



## QEP Play 8: Motivation

### *Skill & Motivation Play*

**Goal:** Community leaders and inspirational alumni will be keynote speakers at University-wide events designed to share academic and career attainment with students.



**Quarterback:** QEP Executive Committee



**Essential Staff**

- Enrollment and Completion Advisors
- Tier 3 Faculty Partners



**Linkages w/ Other Plays**

- Institutional Technology
- Self Administration – Play 6
- Self Awareness – Play 7
- Self-Actualization – Play 9



**Student Learning Focused Play**

This play is focused on addressing distinct learning or behavioral needs and/or interests.

**Strategies**

- P-8a. Tier 3 Faculty will identify and establish a collaborative partnership with individuals from the community who could serve as motivation for students.

**Measures**

**Institutional Change/Output Process Implementation**

1. Number of signature events held (calendar of events)
2. Number of students attending signature events (track student attendees)
3. Number of times events are communicated to students (frequency of communications and methods/platforms)

**Student Learning / Behavior Change Scale**

Twenty-eight (28) item scale related to student motivation. Scale contains subscales that address intrinsic motivation, extrinsic motivation, and amotivation (lack of motivation).