in college readiness

@TriciaSeifert or @success.prints



Why Now? 35% require BA or more 30% require college credential 2-year & 4-year degrees are needed for: 65% mathematics

SOURCE: Recovery: Job Growth and Education Requirements through 2020. Georgetown University's Center on Education & the Workforce

withdraw

in

SOURCE: National Student Clearinghouse Research Center, Persistence & Retention, 2019

Instagram





Reach Higher Montana @ReachHigherMT · Apr 27 Today we celebrate Shayne, who will be graduating from Red Lodge High School, and plans to attend Pima Medical institute to become a Veterinary Technician. #MTClassof2020





Reach Higher Montana @ReachHigherMT · Apr 27 Today we celebrate Anika, who will be graduating from Billings West High School, and plans to attend Montana State University - Billings. She will be the first in family to graduate from college. #MTClassof2020







Figure 1. Percent Change in Enrollment from Previous Year by Institutional Sector: 2015 to 2019



Where are students? Many are gaming.



Game-Based Learning

uses games to achieve learning outcomes by leveraging their engaging, practical, & dynamic qualities.



Gamification

uses elements found in games in a non-game setting.







Cognitive competencies Interpersonal competencies 21st century skills Academic assessment Skills-based/behavioral assessment

For info on the research that has examined these outcomes, contact: <u>tricia.seifert@montana.edu</u>.

Social emotional learning

College readiness

Theoretical Basis & Evidence

- + Self-determination theory (Deci & Ryan, 2002)
- Sociocultural theory (Vygotsky, 1978)
- + Flow theory (Csikszentmihályi, 1990)





College is a game.



Postsecondary Aspiration

Postsecondary Application

Postsecondary Application



For middle school students, emphasizes goal setting and career aspiration.

Future Bound Games USCGame Innovation Lab



Card game challenges players to navigate the postsecondary application process.



Facebook-platform web game building on Application Crunch. Now <u>downloadable.</u>

Understand financial strategy for higher ed

Postsecondary Search & Financial Decisions

Graduate Strike Force Convenie Convenie

Higher Ed Transition game



Provides common experience to discuss debt, degree reqs & life.

Major & Career game



Card deck that invites career exploration and reflection

Higher Ed Orientation



Library Lending

JSCAPE ROOM

You're trapped in the library, and you have to use our technology resources – and your smarts! – to escape. Escape Room (D. H. Hill Library East Wing, second floor) Mondays & Thursdays @ 5:30 p.m. and 7:15 p.m.

www.lib.ncsu.edu/events/escape-roon



Higher Ed Journey, gamification



Just Press Play

Empathy for the Higher Ed Journey



For administrators' PD



Matthew Farber, Ed.D. • 1st

Assistant Professor of Technology, Innovation & Pedagogy + Gaming SE... 1w • 🔇

Read about the game jam event we hosted last week! "Game On - Students Share UNC Experience Through Game Design Event," feat. a game from a first-gen student in our study! **#GamingSEL**



Game On - Students Share UNC Experience Through Game Design Event





Common Version

Set at "Tabletop University" showcases typical college life







UNDERGROUND MINE TOUR

Don your hard hat and cap lamp, you're going 100 feet down into Orphan Girl Mine.



Success Prints

Custom Version tells unique campus story, highlighting culture, events & resources



+Friends I'm setting up the root beer float party in Prospector's, but you can come hang out and talk if you want.



Success Prints



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Welcome to Tabletop University

- The game is played in 9 weeks (a shortened semester).
- You will decide how to spend your time between competing opportunities and demands.



응ORIENTATION 음

"Where are you from? What's your Major? Why here?"









MOVIE ON THE LAWN

There's a huge projector screen in front of *University Hall*. Blankets, snacks, and good friends beneath a starry night.

HIGHEST WAGER GETS FIRST PICK



REWARD







The bloom is off the rose.

Third week is when things begin to really get cranking at college. Social events, class assignments, and life. Sometimes it feels a bit overwhelming.



൙HOMEWORK ീ

Your homework is due tomorrow. Your friends want to hang today.





Talk it out first.

- Each team decides how much time to wager and place in the duck pond.
- Then the wagers revealed to see who pulled their weight and who slacked.



GROUP ASSIGNMENT

Work together to shoot and edit a short film containing the compositional techniques we've discussed so far, including all ten basic camera shots.





Digital Game! (in development)

Web-based

Single-player

Perfect for college & major/career exploration



Social Impact



Orientation & Onboarding

College & Career Readiness

> Community & Empathy **Building**



INSIGHT | 2

Did you **STUDY** at all this week?



First generation college students

> International students



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Games for college success.

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