



# Co-Curricular Opportunities 101

Learn best practices and how to customize Involve your student portal.

*Target Audience: Account Admin*

**Kelsey Seale**

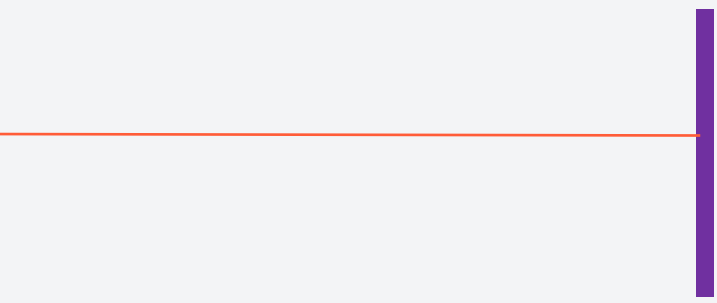
Thursday, October 30, 2025

# Agenda

1. Value of Co-Curricular Opportunities
  2. Dashboard Tour
  3. Skills vs. Experiences
  4. Creating Opportunities
  5. Building Pathways
  6. Q&A
  7. Close
- 

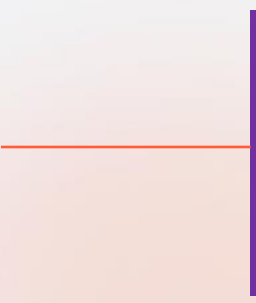
# The Value of CCO

# Student Affairs Matters



Underrepresented minority students who participated in co-curricular activities were **30% more likely to graduate within six years** compared to those who did not participate.

Mayhew, M. J., Vanderlinden, K., & Kim, E. K. (2022).  
*The Impact of Co-Curricular Involvement on Graduation Rates for Underrepresented Students.*



First-year students who participated in at least two co-curricular activities had a **72% retention rate** compared to a 58% retention rate for those who did not participate.

Dumford, A. D., & Miller, A. L. (2021). *First-Year Retention and Co-Curricular Involvement: Understanding the Impact of Minimal Engagement on Student Success.* *Journal of College Student Retention: Research, Theory & Practice.*

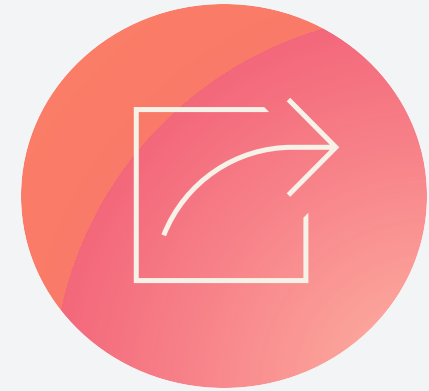
## Why CCO?



Trackable



Measurable



Shareable

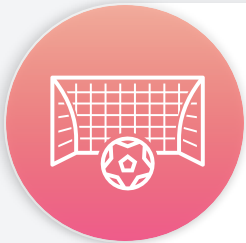
# Smart Transcript



- Record of ALL years of activity
- Competencies and skills
- Experiences
- Org memberships

# Co-Curricular Experiences on Involve

# CCO Components



## Points

Gamify accomplishments.



## Experiences

Structured opportunities and campus programs.



## SmartTranscript

Share accomplishments and participation.



## Service Hours

Track volunteer and community work.



## Skills

Learning outcomes tied to opportunities.



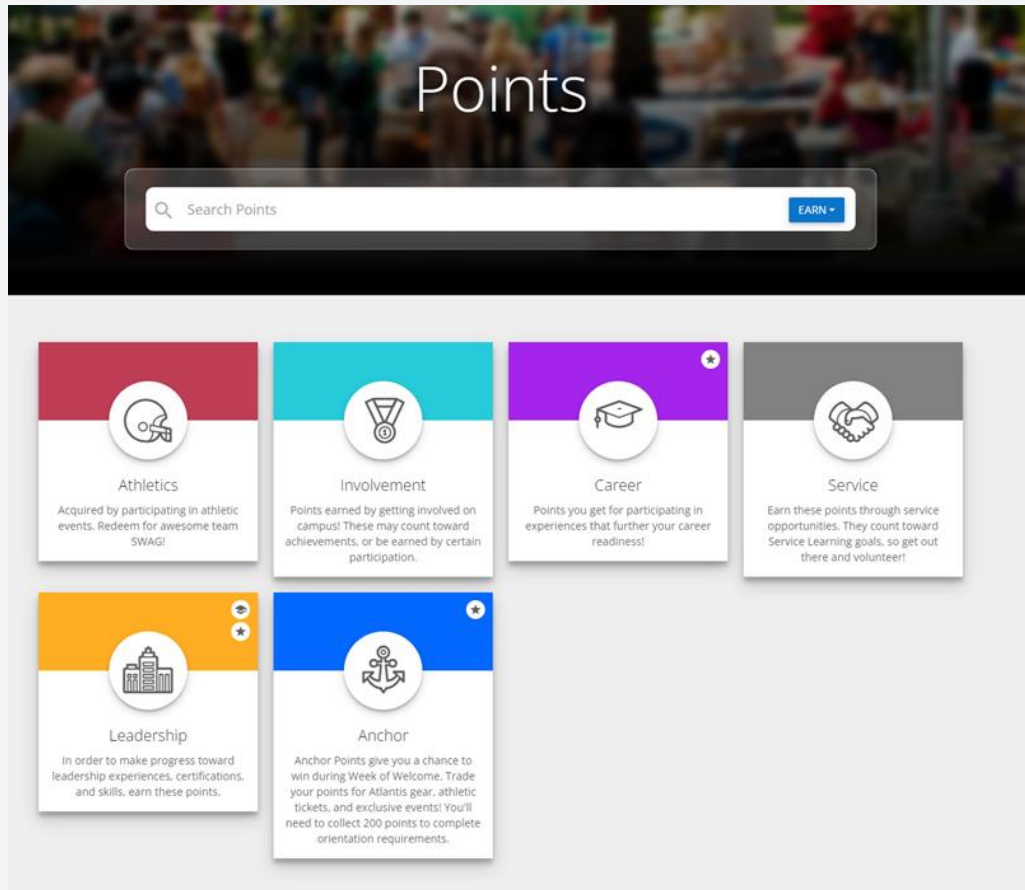
## Pathways

Automations that grant points, skills, and experiences.



# Points

# Points



- Gamify and Reward Involvement
- Have multiple Points types running at once
- Reset Points easily
- Tie into other Co-Curricular Opportunities

# Points Prizes

- Experiential vs. Tangible
  - Parking Passes
  - Tickets to an Event
  - Seat at Athletic Event
  - Trips
  - Priority Registration
  - University Swag
  - Bookstore Voucher
- Points do not have to cost your institution thousands of dollars!



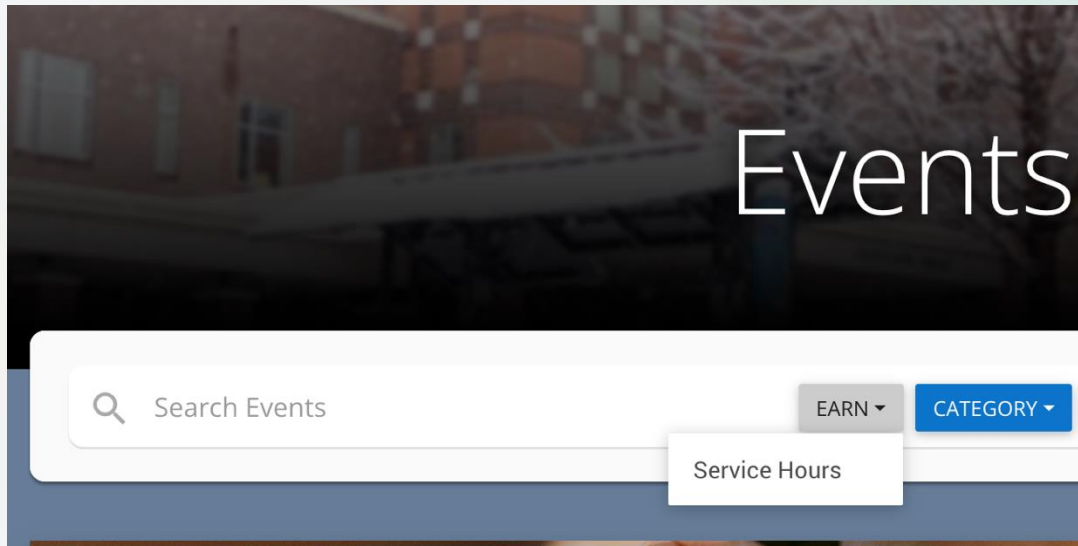
# How to Earn Points

- Automatically earn through pathways or grant manually.
- **Event Based**
  - Different point values based on event type
    - Organization Meeting vs. Guest Speaker
- **Organization Involvement**
  - Membership
  - Officer Positions
- Service Hours
- Form Completion
- CCO Completion

# Service Hours

# Service Hours

- Integrated into other areas including events, points, or experiences.
- Automatically earn through pathways or grant manually.



Kelsey Seale

kseale@moderncampus.com

[View Profile](#)

Identity Development

3018

Cricket PointsPointsService Hours

# Experiences

# Experiences

- Structured programs
- Easy to follow and track progress
- Examples
  - Orientation
  - Org Leadership Training
  - Study Abroad
  - Service
  - Integrity
  - Wellness
- Do you already have recurring programs on campus?
  - Evergreen or yearly?
- Tired of having to manually track student progress for these? Great time to use an experience type!
- Have a program and you're not sure if this would be a good use for experiences?
  - Talk to your account manager! Don't be afraid to ask for help.
  - Might be food for skills or points



# Experience **Type** vs. Experiences

## Experience Type

- The **CATEGORY**
- Can be basic, students are earning **EXPERIENCES**, not Experience Types

## Experiences

- What students **DO**
- Get a green checkmark!
- Spend more time building these pages!



# Sophomore Bucket List Experiences

## Experience Type

## Related Experiences



OrganizationsEventsFormsOpportunitiesResources

# The Sophomore Bucket List

Search The Sophomore Bucket List

Details

### Introducing *The Sophomore Bucket List*

There are *so* many ways to get connected to the St. Olaf community during your sophomore year. As an Ole, you have the opportunity to build your experience as you see fit across the academic, social, personal, and other realms of life here on the Hill, and we recognize that, at times, the options can feel a bit overwhelming. To help, we've created *The Sophomore Bucket List*.

*The Sophomore Bucket List* is a list of 30 different experiences that all tie to life on the Hill in one way or another. Some of these items are experiences that you have already completed or are currently a part of your St. Olaf experience which is *awesome!* Others may be new to you and may spark a new interest. We recognize that not all 30 items are going to appeal to everyone so we are encouraging Oles to check at least 15 items off their *Sophomore Bucket List* before the end of their sophomore year.

#### How it Works

Each bucket list item is tied to an "experience" in Presence. Some experiences are earned by swiping your ID at campus events or by a staff member uploading a roster of program participants. Others are driven by you by answering a short "Apply to Earn" form on the experience's page. Each experience has a section explaining how to earn that specific experience and when you do, you will see a green checkmark. You can click the button below to review your progress.

#### How to Complete *The Sophomore Bucket List*

To complete your *Sophomore Bucket List* you will need to check off a total of 15 bucket list items from the list. Once you earn 15 green checkmarks, you will have completed *The Sophomore Bucket List*. While 15 is the goal, see how many you can complete this year!

Experience Progress

Review the Bucket List items below! If you see a green checkmark  that means you have already earned that experience! You can click on each item to learn more about the experience and how to check it off your list.

Background

*The Sophomore Bucket List* was created as a vehicle for Oles to take advantage of everything that sophomore year on the Hill can offer. Sophomore year often presents its own unique challenges and *The Sophomore Bucket List*, in collaboration with other experiences, has been cultivated to help sophomore Oles succeed and persist.



Check-in with a Piper Cent...



Attend the "Halfway Soirée"



Visit Office Hours at Least ...



Hold an Employment Posit...



Meet with a Piper Center C...



Use Five Academic Succes...



Discuss Faith and Spirituali...



Attend the "Academic Expl...

18

# Community Service Experience

## Experience Type

[Campuses](#)
[Organizations](#)
[Events](#)
[Forms](#)
[Opportunities](#)
[Resources](#)

Community Service

Search Community Service

Details

Description

Give back to the community that we live in.

## Related Experiences

Volunteer at a Soup Kitchen

Math Tutoring

Park Cleanup

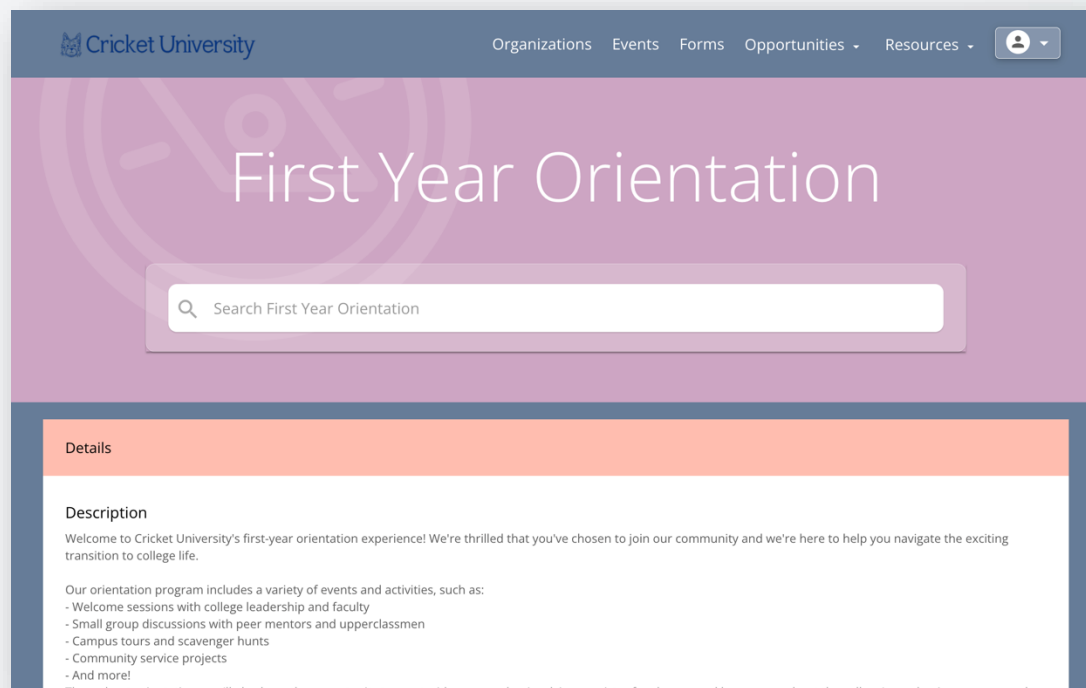
Senior Center Technology ...

Week Long Volunteer Eng...

CPR Certification (Red Cro...

# First Year Orientation Experience

## Experience Type



Cricket University

Organizations Events Forms Opportunities Resources

## First Year Orientation

Search First Year Orientation

**Details**

**Description**

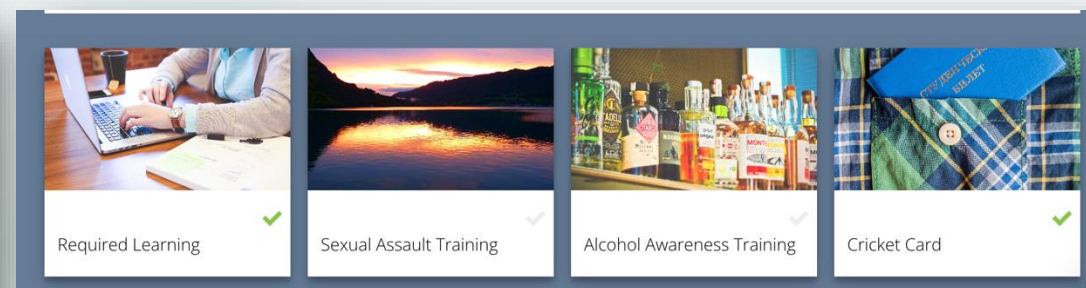
Welcome to Cricket University's first-year orientation experience! We're thrilled that you've chosen to join our community and we're here to help you navigate the exciting transition to college life.

Our orientation program includes a variety of events and activities, such as:

- Welcome sessions with college leadership and faculty
- Small group discussions with peer mentors and upperclassmen
- Campus tours and scavenger hunts
- Community service projects
- And more!

Throughout orientation, you'll also have the opportunity to meet with your academic advisor, register for classes, and learn more about the college's academic programs and resources.

## Related Experiences



Required Learning ✓

Sexual Assault Training ✓

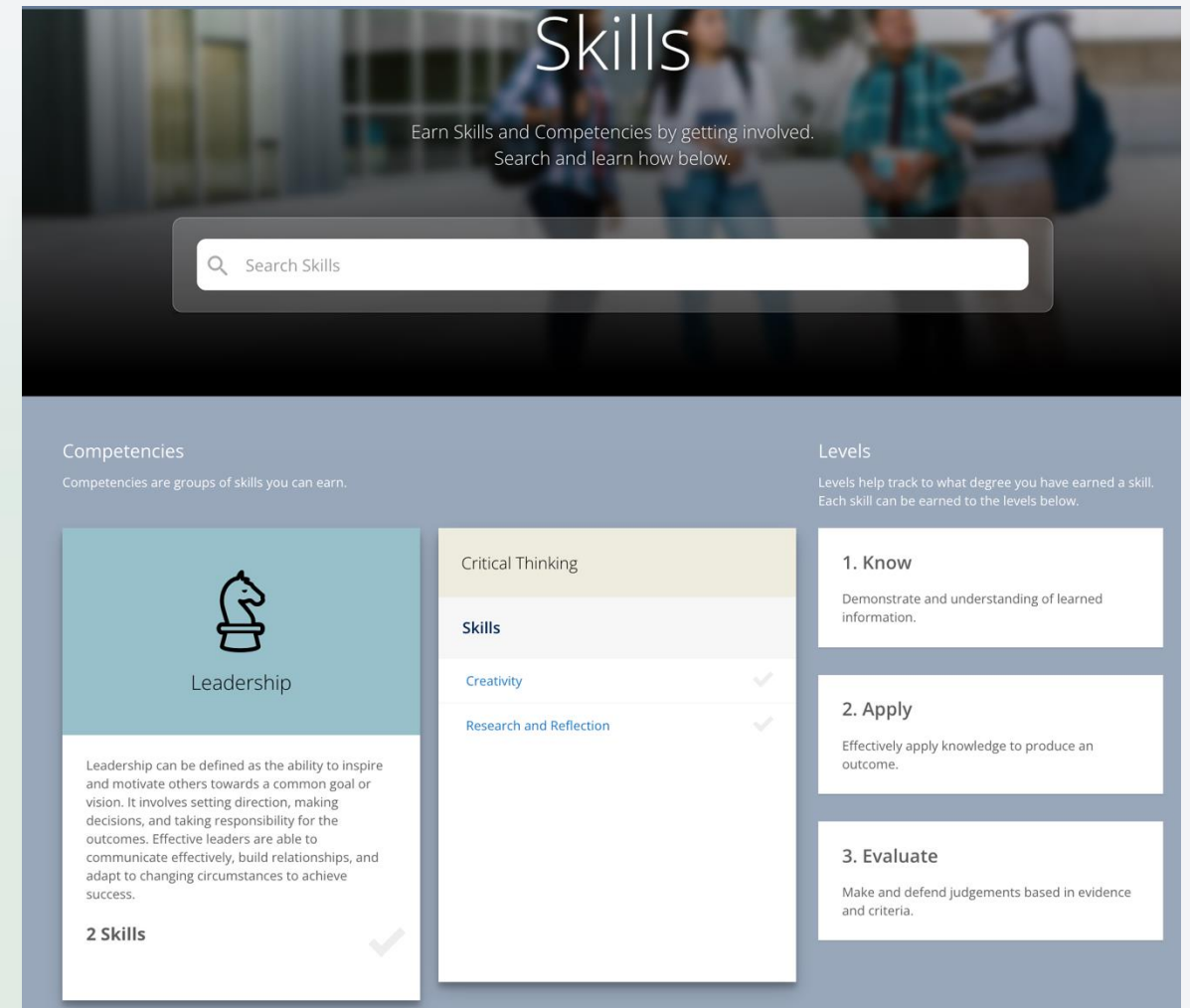
Alcohol Awareness Training ✓

Cricket Card ✓

# Skills

# Skills

- Student learning outcomes
- Custom to your campus or use standards such as CAS Learning and Development outcomes, etc.
- Examples
  - Communication
  - Community Engagement
  - Leadership
  - Problem Solving



The screenshot displays the 'Skills' section of the Modern Campus platform. At the top, a banner features the word 'Skills' in large white text, followed by the text 'Earn Skills and Competencies by getting involved. Search and learn how below.' Below this is a search bar with a magnifying glass icon and the placeholder text 'Search Skills'. The main content area is divided into two columns. The left column, titled 'Competencies', explains that 'Competencies are groups of skills you can earn.' It features a card for 'Leadership' with a chess knight icon. The card includes a definition: 'Leadership can be defined as the ability to inspire and motivate others towards a common goal or vision. It involves setting direction, making decisions, and taking responsibility for the outcomes. Effective leaders are able to communicate effectively, build relationships, and adapt to changing circumstances to achieve success.' At the bottom of the card, it states '2 Skills' with a checkmark icon. The right column, titled 'Levels', explains that 'Levels help track to what degree you have earned a skill. Each skill can be earned to the levels below.' It lists three levels: '1. Know' (Demonstrate and understanding of learned information), '2. Apply' (Effectively apply knowledge to produce an outcome), and '3. Evaluate' (Make and defend judgements based in evidence and criteria).

**Skills**

Earn Skills and Competencies by getting involved.  
Search and learn how below.

Search Skills

**Competencies**  
Competencies are groups of skills you can earn.

**Leadership**

Leadership can be defined as the ability to inspire and motivate others towards a common goal or vision. It involves setting direction, making decisions, and taking responsibility for the outcomes. Effective leaders are able to communicate effectively, build relationships, and adapt to changing circumstances to achieve success.

**2 Skills**

**Levels**  
Levels help track to what degree you have earned a skill. Each skill can be earned to the levels below.

**1. Know**  
Demonstrate and understanding of learned information.

**2. Apply**  
Effectively apply knowledge to produce an outcome.

**3. Evaluate**  
Make and defend judgements based in evidence and criteria.

# Skills and Collaboration





# Skills

Earn Skills and Competencies by getting involved.  
Search and learn how below.

 Search Skills

## Competencie

### Competencies **S**

Competencies are groups of skills you can earn.



#### Leadership

Leadership can be defined as the ability to inspire and motivate others towards a common goal or vision. It involves setting direction, making decisions, and taking responsibility for the outcomes. Effective leaders are able to communicate effectively, build relationships, and adapt to changing circumstances to achieve success.

**2 Skills**



## Skills

### Skills

Creativity ✓

Research and Reflection ✓

## Levels

### Levels

Levels help track to what degree you have earned a skill.  
Each skill can be earned to the levels below.

#### 1. Know

Demonstrate and understanding of learned information.

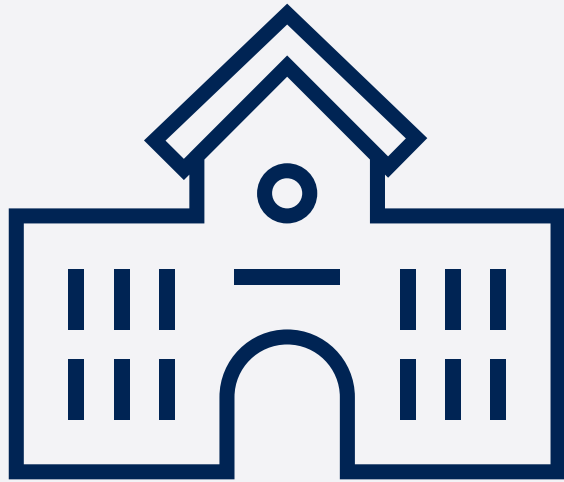
#### 2. Apply

Effectively apply knowledge to produce an outcome.

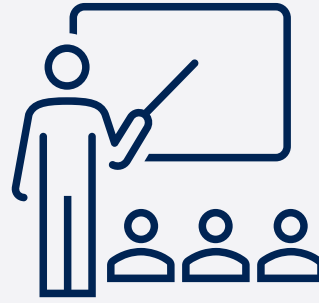
#### 3. Evaluate

Make and defend judgements based in evidence and criteria.





College of Liberal  
Arts

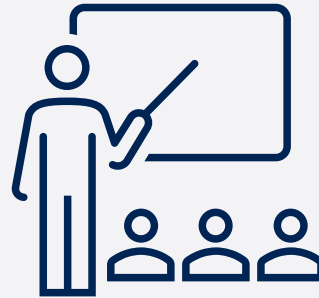


History

101 – World History

modern  
campus

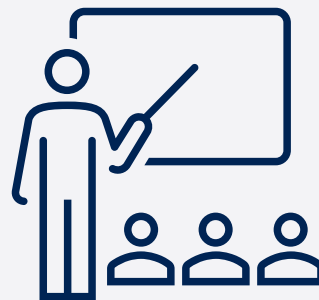
462 – The Golden Age of Piracy



English

101 – Intro  
Literature

412 – Senior Writing Seminar



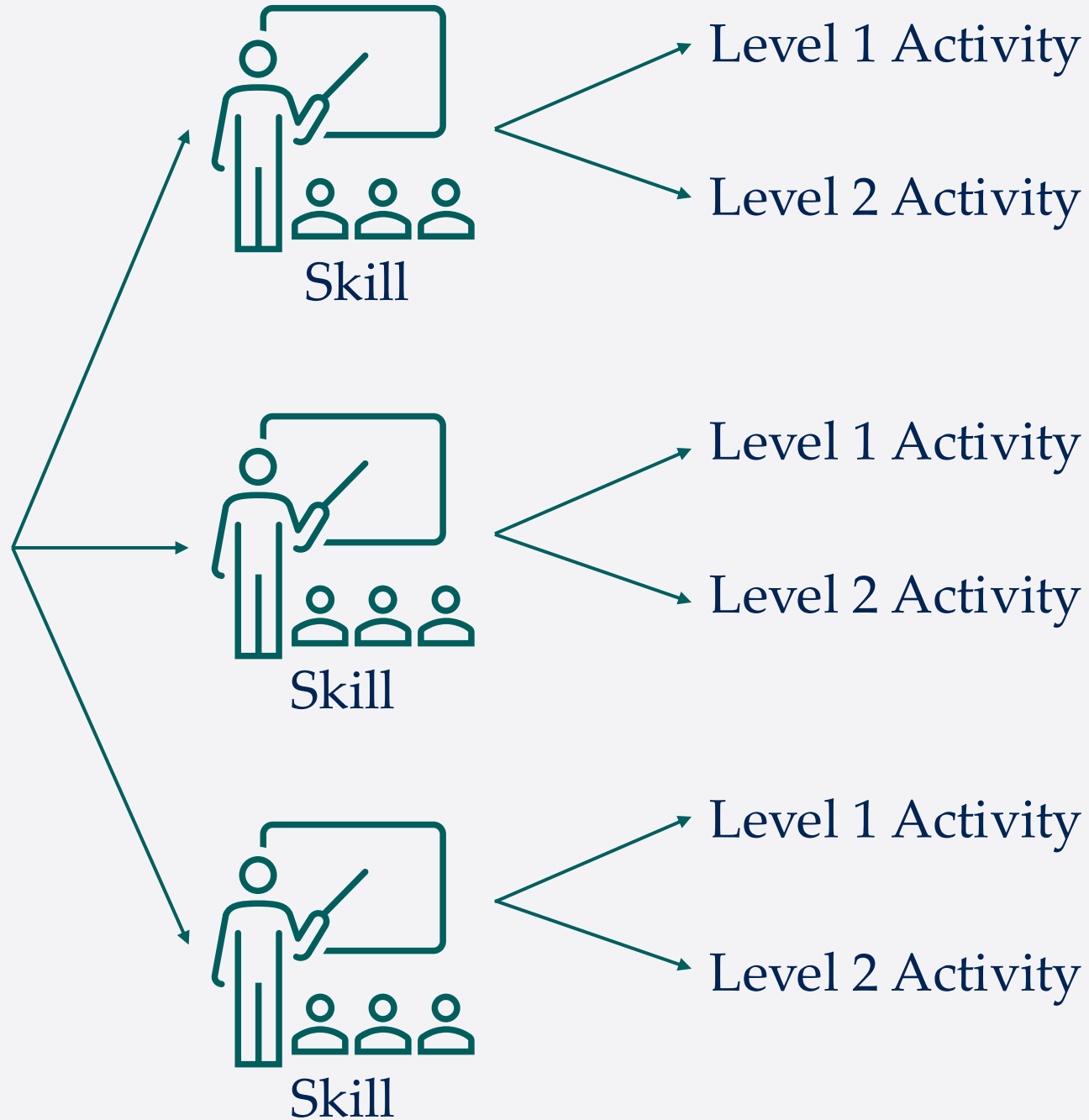
French

101 – French I

422 – 20<sup>th</sup> Century French  
Novels



Competency



# Competencies

|  |
|--|
|  |
|  |

# Skills

|  |
|--|
|  |
|  |

# Levels

|  |
|--|
|  |
|  |

## Competencies

- General area for student growth and knowledge
- Big picture ideas, values or professional assets
- “Main Building”

*Interpersonal Competence*

## Skills

## Levels

Competencies

- General area for student growth and knowledge
- Big picture ideas, values or professional assets
- “Main Building”

Interpersonal Competence

Skills

- Specific learned ability or knowledge set
- Acquired through action: *training, practice, or experience*
- *Meaningful relationships*
- *Interdependence*
- *Collaboration*
- *Effective Leadership*

Levels

## Competencies

- General area for student growth and knowledge
- Big picture ideas, values or professional assets
- “Main Building”

*Interpersonal Competence*

## Skills

- Specific learned ability or knowledge set
- Acquired through action: *training, practice, or experience*
- *Meaningful relationships*
- *Interdependence*
- *Collaboration*
- *Effective Leadership*

## Levels

- Tiers of mastery
  - Increase in complexity or cognitive load
  - Bloom’s Taxonomy
  - Webb’s DOK
1. *Join an organization and complete a leadership training*
  2. *Serve in a leadership position*
  3. *Plan an event to practice leadership*

# Skills

Earn Skills and Competencies by getting involved.  
Search and learn how below.

 Search Skills

## Competencie

### Competencies **S**

Competencies are groups of skills you can earn.



#### Leadership

Leadership can be defined as the ability to inspire and motivate others towards a common goal or vision. It involves setting direction, making decisions, and taking responsibility for the outcomes. Effective leaders are able to communicate effectively, build relationships, and adapt to changing circumstances to achieve success.

**2 Skills**



## Skills

### Skills

Creativity ✓

Research and Reflection ✓

## Levels

### Levels

Levels help track to what degree you have earned a skill.  
Each skill can be earned to the levels below.

#### 1. Know

Demonstrate and understanding of learned information.

#### 2. Apply

Effectively apply knowledge to produce an outcome.

#### 3. Evaluate

Make and defend judgements based in evidence and criteria.

# Pathways



# Pathway

Automatically apply a point, skill, or experience to a students' profile once they have completed a task.

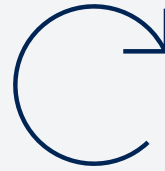


|                |               |                                           |
|----------------|---------------|-------------------------------------------|
| Skills         |               | 2 - Apply level of Creativity<br>Skill    |
| 1              | Skills        | 1 - Know level of Creativity<br>Skill     |
| 0              | Competencies  | Member - Dog Walkers of CU<br>Membership  |
| Service Hours  |               | Member - CU Pride Coalition<br>Membership |
| 18             | Service Hours | Earned 18 service hours<br>Service Hours  |
| Points         |               | Completed Identity Development<br>Skill   |
| Cricket Points |               |                                           |
| 30             | 30            |                                           |
| Balance        | Total Earned  |                                           |

# Automate Opportunities



Attend the Event



Get the points!

# Pathways

|                                                         |                                     |
|---------------------------------------------------------|-------------------------------------|
| Attend any 8 events tagged with leadership              | <a href="#">View Events</a>         |
| Complete reflection for "events tagged with leadership" | <a href="#">Complete Reflection</a> |

or

|                                                 |                                    |
|-------------------------------------------------|------------------------------------|
| Hold President of an organization for 12 months | <a href="#">View Organizations</a> |
|-------------------------------------------------|------------------------------------|

Design Connections

Actionable

Automate Earning



# Pathway

✓ SAVE CHANGES

## Earn Opportunity

SINGLE MULTIPLE

Choose an opportunity to earn by completing the following conditions

| Opportunity                        | Points                                      | Point Amount                    |
|------------------------------------|---------------------------------------------|---------------------------------|
| <input type="text" value="Point"/> | <input type="text" value="Cricket Points"/> | <input type="text" value="10"/> |

## 1 Condition

+ ADD CONDITION

Create conditions for students to complete and automatically earn the opportunity

Attend an event tagged with

⊕

ⓧ

# Required Learning

[APPLY TO EARN](#)[ENROLL](#)

## Details

### Description

As part of our commitment to creating a safe and supportive campus environment, we require all incoming students to complete mental health, sexual assault, and alcohol awareness training.

These training programs are designed to provide you with important information and resources that will help you stay healthy, safe, and informed during your time at college. By completing these trainings, you'll learn how to recognize and respond to mental health concerns, how to prevent and respond to sexual assault, and how to make responsible decisions regarding alcohol use.

## Earn Required Learning

Complete the following requirements to earn the Required Learning experience

Earn an First Year Orientation opportunity of Sexual Assault Training

[VIEW EXPERIENCE](#)

Earn an First Year Orientation opportunity of Alcohol Awareness Training

[VIEW EXPERIENCE](#)

## Related Experiences



As part of our commitment to creating a safe and supportive campus environment, we require all incoming students to complete mental health, sexual assault, and alcohol awareness training.

These training programs are designed to provide you with important information and resources that will help you stay healthy, safe, and informed during your time at college. By completing these trainings, you'll learn how to recognize and respond to mental health concerns, how to prevent and respond to sexual assault, and how to make responsible decisions regarding alcohol use.

## Earn Required Learning

Complete the following requirements to earn the Required Learning experience

Earn an First Year Orientation opportunity of Sexual Assault Training

[VIEW EXPERIENCE](#)

Earn an First Year Orientation opportunity of Alcohol Awareness Training

[VIEW EXPERIENCE](#)

## Related Experiences



## Earn Certified Student Leader 3 Ways

Complete the following requirements to earn the Certified Student Leader experience

Attend an event tagged with Leadership 5 times

[VIEW EVENTS](#)

Hold President for 6 Month(s)

[VIEW ORGANIZATIONS](#)

Earn 50 Leadership points

[VIEW POINT](#)

or

Attend an event tagged with Leadership 3 times

[VIEW EVENTS](#)

Hold membership in an organization for 2 Month(s)

[VIEW ORGANIZATIONS](#)

Earn 3000 Leadership points

[VIEW POINT](#)

# PLATFORM DEMO



# Platform Demo - Experiences

1. Create the experience within a preexisting experience type
2. Create a pathway that allows earners to earn that experience type
3. Add reflection or approval steps?

# Platform Demo - Skills

- Show how an experience can lead to different skill outcomes
- Create a new skill
- Create a pathway that leads to the skill

# Platform Demo - Pathways

- CREATE A TAG FOR “5 CRICKET POINTS
- Create a pathway for the tag
- Add tag to an event

# FAQs

# Use tags and pathways to attach opportunities.

- Create tags for points and service hours
- Create pathways for those tags
- Example
  - Tag - "1 Cricket Point"
  - Pathway - Events with tag "1 Cricket Point" receive 1 Cricket Point
  - Points are auto-assigned for all tagged events!

Are pathways retroactive?

# Pathways are retroactive!

Attaching a pathway to a PREVIOUSLY used tag will auto assign opportunities to ALL previous event check-ins.



## Scenario:

A student checked into an event with the tag “Leadership” last week

Today you create a pathway for a student to gain points if they attend a “leadership” tagged event

The student will gain the points!

# Use the toggles on a users profile.

- Access for CCO is controlled by toggles
- How to update access
  - Navigate to the users admin profile
  - Scroll to "Co-Curricular Features"
  - Toggle features on or off

The screenshot displays the 'People' management interface in Modern Campus. At the top, there are two tabs: 'PEOPLE' (active) and 'CONTACT TRACING'. Below the tabs, there are two summary cards: '1000 People' and '15 Users'. A search bar labeled 'Search People' is present, along with 'TYPE' and 'FILTER' dropdown menus. Below the search bar is a table of users with columns for Name, Email, Student Number, and Type. A settings gear icon is visible next to each user's Type. A mouse cursor is hovering over the 'Users' card.

| Name              | Email                           | Student Number | Type |   |
|-------------------|---------------------------------|----------------|------|---|
| Bucknall, Freemon | kseale+5945397@moderncampus.com | 5945397        | User | ⋮ |
| Dungee, Terrye    | kseale+8210268@moderncampus.com | 8210268        | User | ⋮ |
| Chippin, Dael     | kseale+4654766@moderncampus.com | 4654766        |      | ⋮ |
| Sergison, Gibb    | kseale+5885057@moderncampus.com | 5885057        | User | ⋮ |
| Floyd, Guenna     | kseale+5963708@moderncampus.com | 5963708        | User | ⋮ |
| Cavan, Kent       | kseale+1015928@moderncampus.com | 1015928        | User | ⋮ |
| Caton, Sofia      | kseale+6395810@moderncampus.com | 6395810        | User | ⋮ |

# Admin Managing Experiences

## Co-Curricular Features

### Manage Competencies and Skills



Allows users to create and have 'Edit & Share' access to every Competency and Skill.

### Manage Experiences



Allows users to create and have 'Edit & Share' access to every Experience.

### Manage Points



Allows users to create and have 'Edit & Share' access to every Point.

### Manage Pathways



Allows users to create and manage rules for opportunities the user has access to.

### Manage Student Opportunities



Allows users to grant opportunities directly to students for opportunities they have access to.



# Student Managing Experiences

## Co-Curricular Features

### Manage Competencies and Skills



Allows users to create and have 'Edit & Share' access to every Competency and Skill.

### Manage Experiences



Allows users to create and have 'Edit & Share' access to every Experience.

### Manage Points



Allows users to create and have 'Edit & Share' access to every Point.

### Manage Pathways



Allows users to create and manage rules for opportunities the user has access to.

### Manage Student Opportunities



Allows users to grant opportunities directly to students for opportunities they have access to.

# Q&A

Please put your questions into  
the Zoom Q&A feature!

# Thank You

See you next month!

modern<sup>®</sup>  
campus



