Agenda

Central Committee Meeting #2 – 28 August 2020

Time : 16 30

Venue : Zoom

1. Procedural Matters

    1.1. Acknowledgement of Indigenous Owners

    1.2. Official Welcome

    1.3. Attendance

    1.4. Apologies

    1.5. Adoption of Agenda

2. Confirmation of Previous Minutes

3. Matters Arising from Previous Minutes

    3.1.1. CCM #12 (Sem 1, 2020)

    3.1.2. CCM #1 (Sem 2, 2020)

4. Proposal

    4.1. Amazing Race (Lockdown Edition)

5. Other Business

6. Next Meeting

Unconfirmed Minutes
Central Committee Meeting #12 – 5th June 2020

Date : 5th June 2020

Time : 16 30

Venue : Zoom

1. Procedural Matters

1. Acknowledgement of Indigenous Owner

2. Official Welcome

3. Attendance and apologies

Attendance

- Absent – Nishtha BAVANALIKAR
- Late – Wendy LAM

Motion 1

Move that Standing Orders be adopted for CCM #12 at **4:43 pm.**

Mover : Chan Jie HO

Seconder : Stefan Armando MARBUN

CARRIED without contention.

4. Adoption of Agenda

Motion 2

Move that the Agenda for CCM #12 be adopted.

Mover : Kezia Rebecca PRANATA

Seconder : Faith ANG

CARRIED without contention.

2. **Matters Arising from Previous Minutes**
3. **Confirmation of Previous Minutes**

Motion 3

Move that the minutes of CCM #11 be accepted and confirmed as a true and accurate record..

Mover   : Christabella MAHENDRA

Seconder   : Zill-E RAHIM

Motion carried.

Motion 4

Move that the Visibility Campaign Semester 1 Report 2020 be accepted.

Mover   : Kezia Rebecca PRANATA

Seconder   : Jamie TEH

Motion carried.

Motion 4

Move that the Stay Home, Stay Connected Month Report 2020 be accepted.

Mover   : Chan Jie HO

Seconder   : Claryss KUAN

Motion carried.

Motion 5

Move that the Stay Home, Stay Sound Report 2020 be accepted.

Mover   : Charmaine TEOH

Seconder   : Zill-E RAHIM

Motion carried.

Motion 4

Move that the Stay Home, Stay Employable Month Report 2020 be accepted.

Mover   : Stefan Armando MARBUN

Seconder   : Faith ANG

Motion carried.

5.   Other matters
Motion 5

Move that Standing Orders be suspended at 6:07 pm.

Mover   : Stefan Armando MARBUN

Seconder   : Christabella MAHENDRA

Motion carried.

Motion 6

Move that CCM #12 be adjourned at 6:10 **pm**.

Mover : Vincent Immanuel CHAIDIR

Seconder : Archit AGRAWAL

Motion carried.

Prepared by,

Vincent Immanuel Chaidir
Secretary 2019/2020
UMSU International

Unconfirmed Minutes
Central Committee Meeting #1 – Friday, 14th August 2020

Date : 14th Aug 2020

Time : 16 30

Venue : Zoom

4. Procedural Matters

1. Acknowledgement of Indigenous Owner

2. Official Welcome

3. Attendance and apologies

Motion 1

Move that Standing Orders be adopted for CCM #1 at 4**:36 pm.**

Mover   : Kezia Rebecca PRANATA

Seconder   : Xiao Jing ONG

Motion Carried.

4. Adoption of Agenda
Motion 2

Move that the Agenda for CCM #12 (Sem 1, 2020) be adopted.

Mover   : Wendy LAM

Seconder   : Faith ANG

CARRIED without contention.

5. Matters Arising from Previous Minutes
6. Confirmation of Previous Minutes

Motion 3

Move that the minutes of ECCM #3 be accepted and confirmed as a true and accurate record..

Mover   : Stefan Armando MARBUN

Seconder   : Damien YEO

Motion carried.

Motion 4

Move that Community Forums 2020 Report be accepted.

Mover   : Damien YEO

Seconder   : Ivy TJAHJANTO

Motion carried.

Motion 5

Move that the Winterfest 2020 Report be accepted.

Mover   : Zill-E RAHIM

Seconder   : Kezia Rebecca PRANATA

Motion carried.

5.   Other matters
Motion 6

Move that Standing Orders be suspended at 5:13 pm.

Mover   : Faith ANG

Seconder   : Wendy LAM

Motion carried.

Motion 7

Move that CCM #1 be adjourned at 5:44 **pm**.

Mover   : Vincent CHAIDIR

Seconder   : Jun Cheng WOO

Motion carried.

Prepared by,

Vincent Immanuel Chaidir
Secretary 2019/2020
UMSU International

The Amazing Race (Lockdown Edition) Proposal
Central Committee Meeting #2 – Friday 28th August 2020

1. **Introduction**

In response to the Covid-19 coronavirus, some students have decided to fly back to their home countries to be with their families, while others in Australia are to practice social distancing as well as self isolate. Unfortunately, this pandemic has resulted in the cancellation of many events by many clubs and organisations as well as the cancellation of social gatherings with friends and families. Not only does this strip the students of the chance to make new connections during said social events, but it also pushes students into long periods at home or away from home without physical contact, which can be detrimental to one's health, both physically and mentally. Hence, to help students reconnect with the community, as well as have a break from studies, the Cultural & Social Department has decided to host a game night.

2. **Objectives**
   - To break the monotony by engaging students with activities that challenges one's mind and body.
   - To help students in distant countries close the distance and reconnect with the university community.
   - To allow students who are longing to travel go about exploring virtually and learn about new cultures along the way.
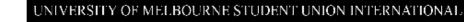   - To foster team building amongst students and ease the transition to virtual semesters.

3. **Event Details**

Coordinators	: Akshaya RAMAKRISHNAN, Aaron JOHANNES
Date	: Saturday, 12 September 2020
Time	: 17:00 – 19:30 Australian Eastern Standard Time
Platform	: Online, through Zoom
Budget	: $300
Manpower	: 2 Coordinators, 20 OBs / ISAs
Target audience	: 70 Participants (ideally 15-18 groups of 4-5 members)

   3.1. **Event Overview**
      3.1. **Event Format**
      The Amazing Race (Lockdown Edition) is a spin off to The Amazing Race, where teams of size (4-5) compete against each other and travel virtually across all 7 continents. The game will be facilitated by moderators (ISAs) in breakout rooms where a team must solve a series of roadblocks (puzzles) as well as complete detours (physical tasks) to reach the final destination. The first 2 teams to reach the pitstop (final destination) will be the winners of The Amazing Race (Lockdown Edition).

3.2. Example of challenges

1. Scavenger Hunt - Look for items which are listed in the local language of the country of that round.
2. Physical tasks - A series of physical activities such as squats/jumping jacks/push ups/jumps basis comfort level of the participants to encourage staying fit indoors.
3. Online challenges - Participants will be challenged with online brain teasers such as jigsaw puzzles, word search, crosswords etc.
4. Culture intrinsic - Tasks oriented to language, traditions and practices particular to different countries to build intercultural sensitivity.
5. Virtual Uni Tour - During the course of the challenge, a virtual university tour through Google Maps will be given to help students feel connected with University and for new students to get to know about our University.

3.3. Pre-Event

1. Collaborate with the HR department and gather OB's / ISA's for the event.
2. Do a test run with OB's and ISA's with a forecasted number of participants. This will include event briefing and practice test run of the game with the ISA/ OB's.
3. Design publicity materials for publicising the event across available virtual platforms. Done in collaboration with the M&C department.
4. Create a registration link with google doc forms for individual as well as team registrations.
5. Create feedback forms which will be shared with the participants at the end of the game.
6. Equip all the ISA's/ OB's with the necessary files for the game and ensure they submit relevant documents.

3.3. Prospective Event Timeline

Time	Activity	Details
16.30 - 16.55	Final preparation and briefing for OBs and ISAs.	All volunteers shall be given a final briefing and make sure that all the slides / links are working perfectly. Each volunteer will be assigned to a break out room number. The volunteers are to add "Host" before their names.
16.55 - 17.15	Participants attendance	Create breakout rooms from the main meeting where individuals

		from team registrations will rename themselves into their respective team names and individual registrations will be assigned to breakout rooms at random by the host. One host will be assigned to each breakout room.
17.15 - 17.30	Event briefing in Breakout Rooms	Hosts will get the details of each group member while the group members bond with each other. Final game rules and regulations will be given to the participants.
17.30 - 19.30	Game Time	Participants will be given their first clue by the Hosts. A team who has completed the game will return to the main session and have their end time recorded. Participants will have the choice to continue bonding in the main room or leave the session.
19.30 - 19.45	Results Announcement	Game winners to be announced via social media platforms with the respective team names and individuals on digital platforms

4. Budget Allocation

Items	Budget ($)
Prizes for Final Round Winners: Top 2 Teams (2 Teams x 5 Players/Team x $30/Player)	$300
TOTAL	**$300**

5. Conclusion

The Cultural & Social department hopes to motivate students and remind them that they are still a part of our university's student community in this stressful time. We believe that while students are stuck at home, no matter which country they are in, they should

have the University Experience and stay engaged with the community. This concludes our proposal. Please feel free to approach anybody from the Cultural & Social team should you have any questions or suggestions.

Prepared by,
Cultural and Social Department 2020-2021,
UMSU International

6.   Other Business

7.   Next Meeting
- 11 September 2020