

**Division of Student Development
End of Year Report Form
Spring 2015**

How did each event contribute toward integrating, engaging, involving, validating and supporting students at the College?

Department/Unit:	Student Development/Student Activities/Gameroom	
Mission Statement:	To provide a dedicated space for students to interact in extracurricular activities that allow for creativity and mental stimulation; through participation in electronic, online and traditional games of strategy and chance.	
Goals for 2014-15	Increase awareness of area through better marketing and promotion of activities and events.	
Amount of Students Using Services this Past Year:	Overall, there were 4,116 student visits recorded this year.	
Types of Services Provided:	Challenging electronic video gaming as well as traditional card games, board games, dominoes. Cable television and Billiards.	
Amount of Events Staged this Year and # Students Attending Each Event:	There were two events hosted this year. The gameroom provided a venue for the Cheerleaders "Game Night" (40-50 students) and a video game tournament (20-30 students).	The Cheerleaders event helped to promote awareness of the gameroom and its activities. Many students engaged themselves in the extracurricular activities provided. Some of these students were unaware of the area. The gameroom provides a unique venue for students to interact with each other in a leisurely environment. The gaming promotes competition and comradery; interaction fosters peer support groups which lead to increased retention.
Status of Strategic Plan Implementation:	Objective: Student Engagement Status: Ongoing	
Current Challenges:	Keeping up with current gaming systems and software technology so that students are provided the latest video gaming technology.	
Goals for 2015-16:	Provided better marketing for the gameroom to increases students participation.	

