in·work
INCLUSIVE COMMUNITIES AT WORK

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IN-WORK

WIL activities definitions

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WIL activities definitions

Off-campus WIL activities

- Internships: A period of work experience offered by an organization for a limited period of time.
- Teacher practicum: A field experience in a school or classroom to gain practical experience in teaching.
- Pro bono work: Professional work undertaken voluntarily and without payment or at a reduced fee as a public service.
- Volunteering: Offering to do something without being forced to do it or without expecting payment for it.
- Community service: Voluntary work intended to help people in a particular area.
- Clinical placement: A period of practical experience that a student spends in a hospital or community setting to gain practical experience in their field of study.
- Paid employment: Work performed for compensation in the form of an hourly wage, salary, or piece rate.
- Engineering sandwich courses: A type of education where periods of formal training and education alternate with periods of work experience.
- Apprenticeship: A system of training a new generation of practitioners of a trade or profession with on-the-job training and often some accompanying study.
- Cadetship/Traineeship: A type of vocational training that combines formal learning with workplace learning.
- Project-based placement: A temporary position with an emphasis on on-the-job training rather than merely employment.
- Vacation work: Temporary employment that students undertake during their breaks from study.
- Day site visits: Short visits to a site to observe the operations and tasks being performed.
- Observation/shadowing: A short-term experience where an individual learns about a job by walking through the work day as a shadow to a competent worker.

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Hybrid WIL activities

- Community projects: These are initiatives where students collaborate to work on real-world problems within a community. They provide opportunities for students to apply their knowledge and skills in a practical setting, while also contributing to the community.
- Research projects: These involve students conducting research on a specific topic, often under the guidance of a faculty member. Research projects can help students develop critical thinking, problem-solving, and analytical skills.
- Group projects for external/internal clients: In these projects, students work in teams to complete a task or solve a problem for a client. The client could be an external organization or an internal department within the university. These projects help students gain real-world experience and develop teamwork and communication skills.
- Mentoring: This is a relationship in which a more experienced or knowledgeable person (the mentor) guides a less experienced or less knowledgeable person (the mentee). Mentoring can provide students with valuable insights, advice, and support.
- Fieldwork: This involves students going out into the field (outside the classroom) to learn through direct experience and observation. Fieldwork can be particularly common in disciplines like geology, archaeology, biology, social work, and anthropology.

On-campus WIL activities

- Visual projects: These are projects that involve creating or interpreting visual material, such as designing a poster, creating a video, or analyzing a piece of visual art.
- On-campus work experience: This refers to work opportunities provided on the university campus. It could be part-time jobs, internships, or work-study programs that provide students with practical experience in their field of study.
- Case studies/problem-based learning (PBL) of 'Live' Projects: In this approach, students learn about a subject through the experience of solving an open-ended problem. 'Live' projects refer to projects that are currently ongoing or relevant.
- Panel sessions: These are discussions that involve a group of people gathered to discuss a topic in front of an audience, typically at conferences, conventions, or academic settings.

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- Community service on-campus: This involves volunteer work conducted on campus that benefits the community. This could include organizing events or participating in charity work.
- Visits by industry personnel: This involves professionals from various industries visiting the campus to share their experiences, conduct workshops, or scout for potential employees.
- Extra curricular activities: These are activities that fall outside the realm of the normal curriculum of school or university education.
- Case work for internal clients: This involves working on real-world problems or projects for clients within the same institution.
- Role play: An educational method in which people spontaneously act out problems or situations in order to stimulate discussion and understanding.
- Mock interview: A practice interview that helps students prepare for an actual job interview.
- Moot court: A mock court where law students argue hypothetical cases for practice.
- Professional skills training: Programs designed to help students develop the skills needed in a professional setting.
- Case studies PBL statics projects: These are problem-based learning projects focused on statics (a branch of physics that deals with bodies at rest or forces in equilibrium).
- Job readiness programs/workshops: Programs or workshops designed to help students acquire the skills and knowledge they need to enter the workforce.
- Young achievers competitions: Competitions designed to recognize and reward young people who have achieved significant accomplishments.
- Simulations using live data: These are learning activities that replicate real-world systems using live data.
- Studio/lab work: Practical work conducted in a studio (for arts and design courses) or lab (for science/engineering courses).

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