

## Introduction





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- Policy adviser practical learning paths & Comakership





## **Introduction of Comakership**

### Originated in 1998

- Collaboration between universities and IT companies
- Dilemma: How to keep the educational programs up to date in the rapidly changing professional field of IT
- Outcome: Institute for Information Engineering, working exclusively with the Comakership model

Adopted in 2011 by a broad rage of bachelor degrees

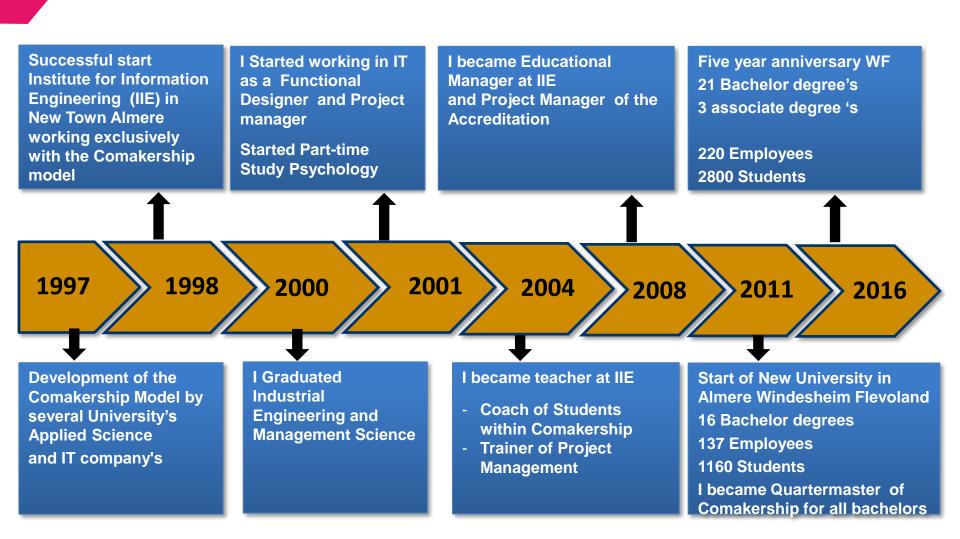
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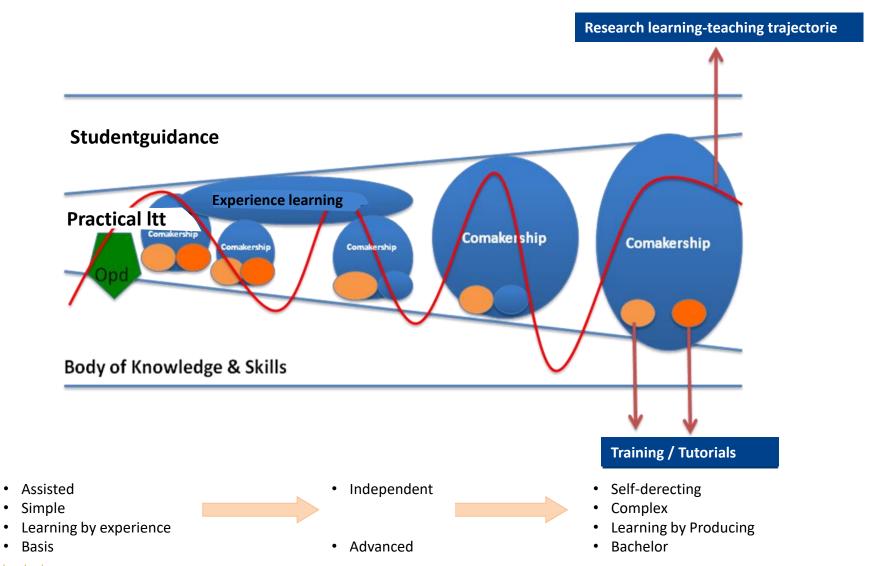


# Our Mutual history





### The educational model of WF





### The Practical value of WF

- We provide a practical university education for and together with the region.
- Students gather half of their credits from practical learning.
- In this respect students work on current matters and find oneself in actual professional situations.
- On the one hand students work on building their CV, on the other hand the students provide added value to the region.
- In the execution and development of our educations we involve professionals as much as possible.
- The triangle is our doctrine and stands for the cooperation between students, teachers and professional businesses



# The Practical value Comakership

- The practical character of WF is implemented by all means possible.
- In relation to the educational model we distinguish between tree forms of practical learning (Internships, Projects and Comakerships)
- Comakership is our 'Unique Selling Point' and is implemented in every educational program
- In this Comakership all tree parties work together for the solution of problems or to work out ideas
- In this respect the reciprocal relationship between the parties is unique







# The Practical value Comakership

- Produce / creation of a professional product
- External business client with real current request
- Unique assignment per project group of 1 to 5 students
- Project based assignment
- Duration 20 weeks
- Students are working at the location of their Comaker company (3 or 4 days)
- Accompanying educational courses (Body of Knowledge & Skills) (1 or 2 days)
- Knowledge transferal between teacher, student and organization (win-winwin)

## **Practical learning**



**Professional environment** 

Internship

Comakership

Free choice of business client per project group

Practicum external

Project external

Controlled External environment

**Experience learning** 

Practicum inside
/ simulation
integrated

Project inside / simulation

**Produce / creational learning** 

Controlled internal integrated environment

Practicum inside / Module specific.

Project inside / Case

Module specific Practical education

Within the university



## Win-Win of Comakership

#### **Advantages organizations**

- Young people with fresh ideas
- In contact with future employees
- Assignment / product realization

### **Advantages students**

- Better prepared for professional career
- Building of CV and professional network during while studying
- Stimulates development of entrepreneurial and research attitude

#### **Advantages university**

- Teachers actively involved with their professional surroundings
- Teachers informed of the latest developments



