

HEALTH & WELL-BEING

ANNUAL REPORT 2023–24

BASIC NEEDS INSECURITY

UNC Greensboro administered the Hope4College survey in spring 2024 with 299 respondents. There was a decrease in the percent of respondents who reported at least one marker of food insecurity (31% compared to 35% during COVID-19). The data also showed that many students are having to make difficult decisions about eating, with 60 students reporting they had to cut or skip meals because there was not enough money for food, a point reinforced when looking at the utilization data for the Spartan Open Pantry. The utilization of the Spartan Open Pantry increased for the fourth consecutive year with 54,062 lbs. of food (20% increase) distributed to 4,343 students (7.6% increase). There were also 99 students who requested assistance from the SAFE (emergency assistance) fund, with 48 awarded \$29,147 in support.

SUPPORTING STUDENTS' WELL-BEING

Spartan Well-Being continues to grow its programming, presence, and reach. The program offered monthly Question, Persuade, and Refer (QPR) and Mental Health First Aid (MHFA) training. Additionally, the program Be Well! Stay Well!, a collaboration between Spartan Well-Being and Recreation and Wellness was offered again this academic year. The program offered faculty and staff resources and information and showcased the university's Quality Enhancement Plan: Spartans Thrive. Two specific accomplishments of Spartan Well-Being were as follows: 24% of FTIC students engaged with the Spartan Well-Being canvas course and 100% of students who engage in Spartan Well-Being workshops were able to identify at least one strategy they would be able to use after the workshop to support their holistic

well-being. Additionally, 100% of students engaged in Spartan Well-Being Coaching services were able to identify at least one strategy they learned during coaching sessions that they would use to manage stress and foster resilience in the future.

ESPORTS

The Esports Arena had over 42,379 visitors with 3,049 unique students participating in 23–24. Total attendance was up 11% over last year. The Arena entered and changed our program's tournament engine to NACE (North American Collegiate Esports) to best fuel competitive play across our teams. The esports club placed in the Top 3 in the nation for our Super Smash Team and Top 5 in the nation for our Apex Team for this conference against 290+ schools. The Arena was used for over 19 different academic classes totaling 120 class sessions. Additionally, the Arena held 6 times more club events than last year and increased participation in the club from 1,250 students in the fall to over 1,600 in the spring. There were 28 internal and external events implemented over the year, including state-wide tournaments, club tournaments, intramural tournaments, retro game night, Karaoke, and partnership with the student organization, No Labels.

Engagement in the Esports Arena remains very high with an average of 200+ students per day. Our students are utilizing the arena at close to full capacity, with a high percentage playing casual games within groups, such as Roblox, Among Us, and Fall Guys, which indicates that the arena is being used as a 'third place' and a site for culture building within friend groups, rather than just for competitive play. On average, Game Nights at the Esports Arena have attracted over 40 students to play a specific game title at a specific time each week.