### NOT JUST A STATISTIC

Measuring students' sense of belonging in higher education via informal online spaces during COVID-19



#### slido



### Join at slido.com #800257

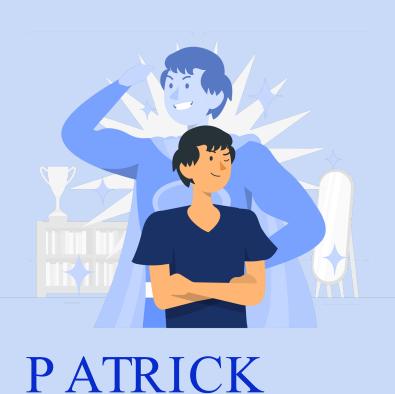
# What does sense of belonging mean to you?

#### slido



## What does sense of belonging mean to you?

#### TEAM iN4MAL











# CONNECTION + BELONGING = PERSISTENCE

In higher education, students need:

- Self-efficacy
- Sense of belonging

(Tinto, 2017)

0 1

### PROBLEM

Building a Sense of Belonging (SoB) online is a difficult process

# Let's talk about on line spaces. Where do you belong on line?

#### slido



## What online communities are you a part of?

# SPACES TO BELONG



#### **FORMAL**

These spaces tend to be scheduled and regulated.



#### **INFORMAL**

These spaces may offer more responsive gathering.

(Black et al., 2020; Procentese et al., 2020)

# 02. LITERATUR



# TRADITIONAL vs ONLINE PERSISTENCE

NO DIFFERENCE

Traditional vs online

(Frydenberg, 2007)

10 - 20%

Lower persistence in traditional vs online

(Moody, 2004; Carr, 2000)



# TINTO & PERSISTENCE

# Model of Student Retention

Most cited and supported by empirical data

Persistence =
Sense of
Belonging + Self
efficacy





Students who socially integrate into the campus community increase their commitment to the institution and are more likely to graduate.

(Tinto, 1975)

# TRADITIONAL vs ONLINE COMMUNITY BUILDING

#### DESIGN MATTERS

Traditional & online formal environment

# COLLABORATIVE, WARM SPACES

Higher persistence in traditional & online



#### 4 KEY ELEMENTS

McMillan and Chavis (1986)



#### **MEMBERSHIP**

Sharing a sense of personal relatedness



# INTEGRATION & FULFILLMENT OF NEEDS

Sense that needs are met through resources in the community



#### INFLUENCE

Sense of mattering



Sense that members will have and share similar experiences

# BUILDING COMMUNITY IN PERSON

**FORMAL** 

**INFORMAL** 

DISCUSSION

CONVERSATION

GROUP WORK CAMPUS EVENTS

COURSE DESIGN

CLUBS

CLASSROOM DESIGN

PEER SUPPORT

# BUILDING COMMUNITY ONLINE

#### **FORMAL**

- KNOWLEDGE-SHARING
- ONLINE EVENTS
- COURSE DESIGN
- RESPONSIVE

#### **INFORMAL**

- SELF-DRIVEN NETWORKING
- ONLINE EVENTS

#### COVID-19

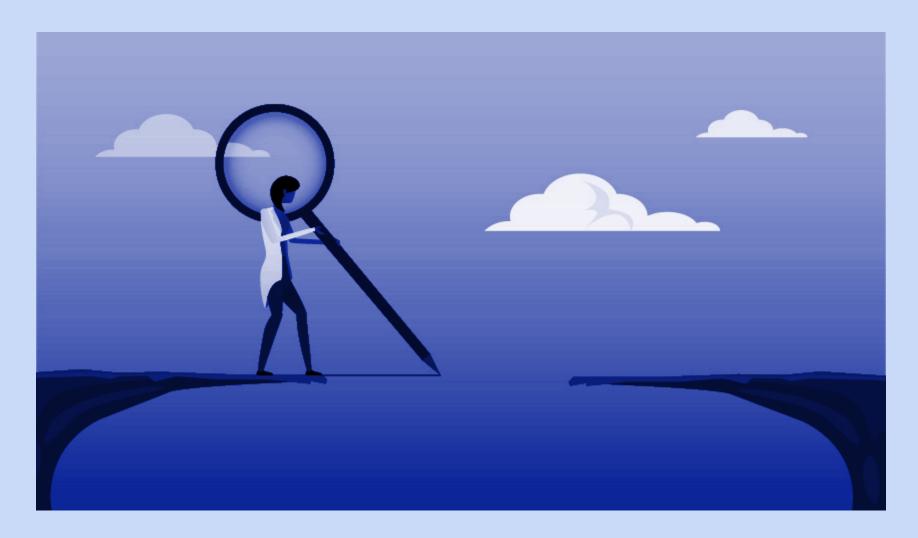


The COVID-19 pandemic severely curtailed opportunities for people to connect with others. Specifically, for students to connect with the campus community and impact their sense of belonging (Mooney & Becker, 2021).

03.

## THE GAP

Researching online informal spaces



INFORMAL SPACES FACILITATED SoB (He, 2020)

• Gap: Research on online informal spaces SoB.

USE OF INFORMAL SPACES IN HIGHER ED (Scott et al., 2016; Chang-Tik & Goh, 2020)

- Gap: Research on using online informal spaces to foster SoB and community.
- Gap: Do online informal spaces promote student participation, discussions, and socialization among college students during the COVID -19 pandemic?

### INFORMAL SPACES CAN BE LEVERAGED

(Black et al., 2020; Sackey et al., 2015)

# 04.

# RESEARCH QUESTIONS

This study aims to explore the utilization of online informal spaces to strengthen students' sense of belonging.

#### RQs

What types of **online informal spaces** do students use?









A: How do students utilize informal spaces for community building?

B: What are students' sense of belonging?

### RQs Cont.

What is the relationship between utilization of online informal spaces and students' sense of belonging ?







What is the difference in levels of sense of belonging in students between various online informal spaces?

# 05. METHODOLOG Y

#### METHODOLOGY

#### SUBJECTS

Undergraduate students at the University of Hawai'i at Mānoa (UHM)

#### **MATERIALS**

Survey administered through Qualtrics and analyzed using PSPP

#### INSTRUMENTS

- Survey Part 1A: Online Social Support Scale
- Survey Part 1B: Operationalized student utilization of online spaces for community building (OSS).
- Survey Part 2: Sense of Belonging Scale

#### METHODOLOGY

#### **PROCEDURES**

- 1. E-mail and SM posts soliciting participation
- 2. Participants sign informed consent forms.
- 3. Two-week period: Survey collection
- 4. Statistical tests done: describe, analyze, correlation via PSPP
- 5. Results interpreted; conclusions drawn

### VALIDITY & RELIABILITY

Coefficient alpha values of OSS and Sense of Belonging scales

# CATEGORIES OF INFORMAL SPACES



VIRTUAL WORLDS



SOCIAL MEDIA



VIDEO CONFERENCING



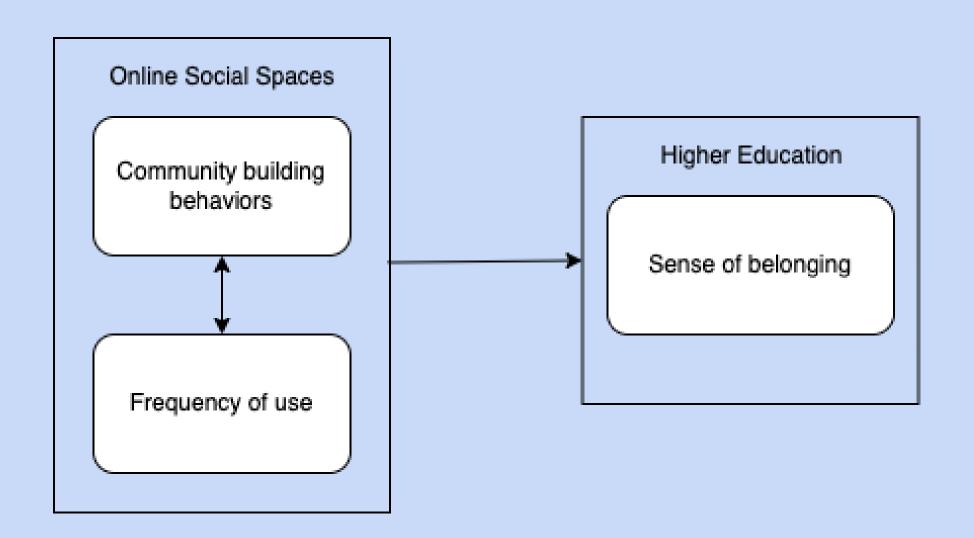
**FORUMS** 

#### slido



List social spaces you have used that fall into these categories.

#### CONCEPTUAL FRAMEWORK



# OSS Scale Utilization of Spaces (1A)

0 = Never 1 = Rarely 2 = Sometimes 3	= Pretty Often 4 = A lot				
Facebook	0	1	2	3	
Instagram	0	1	2	3	
Twitter	0	1	2	3	
SnapChat	0	1	2	3	
Tumblr	0	1	2	3	
Vine	0	1	2	3	
YouTube	0	1	2	3	
Pinterest	0	1	2	3	
Reddit	0	1	2	3	
YikYak	0	1	2	3	
Kik	0	1	2	3	
LinkedIn	0	1	2	3	
GroupMe	0	1	2	3	
WhatsApp	0	1	2	3	
Google+	0	1	2	3	
Whatsgoodly	0	1	2	3	
Chat services	0	1	2	3	
Email	0	1	2	3	
Texting	0	1	2	3	
Dating sites/apps (e.g., Tinder)	0	ı	2	3	

#### Engaging in Community Building Behaviors (1B)

	0 = Never 1 = Rarely 2 = Sometimes 3 = Pretty Often 4 = A lot					
1.	People show that they care about me online.	0	1	2	3	4
2.	Online, people say or do things that make me feel good about myself.	0	1	2	3	4
3.	People encourage me when I'm online.	0	1	2	3	4
4.	People pay attention to me online.	0	1	2	3	4
5.	I get likes, favorites, upvotes, views, etc. online.	0	1	2	3	4
6.	I get positive comments online.	0	1	2	3	4
7.	When I'm online, people tell me they like the things I say or do.	0	1	2	3	4
8.	Online, people are interested in me as a person.	0	1	2	3	4
9.	People support me online.	0	1	2	3	4
10.	When I'm online, people make me feel good about myself.	0	1	2	3	4
11.	When I'm online, I talk or do things with other people.	0	1	2	3	4
12.	People spend time with me online.	0	1	2	3	4
13.	People hang out and do fun things with me online.	0	1	2	3	4
14.	Online, I belong to groups of people with similar interests.	0	1	2	3	4
15.	People talk with me online about things we have in common.	0	1	2	3	4
16.	Online, I connect with people who like the same things I do.	0	1	2	3	4
17.	I am part of groups online.	0	1	2	3	4

# Sense of Belonging (2)

- I feel comfortable asking a question in class.
- I discuss course material with my classmates before or after class.
- I feel comfortable volunteering ideas or opinions in class.
- Speaking in class is easy because I feel comfortable.
- Class sizes are so large I feel like a number.
- I like knowing other people in my classes.
- 8. I wish I knew more students in my classes who I could call if I had a question.
- If I have a question in class I usually ask it.
  - I feel comfortable asking a teacher for help if I do not understand course-related material.
  - I feel that a faculty member would not pass judgment on me if I told them about a problem I was having.
  - I feel comfortable discussing my academic program or career plans with a faculty member.
  - If I had a reason, I would feel comfortable seeking help from a faculty member outside of class time (i.e., during office hours, etc.).
  - I feel that faculty try to relate to students on their level.
  - I ask questions if I do not understand something.
  - 7. I feel that faculty are cold and intimidating.
  - 8. I feel comfortable seeking help from a teacher before or after class.
  - Most teachers do a very good job of explaining their objectives.

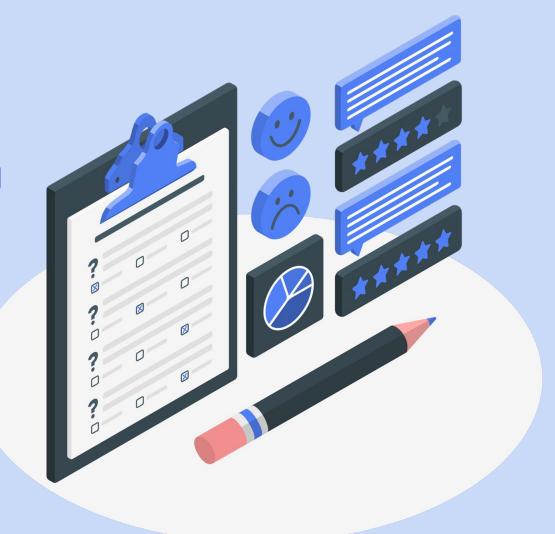
06.

DATA

COLLECTION AND ANALYSIS

#### DATA COLLECTION

Surveying allows researchers to investigate relationships between students' community building practices in online informal spaces and sense of belonging in higher education (Ary et. al, 2019).



08.

## CONCLUSION

Recap, Implications, & contributions

#### **BRIEF RECAP**

- Connection + Belonging = Persistence
- Formal and Informal Spaces
- Leveraging Informal Spaces for Learning

#### PROBLEM & GAP

- What about online spaces of learning?
- Are informal online spaces able to promote a sense of belonging, socialization and community during COVID-19?



#### **FUTURE RESEARCH**

Observing student behaviours in chosen online informal places

#### IMPLICATIONS / CONTRIBUTIONS

- Extending to student retention and persistence
- Contribution to design of informal online spaces
- 5Cs of social media
  - Curation/Creation
  - Choice
  - Conversation
  - Collaboration
  - Community



## Mahalo!

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## Feedback Survey

http://go.hawaii.edu/qSx

We welcome any thoughts, comments or suggestions!



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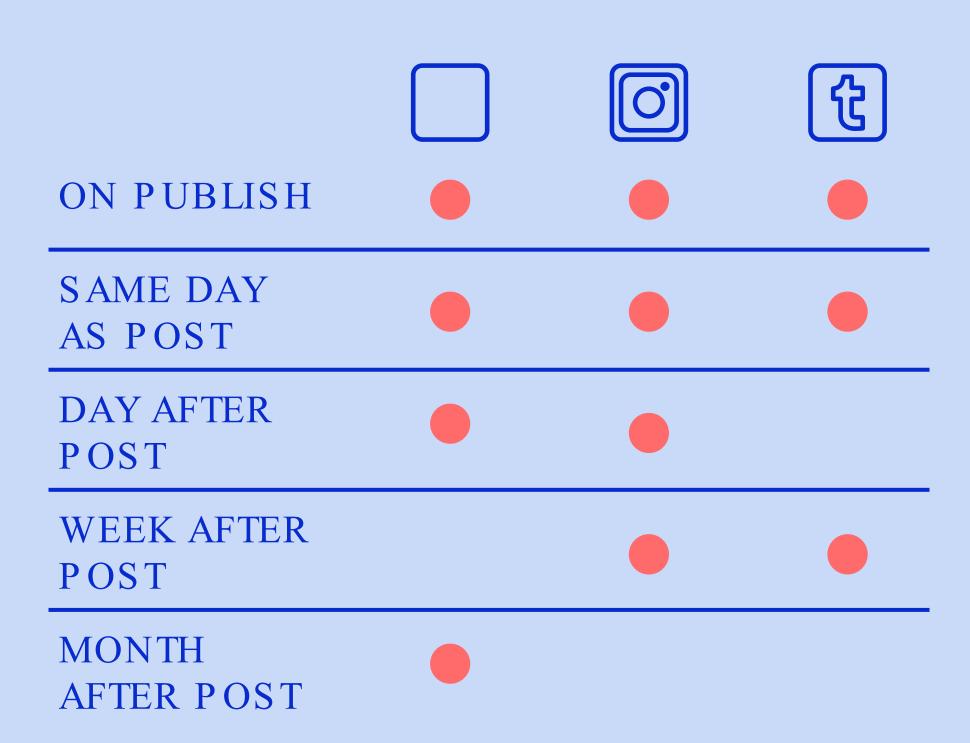


## LEARNING

Venus has a beautiful name and is the second planet from the Sun. It's terribly hot, even hotter than Mercury



## BUILDING COMMUNITY



# WHAT TONE ARE WE GOING TO USE?

Venus has a beautiful name and is the second planet from the Sun. It's terribly hot, even hotter than Mercury

### BUDGET



2,000,000

Jupiter is a gas giant and the biggest planet



15,000

Saturn is a gas giant and has several rings



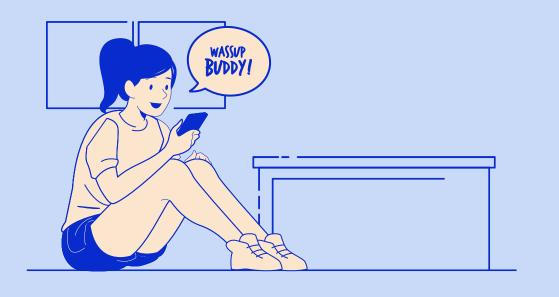
6,000

Neptune is the farthest planet from the Sun



## ALTERNATIVE RESOURCES





150,000

Big numbers catch your audience's attention

#### **GENDER**





#### INTERESTS





















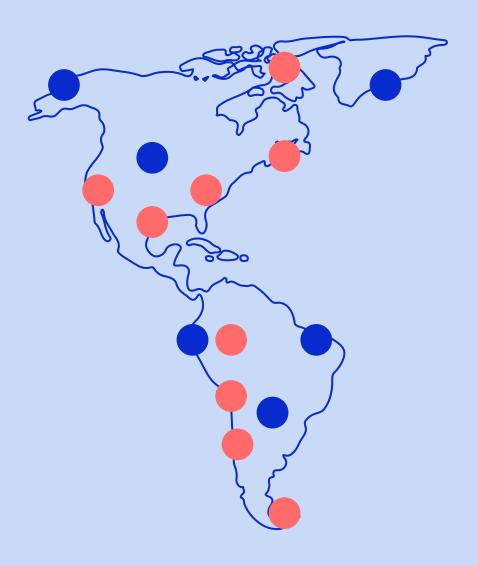




#### **AGE**



#### **LOCATION**



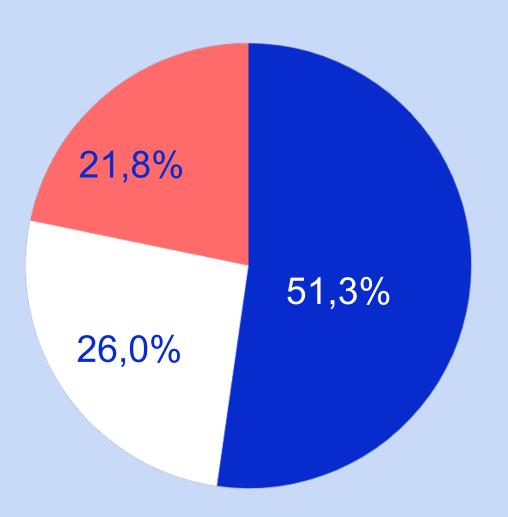
#### MERCURY •

It's the closest planet to the Sun

#### JUPITER

Jupiter is the biggest planet

## CONTENT TO CREATE



\* To modify this graph, click on it, follow the link, change the data and paste the new graph here, replacing this one

#### **VENUS** •

Venus has a beautiful name

#### **MERCURY**

It's the closest planet to the Sun

#### **EARTH**

It's the third planet from the Sun

## BUYER PERSONA



AGE: 25 - 35

**GENDER:** Female

STUDIES: Degree in Advertising

LOCATION: Madrid, España













## BUYER PERSONA

JOB: Publicist

INCOME RANGE: \$1500

MARITAL STATUS: Single

- Motivations
- Behavior
- Personality
- Interests

**HOBBIES:** Social media



**15%** 



55%



**30%** 

## ANALYZING THE COMPETITION



#### **MARS**

Despite being red, Mars is a cold place full of iron



#### **VENUS**

Venus has a beautiful name and is the second planet



#### NEPTUNE

Neptune is the farthest planet from the Sun

### KPI OVERVIEW

20,000
TOTAL
LEADS
This month

110,000

NEW

CUSTOMERS

This month

8,000
SALESREADY LEADS
This month

\$ 13,000

NEW

REVENUE

This month

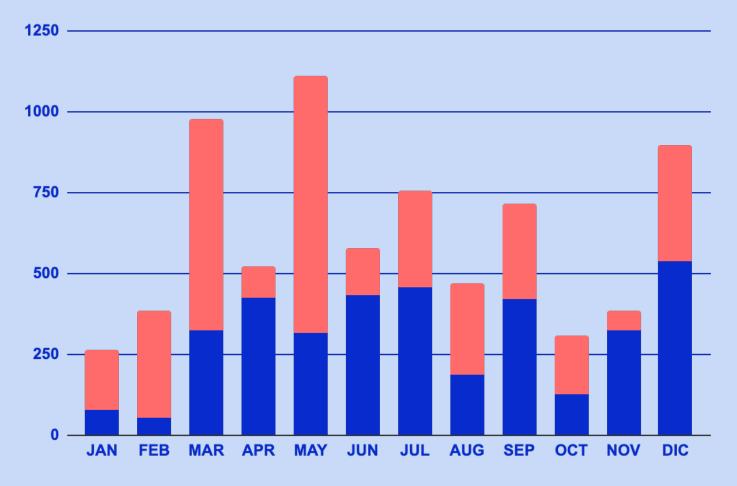
## KPI OVERVIEW

MERCURY

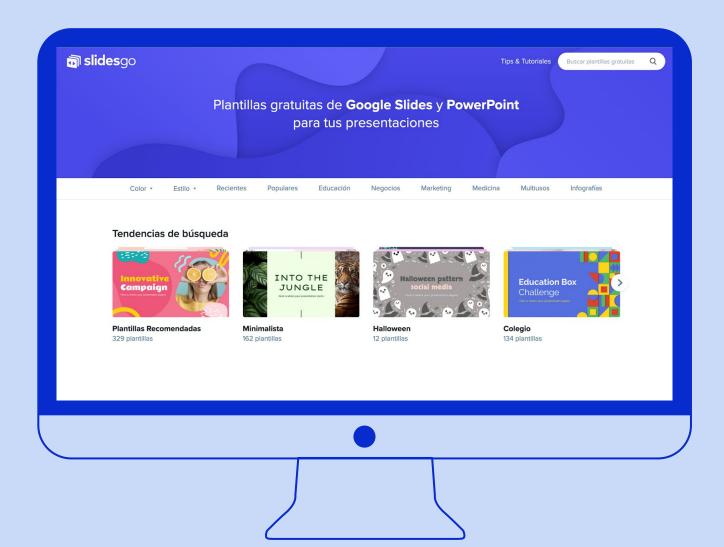
It's the closest planet to the Sun



Jupiter is the biggest planet



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Pana

Amico







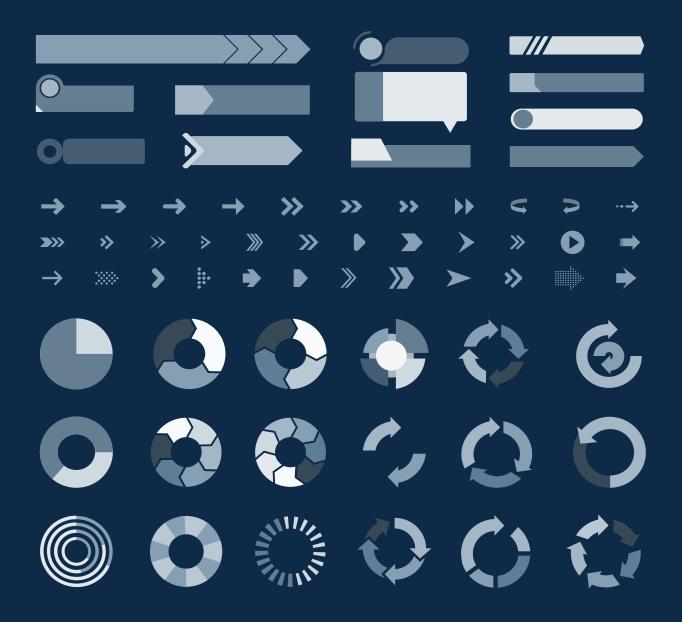
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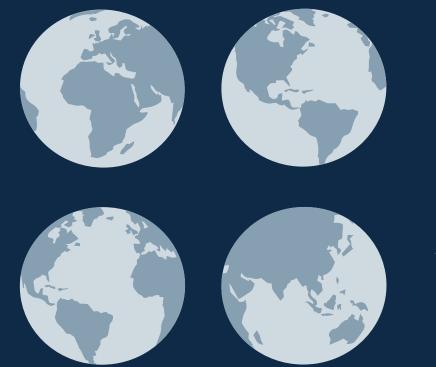
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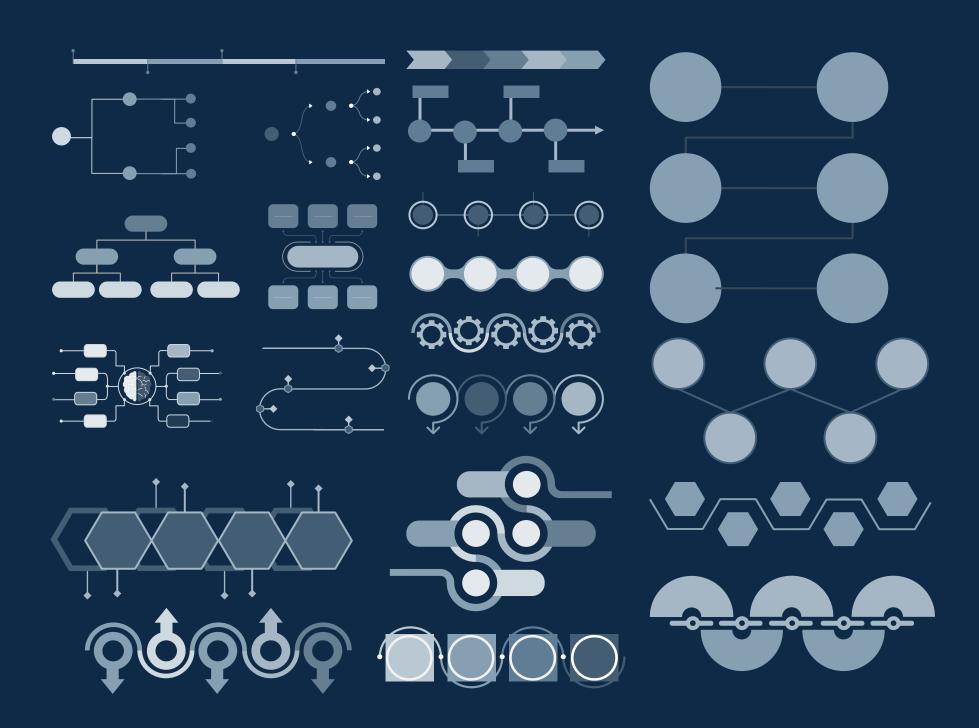


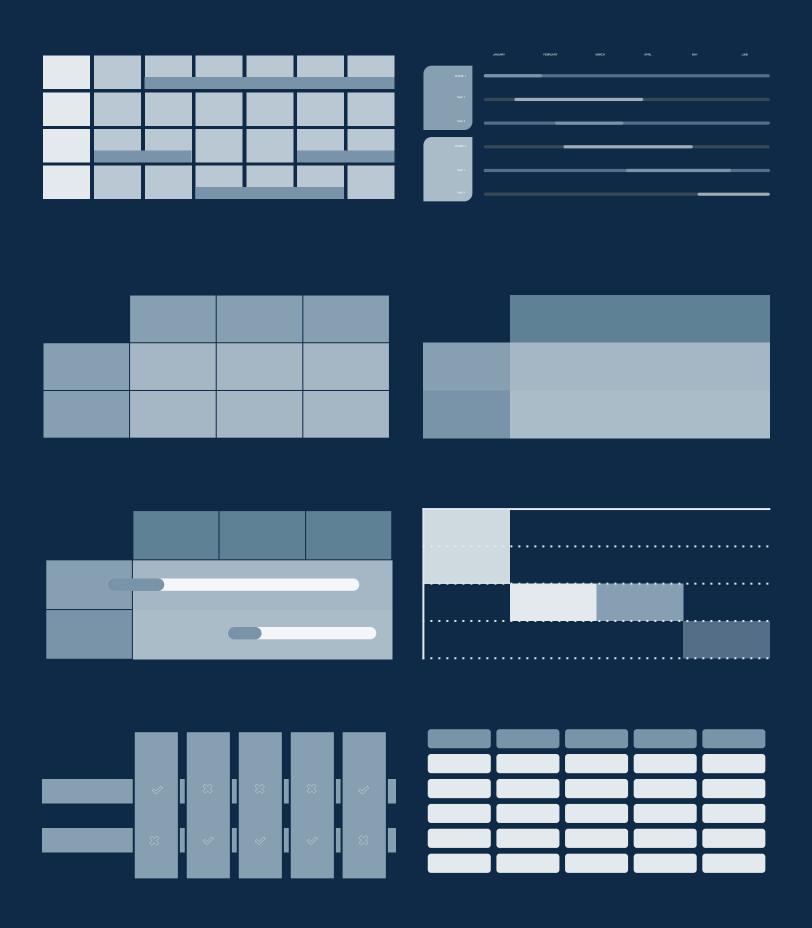




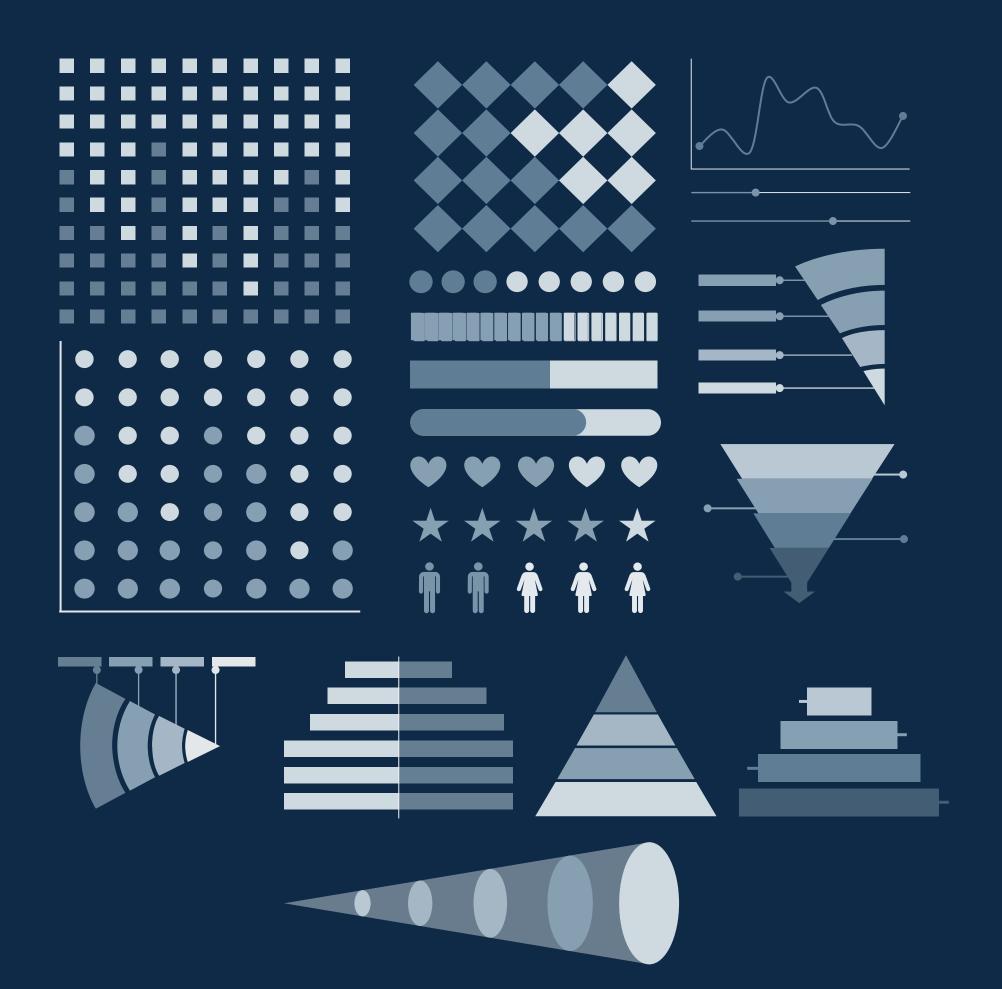


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# **Educational Icons**



# Medical Icons



# **Business Icons**



# Teamwork Icons



# Help & Support Icons



### Avatar Icons



# **Creative Process Icons**



# Performing Arts Icons



# Nature Icons



# SEO & Marketing Icons



