



2021 Virtual Case Study

The Day of Play!



PRESENTED BY THE CANISIUS COLLEGE TEAM:

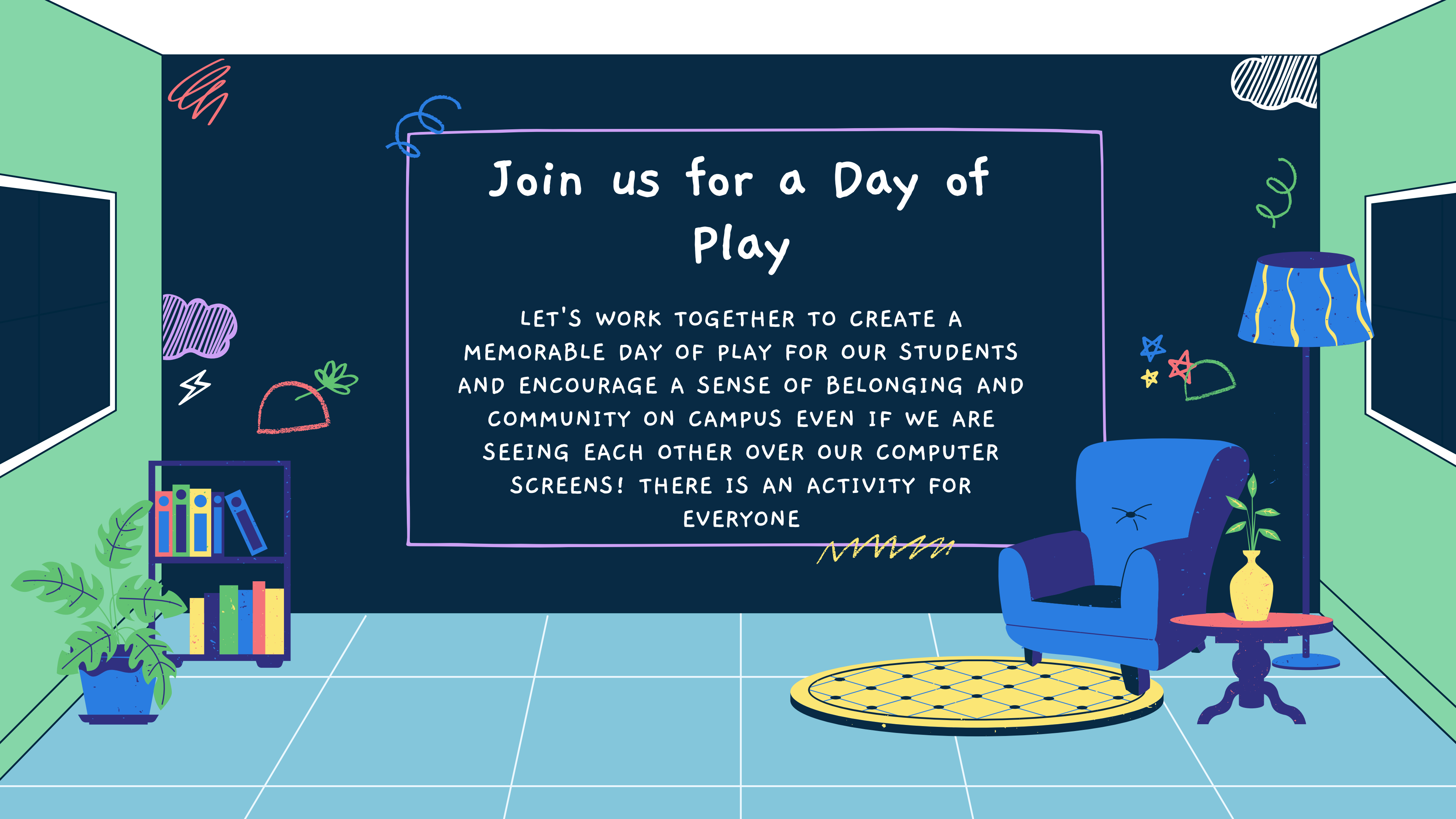
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Join us for a Day of Play

LET'S WORK TOGETHER TO CREATE A MEMORABLE DAY OF PLAY FOR OUR STUDENTS AND ENCOURAGE A SENSE OF BELONGING AND COMMUNITY ON CAMPUS EVEN IF WE ARE SEEING EACH OTHER OVER OUR COMPUTER SCREENS! THERE IS AN ACTIVITY FOR EVERYONE






Institutional Demographics: Welcome to Heartland Jesuit University Home of the Griffins




HEARTLAND JESUIT UNIVERSITY




Home to 3,500 students (2,500 undergraduate students, 1,000 graduate students)

PART OF A DISTINGUISHED NETWORK OF JESUIT INSTITUTIONS



Jesuit mission steeped in cura personalis (meaning care of the whole person), magis (meaning more, knowing you can always challenge yourself academically, spirirutally, and socially), and being people for others through acts of service and an inclusive campus environment with a focus diversity and inclusion

LIBERAL ARTS INSITIUTION



Offering a robust core curriculum that honors the libreal arts tradition with over 100 different majors and pre-professional programgs offered



The Problem

The Senior Council at Heartland Jesuit University is concerned that there is a lack of student engagement in and out of classes. Students are logging on to their virtual class meetings or campus while sitting in their single dorm rooms. The lack of interaction at these events is problematic. What is the magic formula for these virtual campus events? What makes them engaging for students so that they feel a sense of belonging on campus even in this virtual environment?

The Task At Hand

Our Virtual Experience Committee comprised of members of the Heartland Jesuit community: the Student Activities Director, Student Life staff members, Residence Life staff members, Athletics, New Student Programming Director, club leaders, and faculty members

Is tasked with coming up with ONE meaningful and absorbing virtual program that stresses social engagement.



Goals of the Day of Play!

STUDENT
RETENTION/
PERSISTENCE

CONNECTION TO
CAMPUS

INSTITUTIONAL
LOYALTY



DEVELOPMENT OF
SOCIAL CAPITAL

SUPPORTING
DIVERSE
POPULATIONS



Day of Play Overview- Outline of Events

One Day, Many Different Ways to Connect with your fellow Heartland Jesuit Griffins

✿ BINGE WORTHY TV AND MOVIE BINGO

Hosted by Heartland Jesuit's Film Society, the Bingo game will feature binge worthy TV shows and movies from the last year. To be followed by a screening of a classic movie that students can access through Netflix or Disney+

✿ WHAT DO YOU MEME?

Hosted by the Student Life Department, this event is a caption contest with the most recent memes on social media.

Allowing students to get up to date on the most relevant current and cultural events.

✿ PLAY AMONG US

Hosted by the Fusion Gaming Socoety, come play Among Us! What color will you choose?!

✿ TIK TOK VIRTUAL FLASH MOB

Hosted by the Dance Team, learn a new Tik Tok Dance Challenge and join your fellow Griffins to put together an epic virtual Flash Mob piece!

Day of Play Overview- Outline of Events

One Day, Many Different Ways to Connect with your fellow Heartland Jesuit Griffins

* SOCIAL HOUR WITH HEARTLAND JESUIT STUDENT CLUBS

Hosted by various student clubs and organizations on campus, join student leaders for event break out rooms to chat learn about various clubs and organizations on campus. Find a new club to join!

* STUDENT SUPPORT SERVICES JEOPARDY

Hosted by the Griff Center for Student Success, play a game of Jeopardy and learn more about the resources on our campus that will help you succeed! Departments represented: Student Success Center, Counseling Center, Office of Student Life, Financial Aidm, Public Safety.

* CAMPUS BUDDIES SPEED DATING

Hosted by club leaders of all our Diversity clubs on camous! Now is your chance to go on a speed date, not to find a significant other but to find a new friend to hang out with on and off campus! Great way to meet fellow Griffins!

How Will we Publicize the Event?

This event will be promoted through flyers and graphics specially made for social media.

These social media posts will be posted on the participating student organizations social handles, as well as, the main insitutional channels. Promotion will also be done through the various participating student organizations and by the residence hall staff.

How will it Promote Social Interaction


- Connecting students to other students on campus
- Connecting students to clubs and organizations on campus
- Conencting students to campus resources

HEARTLAND JESUIT UNIVERSITY'S
DAY OF PLAY

Fusion Gaming Society is being sus: come expose the imposter

3/3/2021 at 6pm

Prizes: Groceries, book store gift cards, HJU Swag and more!



HEARTLAND JESUIT UNIVERSITY'S
DAY OF PLAY

CONNECT TO CAMPUS



3/3/2021 at 4 pm

Prizes: Groceries, Book store gift cards, HJU Swag and more!

Heartland Jesuit University's
Day-Of-Play
Official Schedule
March 3rd, 2021



- 1: 2:00pm Club Leader Meet and Greet. Connect with clubs on campus!
- 2: 3:00pm Campus Buddies Speed Dating. Meet other students from all different backgrounds!
- 3: 4:00pm Connect to Campus Jeopardy. Find out about all the resources offered to HJU's students!
- 4: 5:00pm TikTok Dance Party. Learn some of the most fun TikTok Dances!
- 5: 6:00pm Among Us. Fusion Gaming Society is being sus, help us find the imposter!
- 6: 7:00pm What do you meme? Caption the memes of 2021.
- 7: 8:00pm Movie Night Bingo. Join Film Society for a Bingo game showing all your favorite movies!

HJU

Heartland Jesuit University's
Day of Play

MOVIE NIGHT BINGO

NETFLIX

March 3rd, 2021.


Start time: 8:00pm

Prizes: Groceries, HJU Swag and more!



Hosted by:
HJU's Film Society

Heartland Jesuit University: Day of play



3/5/2021 at 7 pm

WHAT DO YOU MEME?

PRIZES: GROCERIES, HJU SWAG, BOOKSTORE GIFTCARDS AND MORE!

HEARTLAND JESUIT UNIVERSITY'S
DAY OF PLAY

Kick off the Day-Of-Play with a meet and greet with your favorite club leaders.

find like minded friends on campus and find out about the clubs sponsored by our Undergraduate Student Association



3/3/2021 at 2pm

Join via zoom for some great give-away opportunities!

HEARTLAND JESUIT UNIVERSITY'S
DAY OF PLAY

CAMPUS BUDDIES SPEED DATING

3/5/2021 AT 3PM

HOSTED BY: AFRO-AMERICAN SOCIETY, AFRICAN STUDENT ASSOCIATION, FRENCH CLUB, GLOBAL HORIZONS, LASAF, SAS, SPANISH CLUB AND UNITY

PRIZES: GROCERIES, HJU SWAG, BOOKSTORE GIFT CARDS AND MORE!




Theories and Literature

A NUMBER OF STUDENT DEVELOPMENT THEORIES AND
LITERATURE GUIDED THE CREATION OF THE DAY OF PLAY

Schlossberg's Transition Theory (Patton, 2016):

Our Event: This pandemic has brought lots of unanticipated events into the lives of our students. For our first year students, they had to abruptly stop their senior year of high school and did not get to graduate the way they wanted to. For our current second year students, their freshman year ended with classes going all online. For our upperclass students, they are all trying to figure out what is next, but more so what is next in a world that revolves around COVID. The students graduating, pretty much spent their last year of college in a way they did not think they would. No matter at what cross road our student body finds themselves at in terms of what is happening now or what will happen next, as student affairs professionals, we must be there to help them transition into where they need to be. This "Day of Play" will help our students ease their worries and anxieties and immerse themselves in many fun activities. Through these activities, students may find a new support system of friends who are going through the exact same situation as they are.






Theories and Literature

Astin's Student Involvement Theory

"Meaning educational engagement in college stimulates cognitive complexity, leading to learning, and development." (Patton, 2016)

Our Event: Students in COVID-era higher education are missing the opportunity to involve themselves on campus co-curricularly. This makes finding ways to connect students to campus increasingly important. As a result, college campuses are tasked with creating virtual engagement opportunities and programs for their students. By creating events such as the "Day of Play" we can connect students to departments, resources, and student leaders throughout campus. This even supports retention because in addition to connecting students to other students we are connecting them to campus resources to foster campus success. This is particularly true in Connecting to Campus Jeopardy which introduces new students to resources provided by their advisors, counselors and more!



The slide features a dark blue background with a decorative border of colorful, hand-drawn shapes and patterns. At the top, there is a red square, a blue swirl, a yellow diamond, a red circle, a green triangle, a red spiral, a pink semi-circle, and a blue arrow. At the bottom, there is a red swirl, a yellow spiral, a blue heart, a red swirl, a green flower, a yellow circle, and several yellow and red stars.

Theories and Literature

Bourdieu's Theory of Social Reproduction (Patton, 2016):

Our Event: The Day of Play touches upon all aspects of Social Reproduction in a student's life. Economic capital can be found through students discovering the resources and services that our financial aid office offers. An example being, how to find possible outside scholarships or how to set up a private loan. College is a time where students leave home and the environment that they were previously exposed to. Through the speed dating event, students will have the opportunity to meet new people and discover others from different backgrounds of race, ethnicity, religion, creed, gender, etc. Students will have a greater understanding of assumptions and biases, which can contribute to their knowledge of our whole society. A day filled with lots of fun, activities, and gaining knowledge of resources/services and clubs and organizations, our students will have the opportunity to create a network of friends, faculty, and staff that can contribute to their success all in one place.

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Theories and Literature

Critical Race Theory (Cuyjet, 2016):

Our Event: The Day-of-Play has various different types of activities with all different people on campus. This creates an atmosphere where there is something for everyone, ensuring we create events that will support the biggest portion of our student body. Additionally, having events run specifically by our diversity centered clubs and office for Equity, Diversity and Inclusion we are ensuring students from all different backgrounds are finding connections on campus and seeing similar backgrounds represented in the student body, faculty and staff.

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Theories and Literature

Chickering and Gamson's (1987) Seven Principles of Good Practice in Undergraduate Education (Meyer, 2014):

Our Event: Interactions between students and institutions promote institutional loyalty and a sense of belonging. Essentially, the more people a student can meet on campus the more likely they are to be retained by the institution. By creating opportunities for students to interact with faculty, student leaders and staff at a given institution students are more likely to seek out additional opportunities and resources. The day-of-play is an all hands on deck event which allows for participating students to get the most out of their virtual game show experience.



Theories and Literature

Tinto's Theory of Student Success (Long, 2012):


Our Event: This event combats all three of Tinto's believed sources for student departure. By connecting students to the Student Success Center on Campus through Connect to Campus Jeopardy you are connecting them with the department that supports accessibility, tutoring, career services and so much more that can help fight academic struggles. It combats the failure to integrate socially because in a time when personal connections need to be fostered virtually and students are feeling isolated, we are providing incentives to socialize not only with other students on campus but faculty, staff, student leaders, etc. Lastly, this creates more connection to the institution which makes it easier for students to remain committed to Heartland Jesuit University.



Theories and Literature

Student Retention/Persistence and Making Student Engagement Work for Diverse Populations (Quaye, Harper, Kuh, 2015):

Our Event: The Day of Play is filled with events that range from social events, to opportunities to meet students from different clubs and organizations to becoming aware of resources the campus has to offer. By creating a day long game show we can ensure that there is something that can connect anyone to campus, making it more versatile in supporting students from diverse backgrounds. Additionally, the speed dating event also connects students with the diversity oriented clubs on campus and the Office for Equity, Diversity and Inclusion.






Theories and Literature

Development of Social Capital, Institutional Loyalty, and Connection to Campus (Zheng, 2020):

Our Event: By creating programs on campus for our students, students are more likely to find students and faculty that have common interests as them. This further expands their individual social capital which gives them more ties to campus, thus more opportunities. The Day of Play has all different types of games catering to all different types of students, maximizing the potential to create connections. The more connections students have to campus the more likely they are to persist and have institutional loyalty.



Resources

Long, D. (2012). Theories and Models of Student Development. ISU ReD: Research and eData | Illinois State University Research. <https://ir.library.illinoisstate.edu/cgi/viewcontent.cgi?article=1029&context=fpml>

Meyer, K. A. (2014). Student Engagement in Online Learning: What Works and Why. ASHE Higher Education Report, 40(6), 1-114.

Patton, L. D., Renn, K. A., Guido, F. M., & Quaye, S. J. (2016). Student development in college: Theory, research, and practice (3rd ed.). John Wiley & Sons.

Quaye, S., Harper, S., & Kuh, G. (2015). Student engagement in higher education: theoretical perspectives and practical approaches for diverse populations (2nd ed.). Routledge.

Zheng, K. (2020). The COVID 19 pandemic and digital higher education: Exploring the impact of proactive personality on social capital through internet self-efficacy and online interaction quality. Children and Youth Services Review.