6 credit points |

CORE DEGREE

CORE DEGREE GENERAL ELECTIVES

single degree
### Session 1
- **Creative Practice and Methods**
  - 8 credit points
- **Creativity and Complexity**
  - 8 credit points
- **Initiatives & Entrepreneurship**
  - 8 credit points

### Session 2
- **Problems to Possibilities**
  - 8 credit points
- **Past, Present, Future of Innovation**
  - 8 credit points
- **Leading Innovation**
  - 8 credit points

### Summer School
- **Envisioning Futures**
  - 6 credit points
- **Professional Practice at the Cutting Edge**
  - 6 credit points

### Winter School
- **Research and Development**
  - 12 credit points
- **Realisation and Transformation**
  - 12 credit points

### Core Degree
- **Product Design**
  - 36 credit points
- **Game Design**
  - 36 credit points
- **Film and Television**
  - 36 credit points

### Core Degree General Electives
- **Envisioning Futures**
  - 6 credit points
- **Professional Practice at the Cutting Edge**
  - 6 credit points

### BCII Degree
- **Innovation Internship A**
  - 6 credit points
- **Innovation Internship B**
  - 6 credit points
- **Innovation Capstone: Research and Development**
  - 12 credit points
- **Innovation Capstone: Realisation and Transformation**
  - 12 credit points

### Core Degree General Electives
- **Envisioning Futures**
  - 6 credit points
- **Professional Practice at the Cutting Edge**
  - 6 credit points

### Please be aware that the above is a sample degree template. Some degrees deliver 3 x 8cp subjects per semester, rather than 4 x 6cp.

### Double Degree Exit Point
- Students can elect to graduate with their core disciplinary degree and a Diploma in Innovation.

### Honours Exit Point
- Students graduate with their core disciplinary degree and the Bachelor of Creative Intelligence & Innovation.
| Bachelor of Communication (Writing and Publishing) |
| Bachelor of Communication (Journalism) |
| Bachelor of Communication (Social and Political Sciences) |
| Bachelor of Communication (Media Arts & Production) |
| Bachelor of Communication (Strategic Communication) |
| Bachelor of Communication (Digital & Social Media) |
| Bachelor of Animation Production |
| Bachelor of Design in Architecture |
| Bachelor of Design in Interior Architecture |
| Bachelor of Design in Visual Communication |
| Bachelor of Design in Product Design |
| Bachelor of Design in Fashion and Textiles |
| Bachelor of Science |
| Bachelor of Advanced Science |
| Bachelor of Biomedical Physics |
| Bachelor of Medicinal Chemistry |
| Bachelor of Forensic Science |
| Bachelor of Sport and Exercise Science |
| Bachelor of Midwifery |
| Bachelor of Nursing |
| Bachelor of Business |
| Bachelor of Management |
| Bachelor of Engineering (Honours) |
| Bachelor of Science in Information Technology |
| Bachelor of Laws |

**FACULTY OF ARTS & SOCIAL SCIENCES**

**FACULTY OF DESIGN, ARCHITECTURE & BUILDING**

**FACULTY OF SCIENCE**

**FACULTY OF HEALTH**

**FACULTY OF BUSINESS**

**FACULTY OF ENGINEERING & INFORMATION TECHNOLOGY**

**FACULTY OF LAW**
University education is increasingly unable to stay within historically developed disciplinary boundaries. Today, studying implies that students are enabled to find their way through a rapidly changing environment with major challenges (such as climate change, digital transformation, globalisation, social justice, etc), adopting different analytical perspectives and developing sustainable solutions in transdisciplinary cooperation.

The School for Transdisciplinary Studies
University of Zurich

https://www.sts.uzh.ch/en/About-us.html

across, between & beyond disciplines
method cards
curiosity
In the next decade, we need learners who can **ask** the right questions, not just answer them.

Holly Clark

educational strategist
and co-author of ‘The Google Infused Classroom’
learning to love the problem as much as the solution
complexity

https://www.mortenhansen.com/coping-with-complexity/
connectivity interconnected, interrelated, correlated
data, technology + ethics
“integrity means doing the right thing, even when no-one else is there to judge”

risk taking & failure
“would you like me to give you a formula for success?

it's quite simple, really... double your rate of failure”

Thomas J. Watson
Founder of IBM
all of university  
TD School  
100% post graduation employment
Pick an object, person, place, something. Now take everything you know about it and store it in a neat little box, labelled ‘preconceptions.’

Now – and this is the most important part – step out of that box and open your eyes, your ears, your imagination, to the world as it really is.

Take this newfound understanding and sketch it, describe it, picture it, take another discipline’s perspective on it, reinvent the world as you know it: that is the art of the BCII.

Bachelor of Engineering (Hons) / Bachelor of Creative Intelligence & Innovation graduate, 2018

BCII: a student’s definition
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