Get a CLUE! TASSR 2020

Introductions

Who am I?
• Bonnie McCarty
• Academic Advisor
• College of Behavioral & Health Sciences (CBHS) Advising Center
  • Criminal Justice advisor
  • (Also Human Sciences currently)
• At MTSU for 17 years
  • 11 in financial aid/scholarships
  • 6 in advising

Middle Tennessee State University
• Public institution
• Geographic center of TN
• Just southeast of Nashville
• Appx 22,000 students
• CBHS has 3800 students in 23 majors

What is CLUE?
A virtual scavenger hunt to help students
Connect with others on campus,
Learn about resources available to help them succeed,
Utilize services available around campus, and
Engage in campus activities.

Let’s Play!

bit.ly/CLUEhome
Origins: BASH

• **2018**: MT Engage invited grant applications
  - MTSU’s QEP, which focuses on experiential learning
• **Their Goal**: To offer a series of experiential learning events during MT Engage Week in late September
• **My Goal**: To reach students in their world (through smart phones) and teach them about campus resources and services to help them succeed
• **Result**: BASH (Behavioral Academic Scavenger Hunt)
  - For most tasks, students read about a resource, then visited the location to scan a QR code and get the task’s code word.

Smart Phones & Scavenger Hunts

“Gamification can be a great tool to help students stay engaged…. As a result, students will be motivated to broaden their minds and improve their skills” (Erenli, 2013).

“The game-based learning group were significantly more interested, concentrated and able to control over their learning than the non-game-based learning group” (Chang et al., 2017).

“Smartphones may also enrich learning by providing authentic learning conditions and contexts. Furthermore, they may be used for spontaneous learning because they allow learning to take place at any time and place” (Meishar Tal & Gross, 2013).

Success Measures

Participation Rates

<table>
<thead>
<tr>
<th>Year</th>
<th>Participated</th>
<th>Registered</th>
<th>Top prize</th>
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<tbody>
<tr>
<td>2018</td>
<td></td>
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<tr>
<td>2019</td>
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<td>2020</td>
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Student Feedback in 2020

- Poor/Fair knowledge indicated increase
- Learned about new resources
- Pre-knowledge questions added to sign-up form
- Kept it virtual due to high COVID levels in this region

Knowledge level increase:
Avg 2.33 pre-test vs 4.33 post-test (out of 5) among all respondents

2021 updates:
- Promotional yard signs posted around campus
- Pre-knowledge questions added to sign-up form
- Kept it virtual due to high COVID levels in this region

Future Goals and Plans:
- Partner with professors of first-year courses, to better reach target population
- Keep virtual game for fully online students and mix more virtual tasks into standard game

Moving Forward
COVID-friendly prize distribution

- Prizes given a week after the game, to allow packing time
- Students select t-shirt size via sign-up form
- A prize for all participants: A lunch bag to hold other prizes
- Each student’s prizes pre-packed in their lunch bag and labeled, minimizing contact
- Pick-up in specific timeframes
- Fully online students can request to have their prizes mailed

How to Build a Scavenger Hunt

bit.ly/HuntHowTo

Contact me!
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Websites:
- CLUE homepage bit.ly/CLUEhome
- CLUE treasure map bit.ly/CLUEmap
- How-To handout bit.ly/HuntHowTo
  - You’ll go in as an editor, to see how these are set up!
  - Then preview to see the student view.

References

