High Touch and High Tech: Enhancing College & Career Readiness

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Montana Job Projections
From Georgetown University’s Center on Education & the Workforce

25% require 4-yr degree
37% require some college

62%

31% didn’t return for 2nd year at 4-year; 50% didn’t return at 2-year college

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<th>College-going Rate</th>
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<tbody>
<tr>
<td></td>
<td>Directly from High School</td>
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<tr>
<td>1994</td>
<td>54.2%</td>
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<tr>
<td>2004</td>
<td>57.8%</td>
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<td>2014</td>
<td>60.9%</td>
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State Profile Report, NCHEMS; www.highedinfo.org
THE PROBLEM: COLLEGE READINESS

College Readiness
College and Career Planning
Academic Preparation
College Knowledge
Scholarship Identification and Application

• Build awareness of the need for postsecondary education
• Increase financial competency
• Learning how to set goals
• Perform research
• Document successes
Portfolio Creation

Students identify what they have already done and what they wish to accomplish.

• Analyze accomplishments
• Collect artifacts
• Present information in different settings for different purposes.
Career Exploration

Students assess their interests and identify resources that can assist them in further developing skills and knowledge.

- Montana Career Information System
- Guest speakers
- Informational interviews
- Job shadowing
- Internship scoping
Dual Enrollment & Internships

Students build bridges to the future through experiencing post-secondary education and vocational training while still in high school.

- Research college programs
- Interpret syllabus content
- Think about careers that may involve more than one discipline
The object of the 4-person board game is to:

• Maximize academic performance
• Make social connections
• Manage stress
• Earn money to pay for tuition
• Respond to unforeseen life events
“This is the first game I feel could be useful for real life.”
-Senior

“Before playing, I had no idea there were so many fun social opportunities on campus other than partying!”
-Senior

“Can we play again? I know how I can do better next time!”
-Junior

“Road trip! 6000 miles later and the feedback is astounding!”

“Beijing students were very impressed with the game and were still talking about it at the end of the day.”
-Educator

“I never thought about managing my time in this way.”
-Sophomore

“I love how interactive the game is allowing students to ask the questions that are most important to them.”
-Educator

“The story on these cards is so fun, I love how they don’t shy away from more mature topics.”
-Sophomore

This is dank!
-Junior
This is an inspiring story for anyone who will be (or is) first in their family to attend college.

MISSOULIAN.COM
First in the family: How a first-gen Blackfeet student finds success at UM

85 People Reached
11 Engagements
Main()
while (program.isRunning == true) {
    wheels.Move (1.0)
    Add Line
    Add Line
}

main method

alpha method
Accomplishments

1. Video game for students
   Will launch - College Application Week 2019

42. Events

256. Interactions with adults

804. Interactions with students

1000+. Interactions promoting college & career exploration, knowledge, & readiness