

Virtual Work Experience FAQs

What is a virtual work experience?

A virtual work experience is a unique opportunity for student engineers to learn first-hand the practical aspects of various engineering roles and how they can apply theoretical learning in the workplace. These experiences are designed to bridge the classroom knowledge and the real working environment. Students can get experience to enhance their resumes and gain some understanding of the practical application of their studies.

Why were the virtual work experience modules developed?

The virtual work experience modules have been developed to help engineering students put university theory into working practice. These experiences were designed to give students some insight into what it is like to practice as an engineer. We know gaining physical work experience can be challenging for students, particularly with Covid restrictions limiting opportunities to go into workplaces, so the aim was to provide access to real life experiences without having to leave home.

Who can access the virtual work experience modules?

The virtual work experience modules are specifically for student members of Engineers Australia only!

The virtual work experience modules will be housed on the Engineers Australia Jobs Board platform and only Engineers Australia student members with a valid EA ID will be able to access the virtual work experience modules.

Who is developing the content for the virtual work experience modules?

The content for these virtual experiences was designed and endorsed by experienced engineers. The engineers that have designed the modules understand how to build educational content targeted at the university level within the context of work experience. Content was proofed, edited and checked by independent engineers and educators as well as Engineers Australia.

How many different virtual work experience modules are currently available?

There are thirteen virtual work experiences that have been developed, that cover the following twelve engineering disciplines:

- Aerospace Engineering
- Biomedical Engineering
- Chemical Engineering
- Civil Engineering
 - Construction engineering
 - Water Engineering
- Electrical Engineering
- Environmental Engineering
- Mechanical Engineering

- Mechatronics Engineering
- Mining Engineering
- Software Engineering
- Systems Engineering
- Telecommunications Engineering

Each virtual work experience is targeted at the university level, delivered 100% online and takes between 2 to 5 hours to complete. The modules do not need to be completed in one sitting, it will be possible to save your progress and return to complete the module at another time.

Does the estimated time to complete a module ONLY encompass the study of the module? OR does that also include time to analyse the problem, find information and write it up in a suitable form?

It is the latter, the time to comprehend the problem, find information, analyse and solve the problem and write it up in a suitable form

This is just a rough estimate though and the actual time will vary greatly between students depending on their prior knowledge and ability. Students with a related degree who are mid to late in their degree should be able to complete it during the advised time period.

An estimate of the amount of time each module might take for an average student to complete is contained on the overview page of each Virtual Work Experience.

What you will do?

Module 1: Is the existing pump big enough? (30 minutes to 1 hour)

Based on limited notes, give an assessment of the pump requirements vs. the water demand on site.

Module 2: Power costs (30 minutes to 1 hour)

Estimate the cost of power of operating a pump for the given water demand requirement. Compare the estimated cost to the budget allotted.

Module 3: Mains water cost vs. pumping (30 minutes to 1 hour)

Based on your assessment of feasibility, cost analysis, and research, provide the pros and cons of connecting to the mains water vs. operating the pump, and give your recommendations.

Can completing the virtual work experience modules count towards Engagement with Professional Practice (EPP)?

Completion of the virtual work experience modules may be considered as a way to complement or supplement EPP for those students nearing completion of their programs and who have already completed additional work experience.

What is feasible and appropriate for each student will depend on several factors including their engagement to date, opportunities provided within their program, and their intended graduation timeframe.

It is recommended that students speak with their individual tertiary institution to determine if the virtual experience modules are applicable to count towards EPP.

Is there a suggested level of equivalence to hours/days a student might spend in industry in an actual placement?

The aim of the virtual work experiences is to give students a good feel for what the workplace is like and how the types of tasks and projects they will be given differ from the classroom.

It is suggested that the completion of one of the virtual work experiences could make up for up to a week of an engineering internship. However they don't make up for the important soft skills of being on-site and working in real time with a team.

It is recommended that students speak with their individual tertiary institution to determine if time spent completing a virtual work experience can be considered as time spent completing an engineering internship.

What if I am not a student member of Engineers Australia and want to access the virtual work experience modules?

Unfortunately, you can't. The virtual work experience modules are exclusively available to EA student members only. Not a member? [Sign up now, student membership is free!](#)

Who manages the virtual work experience modules?

The Virtual Work experience modules are jointly managed by Engineers Australia and Prosple.

Will I receive feedback on my work?

You won't receive specific feedback on your work, but all students who submit a module will be able to view a model answer and compare their own responses. This allows them to assess themselves and pick up on areas they can improve.

Is there a specification or framework upon which the modules have been created which will assist Tertiary Institutions to develop an assessment around them?

Students get to see a sample response once they have submitted their answer, allowing them to 'self-assess'.

The sample responses for each module can be provided if requested to allow tertiary institutions to develop their own marking rubric.

How do verifiable certificates work?

Once a student completes a module, they will be issued with a blockchain verifiable certificate to prove their completion. They can add this to their CV or include it on their LinkedIn profile. Students can access the credentials from virtual experiences they have completed from within the logged in area of the Engineers Australia Jobs Board.

How do you collect my data? And what do you do with it?

Your personal data and virtual experience submissions will be jointly held by Engineers Australia and Prospire.

Prospire won't share your data or submissions with anyone other than Engineers Australia without your consent and your data can be removed at any time by emailing contact@prospire.com

I have questions, who do I speak to?

For further information about the virtual work experience modules, please email: careers@engineersaustralia.org.au

Or contact:

Mark Bladwell

Manager, Programs & Partnerships, Student & Graduate Membership
mbladwell@engineersaustralia.org.au

Samantha Zdjelar

General Manager, Student & Graduate Membership
szdjelar@engineersaustralia.org.au