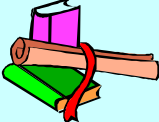



**First Time Freshmen-First Night of Classes-Follow-Up Survey-February 2001**

On the first day of classes of Fall Semester 2000, 1229 residents responded to a survey administered by staff of the Department of Residence Life. This survey was conducted in and around the cafeteria during the evening meal on the first day of Fall Semester. Students were asked to predict the likelihood that they would engage in 33 different experiences or behaviors during the coming semester. They were given the choices: "1="Not a Chance", 2="Unlikely", 3="Neutral", 4="Likely", 5="A Sure Thing".

Students who provided their PIDs (N=869) with their August survey responses received an invitation to complete a follow-up survey. The survey was available on the Department of Residence Life web site. Twenty six percent took the survey (N=230) producing 220 usable responses. In the follow-up survey, students were asked to look at the same 33 experiences or behaviors that they made predictions about in the August survey. This time, they were asked, "Since the first day of classes, did you...?" The response choices were "Yes" or "No". The following summary compares this group of freshmen who completed both surveys.

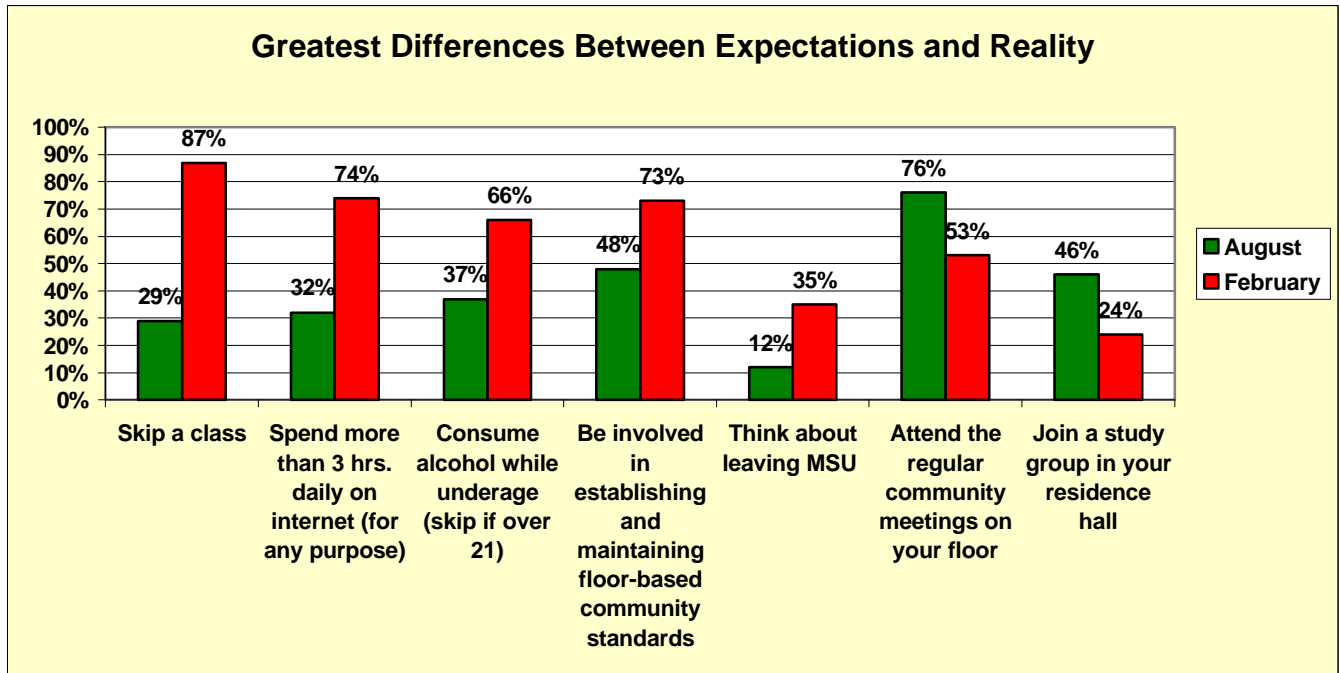
**The Freshman Experience**

<p><b>Academics</b></p> <p>Eighty-three percent of the freshmen predicted that they would get a 3.0 for their first semester grade point average; 73% reported having accomplished this. A large majority of the group reported keeping up to date on their classes and assignments (84%).</p> <p>Forty percent had used an academic resource, and 58% reported having conversations with faculty outside of the classroom. Only one fourth (24%) had participated in a study group; while 46% had predicted that they would. Eighty-seven percent had skipped a class, a considerably higher percentage than had predicted that they would in August (29%).</p> 	<p><b>Personal Development</b></p> <p>In February sixty-three percent of the freshmen reported they during the first semester, they had the best time of their lives, down from the 78% who had predicted that they would. While 73% stated that they managed their time effectively, 84% reported feeling overwhelmed with all that they had to do. Thirty-five percent had thought about leaving MSU. Twenty-eight percent stated that they had been significantly homesick; 10% more than had predicted that they would be.</p> <p>Internet use was much greater than predicted, with 32% projecting that they would spend more than three hours daily on the internet (for any purpose). In February, almost three-quarters reported this level of daily use.</p>	<p><b>Ethical and Character Development</b></p> <p>The freshman were fairly accurate in predicting that their value systems would be challenged by their experiences; with 52% believing that such challenges would occur, and 54% reporting that they did. Forty-four percent predicted that they would find themselves caught between doing what is "right" and what is "wrong", while 50% actually did.</p> <p>While about half of the freshmen expected to be involved in establishing and maintaining community standards on their floors, 73% actually were. Almost three-quarters had predicted that they would attend regular community meetings, while only half had done so.</p>
<p><b>Social Development</b></p> <p>Eighty-five percent reported having successful roommate relationships. This percentage almost matches their expectations (89%). The freshmen had more conflicts with parent(s) or guardian(s) than they had predicted. Twenty-nine percent expected such conflict and in February 39% reported it.</p> <p>Expectations for significant romantic relationships were not met. Forty-two percent expected to develop one, and in February only 25% reported that they had. Fifty-eight percent predicted that they would join an organization, and about half had done so.</p>	<p>Of consistent concern is the use of substances. Sixty-six percent reported consuming alcohol while underage and 18% reported using an illegal substance (not alcohol). Seven percent stated that they had gotten into difficulty because of too much to drink. On a healthier note, not one student reported getting into difficulty because of gambling, almost half exercised regularly, and 81% had learned a great deal about themselves. Forty three percent had gotten a part-time job.</p>	<p><b>Multicultural Competence</b></p> <p>Students were accurate in predicting that they would seek out experiences to learn about other cultures and lifestyles (45% in August and 46% in February.) Forty-five percent predicted that they would change their views because of conversations with others who were different from them. Fifty-four percent reported that they had.</p> 

### Comparison of Differences

For a comparison of differences between expectations and realities, the responses “Likely” and “A Sure Thing” (from the August 2000 survey) were compared to “Yes”(from the February survey).

Not surprisingly, there were varying levels of accuracy in the students' predictions.



On some items, students predicted their behaviors or experiences very well. The following list shows those items where the difference between predictions and actual experiences was less than 5%.

Most Accurate Predictions	August	February
Live successfully with your roommate	89%	85%
Change your plan for your career or major	40%	43%
Have experiences which challenge your value system	52%	54%
Learn a great deal about self	79%	81%
Get into difficulty because of gambling	2%	0%
Seek out opportunities to learn about other cultures or lifestyles	45%	46%
Get into difficulty because of drinking too much	6%	7%

### First Time Freshmen Survey (August 2000) and Follow-up Survey (February 2001)

Items which are bold and shaded were significantly different (.01)**	August 2000		February 2001		Difference	Significance**
	Think about the coming semester...How likely are you to...?		Since the first day of classes, did you...?			
	YES	NO	YES	NO		
<b>ACADEMICALLY RELATED ITEMS</b>						
Get at least a 3.0 for your first semester GPA	83%	17%	73%	27%	10%	.012
<b>Use an academic resource such as a tutor, resource center, the writing center, etc.</b>	<b>48%</b>	<b>52%</b>	<b>40%</b>	<b>60%</b>	<b>8%</b>	<b>.008</b>
<b>Join a study group in your residence hall</b>	<b>46%</b>	<b>54%</b>	<b>24%</b>	<b>77%</b>	<b>22%</b>	<b>.000</b>
<b>Have conversations with faculty out of the classroom</b>	<b>73%</b>	<b>27%</b>	<b>58%</b>	<b>42%</b>	<b>15%</b>	<b>.000</b>
<b>Keep up-to-date on classes and assignments</b>	<b>95%</b>	<b>5%</b>	<b>84%</b>	<b>16%</b>	<b>11%</b>	<b>.000</b>
<b>Skip a class</b>	<b>29%</b>	<b>71%</b>	<b>87%</b>	<b>13%</b>	<b>-58%</b>	<b>.000</b>
Change your plan for your career or major	40%	60%	43%	57%	-3%	.561
<b>SOCIAL DEVELOPMENT ITEMS</b>						
Live successfully with your roommate	89%	11%	85%	15%	4%	.144
Have conflict with your parent(s)/ guardian(s)	29%	71%	39%	61%	-10%	.012
Join a campus, departmental or hall organization	58%	42%	48%	53%	10%	.027
<b>Develop a significant romantic relationship</b>	<b>42%</b>	<b>59%</b>	<b>25%</b>	<b>75%</b>	<b>17%</b>	<b>.000</b>
<b>ETHICAL AND CHARACTER DEVELOPMENT ITEMS</b>						
Get involved in volunteer work	41%	59%	35%	65%	6%	.182
Have experiences which challenge your value system	52%	48%	54%	46%	-2%	.440
Find yourself caught between doing what is "right" and what is "wrong"	44%	56%	50%	50%	-6%	.224
<b>Attend the regular community meetings on your floor</b>	<b>76%</b>	<b>24%</b>	<b>53%</b>	<b>47%</b>	<b>23%</b>	<b>.000</b>
<b>Be involved in establishing and maintaining floor-based community standards</b>	<b>48%</b>	<b>52%</b>	<b>73%</b>	<b>27%</b>	<b>-25%</b>	<b>.000</b>
<b>MULTICULTURAL DEVELOPMENT ITEMS</b>						
Seek out opportunities to learn about other cultures or lifestyles	45%	55%	46%	54%	-1%	.657
Change views because of conversations with others who are different from yourself	45%	55%	54%	46%	-9%	.045
<b>PERSONAL DEVELOPMENT ITEMS</b>						
<b>Consume alcohol while underage (skip if over 21)</b>	<b>37%</b>	<b>63%</b>	<b>66%</b>	<b>34%</b>	<b>-29%</b>	<b>.000</b>
Manage your time effectively	83%	17%	73%	27%	10%	.009
Be significantly homesick	18%	82%	28%	72%	-10%	.011
Get into difficulty because of drinking too much	6%	94%	7%	93%	-1%	.815*
<b>Spend more than 3 hrs. daily on internet (for any purpose)</b>	<b>32%</b>	<b>68%</b>	<b>74%</b>	<b>26%</b>	<b>-42%</b>	<b>.000</b>
Use an illegal substance (drug or marijuana, not alcohol)	9%	91%	18%	83%	-9%	.012
Get into difficulty because of gambling	2%	98%	0%	100%	2%	.125*
<b>Exercise regularly</b>	<b>66%</b>	<b>34%</b>	<b>48%</b>	<b>53%</b>	<b>18%</b>	<b>.000</b>
<b>Think about leaving MSU</b>	<b>12%</b>	<b>88%</b>	<b>35%</b>	<b>65%</b>	<b>-23%</b>	<b>.000</b>
Get a part-time job	51%	49%	43%	57%	8%	.104
<b>Spend more money than you had planned on</b>	<b>57%</b>	<b>44%</b>	<b>69%</b>	<b>31%</b>	<b>-12%</b>	<b>.004</b>
Be pressured by others to do something you don't want to do	35%	65%	31%	69%	4%	.505
<b>Have the best time of my life</b>	<b>78%</b>	<b>22%</b>	<b>63%</b>	<b>37%</b>	<b>15%</b>	<b>.000</b>
Feel overwhelmed by all you have to do	75%	25%	84%	16%	-9%	.037
Learn a great deal about self	79%	21%	81%	19%	-2%	.665

\*Binomial distribution used

\*\*McNemar two related samples test

