

## Workshop Descriptions (continued)

### Session L From Vision to Reality: How to Achieve Your SG Goals (4:00 p.m. to 5:00 p.m. — ADVENTURE/WONDER ROOM)

In the academy we use assessment all of the time, whether we are in academic or student affairs. So, it is not surprising that most university administrators on our campuses are more persuaded when our SG has done their homework. Helping your SG leaders understand that one of the easiest ways to win administrators over and to work towards achieving SG goals is by anticipating administrators' questions, preempting their arguments against something, and providing them with examples of how things could function in the way the SG is advocating. In this session we will explore the use of benchmarking and campus assessment to advance SG priorities.

**Delivery Format:** This workshop utilizes a balance of engaging lecture format and interactive activities that are designed for unpack process to practice, thought-provoking and oriented toward skill-building.

**Presentation Resources:** The session utilizes presentation software, and printed handouts.

**Level of Interactivity (from 1 to 5 being very interactive):** 4

**Learning Outcomes. After attending this session participants should be able to:**

- Have a basic understanding of how to benchmark and use campus assessment
- Know the steps involved when moving from idea to proposal
- Understand how to present information to be compelling

## ASGA Workshop Presenters

### Michael A. Cadore Sr., Ed.D.

- President, Magnus Solutions, Inc. "Not just good ideas, but *Magnus Solutions*"
- Three decades of experience in higher education, law enforcement, leadership, mentorship, civic and community engagement
- Learn more at [www.magnussi.com](http://www.magnussi.com)
- [magnussolutionsinc@gmail.com](mailto:magnussolutionsinc@gmail.com)



In DISCOVERY ROOM

### Edson O'Neale

- Speaker for Greek University
- Former Student Government Advisor
- Over 12 years of experience in Higher Education ranging from Admissions, Advising, Student Success, and Student Activities
- [edson.oneale@gmail.com](mailto:edson.oneale@gmail.com)



In DISCOVERY ROOM

### Suzette Walden Cole, Ph.D.

- Professional speaker, trainer and consultant with Social Responsibility Speaks
- Former SG Advisor and Student Affairs Professional for more than 11 years
- Certified in Conflict Resolution and Mediation
- Accomplished presenter and author in risk management, political science and student leadership development
- [swc@srspeaks.com](mailto:swc@srspeaks.com)



In ADVENTURE/WONDER ROOM

### Vicky Goodin, Ed.D.

- Certified Gallup Strengths Coach & Leadership Consultant
- Experienced advisor for Student Government, Student Organizations Council, Residence Life, and Campus Life groups
- Seasoned Student Affairs Professional with more than 30 years of experience in higher education
- Learn more at [dot.cards/drivickyg](http://dot.cards/drivickyg)
- [thestrengthsdoc@hotmail.com](mailto:thestrengthsdoc@hotmail.com)



In MAGIC ROOM

### W.H. Oxendine, Jr. (Butch)

- ASGA Exec. Director and Founder
- Editor in Chief, *Student Leader* and *Florida Leader* magazines
- Author, *So You Want to Be President...How to Get Elected on Your Campus*
- Professional Student Government consultant and frequent speaker at major Student Government conferences for more than 35 years
- [butch@asgaonline.com](mailto:butch@asgaonline.com)



In DISCOVERY ROOM

### Exhibitor

#### Dave Kelly

- Dave Kelly
- **Address:** 3010 Sawtooth Circle Alpharetta, GA 30022
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- **Email:** [DaveKelly@gonzospeaks.com](mailto:DaveKelly@gonzospeaks.com)
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- **Facebook:** [facebook.com/AmericasStudentLeadershipTrainer](https://facebook.com/AmericasStudentLeadershipTrainer)



# Advisors Conference

Friday, July 14, 2023

8:00 a.m. to 9:00 a.m. — Conference Registration & Breakfast  
DISCOVERY ROOM FOYER

9:00 a.m. to 9:20 a.m. — Welcome  
■ Butch Oxendine, Emcee  
DISCOVERY ROOM

9:20 a.m. to 9:30 a.m. — Networking Break

9:30 a.m. to 10:30 a.m. — Training Block 1

A. *Starting Over: Jump-Starting Your Student Government from Scratch* — Butch Oxendine  
DISCOVERY ROOM

B. *Advisor Bootcamp* — Vicky Goodin, Ed.D.  
MAGIC ROOM

C. *Infusing Cultural Humility into Your Advising Practice*  
— Suzette Walden Cole, Ph.D.  
ADVENTURE/WONDER ROOM

10:30 a.m. to 10:45 a.m. — Networking Break

10:45 a.m. to 11:45 a.m. — Training Block 2

D. **NEW WORKSHOP** *Advisors, You are the P.L.U.G. of Student Government* — Edson O'Neale  
DISCOVERY ROOM

E. *Leadership Development: Developing the Leaders within Your SG*  
— Vicky Goodin, Ed.D.  
MAGIC ROOM

F. *Moving On: Tips to Avoid the "Terrible Turnover"*  
— Suzette Walden Cole, Ph.D.  
ADVENTURE/WONDER ROOM

11:45 a.m. to 12:00 p.m. — Networking Break

12:00 p.m. to 1:30 p.m. — Lunch  
APPLEBEE'S RESTAURANT

1:30 p.m. to 2:30 p.m. — Roundtables

1. Veteran Advisors — DISCOVERY ROOM

2. New Advisors — ADVENTURE/WONDER ROOM

Private Consulting (by appointment) — CREATIVE ROOM

(You will have an hour with an ASGA expert to discuss your unique issues, problems, and challenges.)

2:30 p.m. to 2:45 p.m. — Networking Break

2:45 p.m. to 3:45 p.m. — Training Block 3

G. *Be an Uncle M.I.K.E. (Mentor-Inspire-Knowledge-Encourage)*  
— Michael A. Cadore Sr., Ed.D.  
DISCOVERY ROOM

H. *From a Mess to a Yes!* — Vicky Goodin, Ed.D.  
MAGIC ROOM

I. *Advising 2.0: Navigating & Negotiating Institutional Politics*  
— Suzette Walden Cole, Ph.D.  
ADVENTURE/WONDER ROOM

Private Consulting (by appointment) — Butch Oxendine  
CREATIVE ROOM

3:45 p.m. to 4:00 p.m. — Networking Break

4:00 p.m. to 5:00 p.m. — Training Block 4

J. *Good Leadership Needs H.E.L.P. (Honor, Encouragement, Loyalty, Professionalism)* — Michael A. Cadore Sr., Ed.D.  
DISCOVERY ROOM

K. *Student Development and the Art of Advising (What Does Chickering Have to Do with It?)* — Vicky Goodin, Ed.D.  
MAGIC ROOM

L. *From Vision to Reality: How to Achieve Your SG Goals*  
— Suzette Walden Cole, Ph.D.  
ADVENTURE/WONDER ROOM

Private Consulting (by appointment) — Butch Oxendine  
CREATIVE ROOM

5:00 p.m. to 5:05 p.m. — Networking Break

5:05 p.m. to 5:45 p.m. — Wrap-Up

- SG Advisors Q&A (Michael A. Cadore, Sr., Ed.D., Vicky Goodin, Ed.D., Edson O'Neale, Butch Oxendine, and Suzette Walden Cole, Ph.D.)  
DISCOVERY ROOM

6:00 p.m. to 7:00 p.m. — ASGA LOVES ADVISORS Reception

- A special reception in honor of the work you do for your Student Governments!  
MAGIC ROOM



For a limited time:  
Download workshop handouts for this  
conference at <https://bit.ly/3xSOFaQ>



# Workshop Descriptions

## **Session A** **Starting Over: Jump-Starting Your Student Government from Scratch**

**(9:30 a.m. to 10:30 a.m. — DISCOVERY ROOM)**

Many Student Governments are either dormant or are struggling badly, marred by low attendance, poor participation in elections, and a lack of real purpose beyond throwing parties. Maybe it's time to reboot and start fresh with a new plan to make your SG more effective and successful. This 10-point step-by-step "action plan" will help you reform your struggling student government.

**Delivery Format:** Because of the significant amount of information provided in this session, it is presented in a lecture format. The presenter welcomes and encourages feedback through direct questions as well as fielding impromptu questions throughout.

**Presentation Resources:** The session utilizes PowerPoint, as well as printed handouts.

**Level of Interactivity (from 1 to 5 being very interactive): 4**

**Learning Outcomes. After attending this session, participants should be able to:**

- Learn the nine steps to start over and reform your SG
- Understand the proper order and steps to take
- Understand the proper role and function of an effective Student Government

## **Session B** **Advisor Bootcamp**

**(9:30 a.m. to 10:30 a.m. — MAGIC ROOM)**

This presentation will cover the basic "how to's" of advising. We'll discuss how to relish in the successes and recover from the failures of advising demanding student groups. Participants will be challenged to look at their advising styles (or their perceived styles) to see if they fit the needs of their particular student group. Advising can be both exhilarating and frustrating, but knowing your boundaries can be difficult. The program will be a multi media, interactive, discussion-based program. Participants will gain concrete information and strategies for becoming a more effective advisor.

**Delivery Format:** This workshop utilizes a balance of engaging lecture format and individual and small group interactive activities that are self-reflective, thought-provoking and oriented toward skill-building.

**Presentation Resources:** The session utilizes visual display media (i.e. Microsoft PowerPoint), as well as printed handouts.

**Level of Interactivity (from 1 to 5 being very interactive): 3**

**Learning Outcomes. After attending this session, participants should be able to:**

- Assess your "advising style"
- Learn new techniques in advising student groups
- Gain concrete strategies on becoming a more effective advisor

## **Session C** **Infusing Cultural Humility into Your Advising Practice**

**(9:30 a.m. to 10:30 a.m. — ADVENTURE/WONDER ROOM)**

Cultural competence has long been known as the cornerstone for diversity awareness and cross-cultural communication. But its flaws and limitations point to a paradigm shift toward cultural humility, a framework for advancing equity and social justice by intentionally living at the crossroads of who we are, how others see us, and where power positions us within a system. On a small scale, cultural humility can enhance communication, foster trust, deepen connections, and improve outcomes when interacting across differences. In the bigger picture, it's a process that can radically transform campus environments. In this introspective workshop, participants will learn how to infuse cultural humility into their advising practice, gain a deeper understanding

of individual and group membership, and explore ideas for applying cultural humility principles into personal and professional spheres of influence.

**Delivery Format:** This workshop utilizes a balance of engaging discussion and interactive activities that are designed to unpace process to practice, thought-provoking, self reflection, and oriented toward skill-building.

**Level of Interactivity (from 1 to 5 being very interactive): 4**

**Learning Outcomes. After attending this session, participants should be able to:**

- Recognize the ways that bias can show up in your advising practices
- Utilize cultural humility as a framework to supplement advising and student development
- Understand the power of self-reflection to build relationships with students and colleagues

## **Session D** **NEW WORKSHOP** **Advisors, You are the P.L.U.G. of Student Government**

**(10:45 a.m. to 11:45 a.m. — DISCOVERY ROOM)**

As Advisors, we wear many hats, go through a lot of transitions, and deal with a lot of politics. It can be a lot to deal with it and sometimes very hard to handle. It can sometimes get to a point to where you question your ability to be an advisor or even as a person, but when it is all said and done, Advisors will always serve as the P.L.U.G. for students and universities. During this presentation we will discuss some issues advisors deal with, have open discussions, and discuss what it means to be the P.L.U.G.

**Delivery Format:** This workshop is presented in a lecture format, but the slides will contain different scenarios that will provide opportunities for the audience to engage in meaningful conversations.

**Presentation Resources:** The session utilizes Microsoft PowerPoint

**Level of Interactivity (from 1 to 5 being very interactive): 4**

**Learning Outcomes. After attending this session participants should be able to:**

- Remind themselves of the value advisors bring to a University
- No matter whatever obstacles come their way as an advisor, they can always overcome the odds
- Find those boundaries to promote self care, and support for others

## **Session E** **Leadership Development: Developing the Leaders Within Your SG**

**(10:45 a.m. to 11:45 a.m. — MAGIC ROOM)**

This session includes a brief overview of general leadership development concepts and the importance of helping students develop as student leaders during their tenure in SGA. Often times as Advisors, there is an assumption that our students are prepared for the leadership challenges they face. This session is an interactive, discussion-based lecture on how to identify where a student is developmentally as a student leader and how best to help them acquire the skills they need to continue learning about their leadership abilities through the use of assessments, models, and leadership theory.

**Delivery Format:** This workshop utilizes a balance of engaging lecture format and interactive activities that are self-reflective, thought-provoking and oriented toward skill-building.

**Presentation Resources:** The session utilizes PowerPoint, as well as printed handouts.

**Level of Interactivity (from 1 to 5 being very interactive): 4**

**Learning Outcomes. After attending this session, participants should be able to:**

- Review current literature on leadership development
- Examine different types of leadership activities that appeal to all types of students
- Learn practical new strategies on leadership development

## **Session F** **Moving On: Tips to Avoid the "Terrible Turnover"**

**(10:45 a.m. to 11:45 a.m. — ADVENTURE/WONDER ROOM)**

Did your SG have a successful year? Do you want to see the SG on your campus thrive in the future? Officer transitions are an integral part of sustaining organizations and seeing them succeed; yet, are most often overlooked. Helping your students understand the need for transition work can sometimes be challenging; in this session we will explore that issue, ways to assist your SG leaders in creating a transition plan, and implementing techniques to ensure issues are not lost in transition. Participants will be provided with a sample transition worksheet, agreement, retreat schedule and tips on providing for the future of their organizations.

**Delivery Format:** Due to the significant amount of technical information provided, the majority of this is presented in a lecture format. However, there are a series of activities done in a pair-and-share format with other participants. Participants are encouraged to provide feedback through impromptu questions posed to the presenter throughout.

**Presentation Resources:** The session utilizes visual display media (i.e. Microsoft PowerPoint) as well as printed handouts.

**Level of Interactivity (from 1 to 5 being very interactive): 3**

**Learning Outcomes. After attending this session, participants should be able to:**

- Receive and understand how to implement the use of sample transition documents
- Understand how transition plans can make or break the organization
- Know how to bring this session information back to their campus to create change

## **Session G** **Be an Uncle M.I.K.E. (Mentor-Inspire-Knowledge-Encourage)**

**(2:45 p.m. to 3:45 p.m. — DISCOVERY ROOM)**

Be an "Uncle M.I.K.E." to the students by keeping in mind it's not about you, but student success. This discussion opens a dialogue with Advisors peers to discuss experiences and the importance of Mentoring, inspiring others, Sharing Knowledge, and Encouraging each other through educating and sharing empathy to empower.

**Delivery format:** This 60-minute discussion allows advisors to share experiences, and discuss effective ways to promote, engage and achieve student success.

**Presentation Resources:** PowerPoint; handouts

**Level of interactivity (from 1 to 5 being very interactive): 3**

**Learning Outcomes. After attending this session, participants should be able to:**

- Understand the importance of mentoring and mentorship

## **Session H** **From a Mess to a Yes!**

**(2:45 p.m. to 3:45 p.m. — MAGIC ROOM)**

Have you ever felt between a rock and a hard place at work when your students wanted to do something that your campus administration did not support? Have you ever been conflicted with the job of Advisor versus Administrator? Have your students ever questioned whose team you were on? The interactive "Advisor Only" session will address those times when it's hard to balance the many roles that we have and the many hats that we wear.

**Delivery Format:** This workshop utilizes a balance of engaging lecture format and interactive small group activities that are self-reflective, thought-provoking and oriented toward skill-building.

**Presentation Resources:** The session utilizes visual display media (i.e. Microsoft PowerPoint, video), as well as printed handouts.

**Level of Interactivity (from 1 to 5 being very interactive): 4**

**Learning Outcomes. After attending this session, participants should be able to:**

- Learn tips on how to balance the many roles that an advisor has
- Try to find the "yes" in a situation
- Strategize ways to communicate effectively to your students the roles of the Advisor

## **Session I** **Advising 2.0: Navigating and Negotiating Institutional Politics**

**(2:45 p.m. to 3:45 p.m. — ADVENTURE/WONDER ROOM)**

Institutional politics does not just affect our students' abilities to be successful; it can have significant implications for our own career in the field. SG Advisors are often privy to high-level information within the institution by virtue of their work with SG leaders. Our SGs need to trust that we can keep their confidence when they are "floating" ideas, or considering addressing a particular "hot topic". Sometimes are colleagues, and supervisors, raise the question, "Can't you just make this happen?" In this session, we will explore techniques for navigating and negotiating these situations and others.

**Delivery Format:** Due to the significant amount of technical information provided, a significant portion of this is presented in a lecture format. However, the session uses case studies and pair-and-share reflections to unpack experiences with other participants.

**Presentation Resources:** The session utilizes visual display media (i.e. Microsoft PowerPoint, video) as well as printed handouts.

**Level of Interactivity (from 1 to 5 being very interactive): 4**

**Learning Outcomes. After attending this session, participants should be able to:**

- Gain techniques to establish expectations with colleagues, supervisors and student leaders for information dissemination
- Ability to critically assess situations for potential "political pitfalls"
- Understand how to facilitate successful conflicts between SG leaders and institutional stakeholders

## **Session J** **Good Leadership Needs H.E.L.P. (Honor, Encouragement, Loyalty, Professionalism)**

**(4:00 p.m. to 5:00 p.m. — DISCOVERY ROOM)**

To provide insight, discussion regarding effective leadership

**Delivery format:** This 30 to 60-minute workshop allow attendees to participate in scenario-based exercises, share experiences, and participate through discussion proactive ways to succeed and lead through crucial conversations regarding:

- Honoring others and thyself regardless of race, ethnicity and/or background
- Encouragement through a high-level Emotional Intelligence
- Loyalty – Respect and Relationships
- Professionalism and Partnership in Leadership – Leadership is what Leadership does!

The presenter encourages feedback through direct questions/demonstrations throughout.

**Presentation Resources:** PowerPoint; handouts; music

**Level of interactivity (from 1 to 5 being very interactive): 5**

**Learning Outcomes. After attending this session, participants should be able to:**

- Understand the importance of effective leadership

## **Session K** **Student Development and the Art of Advising (What Does Chickering Have to Do With It?)**

**(4:00 p.m. to 5:00 p.m. — MAGIC ROOM)**

This session includes a brief overview of general student-development theories currently used in higher education. Having a general understanding of where a student is developmentally is always helpful in advising/developing a solid working group and sound thinking leaders. This session is an interactive, discussion-based lecture on how to identify where a student is developmentally and how best to approach problems and find solutions to form productive relationships.

**Delivery Format:** Engaging lecture format, and individual/small group interactive activities.

**Level of Interactivity (from 1 to 5, five being very interactive): 3.5**

**Presentation Resources:** This session utilizes PowerPoint/Keynote and printed handouts.

**Learning Outcomes. After attending this session, participants should be able to:**

- Review current student development theories
- Articulate how student development theories are integrated into daily activities
- Gain new perspectives in problem-solving student issues

**For a limited time: Download workshop handouts for this conference at <https://bit.ly/3xS0FaQ>**