

# BUILDING COMMUNITY & DEVELOPING LEADERSHIP THROUGH A VIRTUAL SCAVENGER HUNT

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## Purpose

- Explore how students in Leadership Academy perceive participation in a team-based virtual scavenger hunt as contributing to their development in specific leadership outcomes.
- 1. Perceived leadership development?
- 2. Value of scavenger hunt?

## Methods

- End of Term Reflection asking students to check leadership competencies grown as a result of GooseChase experience + 2 open-ended questions
- Summed counts of how often students checked off each competency
- Saldana's coding scheme



"THIS WAS SO FUN. It was really exciting to see what my LEAD-mates had under their creative and hilarious sleeves. I felt more connected to them in this weird world we live in right now."



"This activity shows the importance of getting involved in a group and the community."



## Conclusions

- Students had very positive views of this experience
- Consider implementing GooseChase if you hope to build competencies in team development, diversity, and community
- More comprehensive and descriptive data is needed to understand connections between quantitative findings and open-ended responses
- An excellent activity to encourage reflection of course content while having fun and feeling connected

"I liked that we were able to connect on a personal level here. We were able to get to know each other and also share random things about us."



## Findings

- 46/47 students checked at least one competency developed due to participation in the GooseChase
- 3 most frequent competencies: developing teams, understanding community, & valuing diversity.
- 5 themes: fun, team building, connection, support, reflection