Executive Summary (1600 character limit, approx. 250 words or less)

"The focus of Intramural Activities is to create an environment open to all students that promotes healthy and diverse lifestyles. This is done by fostering healthy competition through organized sports and activities directed both at skilled, leisure, and introductory levels of experience. Programming also provides a strong opportunity for community building. Students from all backgrounds come together and compete alongside and against others in sporting activities. This forges friendships that strengthen the campus community at large. Student leaders work with the program manager to create an environment that mirrors current student interest. Intramural Activities are broken down into the following areas:

League Sports: These are sports that are held continuously for the majority of academic year, providing a variety of leagues each quarter. Each league has a regular season and a playoff bracket. Teams have an opportunity to play multiple games together. This allows for them to grow as a group and build friendships that extend beyond the playing field. Typically, there are at least three league sports scheduled each quarter.

Tournaments: While league sports offer more traditional sports, tournaments cater to a wider audience and allow for additional activity options. For example, there has been laser tag, League of Legends, gaga ball, golf and bowling. Tournament selections are taken at the request of student wants ad interest.

E-Sports: These events feature online computer as well as console-based gaming by taking advantage of cross platform functions. Thus, students are able to engage through various equipment they already have accessible through the program."

Need for Program (1600 character limit, approx. 250 words or less)

"The primary need for this program is bringing students together and allowing them to engage with the campus community outside of the classroom. It allows students to interact with their peers in an environment they normally would not. It creates a feeling of community that might not exist if students are just coming to campus, going to class, and then going home. Additionally, Intramural Activities provide a healthy outlet for students to relieve stress. It is a safe and structured environment that allows for students to enjoy themselves in between the rigors of school, employment, family life, as well as other personal interest. Students can serve in various roles and develop multiple leadership skills through their involvement. As an official, you are a leader in each game to ensure a safe and fair. As a Student Lead, it is your responsibility to ensure the overall playing environment is safe and program documentation is completed. The Program Coordinator resolve escalated student
participant issues during league activities as well as provides vital administrative assistance to the program a manager. 
All staff members take interest in one of three small groups that focus on a specific portion of the programming. This allows staff members to self-select areas that they can display or develop skills as well as directly affect programming. 
Lastly, as we transition back to traditional programming following the Covid-19 pandemic programs such as intramural activities will be critical. With diligently developed procedures more students can safely engage as we primarily engage students in outside or large spaces."

Is this a new request? No

What on your request is new or has changed?
More funds are requested for additional off campus reservations for indoor court space. We anticipate more mid week and summer programming in upcoming academic year. Sports & Recreation Complex maintenance and upkeep has been removed to create a freestanding budget for the facility

Strategic Plan (1000 character limit, approx. 150 words or less)
"The Intramural Activities program aspires to continue programmatic growth and provide community involvement while increasing efficiency and student development for staff members. This will be done by using on a holistic wellness approach as well as focusing on student's individual needs. Programming will be influenced student input, expanding programmatic offerings, as well as intentional planning to address areas of improvement.
Key Strategic Goals for upcoming academic year.
Grow Unique Participants by 15%
Increase Overall participations by 10%
Increase Unique Cascadia College Participants
Decrease Forfeit Rates from 16% to under 10%
Increase Freshman and Sophomore Participation"

Assessment (1600 character limit, approx. 250 words or less)
"The effects of this program are tracked in a few ways. The first is by recording the number of participants at each sport or activity. This is important to assist in measuring if a sport or activity should continue to be run. In addition, feedback gathered from participants is very helpful in what goes well and what could be changed in the future. This is gathered in both informal
discussions as well as a yearly survey. The final way in which the program is tracked is through the feedback of the student employees. Many of them participate in the sports that are offered and can offer feedback from their position as employee and participants.

Since the start of the 2021 academic year intramural activities has seen over 674 participants, 372 unique participants, 176 games, that correlates to over 1300 participations in programs ranging from table tennis, traditional sport leagues, to video game tournaments.

As we continue to transition back to more in-person programming we hope to pair these participation statistics with new virtual programming options that make programming more accessible.

Intramural Activities are open to all UWB and Cascadia College students. Additionally, UWB and CC /faculty/staff can pay a quarterly fee to participate. This makes the programs accessible to the entire campus community with interest in the program offerings."

**Salary Positions**

"As an official, you are a leader in each game to ensure a safe and fair. These students must be familiar with various sport league rules, manager participant issues, as well as host programmatic events.

As a Student Lead, it is your responsibility to ensure the overall playing environment is safe and program documentation is completed. When hosting events/ league games, these individuals disseminate task to officials to ensure an efficient setup, manage overall schedule, and assist in participant issues away from the active game. Lastly, Student Leads have an individual focus such as marketing, website management, or programming to which they provide additional support for the overall program.

The Program Coordinator resolve escalated student participant issues during league activities as well as provide vital administrative assistance to the program manager. The Student Coordinator coordinates activities for other staff members and has a heavy influence in official training sessions. Additionally, in the absence of the program manager this individual is empowered to make decisions as the highest seniority student position."

**Programming/Events**

"Programming/ Events
a) Programming
a. $500 - Video Games/ Digital Content (Sport Specific and web-based gaming)
b. $1500 – Championship T-Shirts
c. $2000 – NIRSA Regional Events (Staff & Participants)
d. $500 – General Programming Materials
e. $500 – Collaborative Programming
f. Total: $5000
b) Court Rentals
a. Home Court Rentals $2350 per quarter (includes tax)
i. 6 weeks of gym court rentals per quarter
ii. 3.5 Hours per night
b. Total: $9300 (includes tax)"

Facilities & Equipment Rentals/Set-Up/Purchases
"a) Equipment Rentals/ Purchase
a. $2500 – Replacement League Sports Balls, Nets, or Game Standards
Total $2500"

Professional Development
The Intramural Staff will receive First Aid & CPR/AED training. This will be taught by ARC Pro-staff though the Red Cross training Program. This will prepare staff members for possible emergency situations that may occur.

Total Amount (please note the total dollar value)
$108,008

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