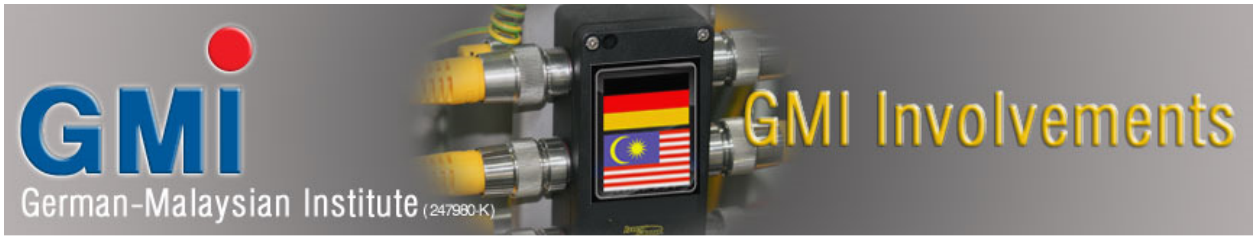


Problem-Project-Production Based Learning (PRO3BL)

The global economic challenge, rapid technology revolution, and domination of knowledge worker have a great impact to the journey of the learning process in which what worked a decade ago in classroom teaching may no longer able to develop personnel who are versatile and more importantly a lifelong learner.

These challenges and changes have created forces of change for GMI to take a proactive action in strengthening the learning and teaching approach. The Pro3BL approach is introduced in January 2010 to complement the existing training approach that emphasizes on job competency. As a result we will be able to generate students who are creative, innovative with problem solving skills.

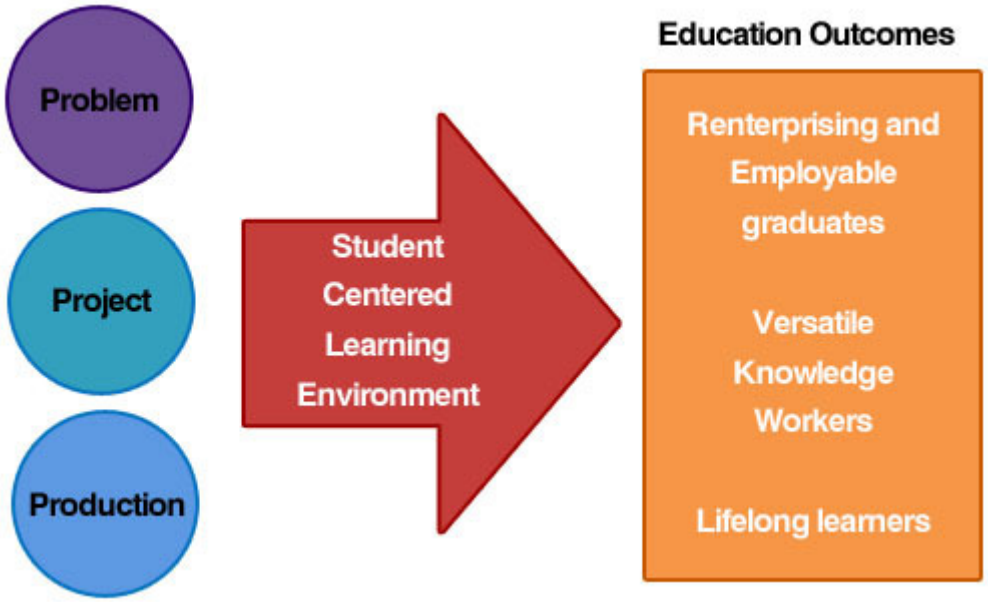
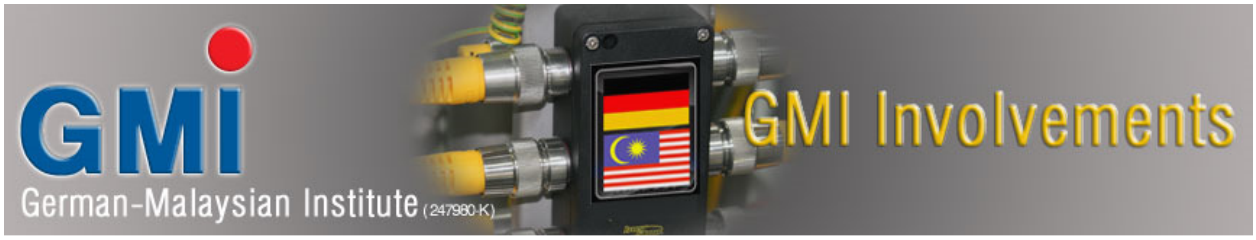
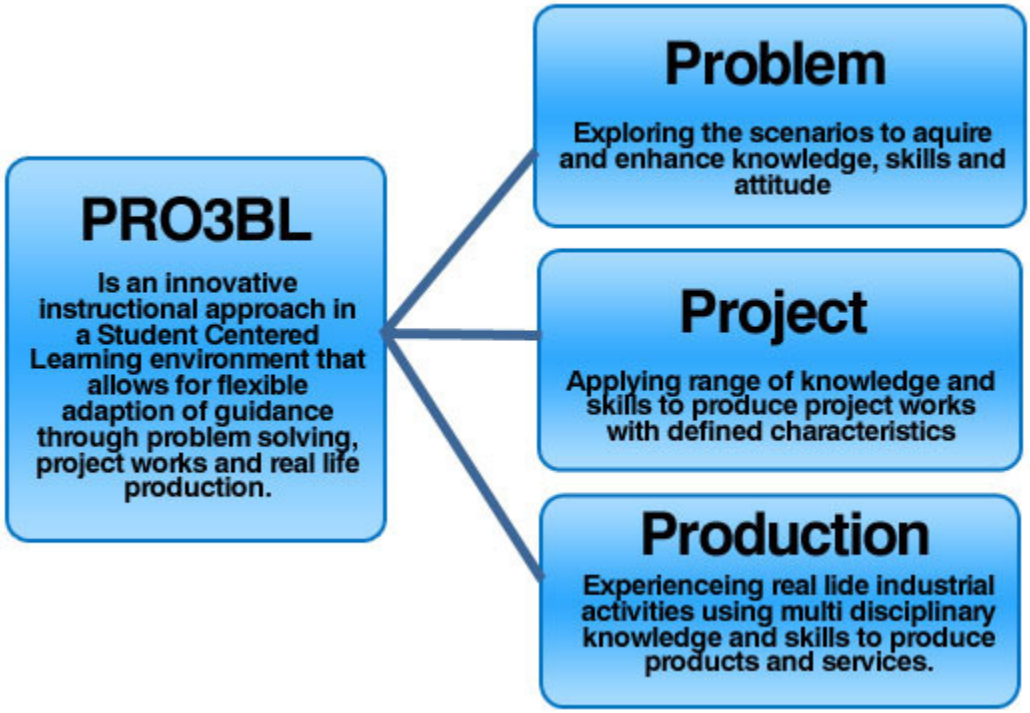


Figure 1: Model of Pro3BL with the education outcomes

PRO3BL is an innovative instructional approach in a Student Centered Learning (SCL) environment that allows for flexible adaptation of guidance through problem solving, project works and real life production. The education outcomes from the Pro3BL model will produce workers who are capable and having the multitude competencies to stay competitive in the job market and cope with the complexity and rapid changes of technology.





With Pro3BL in the SCL environment requires teachers to be facilitators to facilitate the students' learning in a form of group or work project which is generally less structured than traditional, teacher-led classroom activities. The students have to think critically to come up with the solutions to these real world problems. It helps with their creative thinking skills by showing that there are many ways to solve a problem and consequently, students will learn from these experiences and apply them to their lives in the real world. GMI will have to face the challenges of "learn to learn" of solving problems. The Pro3BL method of learning will trigger students to think critically and analytically, and to gather appropriate learning resources in solving problems. Ultimately, it will engage students' curiosity in exploring knowledge and making learning their autonomy.