

**A mixed project-based learning framework:
preparing and developing student competencies in a French *Grande Ecole***

S. ROUVRAIS, J. ORMROD, G. LANDRAC, J. MALLET,
J-M. GILLIOT, A. THEPAUT, and P. TREMENBERT
Groupe des Ecoles des Télécommunications,
Ecole Nationale Supérieure des Télécommunications de Bretagne
Technopôle Brest-Iroise, BP 832, 29285 Brest cedex – France

Emerging engineers need to rely on a whole body of scientific and technical knowledge, but also on a full set of competencies. For engineering schools, a competency objectives approach requires specific pedagogical methods. Some competencies based on skills and attitudes are difficult to develop through traditional teaching so, in 2003, our institution implemented a project-oriented framework combining pedagogical methods such as project-based learning, active pedagogy, and traditional teaching paradigms. In practice, each semester, students work in groups on a competency-controlled project lasting over 100 hours per student. Although comparisons between various pedagogical methods are difficult and sensitive, numerous internal signals confirm the validity of several aspects of our mixed option.

Keywords: project-based learning; competencies; semester projects; pedagogical methods

About the authors

Jean-Marie Gilliot obtained his Ph.D. in computer science in 1990. From 1991 he was a Lecturer at ESIEE engineering school, and in 2002 he joined the Department of Computer Science at ENST Bretagne. Involved in Project-Based Learning for 15 years, he is a co-designer of the S1 and S2 projects. His research interests in robotics and embedded systems convinced him of the importance of an interdisciplinary curriculum in engineering.

Gabrielle Landrac is a Lecturer in the Electronics and Telecommunication Systems Department at ENST Bretagne. She did her engineering degree at ENST Bretagne in 1986 and obtained her Ph.D. in Electronics there in 1989. She is the coordinator of the S1 project design group. She is also the manager of the project-framework centralizing committee.

Julien Mallet is a computer scientist. He obtained his Ph.D. degree in 1998, from the University of Rennes, France. From 1994 to 2000, he was also a teaching assistant at the University of Rennes. Since the beginning of 2001, he has been a Lecturer in the Department of Computer Science and Telecommunications at ENST Bretagne, where he is involved in project-based learning. Since 2002 he has coordinated the S3 projects devoted to software and hardware development. He participates in the design of the project-based learning framework at ENST Bretagne.

Janet Ormrod is a language graduate of the University of Kent at Canterbury, England, and did her Ph.D. in Linguistics at the University of Brest. Since 1982, she has been with the Department of Modern Languages at ENST Bretagne, where she is a Professor of English. Her research interests include scientific discourse and project-based learning. She has been a leading member of the team coordinating the S4 engineering projects since 1998.

Siegfried Rouvrais is a computer scientist. In 2002 he obtained his Ph.D. degree from the University of Rennes, France. Simultaneously, he was also a teaching assistant at the IFSIC and ENSSAT graduate engineering schools. Since September 2002, he has been a Lecturer in the Department of Computer Science and Telecommunications at ENST Bretagne. He is involved in courses relating to software engineering, both at B.Sc. and M.Sc. levels but works especially on problem- and project-based methods. He is particularly involved in the integration of active pedagogy in the S1 and S4 projects.

André Thépaut is a Senior Lecturer in the Department of Computer Science at ENST Bretagne. He obtained his Ph.D. in 1995. He is the coordinator of the "Innovating Services for the Disabled and the Aged" project. He has been involved in project-based pedagogy for 15 years, and has been a leading member of the team coordinating the S4 engineering projects since 1997. He initiated the S4 project forum and the conference "*Questions de Pédagogie dans l'Enseignement Supérieur*" (pedagogical issues in higher education) that first took place in 2001 at ENST Bretagne.

Pierre Tremembert graduated with a Master's Degree in industrial economics from Paris XIII University (1991) before working for a consulting company and in public organizations as a senior consultant. He has been a lecturer in the corporate division of ENST Bretagne since 2001. He is head of the start-ups incubator (Brest and Rennes). He is also in charge of the entrepreneurship teaching programs and is the coordinator of the S2 projects.

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Tables and Figures with captions

Transversal competencies	- interpersonal communication (group work, creativity)
	- learning to learn
	- oral communication (presentations, meetings)
	- written communication (technical reports, argumentation techniques)
	- project management
Scientific-technical competencies	- designing (plan, write specifications)
	- modelling (applying theoretical knowledge and methodologies)
	- developing
	- testing, assessing and validating solutions
	- interdisciplinary approach

Table 1. Main competency domains developed.

	S1 Project : “Introduction to complex systems”	S2 Project: “Start up”
Situation	Creation of a technical-economical report	Creation of a report for decision makers
Main transversal learning elements	<ul style="list-style-type: none"> • group work • oral communication 	<ul style="list-style-type: none"> • oral/written communication using argumentation techniques
Transversal abilities	<ul style="list-style-type: none"> • to collect and to select information in a relevant way • to present the group’s work orally, using suitable tools • to learn by using the project as a mainspring of knowledge acquisition • to learn with the help of the group 	<ul style="list-style-type: none"> • to apply brainstorming and creativity techniques • to convince, using well-argued elements • to communicate, to spread and to archive their results • to organize the group in a non-directive way • to identify the tasks and to distribute them among the group of students
Technical abilities	<ul style="list-style-type: none"> • to explain the benefits and the links between the various disciplines comprising a telecommunication system. 	<ul style="list-style-type: none"> • to identify technological potentialities and their limits in terms of acceptability, feasibility, cost and usefulness • to integrate economic and social constraints
	S3 Project: “Development”	S4 Project: “Engineering”
Situation	Technical development in a research discipline of our institution	Technical realization ending with a presentation at the project forum
Main transversal learning elements	<ul style="list-style-type: none"> • written communication (technical report) 	<ul style="list-style-type: none"> • project management
Transversal abilities	<ul style="list-style-type: none"> • to reformulate the problem clearly in their own words • to write a quality technical report collaboratively • to supply a product efficiently and in time 	<ul style="list-style-type: none"> • to apply project management methods in order to supply a product with respect to cost, quality and time constraints • to produce several kinds of oral and written deliverables for the project • to conduct a meeting • to trade with a customer
Technical abilities	<ul style="list-style-type: none"> • to design and to develop a technical solution in the domains of the scientific disciplines studied • to test, to assess and to validate solution elements • to apply a methodology appropriate to the project 	<ul style="list-style-type: none"> • to combine and apply knowledge, methodologies, and practices previously learned • to learn new technology

Table 2: Projects summary.

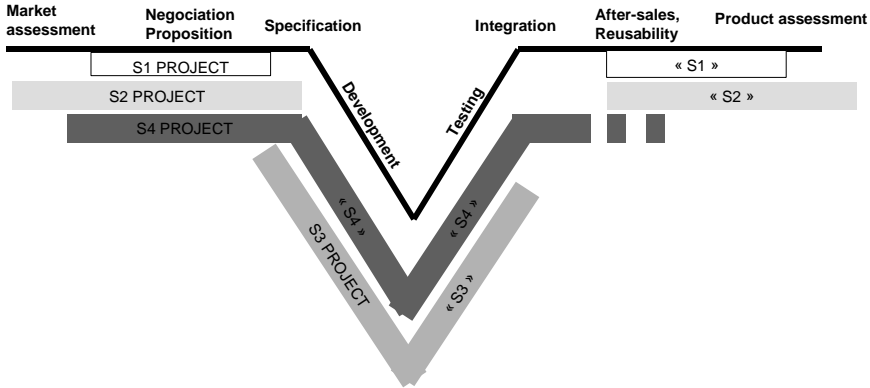


Figure 1. Position of the projects in the "V" life cycle model.