

## **Overview:**

Virtual Enterprises International (VEI) provides a solution for schools to offer all students meaningful skills-based career experiences. Through our hands-on, task-based curricula, students test drive potential careers and develop in-demand skills and competencies that post-secondary institutions and employers are seeking. By managing the day-to-day operations of a company, students not only develop business skills and an entrepreneurial mindset, they also identify career pathways that align with their interests, talents, and aspirations. In New York State, many schools use the VEI program as a capstone to their business education programs.

## **Is VEI Considered Work-Based Learning in New York?**

New York State defines work-based learning as authentic learning experiences that allow students to explore their career goals, abilities, and interests while applying their academic and technical knowledge and skills in a real-world context. These experiences are planned and supervised by instructional staff in collaboration with business, industry, or community partners.

With this in mind, there are several components of the Virtual Enterprises International experience that can be used to fulfill work-based learning requirements. These requirements include, but are not limited to, hours towards Option 1 of the CDOS Commencement Credential and/or 4+1 CDOS graduation pathway and the 54 hours of work-based learning that serves as the program quality indicator for Perkins. Not all programs will use all experiences.

## **Experiences that Will Count as Work-Based Learning in New York**

Networking events (documentation must be provided of interaction between the student and employer)

Meet and greets (documentation must be provided of interaction between the student and employer)

Monthly mentor sessions

Trade shows (documentation must be provided of interaction between the student and employer)

Presentations to industry professionals related to competition and events (students must have an opportunity to receive direct feedback from business/industry professionals)

Other [unregistered work-based learning experiences](#) that are facilitated through the Virtual Enterprises class at the local level.

## **Experiences that Will Not Count as Work-Based Learning in New York**

Classroom instruction

Time on simulation

Activities in which students do not interact with business/industry professionals and receive feedback

## **Who Can Supervise Virtual Enterprises Work-Based Learning Experiences**

Work-based learning experiences provided through the Virtual Enterprises program should be supervised by the Virtual Enterprises instructor and/or a work-based learning coordinator. If students complete internship experiences off site, then those experiences must be overseen by a work-based learning coordinator who holds the proper extension.

If you have any further questions, please contact \_\_\_\_\_