StudentAffairs.com Virtual Case Study 2021

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OVERVIEW

- Pikes Peak University
- Meeting the Professionals
- The Realities of Virtual Learning
- Virtual Program
  - The Event, Logistics & Incentive
- Programmatic Outcomes
- Marketing
- Literature

PIKES PEAK UNIVERSITY

Pikes Peak University is a mid-size public university consisting of 13,000-15,000 students that brings in a large population of freshman students each year. It began as a sanitorium and the university was built around it, because of this, the PPU campus is prone to legends and fables of patients past.

(Adapted from University of Colorado Colorado Springs)

STUDENT AFFAIRS AND VIRTUAL LEARNING

Kretovics' (2003) article breaks down the role of SA in distance learning. In these unprecedented times, these two facets of student affairs are most important when dealing with distance-learning. In order to blossom community and provide services, student affairs professional have to think out-of-the-box and do our absolute best by our students.

Providing Services: We are quite lucky to exist in a time that allowed us to easily adapt to the sudden changes brought about by the pandemic. Various departments within the wing of student affairs have been able to connect with students via online platforms and continue to provide their services in our distance learning enviroment.

Creating Community: The loss of face-to-face interaction is felt most in campus communities. Whether they be residents, clubs, or study groups, feeling as though they aren't making any connections is something everyone shares. Making an intentional effort to build community within our student population should be a priority.

THE REALITIES OF VIRTUAL LEARNING

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Researchers at Educationdata.org found that university presidents considered the following serious challenges in the current virtual learning environment:

- Maintaining student engagement- 81%
- Training faculty less familiar with teaching online- 75%
- Ensuring student access- 69%
- Ensuring high academic standards- 50%
- Availability of technology- 50%
- Faculty buy-in- 22%

Virtual Programming:

- ## The Event
- ## The Logistics
- ## The Incentive

THE SPOOKY VISITS OF THE SANATORIUM SPIRITS!

Before you attempt to escape you must first understand where you are.

Main Hall was the first and only building on campus for many years. In its early days it served as the campus library, the nursing college, and dining hall. That was about sixty years ago, but before that our beloved main hall was home to the community sanatorium. Hundreds of patients stayed in Main Hall as they battled tuberculosis. Stories of souls who remain in Main Hall still swirl from time to time. You and your roommates decided to see for yourselves...

LOGISTICS

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- The escape room will be facilitated via Zoom. Those registered for this event would be randomly assigned to breakout rooms to create random four-person teams.
- After a round of get-to-know-you activities, the students will begin the process of solving puzzles.
- Pre-recorded videos created by our very own student affairs staff will break up the segments and create the challenges of the escape room.
- Decoding ciphers, gathering clues and avoiding missteps will be the students' responsibilities.
- They will input their answers in a website we've created, and based their choices, their opponents will be assigned randomly as well. Teams will also be placed against other teams in certain rounds to gain further student contact.
- The scholarship will be awarded and split among the team who completes the escape room first.
- Other prizes will be awarded to groups based on dynamics (i.e. "Best Name, Most in Character, Funniest, Most Argumentative", etc.)

SCHOLARSHIP AND PRIZES

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Research conducted by campus labs shows that at multiple universities, including incentives in programming, virtual or not, significantly drove up attendance at campus events. Our proposal is to team up with the financial aid Department and provide a $1000 dollar scholarship to be split among the winning team. We believe this, along with other smaller prizes, will significantly increase our rate of attendance and interest at this event.

# PROGRAMMATIC OUTCOMES
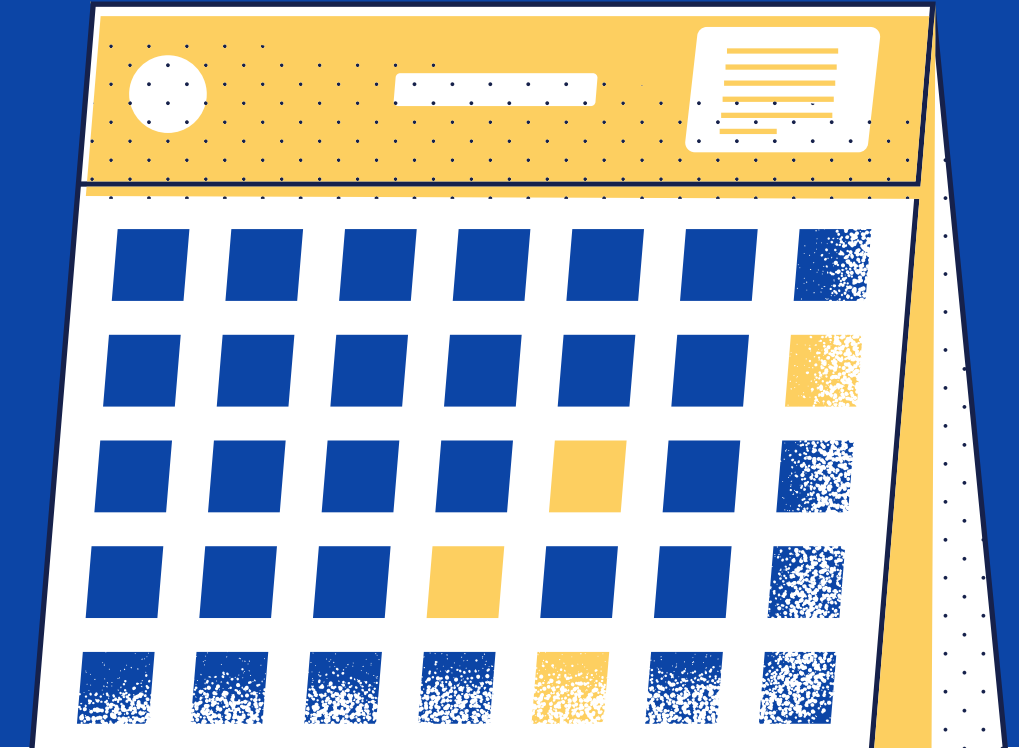
At the conclusion of this activity:

Students will form new connections in a virtual environment via the teamwork facilitated by the randomly assigned breakout rooms.
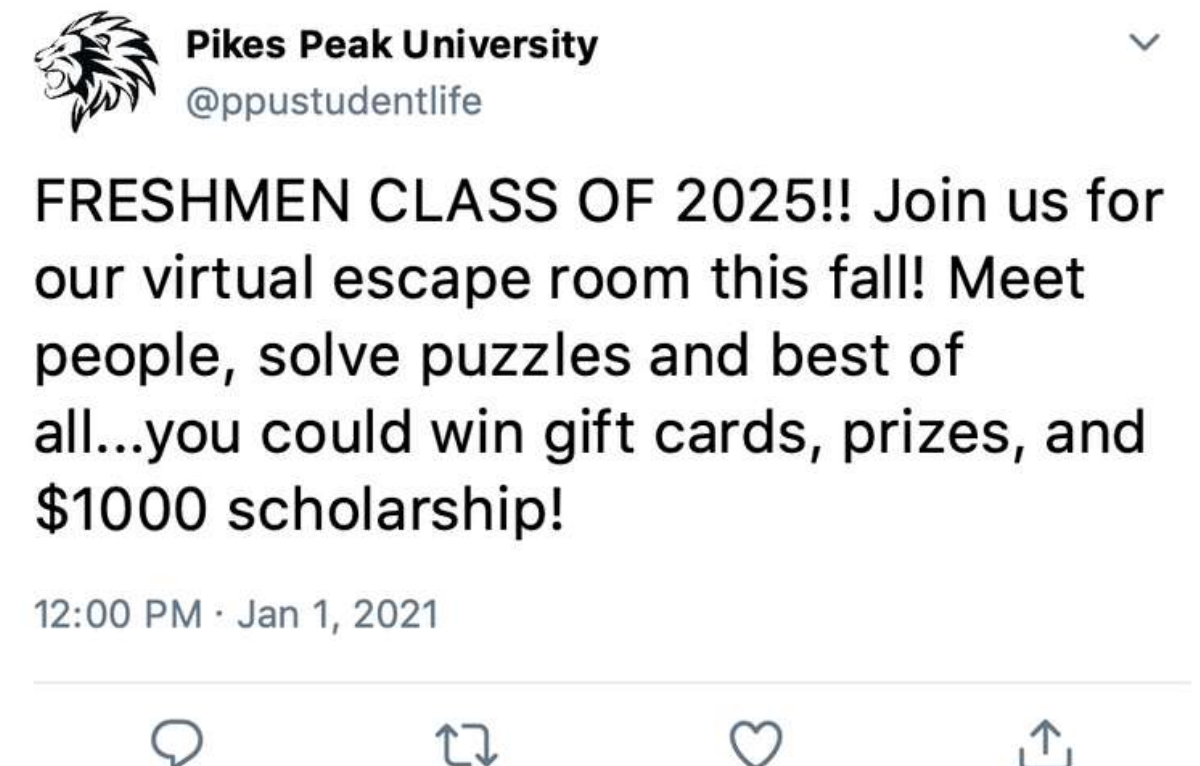
Students will develop their communication and problem-solving skills due to the challenging nature of the puzzles and activities.

Students will feel a new and nourished sense of community with their peers.
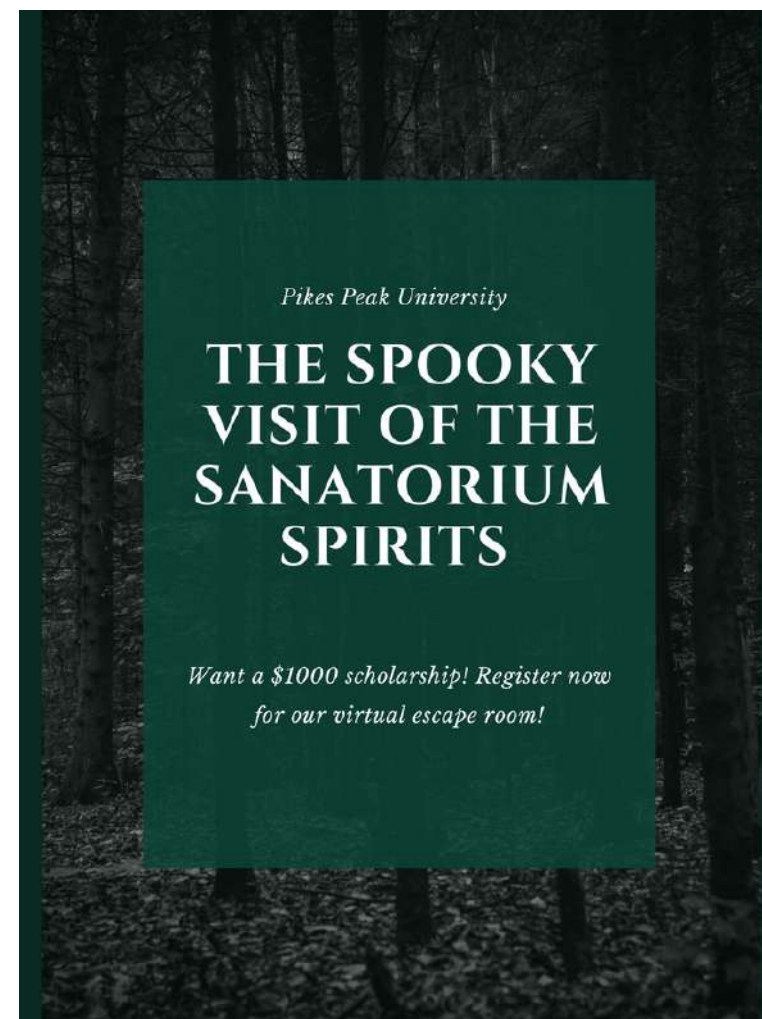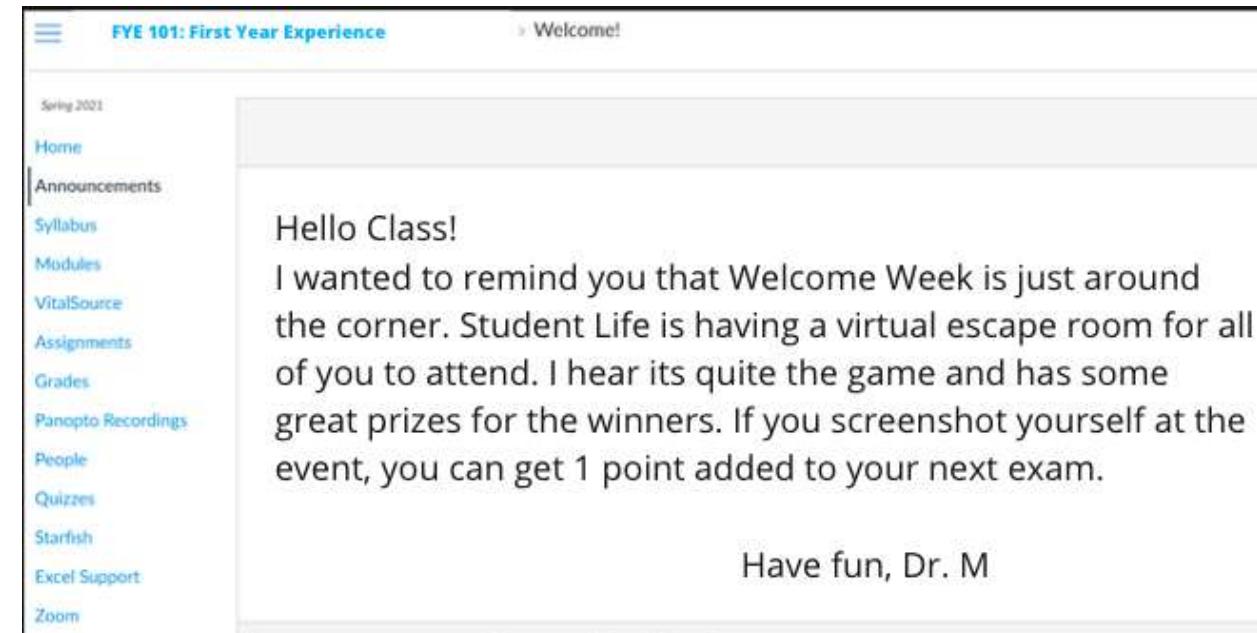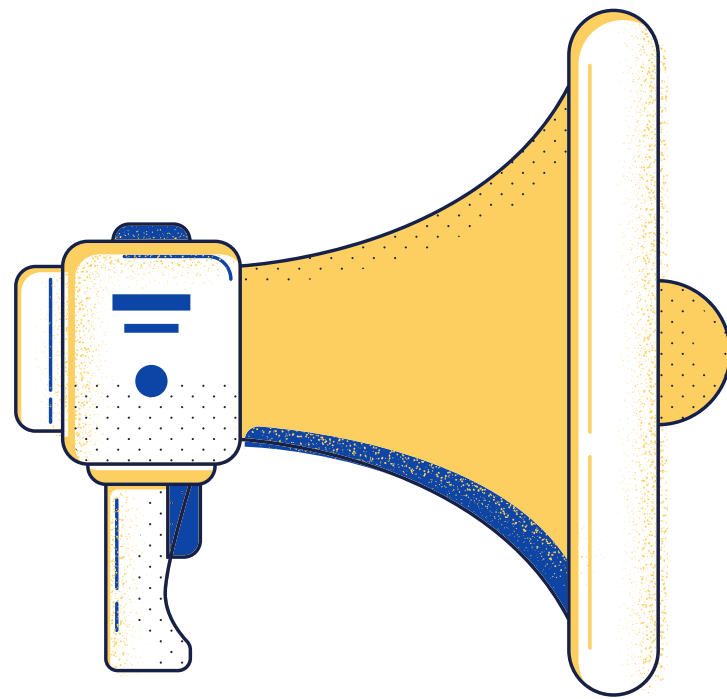
Marketing

Along with class emails, students will see social media blasts as well! We encourage our faculty on campus to use this as an extra credit opportunity for your students to get to know each other!

FYE 101: First Year Experience — Welcome!

Spring 2021

Home
Announcements
Syllabus
Modules
VitalSource
Assignments
Grades
Panopto Recordings
People
Quizzes
Starfish
Excel Support
Zoom

Hello Class!
I wanted to remind you that Welcome Week is just around the corner. Student Life is having a virtual escape room for all of you to attend. I hear its quite the game and has some great prizes for the winners. If you screenshot yourself at the event, you can get 1 point added to your next exam.

Have fun, Dr. M

Pikes Peak University

THE SPOOKY VISIT OF THE SANATORIUM SPIRITS

Want a $1000 scholarship! Register now for our virtual escape room!

Pikes Peak University
@ppustudentlife

FRESHMEN CLASS OF 2025!! Join us for our virtual escape room this fall! Meet people, solve puzzles and best of all...you could win gift cards, prizes, and $1000 scholarship!

12:00 PM · Jan 1, 2021

LITERATURE

The Importance of Welcome Week:
- Welcome Week is instrumental in introducing campus resources, organizations, and offices.
- Having a Student Life Office act as the "living room" of the university serves for increased social interaction.

"We always try to have activities that will not only bring people to our events but also will keep people [in the student center]" (Rudisille, et al., 2012).

The Role of Virtual Learning:

"Virtual world learning allow students to meet via avatars and experience events that simulate real social experiences. It can also enhance student motivation, learning and collaboration" (Shonfeld & Greenstein, 2021, p. 214).

References:

Kretovics, M. (2003). The role of Student affairs in distance education: Cyber-services or virtual communities. https://www.westga.edu/~distance/ojdla/fall63/kretovics63.html

Rudisille, J., Stringer, E., Thiebe, G., & Association of College Unions International (ACUI). (2012). A Look at Welcome Week: The Role of College Unions and Student Activities in Welcoming Students. In Association of College Unions International. Association of College Unions International.

Shonfeld, M. & Greenstein, Y. (2021). Factors promoting the use of virtual worlds in educational settings. British Journal of Educational Technology, 52(1), 214–234. https://doi:10.1111/bjet.13008