# I. Descriptive Information

Majors Responding	Number Se 1,450	ent	Number 314		ercent 1.7%
Gender Male Female	n=313		Number 138 175	4	ercent 4.1% 5.9%
Age of Respondent Under 30 30-35 36+	n=308		190 101 17	3	51.7% 2.8% 5.5%
Racial/Ethnic Group Am. Indian/Alaskan Asian or Pacific Islander Black, African American Hispanic/Spanish Am./Latin Am. White	n=280		5 3 6 4 262	-	1.8% 1.1% 2.1% 1.4% 3.6%
U.S. Citizen Yes No	n=302		300 2		9.3% 0.7%
Transfer Credit to KSU Yes No	n=314		208 106		66.2% 3.8%
Summary of Transfer Credit to KSU	n=208		ber of Cred	lits	
KS 4 Year Public Other 4 Year Public 4 Year Private Community College Other	<21 19 8 10 81 3	21-30 4 6 3 17 0	31-40 1 0 4 6 1	7 7 2 21 0	61+ 4 2 4 19 0

<sup>\*</sup> This represents the percent of individuals making positive responses.

# **II. Employment Experiences**

		Number	Percent
Salary****	n=291		
Less than \$20,000		34	11.7%
\$20,000 - \$29,999		56	19.2%
\$30,000 - \$39,999		91	31.3%
\$40,000 - \$49,999		51	17.5%
\$50,000 - \$59,999		29	10.0%
\$60,000 - \$69,999		16	5.5%
\$70,000 - \$79,999		9	3.1%
\$80,000 or more		5	1.7%
	*	***Expanded from	previous reports
Years in Position	n=277		
Less than 6 months		13	4.7%
6 months to 1.5 years		84	30.3%
1.5 to 2.5 years		83	30.0%
2.5 or more years		97	35.0%
·			
Hours worked per week	n=277		
Less than 35		31	11.2%
35-39		9	3.2%
40-44		110	39.7%
45-49		43	15.5%
50-59		59	21.3%
60 or more		25	9.0%
How close is your job to your major?	n=299		
Not related		63	21.1%
Somewhat related		92	30.8%
Highly related		144	48.2%
	1.7.4		
Why is your job not related or only slightly related to	n=154		
your major?		1.0	10.40/
Could not find a job closely related to major		16	10.4%
Major was not connected with employment		28	18.2%
opportunities		1.0	10.40/
Confined job search to specific city/region		16	10.4%
Job search was limited in order to match needs with		2	1.3%
another		25	1.6.20/
Developed new career interests after college		25	16.2%
Jobs in my field did not pay well		18	11.7%
Jobs in my field did not offer advancement		1	0.6%
Found opportunity in unrelated field		16	10.4%
Other		32	20.8%

<sup>\*</sup> This represents the percent of individuals making positive responses.

		Number	Percent
<b>Current Job Satisfaction</b>	n=294		
Salary/Benefits		160	54.4%
Location		223	75.9%
Opportunity to use qualifications		202	68.7%
Opportunity to advance		162	55.1%
Prestige/recognition		156	53.1%
Interesting/challenging work		216	73.5%
Working conditions		208	70.7%
Opportunity to learn		223	75.9%

## III. Graduate/Professional School Experiences

Have you had to enroll in special learning opportunities Yes No	n=314	Number  18 296	5.7% 94.3%
Involvement in formal continuing education program	n=277	270	74.370
Professional Development		164	59.2%
Non-credit courses of personal interest		88	34.4%
Learning new job skills		135	51.1%
Other		25	12.8%
Have you or are you attending grad school	n=314		
No		193	61.5%
Yes		121	38.5%
Quality of undergrad preparation for graduate/professional education	n=276		
Excellent		82	29.7%
Good		145	52.5%
Fair		22	8.0%
Inadequate		6	2.2%
N.A. Graduate program is not related		21	7.6%

<sup>\*</sup> This represents the percent of individuals making positive responses.

# IV. Evaluation of Undergraduate Programs: Process and Environment

If you could start college over, would you still choose KSU?	n=313		
Definitely Yes		195	62.3%
Probably Yes		89	28.4%
Uncertain		15	4.8%
Probably No		11	3.5%
Definitely No		3	1.0%
·		% More	% Less
<b>Curriculum Recommendations</b>			
1. Writing		35.8%	1.0%
2. Oral communication		57.7%	0.0%
3. Math skills		18.3%	4.2%
4. Computer skills		68.5%	0.0%
5. Problem solving skills		43.4%	0.3%
6. Thinking/reasoning		39.0%	0.0%
7. Interpersonal skills		32.6%	2.6%
8. Background, natural sciences		11.9%	9.6%
9. Background, social sciences		19.0%	11.6%
10. Background, humanities/arts		22.5%	19.0%
11. Theory in major		25.4%	15.2%
12. Applications in major		62.6%	1.3%
Most Important Objectives of KSU Undergraduate Pro	grams		

	Letter	Number	Rank**
Objective			
Increasing knowledge and understanding of field	A	138	2
Gaining career knowledge, competence, and skills	В	205	1
Developing group skills	C	67	3
Gaining knowledge to enrich life	D	67	4
Problem solving skills	I	70	5

<sup>\*\*</sup>Rank determined by counting the number of times the answer was chosen as one of the "three most important."

<sup>\*</sup> This represents the percent of individuals making positive responses.

# V. Evaluation of Undergraduate Programs: Outcomes

Type of Breadth		Number	Percent*
Development of Academic Skills	n=314		
A. Problem Solving B. Independence		278 293	88.5% 93.9%
Gaining Educational Breadth	n=314		
A. General Knowledge to enrich Intellectual curiosity Opposing views		270 272 248	86.0% 87.2% 79.0%
<b>B. Social Science</b> Aware of world issues		201	64.0%
Personal/Social Development	n=314		
A. Personal Values		232	73.9%
B. Self-Understanding		267	85.3%
C. Interpersonal Development Friendship Group skills Racial/ethnic interaction		254 263 216	80.9% 83.8% 68.8%
<b>D. Health</b> Mental/Physical Health Recreation/fitness		192 235	61.1% 74.8%
E. Family Enhancement Family life Handling consumer issues/finance		176 183	56.8% 58.3%

<sup>\*</sup> This represents the percent of individuals making positive responses.

## VI. Use of Leisure Time

		Number	Percent*
<b>Leisure Time Activities</b>			
A. Attending events	n=310		
Plays, drama		16	5.2%
Concerts, recitals		26	8.4%
Athletic events		131	42.0%
Museums, galleries, zoos		32	12.3%
Lectures by experts		40	12.9%
Music, drama, art		23	7.4%
Travel		53	17.0%
Movies		151	48.4%
B. Activities least available***			
Lectures by experts			
Performed music, drama, art			
Plays, drama			
C. Undergraduate contribution to leisure	n=303		
activities			
A lot		22	7.3%
Quite a bit		64	21.1%
To a minor degree		155	51.2%
Not at all		62	20.5%
Participation in Leisure Activities	n=311		
A. Reading			
For general information		268	86.2%
For pleasure		221	71.1%
B. Watching TV			
Public		189	60.8%
Other		264	84.9%
Movies at home		242	78.1%
C. Group activities			
Study or discussion group		107	34.5%
Sports or fitness		235	75.6%
Family activities		272	87.7%
D. Self-enhancement			
Creative hobbies		149	48.1%
Library		128	41.2%
Outdoor recreation		233	75.4%
E. Technology			
Internet activities		242	78.3%
Computer and video games		46	14.8%
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<sup>\*\*\*</sup> Created by ranking leisure time activities

<sup>\*</sup> This represents the percent of individuals making positive responses.