

**Division of Student Development  
End of Year Report Form  
Spring 2016**

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

<b>Department/Unit:</b>	Student Development/Student Activities/Gameroom	
<b>Mission Statement:</b>	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.	
<b>Goals for 2015-16</b>	Improve our gaming inventory and have more table games for students to play.	<b>Goals were met and exceeded</b>
<b>Amount of Students Using Services this Past Year:</b>	Overall, there were 4,830 student visits recorded this year.	<b>This is an increase of over 250 students from the previous year.</b>
<b>Types of Services Provided:</b>	Challenging electronic video gaming as well as traditional card games, board games, dominoes. Cable television and Billiards.	<b>The gameroom also purchased a Foosball table at the request of the students.</b>
<b>Amount of Events Staged this Year and # Students Attending Each Event:</b>	There were two events hosted this year. The gameroom provided a venue for students "Game Night" (40-50 students) and a video game tournament (20-30 students).	<b>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.</b>
<b>Status of Strategic Plan Implementation:</b>	<b>Objective:</b> Student Engagement <b>Status:</b> Ongoing	
<b>Current Challenges:</b>	Keeping up with current gaming systems and software technology so that students are provided the latest video gaming technology.	
<b>Goals for 2016-17:</b>	Host more gaming tournament and purchase new furniture.	