Career Competencies: More than Students, More than Athletes
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Background
- Ability for student-athletes to translate athletic experiences into career competencies is extremely valuable (Bell, 2018)
- Student-athletes may not know how to leverage the competencies they have gained through sports participation (Bell, 2018)
- Student-athlete’s time demands may limit access to career support services (Buzzetta, Lenz & Kennelly, 2017; Brown, Glastetter-Fender & Shelton, 2000)
- This project summarizes the perceived career competencies of student-athletes at Embry-Riddle Aeronautical University (ERAU).

Purpose
The purpose of this study is to help student athletes further develop their career competencies.

Participants
- 16 participants
- 13 women & 3 men (1st – 5th year)
- 4 women’s sports (basketball, lacrosse, soccer, volleyball)
- 3 men’s sports (basketball, lacrosse, track)
- 14 engineering students (aero, civil, mechanical, software) & 2 non-engineering students (human factors)

Methods
- Recruited and interviewed current or prior student athletes to provide background data (primarily women and underrepresented racial and ethnic groups)
- Analyzed data using constant comparison method and determined best methods to obtain career competencies
- Awarded NCAA Grant and sent a career readiness survey to specific ERAU athletic teams
- Development of career readiness challenge through Canvas app
- Currently conducting interviews on student athletes that completed survey

Findings
- The most commonly perceived career competencies are a) career preparation, b) professionalism, c) communication and d) collaboration.
- The least common perceived career competencies are a) digital technology, b) global fluency, c) critical thinking and d) leadership.

Career Readiness Challenge
- A 2-3 minute promotional video will spread awareness about a recently developed app called Career Readiness Challenge (CRC)
- The app offers tools to help student-athletes prepare for interviews, create resumes, and form expectations for the workforce
- This work is a part of a larger study titled, Gamified Online Platform to Support Student-Athlete Career Readiness, funded by the NCAA Innovations in Research and Practice Grant Program

References