



"DAY OF GAMES" CASE STUDY

Nelson Barahona

Emily Cook

Steven Stone

Robin Young

DEMOGRAPHICS

- LARGE INSTITUTION (25,000+ STUDENTS)
- SPORTS FOCUSED/ COMPETITIVE
- PREDOMINANTLY WHITE INSTITUTION
- ~25% MINORITIZED STUDENT POPULATION
- LARGE GREEK POPULATION
- LARGE FIRST-YEAR POPULATION
MOST PROGRAMS FOCUSED TOWARDS THEM



OUTLINE OF PROGRAM



Set on a "dead day" or weekend where students do not have many other responsibilities

- ✓ The first half of the day (10 am- 1 pm) will be online games through the online fair platform "Gather.town."
- ✓ The second half of the day (1:45 pm- end) will be a large in-person and online collaborative geocache hunt



Winners of games throughout the day will be entered into raffles for item prizes and "scholarship" prizes

- ✓ Winners of hunt will win scholarship prizes for each participant in the group
- ✓ Offices and programs will be encouraged to participate by hosting games and donating prizes



GOALS OF PROGRAM

- 1 Encourage students (specifically first-years) to engage and interact with other students and offices in a meaningful way
- 2 Create an autonomous environment to allow students to choose which games they join
- 3 Provide an opportunity for students to learn about offices, programs, and resources on campus

PROMOTING SOCIAL INTERACTION

Our team is creating the Day of Games to encourage an autonomous, fun environment for students, specifically first-year students.

During this time, it is extremely important to keep students engaged and enrolled at the university. Campus involvement has also been proven to offer a variety of benefits towards student development and retention at the collegiate level. “Student affairs professionals can offer a variety of involvement opportunities which would work indirectly but purposefully toward the retention of students. [...] By doing so, students become invested and "hooked" to the institution, thereby increasing retention at the college or university.” (Moore et al., 1998)

PROMOTING SOCIAL INTERACTION

While brainstorming, we found that one of the major differences with pre-pandemic programming and now, is that students do not have many options in the programming they participate in. For past large in-person events, universities are able to set up stations for students to choose what they want to do. For many online events, students join a large group and participate in the group activity, without autonomy in what they participate in at the event, causing less interaction.

With this program, we seek to provide students with autonomy because through our research we have found that, "[...] positive impacts have been seen when student autonomy is promoted through meaningful and personally relevant choice" (Evans & Boucher, 2015).

PROMOTING SOCIAL INTERACTION

With our online gaming fair, students will have options on which "tables" they join, which will host different games, giving them the autonomy to choose what and who they interact with.

- Having booths will create smaller groups so interaction will be easier and less intimidating
- Able to be competitive while learning about the offices/programs hosting
- Will facilitate the use of the application for the later round

The Geocache hunt will provide a competitive opportunity for students to join a team and use their deductive skills to learn about the university and solve problems!

- Able to create teams or paired randomly/on a set of questions
- Hybrid Setting (online and in-person) will allow for students participating virtually to help guide their team and still interact

GATHER.TOWN



- Gather.town allows for individuals to create characters and explore around a map.
 - Private spaces can be set up for smaller meetings, and games can be set up on the table.
 - Various screens and whiteboards can be used for messages and video links
- As individuals join a room, private space, or simply come near others in outdoor settings, those individuals' video and audio will pop up, and individuals could interact with one another.

GATHER.TOWN

- Gather.town has various membership subscriptions that can allow for institutions to edit and create their personal map to resemble their institution for the second portion of the challenge.
- Price varies by size and the number of users
 - Gather does appear to present different cost to academic institutions if they are directly contacted

Free Tier Accommodates 25 Online Users:

Ready for more? Supercharge your events or support a larger office with increased reliability, guest list only access, and more! Upgrade your space temporarily or subscribe monthly today!

Add upgrade plan for **daily** ?

Town	City	Metropolis
\$3 / user per day	\$6 / user per day	\$9 / user per day
<ul style="list-style-type: none">✓ 10 basic objects ?✓ 3 advanced objects ?✓ Email guest list✓ Town moderator controls ?	<ul style="list-style-type: none">✓ 50 basic objects ?✓ 10 advanced objects ?✓ Email guest list✓ Email domain access ?✓ City moderator controls ?	<ul style="list-style-type: none">✓ Unlimited interactive objects ?✓ Email guest list✓ Email domain access ?✓ Metropolis moderator controls ?
Upgrade Space	Upgrade Space	Upgrade Space

DAYS LEADING INTO EVENT

- Online registration will provide a preference for online or in-person participation in the application, with caps on each to be determined by each institution.
- The institution will then assign teams and send out a formalized email with partners contact information
 - At this time, the link for the first part of the activities will be sent to both contestants
 - The second link will be sent out to the online participants 5 minutes prior to the start time. If possible, they will be locked into the main lobby, union area.
 - A list of locations for open challenges will be provided at the official start time
- In-person participants must provide their own phone to maintain contact with their partner.

GEOCACHING HUNT

- The scavenger hunt will consist of teams of two:
 - One online player
 - One in-person player
- Each individual player will meet in a centralized location on their respective platform
- They would go around the "campus" and compete in challenges to acquire a specific amount of tokens
 - 1/2 online 1/2 in person
 - Various offices will host various events on each platform with instructions in the form of a YouTube link or member present
 - Once a team receive all the tokens that team will win the challenge
- Some tokens would be highlighted through Easter Eggs

- The 2 final tokens are a series of hidden challenges or items
 - One token will be a strictly online series of challenges to receive the token in "hidden areas"
 - The Last token is clues located on campus that lead to a final destination
 - These clues however will appear on the outline platform and will be communicated through each party

A large teal circular graphic on the right side of the slide, partially cut off by the edge.

EASTER EGGS

CONCLUSION

Overall, our team feels like our event provides an answer to the ongoing battle of socializing our students through this Covid-19 pandemic as well as provides a step towards the reintegration of students onto our various college campuses. It provides space for each institution to include its own traditions as well as provide an interactive view of the campus from an alternative lens.