



CENTRAL TEACHING INNOVATION FUND
FINAL REPORT

**Enhancing Human Resources Education through Interactive Learning Technologies
and Experiential Approaches**

[Munawaroh, NIK 0315066703]

Academic Development Center
2024/2025

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A. Title Page

Title of Proposal : Enhancing Human Resources Education through Interactive Learning Technologies and Experiential Approaches
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 Mobile phone : 081219116235
 Duration of CTIF Program : 4 Month

The Prominence Office Tower, Tangerang

Date:

Course Representative	Head of Program Study	Dean of Faculty
Signature 	Signature 	Signature 
Name: Munawaroh	Name: Munawaroh	Name: Dr. Nila KH
NIK: 0315066703	NIK: 0315066703	NIK: 23120453

1. INTRODUCTION

1.1. LECTURER'S ASPIRATION

This proposal seeks funding to implement innovative teaching strategies in Human Resources (HR) education. The project will integrate interactive learning technologies and experiential learning approaches to enhance student engagement, critical thinking, and practical application of HR concepts. By combining virtual simulations, case-based learning, and collaborative projects, this initiative aims to bridge the gap between theoretical knowledge and real-world HR practices.

1.2. COURSE INTRODUCTION

1. Course Name: Human Resource Management
2. Course Code: N600-2BALB
3. Course Type: Mandatory
4. Learning Outcomes referring to the: Employee Relations and Engagement and Technology in HRM also Recruitment and Selection
5. Number of classes: 1
6. Number of students: 20
7. Method of Teaching: synchronous, asynchronous, online and on-site)
8. Existing challenges: Students easily distracted

2. TEACHING INNOVATION IMPLEMENTATION

Students participate in role-play scenarios where they act as HR managers solving real-time challenges such as hiring decisions, performance management, conflict resolution, and workforce planning. Students use AI-driven tools (e.g., applicant tracking systems, predictive analytics) to design and execute recruitment campaigns, shortlist candidates, and conduct mock interviews.

2.1 Background

Traditional lecture-based methods often fail to equip students with the practical skills needed in HR roles. By integrating interactive technologies and experiential learning, this project aligns with best practices in education and industry needs. The approach addresses gaps in traditional pedagogy, ensuring students are better prepared for the complexities of HR management

2.2 Objectives

The primary objectives of this project are:

2.1.1 To enhance student understanding of core HR concepts, including recruitment, training, performance management, and employee relations.

2.1.2 To foster critical thinking and problem-solving skills through interactive and experiential learning methods.

2.1.3 To prepare students for HR roles by providing hands-on experience with tools and scenarios commonly encountered in professional settings.

2.3. TARGET IMPLEMENTATION

2.3.1 Interactive Learning Technologies:

Implement HR-specific virtual simulations where students can practice decision-making in realistic workplace scenarios (e.g., handling employee grievances, designing training programs).

Use gamified platforms to teach HR metrics and analytics, enabling students to analyze data and propose evidence-based solutions.

2.3.2 Experiential Learning Approaches:

Develop partnerships with local organizations to provide students with internship opportunities and real-world HR projects.

Introduce role-playing activities and mock interviews to simulate recruitment and employee evaluation processes.

2.3.3 Collaborative Case Studies:

Create a repository of case studies focusing on contemporary HR challenges, such as diversity and inclusion, remote work policies, and organizational change.

Facilitate group projects where students develop and present solutions to these case studies.

2.4. Evaluation Methods

The success of the project will be evaluated through:

- Pre- and post-implementation surveys to measure student learning outcomes.
- Feedback from faculty and industry partners through interview
- Students engagement by percentage using the technology in completing

the task and project.

- Analysis of student performance in assessments and projects

4. BUDGET REALIZATION (if applicable)

AICO COMMUNITY >



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Free Return

TikTok Shop guarantee

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Return items

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5. SEMESTER LEARNING PLAN

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Appendices

Please attach supporting data or documents if necessary