

GET YOUR  
“NEXTPERTISE™”

ON

QSiDental | UGM

## Presenter(s):

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Designer/Communications  
Administrator

## Topic

Learning Styles and Resources

## Level

Tuesday, November 13: 3:30PM to 4:45PM

# Overview

## What is Learning?

### Kolb's Model

- What is it?
- Learning Style Inventory
- Learning Activities

### Resources

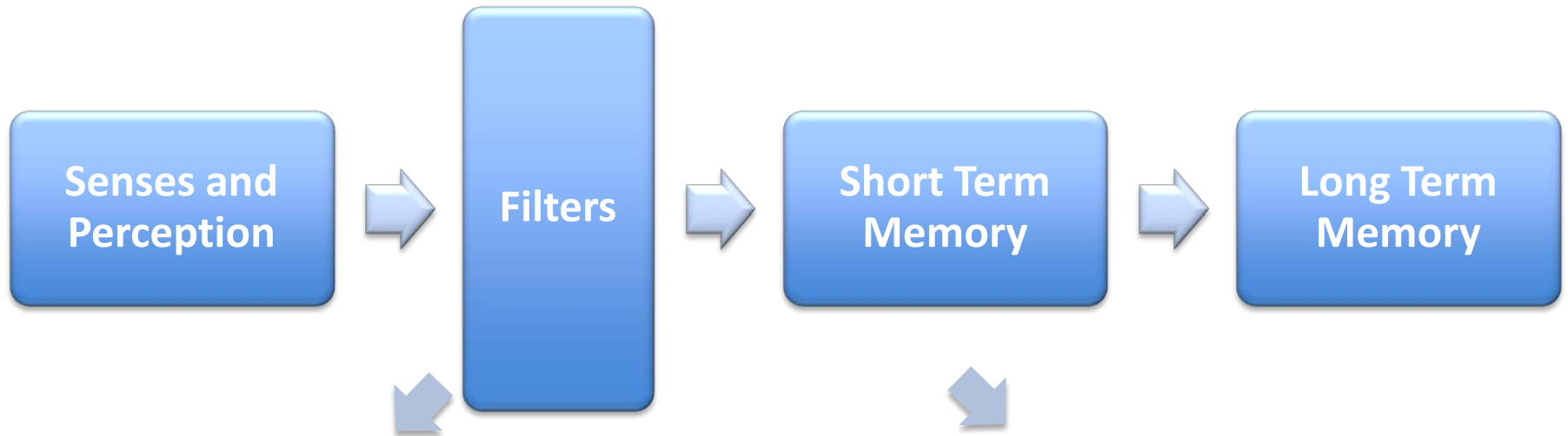
- Participant Guide

# What is Learning?

# Kolb's View of Learning

“Learning is the process whereby knowledge is created through the transformation of experience. Knowledge results from the combination of grasping experience and transforming it.”

# How We Learn



# Learning Style

Characteristic strengths and preferences in the way information is taken in and processed

## Predominant Theories

- Meyers-Briggs Type Indicator
- Representational Styles (VAK)
- Kolb's Experiential Model

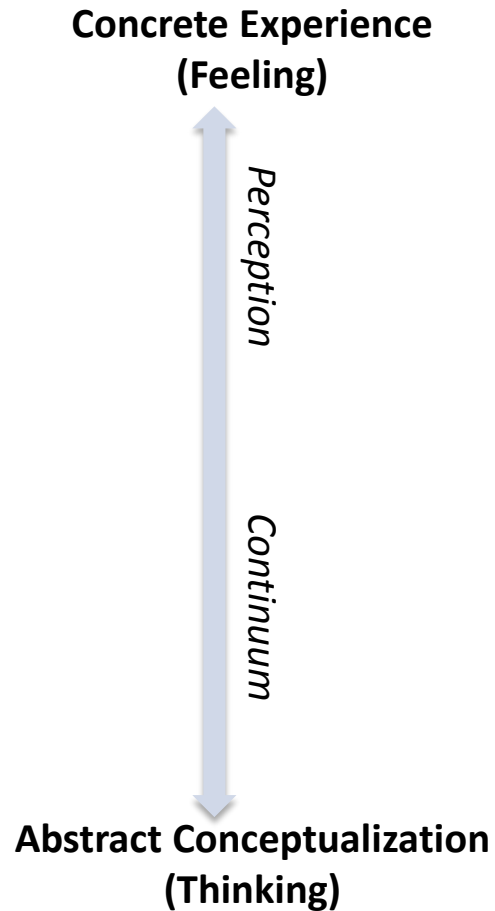
# Kolb's Model



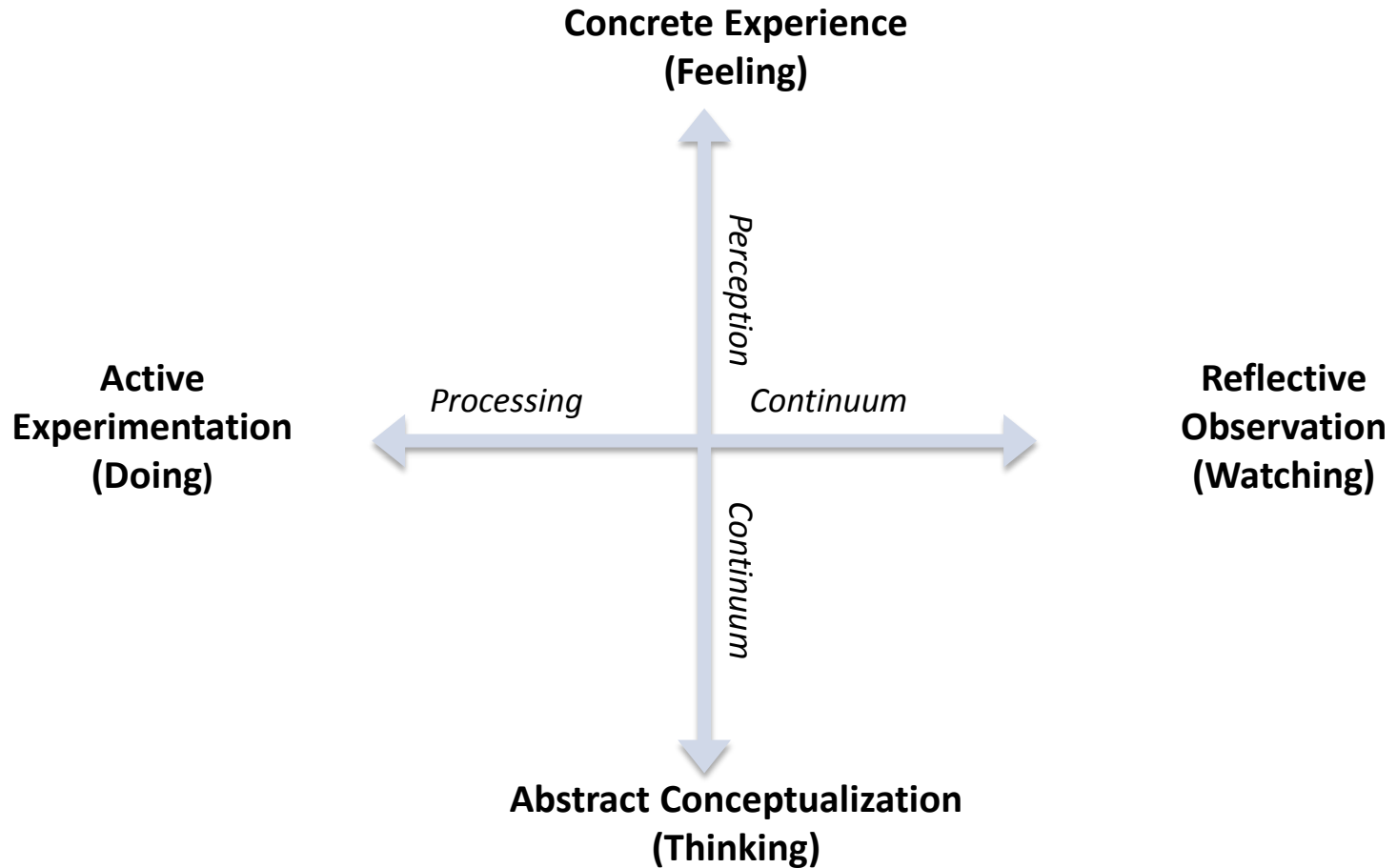
# Processing Continuum



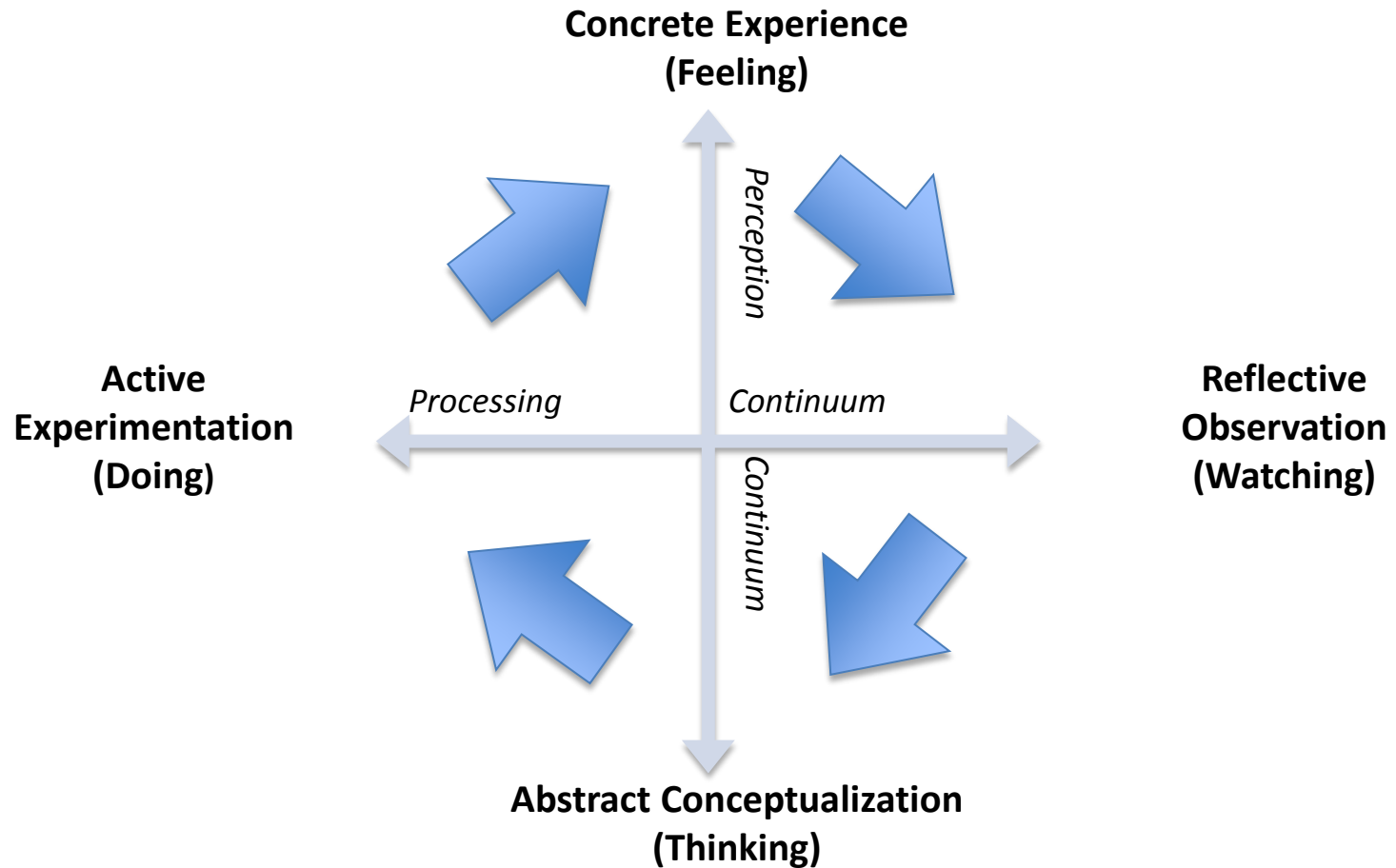
# Perception Continuum



# Two Continuums



# Two Continuums



# Learning Style Survey

# Learning Style Survey

- For each statement pair, select the statement that most reflects your preference

1.	I often produce off-the-cuff ideas that at first might seem silly or half-baked	I am thorough and methodical
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- Choose quickly without overthinking the statements. There are no “right” or “wrong” answers.
- Total the number of statements in each column which will indicate where you fall on the processing and perception continuums

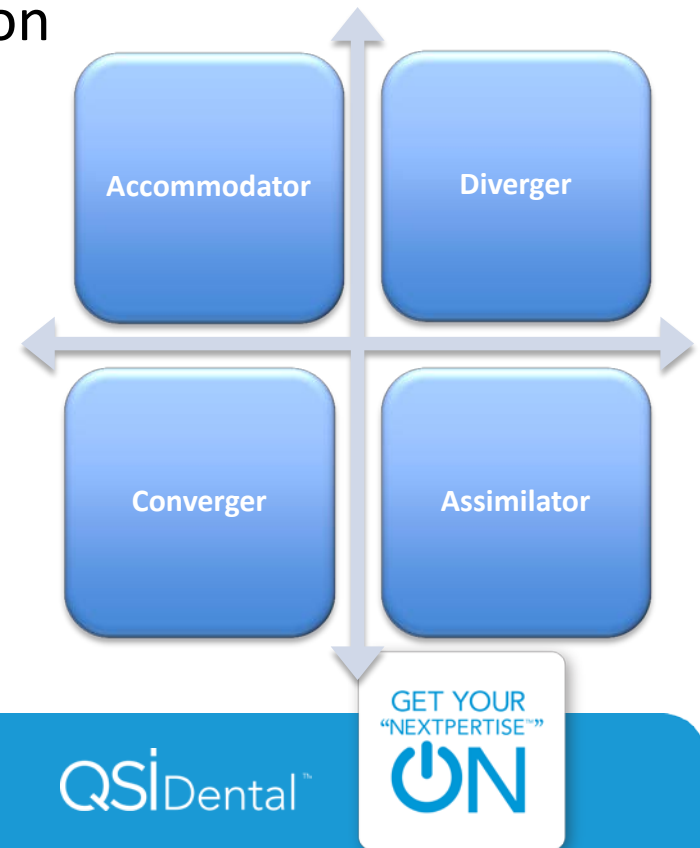
# Accommodator

- Prefer the challenges of new experiences and involvement with others
- Use intuition and trial and error over analytical ability
- Adapt to changing circumstances
- Ask “What if”



# Diverger

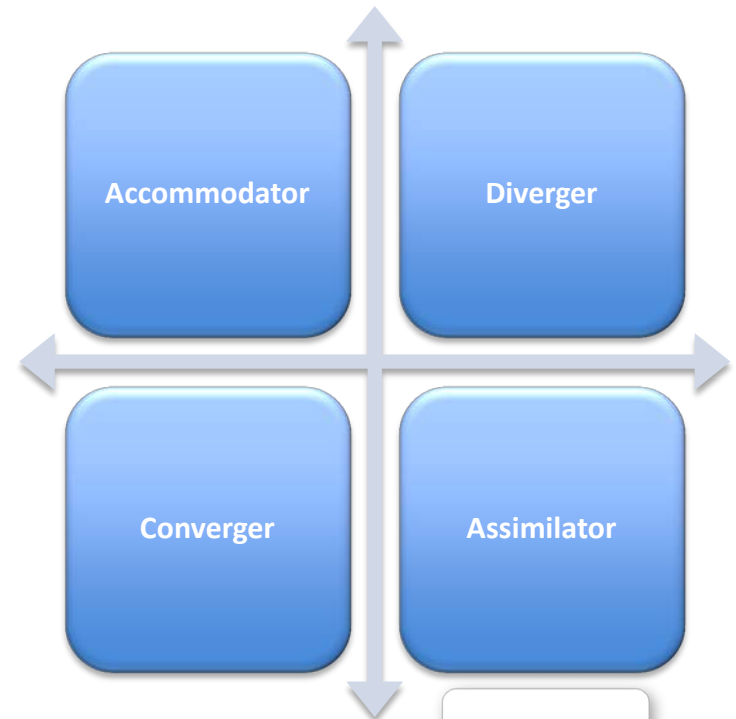
- Emphasize the innovative and imaginative approach to doing things
- View concrete situations from many perspectives
- Adapt by observation rather than action
- Ask “Why”





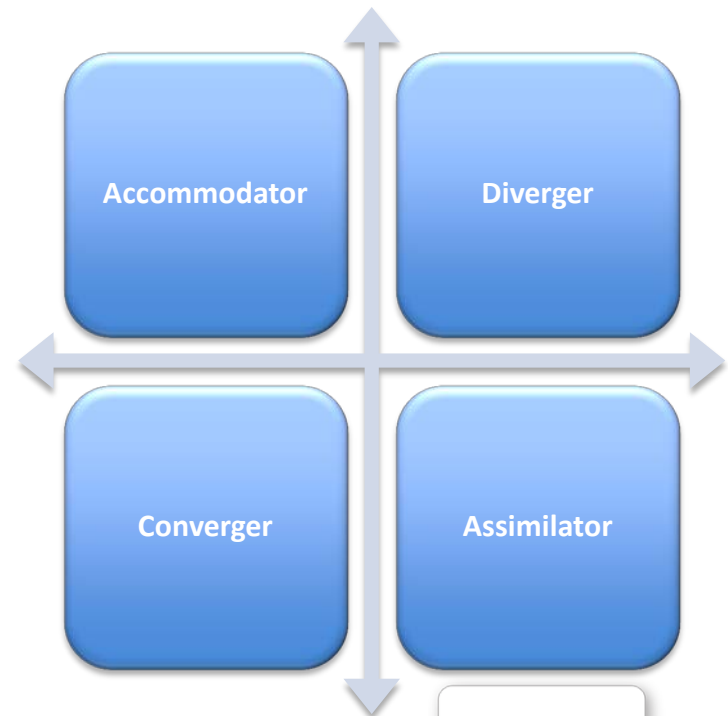
# Assimilator

- Pull a number of different observations and thoughts into an integrated whole
- Reason and create models and theories
- Design projects
- Ask “What”



# Converger

- Search for the practical application of ideas
- Solving problems
- Apply learning to actual practice
- Ask “How”



# Focus Group

Thank you!