

Recreation Center Intramural Sports Assessment | Spring 2014



Questions of Interest:

1. What is the overall satisfaction of Rec Center Intramural Sports for students?
2. What are the reasons students participate in Intramural Sports?
3. Are the rules for Intramural Sports perceived as being fairly enforced by the participants?

DATA HIGHLIGHTS:

- 99% respondents were students; 1% of respondents were staff.
- The mean for the overall satisfaction was slightly satisfied (4.12).
- 86% of qualitative data for overall satisfaction was comprised of negative comments.
 - Main themes in these comments were: (1) season is too short, (2) scheduling of games problematic, and (3) officials need more training.
- 60% respondents agreed that Intramural Sport policies (i.e., remove jewelry before contest begins, have university ID to check in) are fairly enforced,
- Personal responsibilities were reported to be the biggest barrier from someone playing Intramural Sports in the next semester.
- The main reason people play is for fun/enjoyment.
- Intramural Sports contribute to students' Sense of Belonging at KU...a known predictor of retention and persistence.

METHOD

Survey administered on CampusLabs in late Spring 2014.

One-time data collection.

N= 160

Part of KU's Bold Aspirations

Student Affairs:

Interpersonal Competence

Bold Aspirations:

Core 2 (Communication)

Student Affairs:

Practical Competence

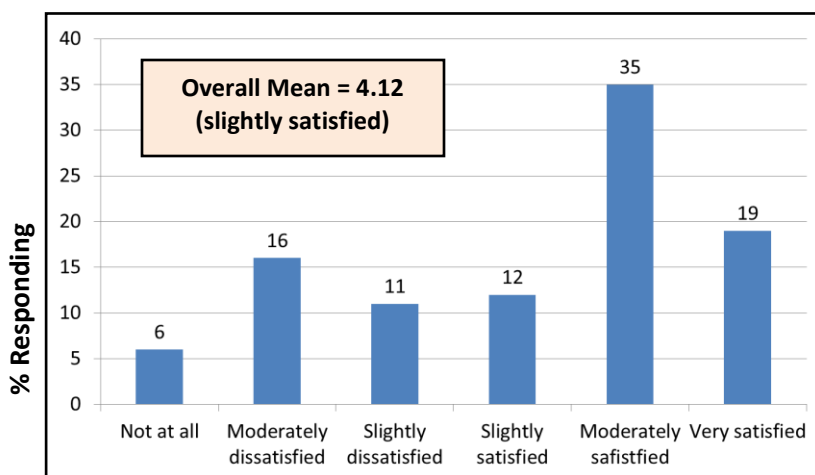
Bold Aspirations:

Core 6 (Integration & Creativity)

ACTION STEPS AS RESULT OF ASSESSMENT:

1. Marketing
 - a. Communicate the benefits of participating in Intramural Sports (i.e. fun/enjoyment, social interaction, competition, etc.).
 - b. Provide campus resources for time management skill training for those who indicated personal responsibility was biggest barrier to future participation.
2. Revisit the barriers preventing students from participating.
3. Consider more training on knowing the rules of the specific game for officials.

Overall satisfaction with Intramural Sports



Sense of Belonging

