

# Florida Gulf Coast University Recreation Survey

Spring

2007

### Survey Response Rate

750	Number of users invited to complete the satisfaction survey
76	Number of users responding
10%	Response Rate

### Note of caution:

The low response rate (10% maximum for any item in the survey) indicates a significant likelihood of non-response bias, making the results of this survey inappropriate for population generalization.

**Gender**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Female	53	69.7	69.7	69.7
	Male	23	30.3	30.3	100.0
	Total	76	100.0	100.0	

**Ethnicity**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Asian	2	2.6	2.6	2.6
	African American	4	5.3	5.3	7.9
	Hispanic	8	10.5	10.5	18.4
	White	60	78.9	78.9	97.4
	Non-US citizen-international student	1	1.3	1.3	98.7
	Prefer not to answer	1	1.3	1.3	100.0
	Total	76	100.0	100.0	

**Year in College**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Freshman	24	31.6	32.0	32.0
	Sophomore	16	21.1	21.3	53.3
	Junior	18	23.7	24.0	77.3
	Senior	17	22.4	22.7	100.0
	Total	75	98.7	100.0	
Missing	System	1	1.3		
Total		76	100.0		

**I plan to return to FGCU for the next Fall or Spring semester**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Yes	67	88.2	89.3	89.3
	No	8	10.5	10.7	100.0
	Total	75	98.7	100.0	
Missing	System	1	1.3		
Total		76	100.0		

**My academic experience at FGCU has been**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excellent	14	18.4	18.4	18.4
	Very good	36	47.4	47.4	65.8
	Good	24	31.6	31.6	97.4
	Fair	1	1.3	1.3	98.7
	Poor	1	1.3	1.3	100.0
	Total	76	100.0	100.0	

**I live**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	In campus housing	34	44.7	44.7	44.7
	In off-campus housing	42	55.3	55.3	100.0
	Total	76	100.0	100.0	

**In deciding to attend Florida Gulf Coast University, how important was the availability of recreational facilities or programs?**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not important	18	23.7	31.0	31.0
	Somewhat important	30	39.5	51.7	82.8
	Very important	10	13.2	17.2	100.0
	Total	58	76.3	100.0	
Missing	System	18	23.7		
	Total	76	100.0		

**Aquatics Center - usage**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Never use	53	69.7	70.7	70.7
	1 or 2	17	22.4	22.7	93.3
	3 or 4	3	3.9	4.0	97.3
	5 or 6	1	1.3	1.3	98.7
	More than 6	1	1.3	1.3	100.0
	Total	75	98.7	100.0	
Missing	System	1	1.3		
	Total	76	100.0		

**Aquatics Center - rating**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excellent	22	28.9	48.9	48.9
	Good	19	25.0	42.2	91.1
	Fair	3	3.9	6.7	97.8
	Poor	1	1.3	2.2	100.0
	Total	45	59.2	100.0	
Missing	System	31	40.8		
Total		76	100.0		

**Fitness Center - usage**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Never use	32	42.1	42.7	42.7
	1 or 2	27	35.5	36.0	78.7
	3 or 4	7	9.2	9.3	88.0
	5 or 6	7	9.2	9.3	97.3
	More than 6	2	2.6	2.7	100.0
	Total	75	98.7	100.0	
Missing	System	1	1.3		
Total		76	100.0		

**Fitness Center - rating**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excellent	23	30.3	43.4	43.4
	Very good	24	31.6	45.3	88.7
	Good	6	7.9	11.3	100.0
	Total	53	69.7	100.0	
Missing	System	23	30.3		
Total		76	100.0		

**Group fitness classes - usage**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Never use	55	72.4	72.4	72.4
	1 or 2	15	19.7	19.7	92.1
	3 or 4	4	5.3	5.3	97.4
	5 or 6	2	2.6	2.6	100.0
	Total	76	100.0	100.0	

**Group fitness classes - rating**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excellent	12	15.8	32.4	32.4
	Very good	19	25.0	51.4	83.8
	Good	3	3.9	8.1	91.9
	Fair	3	3.9	8.1	100.0
	Total	37	48.7	100.0	
Missing	System	39	51.3		
Total		76	100.0		

**Participate in intramurals - usage**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Never use	52	68.4	69.3	69.3
	1 or 2	21	27.6	28.0	97.3
	3 or 4	2	2.6	2.7	100.0
	Total	75	98.7	100.0	
Missing	System	1	1.3		
Total		76	100.0		

**Participate in intramurals - rating**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excellent	12	15.8	32.4	32.4
	Very good	17	22.4	45.9	78.4
	Good	6	7.9	16.2	94.6
	Fair	2	2.6	5.4	100.0
	Total	37	48.7	100.0	
Missing	System	39	51.3		
Total		76	100.0		

**Informal recreation or free play activity areas - usage**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Never use	48	63.2	63.2	63.2
	1 or 2	20	26.3	26.3	89.5
	3 or 4	7	9.2	9.2	98.7
	More than 6	1	1.3	1.3	100.0
	Total	76	100.0	100.0	

**Informal recreation or free play activity areas - rating**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excellent	12	15.8	29.3	29.3
	Very good	23	30.3	56.1	85.4
	Good	5	6.6	12.2	97.6
	Fair	1	1.3	2.4	100.0
	Total	41	53.9	100.0	
Missing	System	35	46.1		
Total		76	100.0		

**Outdoor programs or equipment, rental, trips, or classes - usage**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Never use	55	72.4	73.3	73.3
	1 or 2	17	22.4	22.7	96.0
	3 or 4	1	1.3	1.3	97.3
	More than 6	2	2.6	2.7	100.0
	Total	75	98.7	100.0	
Missing	System	1	1.3		
Total		76	100.0		

**Outdoor programs or equipment, rental, trips, or classes - rating**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excellent	17	22.4	47.2	47.2
	Very good	17	22.4	47.2	94.4
	Good	2	2.6	5.6	100.0
	Total	36	47.4	100.0	
Missing	System	40	52.6		
Total		76	100.0		

**Waterfront - usage**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Never use	48	63.2	63.2	63.2
	1 or 2	21	27.6	27.6	90.8
	3 or 4	5	6.6	6.6	97.4
	More than 6	2	2.6	2.6	100.0
	Total	76	100.0	100.0	

**Waterfront - rating**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excellent	18	23.7	46.2	46.2
	Very good	19	25.0	48.7	94.9
	Good	1	1.3	2.6	97.4
	Fair	1	1.3	2.6	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Improved self-confidence**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	4	5.3	10.3	10.3
	Benefit a little	16	21.1	41.0	51.3
	Benefit somewhat	12	15.8	30.8	82.1
	Benefit a lot	7	9.2	17.9	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Feeling of physical well-being**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	3	3.9	7.7	7.7
	Benefit a little	9	11.8	23.1	30.8
	Benefit somewhat	11	14.5	28.2	59.0
	Benefit a lot	16	21.1	41.0	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Sense of accomplishment**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	2	2.6	5.1	5.1
	Benefit a little	11	14.5	28.2	33.3
	Benefit somewhat	14	18.4	35.9	69.2
	Benefit a lot	12	15.8	30.8	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Group cooperation skills**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	7	9.2	17.9	17.9
	Benefit a little	15	19.7	38.5	56.4
	Benefit somewhat	11	14.5	28.2	84.6
	Benefit a lot	6	7.9	15.4	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
	Total	76	100.0		

**Respect for others**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	5	6.6	12.8	12.8
	Benefit a little	15	19.7	38.5	51.3
	Benefit somewhat	10	13.2	25.6	76.9
	Benefit a lot	9	11.8	23.1	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
	Total	76	100.0		

**Communication skills**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	9	11.8	23.1	23.1
	Benefit a little	9	11.8	23.1	46.2
	Benefit somewhat	11	14.5	28.2	74.4
	Benefit a lot	10	13.2	25.6	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
	Total	76	100.0		

**Sense of belonging**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	7	9.2	17.9	17.9
	Benefit a little	10	13.2	25.6	43.6
	Benefit somewhat	14	18.4	35.9	79.5
	Benefit a lot	8	10.5	20.5	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Leadership skills**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	10	13.2	25.6	25.6
	Benefit a little	10	13.2	25.6	51.3
	Benefit somewhat	13	17.1	33.3	84.6
	Benefit a lot	6	7.9	15.4	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Problem-solving skills**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	11	14.5	28.2	28.2
	Benefit a little	9	11.8	23.1	51.3
	Benefit somewhat	15	19.7	38.5	89.7
	Benefit a lot	4	5.3	10.3	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Study habits**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	11	14.5	28.2	28.2
	Benefit a little	10	13.2	25.6	53.8
	Benefit somewhat	12	15.8	30.8	84.6
	Benefit a lot	6	7.9	15.4	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Weight control**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	6	7.9	15.8	15.8
	Benefit a little	7	9.2	18.4	34.2
	Benefit somewhat	14	18.4	36.8	71.1
	Benefit a lot	11	14.5	28.9	100.0
	Total	38	50.0	100.0	
Missing	System	38	50.0		
Total		76	100.0		

**Sports skills**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	9	11.8	23.1	23.1
	Benefit a little	10	13.2	25.6	48.7
	Benefit somewhat	12	15.8	30.8	79.5
	Benefit a lot	8	10.5	20.5	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Fitness**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	5	6.6	12.8	12.8
	Benefit a little	8	10.5	20.5	33.3
	Benefit somewhat	8	10.5	20.5	53.8
	Benefit a lot	18	23.7	46.2	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Physical strength**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	5	6.6	12.8	12.8
	Benefit a little	9	11.8	23.1	35.9
	Benefit somewhat	12	15.8	30.8	66.7
	Benefit a lot	13	17.1	33.3	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Stress reduction**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	3	3.9	7.7	7.7
	Benefit a little	9	11.8	23.1	30.8
	Benefit somewhat	9	11.8	23.1	53.8
	Benefit a lot	18	23.7	46.2	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Balance or coordination**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	7	9.2	17.9	17.9
	Benefit a little	13	17.1	33.3	51.3
	Benefit somewhat	9	11.8	23.1	74.4
	Benefit a lot	10	13.2	25.6	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Time-management skills**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	13	17.1	33.3	33.3
	Benefit a little	11	14.5	28.2	61.5
	Benefit somewhat	9	11.8	23.1	84.6
	Benefit a lot	6	7.9	15.4	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Developing friendships**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	9	11.8	23.7	23.7
	Benefit a little	12	15.8	31.6	55.3
	Benefit somewhat	8	10.5	21.1	76.3
	Benefit a lot	9	11.8	23.7	100.0
	Total	38	50.0	100.0	
Missing	System	38	50.0		
Total		76	100.0		

**Understanding written information**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	13	17.1	33.3	33.3
	Benefit a little	10	13.2	25.6	59.0
	Benefit somewhat	13	17.1	33.3	92.3
	Benefit a lot	3	3.9	7.7	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**Handling several tasks at once**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not at all	10	13.2	25.6	25.6
	Benefit a little	11	14.5	28.2	53.8
	Benefit somewhat	14	18.4	35.9	89.7
	Benefit a lot	4	5.3	10.3	100.0
	Total	39	51.3	100.0	
Missing	System	37	48.7		
Total		76	100.0		

**What is the most important change you would like to see made in Campus Recreation Facilities?**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Add basketball/volleyball courts for informal recreation	14	18.4	18.9	18.9
	Add weight/conditioning equipment	19	25.0	25.7	44.6
	Add recreation fields	9	11.8	12.2	56.8
	Add food service facilities	12	15.8	16.2	73.0
	Add indoor running/jogging track	8	10.5	10.8	83.8
	Add racquetball courts	3	3.9	4.1	87.8
	Add locker-room facilities	9	11.8	12.2	100.0
	Total	74	97.4	100.0	
Missing	System	2	2.6		
	Total	76	100.0		

**What is the most important change you would like to see made in Campus Recreation Sports Programs?**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	More intramural sports	12	15.8	15.8	15.8
	More detailed student newspaper coverage of upcoming recreational activities	7	9.2	9.2	25.0
	More fitness classes	1	1.3	1.3	26.3
	More recreational swimming time	11	14.5	14.5	40.8
	More outdoor recreation opportunities	13	17.1	17.1	57.9
	More special events	12	15.8	15.8	73.7
	Extended facility hours	8	10.5	10.5	84.2
	More information available about recreational opportunities	12	15.8	15.8	100.0
	Total	76	100.0	100.0	

**Student Club**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	36	47.4	47.4	47.4
	Occasionally involved	24	31.6	31.6	78.9
	Consistently involved	16	21.1	21.1	100.0
	Total	76	100.0	100.0	

**Greek life**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	64	84.2	84.2	84.2
	Occasionally involved	4	5.3	5.3	89.5
	Consistently involved	8	10.5	10.5	100.0
	Total	76	100.0	100.0	

**Student Government (SGA)**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	64	84.2	84.2	84.2
	Occasionally involved	10	13.2	13.2	97.4
	Consistently involved	2	2.6	2.6	100.0
	Total	76	100.0	100.0	

**Honors society (such as, Golden Key, or Phi Alpha Theta)**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	67	88.2	89.3	89.3
	Occasionally involved	5	6.6	6.7	96.0
	Consistently involved	3	3.9	4.0	100.0
	Total	75	98.7	100.0	
Missing	System	1	1.3		
	Total	76	100.0		

**The University Honors Program**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	67	88.2	91.8	91.8
	Occasionally involved	3	3.9	4.1	95.9
	Consistently involved	3	3.9	4.1	100.0
	Total	73	96.1	100.0	
Missing	System	3	3.9		
	Total	76	100.0		

**Student Activities event (Cultural, such as film, concerts, etc.)**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	38	50.0	50.0	50.0
	Occasionally involved	30	39.5	39.5	89.5
	Consistently involved	8	10.5	10.5	100.0
	Total	76	100.0	100.0	

**Student Activities event (Entertainment, such as comedian or other live performance)**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	34	44.7	44.7	44.7
	Occasionally involved	35	46.1	46.1	90.8
	Consistently involved	7	9.2	9.2	100.0
	Total	76	100.0	100.0	

**Student Activities event (road trip )**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	61	80.3	80.3	80.3
	Occasionally involved	15	19.7	19.7	100.0
	Total	76	100.0	100.0	

**Student newspaper**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not involved	61	80.3	80.3	80.3
	Occasionally involved	12	15.8	15.8	96.1
	Consistently involved	3	3.9	3.9	100.0
	Total	76	100.0	100.0	

**How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Not important	17	22.4	25.4	25.4
	Somewhat important	22	28.9	32.8	58.2
	Important	19	25.0	28.4	86.6
	Very important	9	11.8	13.4	100.0
	Total	67	88.2	100.0	
Missing	System	9	11.8		
	Total	76	100.0		

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Aquatics Center - usage					Total
	Never use	1 or 2	3 or 4	5 or 6	More than 6	
Not important	13	4	0	0	0	17
Somewhat important	14	7	1	0	0	22
Important	13	4	1	1	0	19
Very important	6	1	1	0	1	9
Total	46	16	3	1	1	67

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Aquatics Center - rating				Total
	Excellent	Good	Fair	Poor	
Not important	4	2	0	0	6
Somewhat important	7	4	0	0	11
Important	6	7	2	1	16
Very important	2	5	0	0	7
Total	19	18	2	1	40

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Fitness Center - usage					Total
	Never use	1 or 2	3 or 4	5 or 6	More than 6	
Not important	9	7	0	1	0	17
Somewhat important	13	6	1	2	0	22
Important	3	10	4	1	1	19
Very important	1	3	1	3	1	9
Total	26	26	6	7	2	67

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Fitness Center - rating			Total
	Excellent	Very good	Good	
Not important	5	4	1	10
Somewhat important	5	6	1	12
Important	7	9	1	17
Very important	3	5	1	9
Total	20	24	4	48

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Group fitness classes - usage				Total
	Never use	1 or 2	3 or 4	5 or 6	
Not important	15	2	0	0	17
Somewhat important	18	2	1	1	22
Important	11	7	1	0	19
Very important	4	2	2	1	9
Total	48	13	4	2	67

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Group fitness classes - rating				Total
	Excellent	Very good	Good	Fair	
Not important	2	3	0	0	5
Somewhat important	3	5	1	1	10
Important	5	6	1	1	13
Very important	2	3	0	1	6
Total	12	17	2	3	34

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Participate in intramurals - usage			Total
	Never use	1 or 2	3 or 4	
Not important	14	3	0	17
Somewhat important	16	6	0	22
Important	11	6	2	19
Very important	4	4	0	8
Total	45	19	2	66

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Participate in intramurals - rating				Total
	Excellent	Very good	Good	Fair	
Not important	1	3	0	0	4
Somewhat important	5	4	0	2	11
Important	5	3	4	0	12
Very important	1	4	2	0	7
Total	12	14	6	2	34

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Informal recreation or free play activity areas - usage				Total
	Never use	1 or 2	3 or 4	More than 6	
Not important	15	1	0	1	17
Somewhat important	13	9	0	0	22
Important	7	7	5	0	19
Very important	5	2	2	0	9
Total	40	19	7	1	67

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Informal recreation or free play activity areas - rating				Total
	Excellent	Very good	Good	Fair	
Not important	2	4	0	0	6
Somewhat important	3	7	1	0	11
Important	5	4	3	1	13
Very important	2	5	0	0	7
Total	12	20	4	1	37

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Outdoor programs or equipment, rental, trips, or classes - usage				Total
	Never use	1 or 2	3 or 4	More than 6	
Not important	13	3	0	1	17
Somewhat important	17	5	0	0	22
Important	10	7	0	1	18
Very important	7	1	1	0	9
Total	47	16	1	2	66

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Outdoor programs or equipment, rental, trips, or classes - rating			Total
	Excellent	Very good	Good	
Not important	5	1	0	6
Somewhat important	4	6	0	10
Important	5	6	1	12
Very important	2	3	0	5
Total	16	16	1	33

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Waterfront - usage				Total
	Never use	1 or 2	3 or 4	More than 6	
Not important	12	4	0	1	17
Somewhat important	15	5	2	0	22
Important	9	8	1	1	19
Very important	6	1	2	0	9
Total	42	18	5	2	67

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	Waterfront - rating			Total
	Excellent	Very good	Good	
Not important	3	3	0	6
Somewhat important	4	5	0	9
Important	6	6	1	13
Very important	4	2	0	6
Total	17	16	1	34

How important was the availability of recreational facilities or programs in deciding to continue at Florida Gulf Coast University?	I plan to return to FGCU for the next Fall or Spring semester	Total
	Yes	
Not important	17	17
	25.4%	25.4%
Somewhat important	22	22
	32.8%	32.8%
Important	19	19
	28.4%	28.4%
Very important	9	9
	13.4%	13.4%
Total	67	67
	100.0%	100.0%