Various disciplines and courses would have their own learning objectives which would drive assignment creation. Nonetheless taking the stakeholder view of experiential learning projects, some stakeholders need to be "actively" involved from the beginning of the experiential project while others might be more "passively" involved as a result of the process. Below are some guidelines for administering and achieving optimal results with such projects.

Stakeholders	Nature of their involvement	Strategies
Students	Active	• Set clear and high but realistic expectations from the start • Incorporate application oriented learning in project structure • Encourage interactions between students and clients
Community	Passive	• Design projects considering the local economy • Pursue opportunities for social impact
Clients	Active	• Seek input on project design from project creation to the extent possible • Manage expectations to align with student resources • Build a pool of clients open to collaboration
School	Passive	• Promote results externally to build school visibility • Share best practices to encourage curricular development