

**From:** [Campus Climate Proposal form](#)  
**To:** [Libby Peterek](#); [Carrie Olson](#)  
**Subject:** New submission from Campus Climate Proposals  
**Date:** Wednesday, April 20, 2016 4:26:35 PM

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**First name:**

[REDACTED]

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**Phone number:**

[REDACTED]

**What is your affiliation with UW-Madison? For group submissions, please respond for main contact.**

- Faculty

**Describe the concept. If already in use here or elsewhere, please indicate this.**

Expanded content in SOAR, including simulation games and focus on intersectionality (more than one identity)

Our group's ideas were mostly focused on SOAR for incoming freshmen and transfer students. We noted that there was some mention of multiculturalism on campus and a resource or two available to students, this should be a much greater focus on orientation.

Specifically, we suggest utilizing intersectionality in explaining campus life which could relate the various issues that different people may have faced throughout their lives or may well face in the future to one another. In this way, people of all different walks of life could be exposed to the difficulties that others face, and have their own struggles acknowledged as well.

In a lighter way of building a safe campus community through SOAR, we suggest that the University create a simulation game which allows the player to experience life on campus as a Black student and deal with the various ways they are treated differently than other students. With the recent virtual reality products being released, we thought that this and the simulation could be combined to help incoming students understand some of what life is like as various different groups on campus. Hopefully this would be a fun activity while also creating a sense of understanding of students of different gender, race, and socioeconomic status etc.

**How would this affect cultural change on campus?**

increase cultural sensitivity and awareness

**For new ideas, how would you propose piloting this idea to see if it would work? If the idea is already in use at UW-Madison, how would you propose expanding or altering this program for greater impact?**

expanded content at SOAR

**What resources would be needed to implement your suggestion?**

more resources for SOAR and units on campus to develop simulation games

**If this proposal was developed in partnership with any other organizations, please list them below.**

This was a set of proposals by undergraduate students in [REDACTED]  
[REDACTED]

**Please use this space for any additional information about your proposal that you wish to share:**

I would be happy to discuss how to develop any of these proposals further if there is interest.