Riipen is a collaboration platform for experiential learning between post-secondary institutions, educators, industry partners and students. The platform allows all parties in your ecosystem to co-create, manage, assess and report on meaningful experiential learning opportunities efficiently and effectively, allowing you to scale opportunities quickly within a controlled manner on campus.

These can be directly embedded into the curriculum through in-class assignments or take place outside of the classroom through competitions and challenges. Our platform is the tool you use to build your ecosystem and ensure that it remains active and effective for everyone involved.

Micro-Experiences Include:

✔ **In-Class Innovation Projects**   ✔ **Recruitment Challenges**   ✔ **Case Competitions**   ✔ **Hackathons**

Riipen In-class Projects are _faculty-supervised assignments_ that students are completing for course credit.

Recruitment Challenges are focused engagements that highlight specific skills tied to entry level roles in an organization.

Riipen Competitions are more formal events that are either entirely online or structured around an on-campus event (Case Competition, Hackathon etc.), they have specific rules, timelines, prizes and judges.

How It Works:

1 **Within your private-branded school portal, educators and administrators can design and launch experiences** to engage with external partners, using our library of 1000s of industry and academic reviewed templates, and our market-leading team of experiential learning success coordinators, to accelerate the process.

2 **Build and manage an active industry partner ecosystem,** and give them the collaboration tools to work with you and your educators to engage students authentically through experiences, both inside the classroom and more broadly as part of academic life.

3 **Using our tools, parties reflect on the experience and the skills demonstrated,** and create a record of it that can be used privately and publicly by each party.

4 **This provides you data on all engagements on your Riipen portal** to allow you to drive high-quality experiential learning at scale on campus; provides your industry partners with a record of first-hand engagements they have had with your students; and provides your students a record of the skills they have demonstrated to be used in pursuing the right career path for their skills.

To build your ecosystem we have designed an engaging platform with all 3 users in mind that maximizes the value each user can gain from their engagement through Riipen.

To make your eco-system more effective and scalable, the Riipen platform provides technology tools to support each part of your experiential learning journey.

How We Make Experience Work:

For Students
Network with Employers
Gain Experience
Build Employable Skills
Create Virtual Portfolio

For Educators
Expand Classroom Experiences
Connect with Industry Partners
Manage In-Class Projects
Plan Future Micro-Experiential Learning

For Employers
Engage with Students
Build Talent Pipeline
Promote Brand
Gain Student Insights

01 — Experience Design Tools

- Template Library
- Experience Co-Creation Workflows
- Marketing/Matching Systems
- Commitment /Expectation Management System
- Multi-sided Marketplace

02 — Management of Experiences

- Team Management
- In-App Chat with file share Milestone Tracking
- School Portal to manage student, faculty, employer and experience database
- User administrative privileges
- Open Collaboration/ Communication Forums

03 — Feedback, Reflection and Assessment

- Student Reflection
- Peer-to-Peer evaluation Skill Validations and Feedback from Industry
- Student Engagement Tracking

04 — Reporting

- Student E-Portfolios
- School Portal reporting levels: Class, Sub-Portal, Full Portal
- Employer Reporting System
- Global data on skills demonstrated by students