**FINAL Experiential Mode**

Experiential Mode refers to a surrounding environment, specifically a learning environment. This environment may include observable, physical elements such as a computer, students, or a blackboard. This environment may also include non-observable elements that come from within a learner including perceptions of their learning environment. Experiential Mode may also include learning in the context of a real-life situation or learning that occurs through life events. Knowledge results from the combination of grasping and transforming experiences.

An Experiential Mode framework allows an instructional designer to determine the exact observable and non-observable elements that are needed to meet the learning objectives. The designer’s intention for the environment is that it is conducive to a high level of student engagement. The Experiential Mode is often associated with gaming and virtual technology.

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