

## Minutes of the Student Affairs Committee Meeting

Thursday, October 26, 2017

- I. Attendance
  - Gabriele Stellmacher
  - Jamie Workman
  - Selenseia Holmes
  - Deborah Marciano
  - Patricia Ann Miller
  - Vince Miller
  - D'Layna Jonas
  - Michael Kitchens
  - Seth Sterlin
  - David Nelson
  - Eugene Asola
  - Tommy Crane
  
- II. Gabriele said that she would ask the deans to publicize the Blazer Guardian App., a decision that the committee had made at the end of the previous year.
  
- III. Gabriele directed the focus of the meeting to increasing student satisfaction and success by integrating the social and academic experience. For example, for one semester at a time, one major could sponsor campus-wide activities highlighting the ways in which the major is exciting and enriches the students' personal lives. Patricia talked about the "Score Card" that has been adopted by some departments. The "Score Card" enables the students to track their participation in VSU activities electronically. The students then have a co-curricular transcript that gives them a record of their activities when they go to Career Services. Tommy mentioned that his department already directed their students to particular activities on campus that added outside experience to particular classes. Vince spoke about the VSU Pilot. Student Affairs is working with IT on making it user-friendly. It tracks student activity from the smart phone with student number. The objection was made that when "required" is mentioned, students shut off. D'Layna said that student activities are not sufficiently promoted. There is, f.e. a lack of support for "Take back the night." David objected that we keep throwing info at the students. We need to find a way of "picking their minds." Somebody emphasized the importance of teaching the students the importance of the complete college experience, with little restructuring of courses. Somebody suggested that VSU offer a two day session for students at the beginning of the school year.
  
- IV. What can faculty do to make these things happen? What kind of programming do we need, in order to integrate the social and academic experience?