INVESTIGATIVE TEAM
A team of five ambitious scholars have strayed from their academic silos to satisfy intellectual curiosity and better serve the student body of Oklahoma State University and the Stillwater community.

OUTCOMES
The team’s aim is to imbue curriculum with groundbreaking teaching methods that prepare students for their dynamic future. In addition, they will test prominent learning theories relevant to the environments they design.

TEACHING
By incorporating PBL and SL instructors are able to offer student-centered learning environments that promote development of 21st century skills. Moreover, by connecting the two departments together in a real to life scenario the team provides a unique opportunity for students to better understand the roles they will soon play.

RESEARCH
Potential research in human motivations, learning theories, and the like abound with this initiative. The team of investigators seek to add to the theoretical body of knowledge in many areas. This project embodies a constructivist style of learning and encourages thoughtful research questions.

SERVICE
When appropriate the PBL environment has transitioned into SL, which has included using local hotels as observable models to compare and synthesize best practices. Students were able to suggest cost-saving measures as well as design the preference for a suite of mobile apps.

INVESTIGATIVE TEAM
Blayne Mayfield
David W. Davis
Steve Ruby
Yoonjung Cho
Penny Thompson

Oklahoma State University
School of Hotel & Restaurant Administration
Blayne Mayfield, Associate Professor - David W. Davis, Clinical Lodging Instructor - Penny Thompson, Assistant Professor - Steve Ruby, Clinical Assistant Professor - Yoonjung Cho, Assistant Professor

#OKSTATEHASANAPP4THAT
ENGAGING STUDENTS, COMMUNITY, AND ENTERPRISE

The Client Phase (1)
The first phase consists of hospitality students engaging in a PBL venture designed to investigate the best possible use of a mobile application to improve operational efficiency in a hospitality enterprise. Students are placed on different teams and each have a specific role to play. They direct their actions, questions, and eventual output with only ambiguous instructions from the professor. Then, students present their desire for a functioning mobile app to be created in phase two. An example of their results and subsequent presentation is playing on an iPad to the right of this poster.

The Contractor Phase (2)
Phase two includes students in a computer science course learning about iOS development. Through meeting with their “clients,” students are challenged in a short time-frame to learn, listen, and create. They must set realistic and affordable expectations and practice professional standards of business and ethics. The result is a functional beta version of the requested app. Additionally, students create user manuals and appropriate documents for use and training. Over the past two years, students have created three mobile apps. Two of these apps are displayed in the iPads to the right.

Hardware for this enterprise and interdisciplinary initiative has been purchased through the generosity of Hyatt Hotels Inc. Additional support was received from Apple Inc. through Orange Tech at OKSTATE.

“My interest is in the future because I am going to spend the rest of my life there.”
Charles F. Kettering