Mandatory Fee Summaries

Adele H. Stamp Student Union - Center for Campus Life Fee
This fee supports the operation of the STAMP as the campus community center. Funds are used to provide physical spaces that support basic services including food/retail/lounges and resource rooms, student engagement, programs, and student group meetings. The STAMP staff serve as mentors and guides to students and groups of students. Staff working with students provide programs, community service options, identity and culturally based communities, arts and recreational programs, spiritual and interfaith offerings, co-curricular programs, student employment and internships, access to enlivening programs and services, and a rich information hub for students as well as faculty, staff, alumni and visitors.

Athletics Fee
A healthy and sustainable Department of Intercollegiate Athletics (ICA) is an essential part of the University community. Athletics elevates the University's profile, adds to the value of degrees, provides engagement with our 388,000 alumni worldwide, and helps attract a quality, diverse pool of prospective students. Athletics also generates funding for all students via robust fundraising opportunities with donors and corporate partners, and provides academic and research opportunities for students through the Big Ten Academic Alliance. Athletics also provides direct scholarship support, job opportunities and internships for hundreds of student-athletes. The athletic fee is an integral revenue source for ICA to continue to provide these and other benefits to the University community.

Health Center Fee
The Health Center fee provides revenue for the University Health Center for the support of preventive services whose primary purpose is to contribute to the students’ health and wellness. It also supports programs for Campus Advocates Respond and Educate (CARE) to Stop Violence, which provides confidential advocacy and therapy services to primary and secondary survivors of sexual assault, relationship violence, stalking, and sexual harassment, while simultaneously empowering the campus community to prevent violence through educational presentations, events, and outreach activities.

Library Technology Fee
The Library technology fee funds essential collections and services that support teaching, learning, and research. Revenue from the fee provides access to online journals, books, media, and other information resources. It also supports wages for student employees and library technology such as computer workstations, loaner laptops, scanners, printers, and software.
Nyumburu Cultural Fee
The Nyumburu Cultural Center provides myriad cultural, social, artistic, musical, civic, educational, and community oriented programming to students, including student oriented programming of the African Diaspora. The overall goal of these activities assist UMD in promoting diverse and inclusive learning experiences that are innovative, enjoyable, and educational. The Nyumburu Cultural fee supports both in-person learning and virtual opportunities for students designed to enhance the college experience and teach new skills related to cultural awareness, instrumental and vocal musical performance, Leadership development, interpersonal communication and oratory, and healthy living and lifestyles.

Performing Arts Fee
The Clarice Smith Performing Arts Center provides access to multi-disciplinary performing arts experiences for UMD students. In a hybrid learning environment these experiences will continue, including the annual student-curated NextNOW Fest expanded to present throughout the entire year. Performing arts events that are not able to be held safely in person will be available virtually and at no cost to students through a live streaming platform, student groups will have access to space in the building for gatherings per the guidelines determined by the University, and The Clarice will also continue to provide professional development opportunities for UMD students in arts administration. The performing arts fee funds professional labor and artist fees to make these efforts possible.

Recreation Fee
The Recreation fee supports the in-person and virtual offerings provided by University Recreation & Wellness (RecWell). When on campus, students have access to over 400,000 square feet of indoor recreation spaces, including group fitness studios, an indoor pool, weight rooms, cardio equipment, sport courts and more. Additionally, RecWell manages over 200 acres of outdoor space to meet the recreational needs of all students. When not on campus, students have access to countless virtual group fitness classes, esport and trivia intramural leagues, and an array of adventure offerings like virtual escape rooms and scavenger hunts. Being physically active is a crucial component of success in and out of the classroom, and RecWell is dedicated to creating a culture of wellness where all members of the university community thrive.

Shuttle Bus Fee
The Transportation Services (DOTS) fee supports Shuttle-UM, an essential mobility option for students that also facilitates campus sustainability priorities. Shuttle-UM is a 24/7 operation that provides transit service on and around campus to more than 2.6 million riders a year. In addition to 22 fixed bus routes, Shuttle-UM offers interstate bus service for students during
university breaks, paratransit services for individuals with temporary or permanent disabilities, and the overnight, safety-focused "NITE Ride" service. It is a critical transportation solution for students without vehicles. Shuttle-UM routes also reduce the number of automobiles on campus, minimizing vehicular congestion and furthering the University’s Climate Action Plan. The mandatory fee also supports Shuttle-UM vehicle and transportation facilities maintenance.

**Student Activities Fees, Graduate and Undergraduate**
These fees support student governance and also provide programs and resources for all graduate and undergraduate students including access to legal aid services, funding for recognized student organizations and their programs, activities and programs hosted by organizations like Student Entertainment Events (SEE), and advocacy for students in institutional decision making.

**Student Facilities Fee**
The Student Facilities Fund (SFF) provides funding for student supported facilities projects and improvements to positively impact and enhance the student experience of all students at UMD. The Student Facilities Fund is supported by student fees and administered through a student-majority subcommittee of the University Facilities Council. The students on the subcommittee prioritize student facility proposals that provide maximum benefit to the largest number of students. The Student Facilities Fund provides funding for student led facility improvement projects that would otherwise not be funded by other university accounts.

**Student Sustainability Fee**
This fee was initiated by the undergraduate student body at the University of Maryland to fund sustainability initiatives. All fee revenue is distributed to students, faculty, or staff in the form of Sustainability Fund grants to support projects that reduce the environmental impact of university operations or create opportunities for students to learn more about sustainability through education or research.

**Student Technology Fee**
The student tech fee contributes to the overall operational costs associated with the maintenance of a secure, stable, and modern technology infrastructure for the students at UMD. Specifically, the use of these funds is directed to (1) the university wireless's network and to provide secure access to multiple devices and systems used by our students; (2) critical educational and productivity software licenses used by the students to learn, communicate and collaborate with others; (3) support the life-cycle replacement and modernization of teaching and learning infrastructure used in classrooms; (4) support undergraduate and graduate student workers within the Division of IT who provide services such as service-desk and
classroom technology support services, and; (5) award projects proposed by university community members that aim at providing strategic enhancements to the campus-wide IT services.