

# Student Activity Fee

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# Agenda

- **Background on the Student Activity Fee**
  - When it was implemented and why
  - How much is it
  - Why are these funds important?
    - Structure of department's funding
- **Usage of the fee**
  - How are the funds being used?
- **Why increase these funds?**
  - A response to student feedback on programming
  - What does an increase look like?
  - Provide long-term solution to sustain programming

# Background on the Student Activity Fee

- **2015 SGA initiative** to implement the Student Activity Fee to provide more programming to students. The proposal to IHL reads:

*A Student Activity Fee will provide supplemental funding for the following student programming and service providers on the Hattiesburg Campus: Student Government Association/Student Activities, Recreational Sports/Payne Center, and Moffitt Health Center (student health services). On the Gulf Park campus, a Student Activity Fee will provide funding for student recreation and fitness, student government and organizations, and student health and counseling.*

# Background on the Student Activity Fee

- **The Fee** is \$20 per student and is generated by enrollment (can fluctuate each year). Since its inception in FY16 (fiscal year 2016), the fee brings in **an average of \$439,215 a year**.
- The fee was broken into the following categories:
  - SGA \$5
  - Campus Recreation \$5
  - Moffitt \$10
- Students questioned why the fee did not include other programming offices on campus. Taking this feedback into account, the fee was broken into a fourth category to be more inclusive. VPSA was chosen as a landing spot to provide funds to multiple departments, rather than name each individually beyond the original purview.
- In **FY20, the fee expanded** to include the VPSA office. The current structure includes:
  - SGA \$5
  - Campus Recreation \$5
  - Moffitt \$5
  - VPSA \$5

# Usage of the Student Activity Fee

The following is a breakdown of what the funds have been spent on over the last 6 years  
Average of **\$439,215 a year times 6: \$2,635,290**

**Total spent in 6 years: \$2,306,373 (86%) (\$323,917 in the fund balance: 14%)**

2016-2019 percentages spent in each area (\$1,454,751):

SGA	\$382,365 (26%)
Campus Recreation	\$437,646 (30%)
Moffitt	\$634,740 (44%)

2016-2021 percentages spent in each area including VPSA (\$2,306,373):

SGA	\$577,933 (25%)
Campus Recreation	\$546,527 (24%)
Moffitt	\$777,370 (34%)
VPSA	\$404,543 (18%)

# Usage of the Student Activity Fee

**SGA:** national and regional conferences, undergraduate research, service opportunities, educational speakers, diversity programming, conservation projects, student organizational software, sports clubs hosting tournaments, room rentals and food, alumni networking events, professional conferences, created position for SGA Advisor, presence platform, The Big Event, Creed Week, and renovations of SGA space.

**Campus Recreation:** wages for students as campus programming increased (more aquatic and outdoor programs, climbing wall, natatorium), fitness equipment, and intramural sports equipment.

**Moffitt Health Center:** added part-time pharmacist, Collegiate Recovery Program, Health Education supplies, facility improvements (kiosks, printed material, student orientation sessions), speaking services, Nutrition Counseling services, and ASL Interpreters for students.

**VPSA:** wages support for SGA and LSI, food and room rentals for student initiative programs, program support for IME, renovation of office space in IME, F45 in the Payne Center, and professional development for staff to conferences.

## Why increase these funds?

Department initiated **student surveys** increasingly provide feedback for more programming. Studies show that having a holistic experience in college (inside and outside of the classroom) increases retention to graduation.

**What does an increase look like?** \$1 increase equates to about \$20,000. Providing a \$5 increase will add about \$100,000 a year to programming efforts.

**Increasing the current fee** helps to project for future needs. With the rise of inflation and decrease in state funding, this fee provides a long-term solution to allocate consistent funds for programming in areas that students have acknowledged are important. Some of those areas include: ESports, SMAC, LSI specifically for student organizations, and Campus Recreation. Do you agree? What types of events would you like to see with a fee increase?