

Agenda

Central Committee Meeting #4 - 25th September Friday 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. Matters Arising from Previous Minutes

3. Confirmation of Previous Minutes

4. Proposals
 - 4.1 Get Trivial! with UMSU International
 - 4.2 Pixelate Your ImagiNATION
 - 4.3 International Student Survey
 - 4.4 International Buddies

5. Reports
 - 5.1 The Amazing Race (Lockdown Edition)

6. Other Business
 - 6.1 Deliveries of sponsorship goods during the pandemic
 - 6.2 Strike System

7. Next Meeting

Agenda

Central Committee Meeting #3 - 25th September Friday 2020

Date : 11/9/2020

Time : 16 30

Venue : Zoom

1. Procedural Matters

1. Acknowledgement of Indigenous Owner

2. Official Welcome

3. Attendance and apologies

- Attendance - 22 members
- Apology from Michelle Lee(leave early), Putri Shafira(absent), Christine Moore (leave early)
- Absence without apology: Luna Bai
- Late without apology: Cecilia lee, Joshua Dubar, Stefan Amando Marbun , Taoyang Liu

Motion 1

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

Mover : Kezia Rebecca PRANATA

Seconder : Elisha CHUNG

CARRIED without contention.

4. Adoption of Agenda

Motion 2

Move that the Agenda for CCM #4 be adopted.

Mover : Angela DJAJA

Secunder : Steven HADINATA

CARRIED without contention.

2. Matters Arising from Previous Minutes

3. Confirmation of Previous Minutes

Motion 3

Move that the minutes of CCM #2 (Sem 2, 2020) be accepted and confirmed as a true and accurate record.

M: Stefan Amando Marbun

S: Hiu Chun Adrian SO

Motion Carried.

Motion 4

Move that Bonding Night Proposal Sem 2 2020 be accepted.

M: Steven Hadinata

S: Eric Shi

Motion carried.

Motion 5

Move that the ISA Crash Course Proposal Sem 2 2020 be accepted.

M: Aaron Johannes

S: Mona Nohara

Motion carried.

Motion 6

Move that Professional Mingle Week Proposal Sem 2 2020 be accepted.

M: Akshaya

S: Michelle Lee

Motion carried.

Motion 7

Move that Standing Orders be suspended at 17:35 pm

M: Boheng Duan

S: Angela e. djaja

Motion carried.

4. Other matters

Motion 8

Move that Standing Orders be suspended at 6:08 pm.

Mover : Aaron JOHANNES

Seconder : Eric SHI

Motion carried.



Motion 9

Move that CCM #4 be adjourned at **6:08 pm.**

Mover : Adrian SO

Seconder : Mohammed GOLWALA

Motion carried.

Prepared by,

Haolan Liang
Secretary 2020/2021
UMSU International

Get Trivial! with UMSU International ProposalCentral Committee Meeting #4 - Friday 25th September 2020

- 1 Introduction

Amidst the Covid-19 pandemic, the university has decided to deliver all student services virtually, depriving students of the university experience on campus. As a result, students felt left out of the university community, isolated from the cohesive sense of belonging in university. As an attempt to relieve the pressures and stresses arising from issues in the pandemic, the Cultural & Social Department has decided to organise a virtual trivia night, aiming to foster connections between students, giving them a chance to interact with other students. Through live trivia, a vigorous social affair, it can help create a sense of community, introducing a lively atmosphere into the students' lives, enriching their social circle.

- 2 Objectives

- To promote social engagements between various students from different backgrounds.
- To contribute towards one's mental and physical health through social connections.
- To reconnect students with the university community, fostering everlasting relationships between them.
- To relieve the stresses derived from remote studying and enjoy the company of others.
- To relax students during mid semester break.

- 3 Event Details**3.1 Get Trivial with UMSU International****Coordinators** : Boheng (John) DUAN, Adrian SO**Date** : Thursday, 8th October 2020

- Friday, 9th October 2020

Saturday, 10th October 2020

Time : 5:30 pm - 7:30 pm**Platform** : Online, through Zoom

Budget	: \$490
Manpower	: 20 ISAs + OBs
Target	: 60 participants, both international and domestic

This event will be for students who missed the opportunity to meet others in person on campus or through physical events. To avoid the zoom call from being overly crowded, the participants will be split into 3 groups according to their availability, (Participants choose the date in the sign-up form). Forming small groups so that there can be more engagement between students (20 participants + 6 ISAs/OBs). The participants will be further split into teams of 4 where they will spend 25 minutes getting to know each other. ISAs will be spread throughout the groups (1 per team) to facilitate conversation and host. Trivia games are based on 5 categories: Arts & Literature, Entertainment, Geography, General knowledge and University of Melbourne. Each team would be working in breakout groups, to answer the questions together. Points of all the games will be summated to decide the winning team.

3.2 Trivia games format

- *Main Trivia Game*

Kickstarter - Choose the correct answer out of 4 options (20 second time limit per question)

Grab answers - Choose all correct answers (8 out of 16 with 90 second time limit per question)

Blitz ranking - Arrange answers into the correct chronological order (90 second time limit per question)

Lightning round - Most questions answered in time limit (120 second time limit)

- *Breather game - take place between two main trivia game*

One of the following game: Pictionary, Word search, Find the differences, Morse code, Unscramble words

3.3 Pre-Event Planning

- Collaborate with the HR department and gather OB' s / ISA' s for the e

vent.

- Recruit 4 ISAs to help with planning of the event (eg: themes for trivia night, questions for the quiz etc)
- Recruit ISAs to be the moderators on the event night.
- Do a test run with OB's and ISA's. (On Sunday 27th of September)
- Design publicity materials for publication in collaboration with the M & C department.
- Create ticketing links for individuals and team registrations.
- Send email 3 days before the event, confirming that they will attend the event
- Create feedback forms which will be shared with the participants at the end of the event.
- Equip all the ISA's/ OB's with the necessary files for the event.

3. 4 Event Timeline

Time	Activity	Details
5:30 - 5.40	Assigning breakout room	Split participants into groups of four, and one ISA in each group
5.40 - 6.00	Icebreaker	Participants introduce themselves to other group members. Get to know each other. ISA will give a small icebreak challenge to the group.
6:00 - 7:00	Trivia game	Different trivia games, based upon categories. (Kickstarter, Grab answers, Blitz ranking and Lightning round)

N/A	Winner announcement	Points are collected from each team and we announce the top 3 teams for the trivia night on social media.
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- 4 Budget

Items	Budget (\$)
Prizes	300
Publicity	90
Miscellaneous	100
TOTAL	490

Prepared by,

Boheng (John) DUAN & Adrian SO
Cultural and Social Department 2020-2021
UMSU International

Pixelate Your Imagination ProposalCentral Committee Meeting #4 - Friday 25th September 2020

1. Introduction

Our lifestyles are being transformed by the COVID-19 pandemic in unexpected ways. We are not allowed to wander around the campus and partake in the different kinds of on-campus activities as usual. For most people, the extended period of studying from home may blur the lines between school work and personal life. Many students might not have the chance to relax and engage in therapeutic activities, providing them with an outlet to de-stress from university work. This could have adverse consequences on their mental health. Therefore, in order to provide students with a chance to relax and learn about the national symbols of different countries, the Cultural & Social Department has decided to organize an online artistic and creative activity. This activity hopes to encourage students to develop and unleash their creativity, while exchanging interesting cultures of their countries through pixel art creation.

2. Objectives

- To allow students to discover cultures from other countries through pixel art.
- To increase the awareness and knowledge of the uniqueness of different countries' icons through pixel art.
- To allow students to unleash their creativity during the pandemic, providing them with a source of relaxation.
- To allow international students who are unable to travel home an opportunity to reconnect with their home countries.

3. Event Details

Coordinators : Andi XU, Michelle (Shuet Yi) LEE
Duration : 30 September - 17 October 2020
Time : -
Platform : Facebook, Google Form
Budget : \$350
Manpower : 2 Coordinators
Target audience : 50 in the first round

3.1. Event Overview

3.1. Event Format

Pixelate Your ImagiNATION is an event which requires students to utilise Excel Spreadsheet or Google Sheets to create pixel arts based on the theme proposed.

A pixel art template together with instructions of making a copy of the template would be given in the description of the Facebook event post. Participants will post their pixel arts onto the Facebook event page and each participant can receive a maximum number of 3 entries, with criteria listed below in 3.3.

Facebook event page

3.2. Theme

Their art pieces should revolve around their home country.

Theme: National flower/animal (choose 1)

3.3. Lucky Draws

Participants will be screened based on:

- the quality and clarity of the visual representation of their pixel art (it has to look like a flower or an animal)

Only participants who pass the minimum criteria are eligible to participate in the lucky draw. Each participants' number of entries will be based on:

- Submission of artwork together with a brief description in the caption: 1 entry
- Including a reference picture which the participant used: 1 entry
- including a process picture or timelapse: 1 entry

Participants' names will be listed into a random generator, which will decide the lucky draw winners.

3.4. Prospective Event Timeline

Date	Activity	Details
30 Sept	Publicise event and release the theme	Include event hashtag and view-only Google spreadsheet/excel file template for students to use
1 ~ 10 Oct	Open submission	Monitor Facebook event for submission. Stop receiving submissions at 11:59 pm on 10th Oct.
11 Oct	Determine lucky draw winners and announce lucky draw winners	Determine lucky draw winners using a random generator. Contact the winners and allow winners to respond within 24 hours to claim the prize.

4. Budget Allocation

Items	Budget (\$)
Winners (gift cards):	
Lucky draw (\$15 x20)	\$300
Miscellaneous (FB boost, etc.)	\$50
TOTAL	\$350

5. Conclusion

The Cultural & Social department hopes to encourage students to learn and respect the cultural diversity present within the university community, even for those who are back in their home countries. We also hope that this easily accessible activity would serve as a stress-relieving and therapeutic activity during the lockdown. This concludes our proposal. Please feel free to approach anybody from the Cultural & Social team should you have any questions or suggestions.

Prepared by,



Michelle LEE & Andi XU
Cultural and Social Department 2020–2021,
UMSU International

International Student Survey Semester 2 2020 Proposal
Central Committee Meeting #4 - Friday 25th September 2020

1) Introduction

This is a proposal for the International Student Survey (ISS) which will be conducted throughout the majority of the last quarter of 2020. The overarching objective of the ISS is to serve as a guideline for UMSU International to attain a more well-rounded understanding of international students' overall university experience.

2) Objective

- To quantify and study the awareness level of international students in regards to UMSU International.
- To investigate the academic difficulties faced by international students.
- To identify social issues that are of paramount concern in regards to the overall welfare of international students.
- To study the health and safety status of international students.
- To examine the perception and experiences of international students in regards to current and future employment.
- To highlight and raise awareness of services that are provided or made available to students within the university.
- To identify services required by international students that are unavailable upon completion of data collection.
- To attend to the changes international students might suggest to improve upon present models.

3) Overview

The International Student Survey (ISS) will be held from week 10 to mid December, 2020. It involves the completion of an online survey. In addition, the ISS link will be distributed to students through university email.

4) Task Allocation

Promotional Designs: The Education & Welfare Department will be working closely with the Media and Communications Department of UMSU International and also the UMSU team.

Survey Writers: Buhle Ndlovu, Christine Moore, Scarlett Zhang, and Whitney Chen are going to write and edit the content of the survey. This will be based on the suggestions of the present E&W committee and the utilisation of previous International Student Surveys as a guideline to ensure a concise and accurate survey.

Prize Suggestions and obtainer: Eric Shi to be in charge of the suggestion of prizes and the acquirement process of such prizes.

Publicity: Putri Shafira and Anthony Ngadiyoto to liaise with M&C Department and UMSU Communication Department, making sure that survey form design and also the publicity materials are ready to promote the survey.

Section	Name
General information	Scarlett
UMSU International Awareness and Perception	Scarlett
University and Academic Experience	Buhle
Health and Safety	Whitney
Cultural Climate	Christine
Work and Employment	Whitney
Financial Situation	Buhle
COVID-19 Impacts	Christine
Exchange and Study Abroad	Scarlett

5) Target

Aim to target 1500 valid responses.

6) **Sections of the Survey**

- Demographic Information
- Awareness and Perception of UMSU International
- University Experience and Academia
- Health and Safety
- Cultural Climate
- Working and Employment
- Financial Situation
- Exchange and Abroad
- COVID-19 Impacts on International students and overall university experience
- General information pertaining to the survey itself, including any suggestions the participant might have

7) **Prizes**

Due to the success of lucky draws in previous years, this year's lucky draw will continue to include large and attractive prizes. The survey is fully anonymous and therefore students will only be entered into the lucky draw if they voluntarily provide us with their student emails. The winners will be selected at random. The prizes are as follows:

1st Prize: Nintendo Switch Console (1 winner)

2rd Prize: Fujifilm Instax Square SQ6 Polaroid Film Camera (2 winners)

Consolation Prizes:

\$50 Coles-Myers Gift Card (5 winners)

\$20 Coles-Myers Gift Card (30 winners)

8) **Timeline**

12/10/2020	Commencement of the survey
12/12/2020	End of Survey

Summer Break	Preliminary Analysis
15/03/2021	Publication of ISS Final Report

9) Budget

\$1,557 for the prizes and due to the current situation where on-campus publicity will not happen, therefore publicity budget is allocated for a booster as ‘sponsored’ content on various social media (including Facebook and Instagram). Also the miscellaneous is included which may cover the delivery cost of the prizes.

	List of Items	
	Budget:	\$2, 236
Item	Quantity	
Nintendo Switch Consoles	1 PCS (\$ 449 each)	\$449
Fujifilm Instax Square SQ6 Polaroid Film Camera	2 PCS (\$129 each)	\$258
\$50 Gift Cards (TBD)	5 PCS (\$50 each)	\$250
\$30 Gift Cards (TBD)	30 PCS (\$20 each)	\$600
Publicity	14 DAYS (\$30 each)	\$420
Miscellaneous		\$259
	TOTAL	\$2, 236

10) Conclusion

This concludes our proposal. Please do approach us for any sorts of questions.

Prepared by

Putri Shafira, Eric Shi, Anthony Ngadiyoto
Education and Welfare Department 2020-21
UMSU Internation

International Buddies Proposal

Central Committee Meeting #4 - Friday 25th September 2020

1. Introduction

Since the Covid-19 pandemic, many students have suffered severe deteriorations in their social welfare. With many international students flying back to their home countries to be with their families, and others restricted by social distancing and self isolation regulations, the opportunities to engage in the University's community have decreased.

Hence, to help students reconnect with the community, as well as to have a break from their studies, the Welfare and Cultural & Social Department have decided to create a line of social welfare targeted events. This first event, held in collaboration with Umsu Welfare, aims to reconnect students across the globe.

2. Rationale

A recurring social welfare concern we find that international students face, is difficulty developing friendships beyond their ethnic circles. Multiple factors contribute to this, such as language comfortability and self-confidence. However, we find that a significant contributing factor is a lack of opportunities to closely interact. This event's core objective is to provide a platform for these close interactions to occur, and for more international students to develop inter-ethnic friendships with both international and local students.

3. Objectives

- To provide opportunities for students to stay social and create friendships prior to transitioning back to physical learning.
- To create a platform for international students to create more intercultural friends, meet local students and create friendships that last.
- To assist students by building a support system during this stressful period.
- To provide an environment in which students can leave their studies behind for the evening, and enjoy playing games and meeting new people.



UNIVERSITY OF MELBOURNE STUDENT UNION INTERNATIONAL

 **UMSU_{INTL}** *Care for, Act for, Stand for International Students*

4. Event Details

Coordinators : Cecilia LEE, Christine MOORE (Welfare)

: Aaron JOHANNES, Akshaya RAMAKRISHNAN (C&S)

Date : Monday, 5 October 2020

Time : 17:30 - 19:30 Australian Eastern Standard Time

Platform : Online, through Zoom

Budget : \$1000

Manpower : 4 Coordinators, 5, OBs, 30 ISAs, 15 UMSU Welfare Volunteers

Target audience : 150 Participants (ideally 75 International and 75 Local)

3.1. Event Overview

3.1.1 Event Format

International Buddies is a social welfare event that aims to create long term friendships between International and Local students through fun and interactive team activities. Students are formed into groups of 4 or 5 (an ISA is allocated to each group) and they rotate through a set of games and social activities, which challenge them to work together and win against other teams or solve puzzles. By the end of the event, we hope that the students have become comfortable with each other and will stick together until at least next semester where we support them in meeting physically with a celebratory dinner.

3.1.2. Delegation of Tasks

Tasks	OB in charge
Liaison with UMSU Comms <ul style="list-style-type: none"> - Ticketing - Platform Guide - Design - Giveaway Confirmation 	Cecilia
ISA and Volunteers <ul style="list-style-type: none"> - Planning training and briefing - Communication with HR 	Akshaya
Publicity <ul style="list-style-type: none"> - Design - Communication with M&C - Boosting Logistics 	Christine
Event Planning <ul style="list-style-type: none"> - Event description and timeline - Rooms activities (Games and Socialization) 	Aaron

3.1.3. 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, ISA' s and Welfare Volunteers. 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 and UMSU Comms.
4. Create ticketing for registrations. Done in collaboration with UMSU Comms.
5. Plan and design game and socialization activities for different rooms.
6. Create feedback forms which will be shared with the participants at the end of the event.

7. Equip all the ISA's, OB's and Welfare volunteers with the necessary files for the event and ensure they are aware of individual tasks.

3.1.4. Prospective Event Timeline

Time	Activity	Details
17.00 - 17:30	Final preparation and briefing for OBs, ISAs and Welfare	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 room.
17.30 - 19:15	Game and Socialization	Participants will be divided into groups and carry out a series of games and socializing activities. In each room there will be at least one local student as a volunteer and one ISA member.
19.15 - 19.30	Giveaway Draw	All participants will be redirected back to the main room where we will be spinning a digital wheel to announce the 30 winners for the giveaway.

5. Budget Allocation

Items	Budget (\$)
Celebratory Fund - Fund to congratulate teams that stick together and form long term relations	\$500
Giveaway (\$10 x 30 Winners) - Winners must be signed up to UMSU Intl's Mailing List	\$300
Publicity: Facebook Boosting	\$100



Miscellaneous/Flexibility Fund	\$100
TOTAL	\$1000

6. Conclusion

The Welfare and Cultural & Social department hope to create everlasting friendships between International and Local students through this event. This concludes our proposal for International Buddies. Please feel free to approach anybody from the Welfare or Cultural & Social team should you have any questions or suggestions.

Prepared by,

Welfare X Cultural & Social Department 2020–2021,

UMSU International

The Amazing Race (Lockdown Edition) Final Report
Central Committee Meeting #4 - Friday 25th September 2020

1. Introduction

This report summarises The Amazing Race (Lockdown Edition) which took place on Saturday, 12th September 2020. During this event, participants compete to travel virtually across seven continents where they face a series of challenges and physical tasks before receiving clues to reach the final destination.

2. Objectives

- To break the monotony by engaging students with activities that challenge 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)

4. Event Overview

4.1. Pre - Event Briefing and Test Run Flow

Date : Thursday, 10 September 2020

Time : 16:45 - 20:00 Australian Eastern Standard Time

Platform : Online, through Zoom

Attendance : 10 OBs and 23 ISAs

Time	Activity	Description
16:45-16:50	Planning Team Sign in	
16:50-17:00	Final preparation	Briefing and make sure all links are working
17:00-17:15	Sign in and Bonding	Be involved and welcoming, create topics for conversations, answer questions they have.
17:05-17:15	ISAs and OBs Attendance	Mark attendance in a spreadsheet if present, if at 17:10 not yet there, start contacting.
17:15-17:30	Welcome Presentation	Present slides 1 to 11 of the "OB/ISA Briefing Slides".
17:15-17:30	Set-Up Breakout Rooms	Assign each planning team member to a Breakout Room
17:30-17:40	Game Introductions	Each breakout room will ha

		ve a host to explain the game and rules
17:40-19:10	Game Test Run	Hosts will give the first clue. When teams are done, return to the main session.
19:10-19:30	Feedback Session	Present slides 12 to the end of the "OB/ISA Briefing Slides".
19:30-20:00	Planning Team Meeting	

4.2. Event Day Flow

Date : Saturday, 12 September 2020

Time : 16:30 - 19:30 Australian Eastern Standard Time

Platform : Online, through Zoom

Attendance : 86 Participants, 10 OBs, and 22 ISAs

Time	Activity	PIC Task	Host Task
16:30-16:40	Coordinators and Hosts sign in	PIC needs to ensure that hosts are joining on time and ticking their names off the attendance sheet.	Rename yourselves to "Host_RegisterName"
16:40-16:55	Final Briefing and Preparation	PIC needs to deliver final notes and briefings to the Host.	Hosts need to follow the "Hosts Instruction" Booklet and open the required documents in Incognito Window to make sure ever

			everything is working.
16:45-16:55	Assign Breakout Rooms (Hosts)	PIC needs to allocate hosts into a breakout room	
16:55-17:15	Participants Sign in and Bonding	PIC needs to make sure all participants are muted, has "group name/individual" written in front of their names	Hosts need to make sure all participants are muted, has "group name/individual" written in front of their names
17:05-17:15	Participants Attendance	As participants are joining, PICs will be accepting participants into the event ticking their names off the attendance sheet.	
17:05-17:20	Assign Breakout Rooms (Participants)	PIC is in charge of assigning participants to breakout rooms and opening them.	
17:20-17:30	Game briefing in Breakout Rooms	During this time, most teams should be in the breakout room. PICs need to hop in and out of breakout rooms to ensure that hosts are on track	Hosts need to fill up the team details spreadsheet. During this time, members are able to get to know their team and hosts.
17:30-19:30	Game Time	Aaron will be receiving help calls f	Hosts are to follow all Game Instruction

		<p>rom different rooms. PICs will be sent to rooms that need help! 1 or 2 people can be sent around to check randomly and take screenshots.</p>	<p>s carefully. Remember to start the timer and end it. Hosts also need to update the group whenever a new continent is reached. When a team finishes, they can return to the main session. All teams will be called back at 7.30. At the end of the game, remember to ask all of them to complete the feedback form.</p>
<p>19:30-19:45</p>	<p>Debrief Session</p>	<p>PIC needs to collect data from all the hosts and calculate the time of each team.</p>	<p>Hosts need to calculate the time of each team including any time penalties.</p>

5. Budget Breakdown

Items	Amount (\$)
Prizes for Winners: Top 2 Teams (2 Teams x 4 Players/Team x \$30/Player)	\$240
Prizes for guessing the event name: First 3 People (3 x 15\$/Person)	\$45
Total	\$285
Total Budget Allocated	\$300

Total Budget Surplus	\$15*
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**A budget surplus occurred due to both winning teams having only 4 players instead of the maximum of 5.*

6. Publicity

Facebook: The Facebook event page and frame were set up and released 10 days before the event. The responses for the event were 90 Interested and 53 Going.

Instagram: A day prior to the event publicity, a “guess the event name” game was implemented to get a high level of engagement. The event poster was advertised at the same time as Facebook.

This event was also promoted in the UMSU Weekly Newsletter as well as the UMSU Instagram page.

7. Registrations and Attendance

Registrations were conducted through a google form where participants are given the choice to either enroll individually or as a team. Registration was closed in two stages where the first stage was placing participants in a waiting list, while the second was disabling the form.

A total of 148 registrations were recorded; 124 of them were registered before the first registration closing date, while the remaining 24 were put in to the waiting list.

Out of 124 of them registered, where 93 confirmed their attendance, 87 of them were present on the event day, which allowed us to have high accuracy (93.5%) in attendance predictions.

8. Feedback Statistics

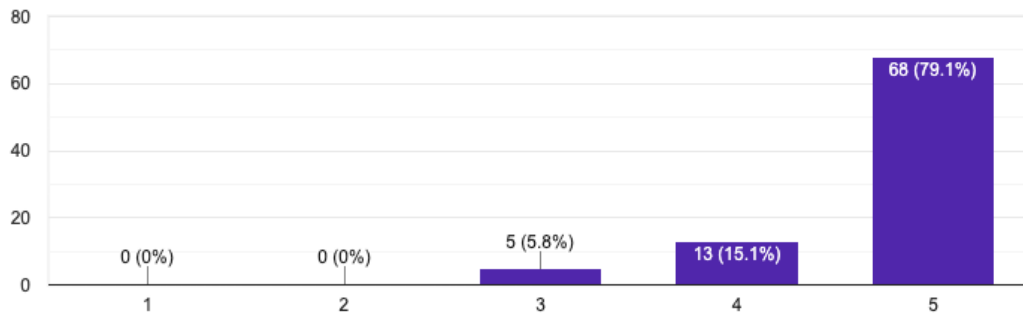
Out of 87 students who participated, 86 of them had helped us filled up this survey (99%).

8.1 Event Engagement

How engaging was the event?



86 responses

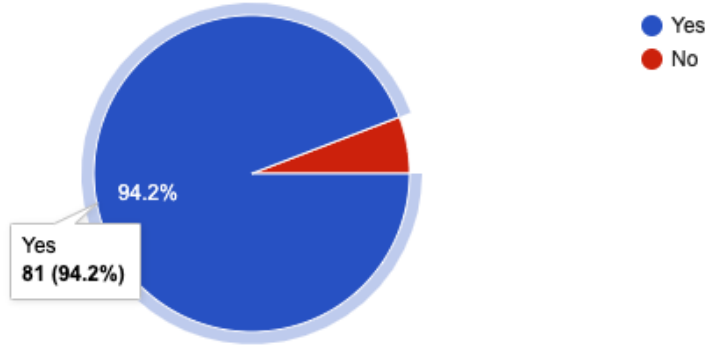


The majority (79.1%) of the participants found that the event was highly engaging.

8.2 Future Event Possibility

Would you like to attend another event similar to this in the future?

86 responses

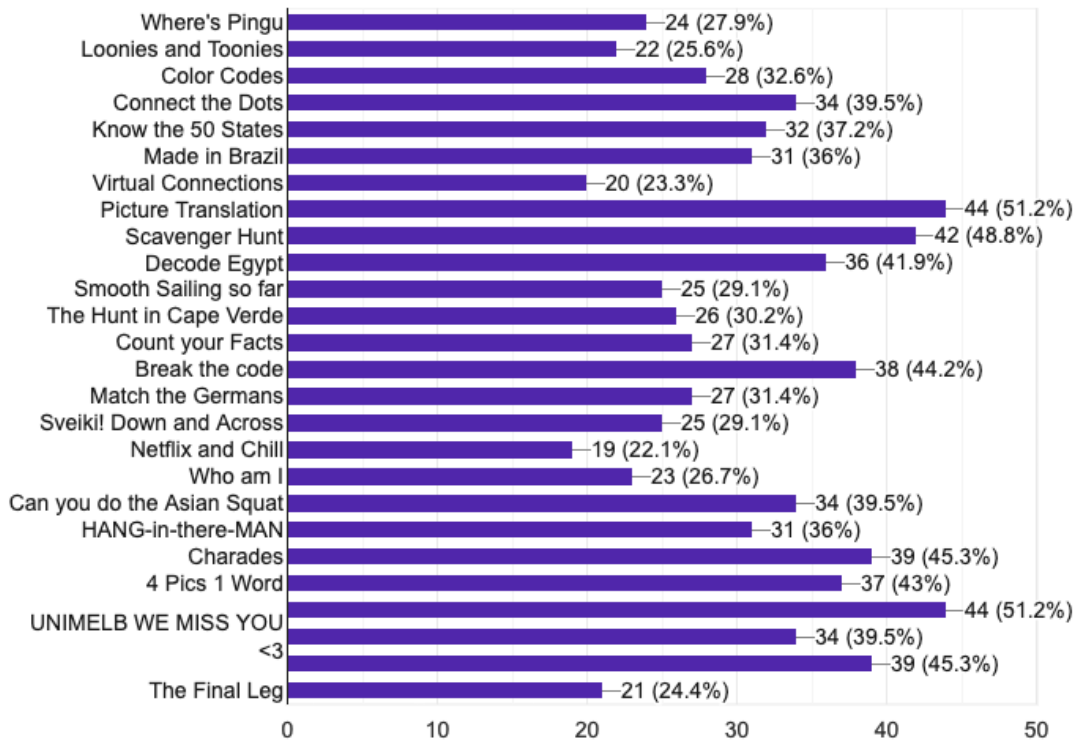


Almost all participants (94.2%) would like to attend a similar event.

8.3 Type of games participants like

Which were your favorite games?

86 responses



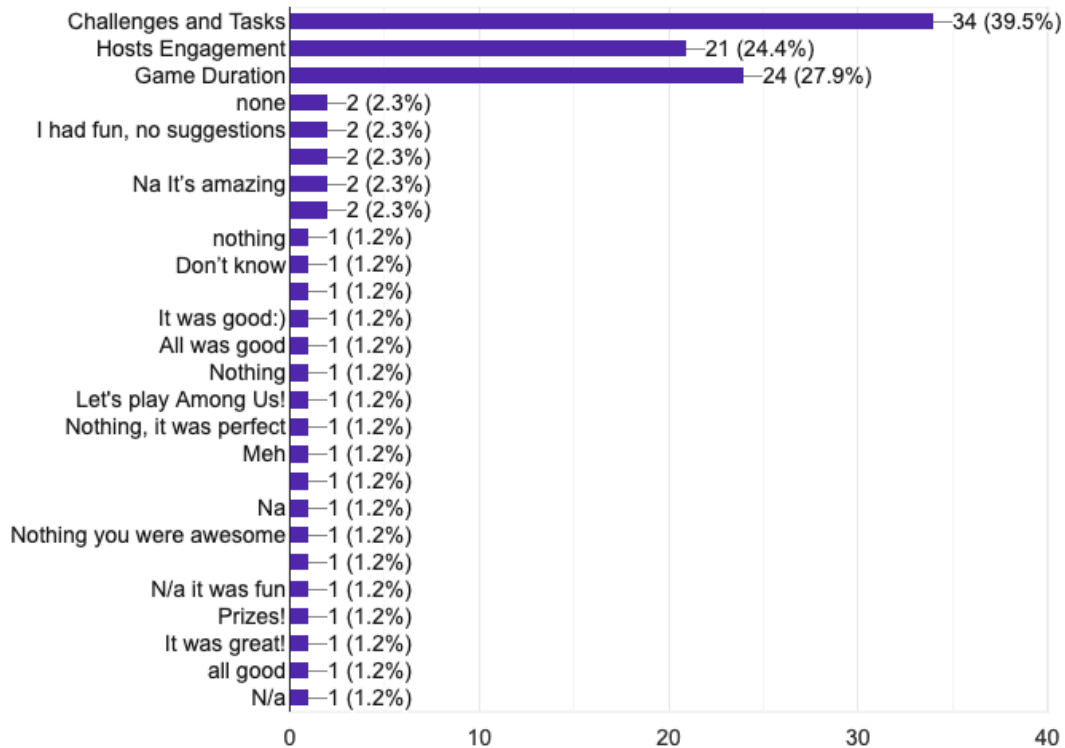
The distribution of games in which participants enjoy is quite dispersed. W

We have analyzed a certain trend that participants tend to enjoy games that require more engagement and interaction with one another rather than questions that are obscure which requires individual research.

8.4 Improvement for future events

What are some areas we can improve on?

86 responses



As mentioned above, there can be changes to the challenges and tasks which would allow participants to be more engaged. Some participants also suggested having background music or introduction music to enhance the feeling of the game.

8.5 Other comments

From other comments mentioned, participants loved the hosts as they were really fun and engaging. Participants also preferred more games that let them interact with one another. From these, we are able to analyze that participants love it when the room is lively, where there are communication and interaction between the hosts and other participants.

9. Problems and Suggestions

Registrations were significantly higher than anticipated based on the initial prediction we have made in the proposal. To prevent overload, we had to close the registrations 1 day earlier and place participants in a waiting list to prevent an overload.

Additionally, the number of volunteers needed increases due to the growth in registrations, however, we are not able to achieve the target number as the request was made too suddenly. Moreover, there are some volunteers who unfortunately had to drop out prior to the event.

Suggestion 1: It is better to have a larger anticipated number of participants rather than less as this would allow us to have sufficient volunteers and allow for unexpected events of volunteers not being able to attend the event. As a result, we are able to accept all registered participants and increase the event size.

Suggestion 2: An observation was made that UMSU's help in publicity has increased the number of registrations.

Suggestion 3: In order to have higher accuracy in attendance, coordinators are encouraged to ask participants to reply to a confirmation email. From this event, there are many cases in which participants confirmed and notified us later that they have canceled, which would be highly beneficial for coordinators to take note.

10. Conclusion

Overall, for the first time executed in UMSU International, this event can be labeled a success. The feedback provided by the participants has given us a clear direction of what they are looking for in a game night, and it is very important for future coordinators to look into it.

This concludes our report. A special thank you to all the departments whom we have worked together closely with during these past 2 weeks. Please feel free to approach anybody from the Cultural & Social department should you have any questions or suggestions.

Prepared by,

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Cultural and Social Department 2020–2021,

UMSU International



1. Other Business

Deliveries of sponsorship goods during the pandemic.
Strike System

2. Next Meeting

- To be determined