

Proposed Year Plan of ACE,
The Nominated Cabinet of Games Society HKUSTSU,
Session 2024-2025

Aims:

1. To bring board game players together via events and functions.
2. Enabling members to develop different skills such as calculating and negotiating skills by playing games.
3. To market board games to every HKUST student and invite them to follow our events.
4. To improve bonds between members and create an area for them to socialize.
5. To broaden members' social networks both inside and outside HKUST via playing games.
6. To widen members' connections via games.

List of Executive Committee Members

Position	Name
Chairperson	SIU, Tsz Kwan (Kate)
Vice-Chairperson	TAM, Tsz Nok (Jacob)
External Vice-Chairperson	LEUNG, King Hai (Vincent)
Secretary	CHANG, Ka Yan (Lukshmi)
Internal Secretary	LAU, Ka Ching (Nicole)
External Secretary	WONG, Hiu Nam (Alex)
Financial Secretary	CHEUNG, Wang Hei (Dicky)
Marketing Secretary	CHENG, Zong Chen (Ching)
Welfare Secretary	CHAN, Ka Ming (Kame)
Promotion Secretary	CHOI, Wing Yan (Amy)
Publication Secretary	YUEN, Yui Tung (Chloe)
Internal Game Secretary	CHING, Chun Man (Jeffery)
External Game Secretary	YAU, Wang Chi (Winson)
Information Technology Secretary	YEH, Pak Hei (Derek)

Year Plan

Date	Function	Person in charge
Mar 2024	Live Streaming	YUEN, Yui Tung (Chloe)
Apr 2024	Puzzle Competition	WONG, Hiu Nam (Alex)
	Arena of Valor Competition	LAU, Ka Ching (Nicole) & YAU, Wang Chi (Winson)
Feb 2024 ~ May 2024	Regular Board Games Gathering (Spring Sem)	YAU, Wang Chi (Winson) & CHING, Chun Man (Jeffery)
Aug 2024	Registration Day	YEH, Pak Hei (Derek)
	Orientation Camp	TAM, Tsz Nok (Jacob) & LEUNG, King Hai (Vincent)
Sep 2024	Orientation Week	CHENG, Zong Chen (Ching)
Oct 2024	Avalon Experience Night	CHANG, Ka Yan (Lukshmi) & YUEN, Yui Tung (Chloe)
	LARP	WONG, Hiu Nam (Alex)
	Sub-committee Function	CHOI, Wing Yan (Amy)
Nov 2024	Rummikub Competition	CHEUNG, Wang Hei (Dicky)
	Chess Competition	CHING, Chun Man (Jeffery)
Dec 2024	Christmas Party	CHAN, Ka Ming (Kame)
Sep 2024 ~ Dec 2024	Regular Board Games Gathering (Fall Sem)	YAU, Wang Chi (Winson) & CHING, Chun Man (Jeffery)

Live Streaming

Person in Charge: YUEN, Yui Tung (Chloe)
Proposed Date: March 2024
Proposed Venue: Online - YouTube
Proposed Time: 20:00-22:00
Language: Cantonese

Objectives:

1. To promote Games Society to HKUST students.
2. To introduce the cabinet to HKUST students and increase interaction between them.

Preparation:

1. Book 1 classroom at least 2 weeks in advance.
2. Design IG post photo for promotion.
3. Get the game for everyone involved.
4. Set up a YouTube stream waiting.
5. Double check OBS and required equipment is working.
6. Inform members about the stream via IG, WhatsApp and Discord.

Proposed Rundown:

Time	Action
19:00-19:45	Setting up streaming equipment
19:45-20:00	Double-check
20:00-22:00	Streaming
22:00-22:30	Tidy up

Remarks:

1. At least 4 executive committee members will be able to join the streaming.
2. At least 1 executive committee member will be able to handle the backstage management.

Ghosting

Person in Charge: WONG, Hiu Nam (Alex)
Proposed Date: April 2024
Proposed Venue: Classroom
Proposed Time: 19:00 – 23:00
Proposed Fee: Member: \$30
Non-member: \$40
Language: Cantonese
Expected Number of Participants: 12 - 16

Description:

- 1) There will be a total of 3 checkpoints, participants have to arrive the checkpoint according to the hints and get more hints to reconstruct the story.
- 2) Every checkpoint will have at least one Exco to standby.
- 3) Participants who can reconstruct the story in the time limit can get souvenirs as a prize.

Objectives:

1. To promote Games Society to HKUST students.
2. To foster HKUST students' logical thinking skills.
3. To introduce puzzle games to HKUST students.

Preparations:

To be completed 2 weeks prior:

1. 1 Book required venues and 1 classroom.
2. Design a poster for promotional purposes.
3. Finalize the question.

To be completed 1 week prior:

1. Prepare the Google Form for registration.

2. Inform members about the event via IG, WhatsApp, and Discord.
3. Practice a trial game among the Executive Committee members.
4. Prepare prizes.

Proposed Rundown:

Time	Action
18:50-19:00	Last briefing
19:00-19:15	Registration & Setting up the venues
19:15-19:30	Explaining to the game
19:30-22:50	In game
22:50-23:00	Post-game discussion

Remarks:

1. Games Society reserves the right to make final decisions on all the matches.
2. Walk-in can be possible according to the number of participants.
3. Make sure there are at least 5 Executive Committee members during the event.

Arena of Valor Competition (傳說對決比賽)

Person in Charge: LAU, Ka Ching (Nicole) &
YAU, Wang Chi (Winson)

Proposed Date: April 2024

Proposed Venue: Classroom

Proposed Time: 19:00-23:00

Proposed Fee: Member: \$20
Non-member: \$30

Language: Cantonese

Expected Number of Participants: 15 - 25

Objectives:

1. To promote Games Society to HKUST students.
2. To promote teamwork and collaboration.
3. To provide HKUST students with opportunities to meet friends who also play AOV(Arena of Valor).
4. To foster HKUST students' strategic thinking and problem-solving skills.

Preparation:

1. Book 1 classroom at least 2 weeks in advance.
2. Confirm the details of the competition.
3. Seek sponsors for prizes.
4. Design a poster for promotional purposes.
5. Prepare the Google Form for registration.
6. Inform participants via WhatsApp, email before a day of the event as a reminder.

Proposed Rundown:

Time	Action
18:00-18:30	Set up the venue and check if there are any technical problems
18:30-18:45	Registration
18:45-19:00	Explain the rules of competition
19:00-22:00	Competition
22:00-22:15	Result announcement
22:15-22:30	Prize presentation
22:30-23:00	Tidy up the classroom

Remarks:

1. Games Society reserves the right to make final decisions on all the matches.
2. There will be live streaming during the competition.
3. There are at least 6 Executive Committee members during the event.
4. At least 2 Executive Committee members join the game for each group as a dealer.
5. Walk-in can be accepted before the competition starts (Time:19:00).
6. Take photos and videos for uploading to IG during the activity.

Regular Board Game Gathering (Spring Sem)

Person in Charge: CHING, Chun Man (Jeffery) &
YAU, Wang Chi (Winson)
Proposed Date: February 2024 – May 2024
Proposed Venue: Classroom
Proposed Time: 19:00-23:00
Proposed Fee: Free of Charge
Expected Number of Participants: 10 - 20

Objectives:

1. To promote Games Society to HKUST students.
2. To provide a platform for HKUST students to play board games together in person.
3. To promote board games in general to HKUST students.
4. To introduce different kinds of board games.

Preparations:

1. Book at least 1 classroom at least 2 weeks before.
2. Design a poster for promotional purposes every month.
3. Prepare the Google Form for registration.
4. Inform participants via WhatsApp, email one day before the event.
5. Prepare for teaching specific board games.

Procedure:

1. Bring the board games and chess from lockers to the venue at least 30 minutes prior to the gatherings.
2. Participants will be asked to record their personal details when they attend the gathering.
3. Invite members to play board games, introduce and teach them how to play if necessary.
4. Put all the games back in the lockers after the gathering.
5. Non-members are also welcome to walk in if there are spaces available and they will be invited to join Games Society.

Remarks:

1. Make sure there are at least 3 Executive Committee members during the gathering.

Registration Day

Person in Charge: YEH, Pak Hei (Derek)
Proposed Date: August 2024
Proposed Venue: The Hong Kong Jockey Club Atrium
Proposed Time: 09:00-19:00

Objectives:

1. To introduce Games Society to HKUST students, especially freshmen.
2. To get freshmen's contact information in order to invite them in the future.
3. To promote Games Society as well as upcoming functions.

Preparation:

To be completed 2 months prior:

1. Search for sponsorships.(snacks, little gifts, printings)
2. Produce advertising materials (such as posters and banners).

To be completed 2 weeks prior:

1. Using any means to promote Games Society – ACE, following event regulations. (i.e., e-mail, Instagram, etc.)

To be completed 1 week prior:

1. Arrange the counter and notice board decorations.
2. Finalize the registration form via Google Form for Orientation Camp freshmen recruitment.

Procedure:

1. Advertise Games Society – ACE Orientation Camp and upcoming events.
2. Introduce and play games with interested players to advertise and attract more potential freshmen to join in.
3. Record students' contact information using the application form if they are interested in joining the Orientation Camp.

Remarks:

1. Make sure there are at least 2 Executive Committee members at the counter promotion.
2. All personal data collected should be kept confidential and not be released to other third parties without any valid reason or the consent of the person.
3. Details of Registration Day are subject to change according to new regulations of Registration Day from the Student Union, which have not been announced.

Orientation Camp

Person in Charge: TAM, Tsz Nok (Jacob)&
LEUNG, King Hai (Vincent)

Proposed Date: August 2024

Proposed Venue: Campsite

Proposed Time: 3 Days 2 Night
(10:00 on the first day – 12:00 on the third day)

Proposed Fee: Freshmen: \$600
Helpers: \$500

Language: Cantonese

Expected Number of Participants: Freshmen: ~30
Helpers: ~30

Objectives:

1. To introduce the Games Society to participants.
2. To introduce the HKUST campus to participants.
3. To create an event for participants to have a chance to build a deeper relationship with senior students.
4. To create an event for participants to have a chance to build a deeper relationship with other participants.
5. Promote other activities that will be held by the Games Society.
6. Attract participants to join the Games Society, and join the upcoming event.

Preparation:

To be completed 2 months prior:

1. Assign a duty roster for each Executive Committee member.
2. Search for sponsorships.
3. Design Orientation Camp T-shirt.
4. Design Orientation Camp bag.
5. Decide what items(such as handouts) to put in the camp bag.
6. Contact the campsite for accommodations.
7. Contact the catering service for breakfast, lunch, and dinner.

To be completed 1 month prior:

1. Design mass games.
2. Formulate a material list.
3. Prepare game materials.
4. Finalize the registration form via Google Form for helper recruitment.
5. Finalize posters for promotional purposes.
6. Recruit helpers.
7. Buy insurance.
8. Order Orientation Camp T-shirts, bags, items that have to be put into the camp bag and book Common Room 5+6 .
9. Double-check the bookings of the campsite and food providers.
10. Print A5 size handouts for around 200 pieces

To be completed 2 weeks prior:

1. Demonstrate the rundown of mass games and make necessary improvements.
2. Finalize the registration form via Google Form for freshmen recruitment.
3. Double-check sponsorships.

To be completed 1 week prior:

1. Send details of the Orientation Camp to helpers.

To be completed at the time specified:

1. Recruit freshmen after the JUPAS result announcement.
2. Ask freshmen if they have food and medical allergies during registration.
3. Add Executive Committee members, helpers and participants into WhatsApp groups after groups are assigned.
4. Remind freshmen to pack necessities at least 3 days in advance.

Proposed Rundown:

For the first day:

Time	Action	Venue
10:00-10:30	Briefing helpers	Common Room 5+6
10:30-11:00	Meeting freshmen at assembly point	Common Room 5+6
11:00-11:15	Introducing Games Society, the Executive Committee members, and upcoming events	Common Room 5+6
11:15-12:00	Ice-breaking Games	Common Room 5+6
12:00-13:00	Lunch	LG7
13:00-14:45	Campus treasure hunt	HKUST Campus
14:45-15:30	Transportation	Main Campus to the campsite
15:30-16:30	Free time (Group board game/e-sport /ice-breaking games...)	Campsite
16:30-18:30	Mass Games	Campsite
18:30-20:30	BBQ	Campsite
20:30-23:30	Free time (Group board game/e-sport /ice-breaking games...)	Campsite
23:30-09:00	Sleep	Campsite

For the second day:

09:00-10:00	Breakfast	Campsite
10:00-11:00	Free time (Group board game/e-sport /ice-breaking games...)	Campsite
11:00-12:30	Transportation	Campsite to Restaurant
12:30-13:30	Lunch	Restaurant
13:30-14:00	Transportation	Restaurant to Beach/Open-space
14:00-16:00	Water Games	Beach/Open-space
16:00-17:30	Transportation	Beach/Open-space to Campsite
17:30-19:00	Campfire training	Campsite
19:00-20:00	Dinner	Campsite
20:00-22:30	Camp Fire	Campsite
22:30-23:30	Free time (Group Board game/e-sport /ice-breaking games...)	Campsite
23:30-09:00	Sleep	Campsite

For the third day:

09:00-10:00	Breakfast	Campsite
10:00-12:00	Mass Games	Campsite

Remarks:

1. Mass Games will be designed by Executive Committee members.
2. If common rooms cannot be booked for any reason, other facilities provided by the Dean of Students Office (DSTO) shall be considered.
3. Each group will have 5 to 7 freshmen and 5 to 7 helpers.
4. Lunch and dinner are included in the camp fee.
5. If the participant(s) is under 18 years old, a form should be given to their parent(s) for permission to join the camp.
6. Helpers are needed to take care of all participants.

Bad Weather Arrangement:

1. When the Amber or Red Rainstorm Warning or Typhoon Signal No.1 or 3 are hoisted, all scheduled indoor activities will be held as planned.
2. When a Typhoon Signal No.8 is to be issued within 2 hours (pre-No.8), or when a Black Rainstorm Warning is announced, all activities will be canceled. Those indoor activities in progress will normally continue until the end. Freshmen should stay indoors wherever they are and not leave until the warning is canceled and the condition is safe.
3. If Typhoon Signal No.8 or a Black Rainstorm Warning is canceled: At or before 6:30 a.m. of the day, all activities will be held as scheduled; At or before noon of the day, activities start at or after 2:00 p.m. will be held as scheduled, while activities before 2:00 p.m. will be canceled.
4. If Typhoon Signal No.8 or a Black Rainstorm Warning is still being hoisted afternoon, all outdoor activities will be canceled.

Orientation Week

Person in Charge: CHENG, Zong Chen (Ching)
Proposed Date: September 2024
Proposed Venue: The Hong Kong Jockey Club Atrium
Proposed Time: 10:00-18:00
Language: Cantonese, English
Membership Fee: 1-Year: \$120
2-Year: \$170
3-Year: \$200
4-Year: \$220

Expected Number of New Members: 50 -100

Objectives:

1. Promote the Games Society to HKUST students, especially freshmen.
2. To introduce different types of games.
3. Enrollment of new members and sub-committee candidates.
4. Collection of participants' information for future events promotion.

Preparation:

To be completed 2 months prior:

1. Sponsorships.
2. Design society's products.
3. Advertising materials, i.e. posters, and banners. Posters/Banners used for promotion on the counter must have
 - i. Both English and Chinese for international and local students to read.
 - ii. Some persuasive aspects that attract people to try the board games are promoted on the counter.

To be completed 2 weeks prior:

1. Promotion of Games Society – ACE, i.e. e-mail, Instagram, Discord.

To be completed 1 week prior:

1. Decorate the counter and notice board.
2. Prepare registration form (Google Form) for new members recruitment.
3. Duty roster for each Executive Committee member. (Refer to the lecture schedules)

Procedure:

1. Disclose society's products and games on the counter.
2. Advertisement of Games Society – ACE upcoming events.
3. Teach and play games with interested players to advertise and attract more possible members to join in.
4. Record the contact information of students who are interested in joining the Sub-Committee members by completing the application form.
5. Confirmation emails will be sent to new members, and add members to the WhatsApp group at the end of the Orientation Week.

Remarks:

1. At least 2 Executive Committee members are required at the counter promotion.
2. All personal data collected should be kept confidential and not be released to other third parties without any valid reason or the person's consent.
3. The details of Orientation Week are subject to changes according to new regulations for Orientation Week from the Student Union, which have not been announced.

Avalon Experience Night

Person in Charge: CHANG, Ka Yan (Lukshmi)&
YUEN, Yui Tung (Chloe)
Proposed Date: October 2024
Proposed Venue: Classroom
Proposed Time: 19:00-23:00
Proposed Fee: Free of charge
Expected Number of Participants: 10 - 20

Objectives:

1. To promote Games Society to HKUST students.
2. To promote Avalon to students as a way to promote card games in general.
3. To provide HKUST students with opportunities to meet friends who also play Avalon.
4. To foster HKUST students' logical thinking skills and organized manner.

Preparation:

1. Book 1 classroom at least 2 weeks in advance.
2. Design a poster for promotional purposes.
3. Prepare the Google Form for registration.
4. Contact participants via email and WhatsApp 3 days before the event as a reminder.
5. Prepare 1-2 more Avalon.

Proposed Rundown:

Time	Action
18:30 – 19:00	Set up the venue
19:00 – 19:15	Registration
19:15 – 19:30	Explain the rule of the game
19:30 – 22:45	In game
22:45 – 23:00	Tidy up the classroom

Remarks:

1. Make sure there are at least 5 Executive Committee members during the event.
2. At least 1 Executive Committee member must join the game for each group as a MC.
3. Walk-in can be possible according to the number of participants.
4. Present Executive Committee members may join the game in case of insufficient players in the game.

LARP

Person in Charge: Wong, Hiu Nam (Alex)

Proposed Date: October 2024

Proposed Venue: Classroom

Proposed Time: 19:00-23:00

Proposed Fee: Member: \$120
Non-member: \$160

Language: Cantonese

Expected Number of Participants: 12 - 18

Objectives:

1. To promote Games Society to HKUST students.
2. To foster HKUST students' logical thinking skills.
3. To introduce different kinds of games to HKUST students.
4. To promote friendship between players through their joint efforts.

Preparations:

1. Book 2 classrooms at least two weeks in advance.
2. Prepare the script by buying on the internet or written by committee members.
3. Design a poster for promotional purposes.
4. Prepare game materials for each group.
5. Prepare decoration of the Haunted House.
6. Confirm the registration form via Google Form.
7. Contact and confirm participants via email and WhatsApp 3 days before the event as a reminder.

Proposed Rundown:

Time	Action
17:00-18:50	Setting up the venue
18:50-19:00	Last briefing
19:00-19:15	Registration
19:15-19:30	Explaining the game rules
19:30-22:50	In game
22:50-23:00	Post-game discussion

Remarks:

1. At least 1 Executive Committee member for each group must join the game as a MC.
2. Confirm that there are at least 7 Executive Committee members during the event.
3. Walk-in can be possible according to the number of participants.

Sub-committee Function

Person in Charge: CHOI, Wing Yan (Amy)

Proposed Date: October 2024

Proposed Venue: Classroom

Proposed Time: 19:00-23:00

Language: Cantonese

Expected Number of Sub-committee: 10 - 15

Objectives:

1. To promote Games Society to HKUST students.
2. To create a chance for sub-committee members to hold an activity with the aid of Executive Committee members.
3. To help sub-committee members cultivate the skills of organizing events.
4. To look for potential cabinet members and provide training to them.

Preparations:

To be completed 2 months prior:

1. Initiate the recruitment process for sub-committee members during Orientation Week through the Orientation Week counter.

To be completed 2 weeks prior:

1. Finalize the registration form by using Google Form.
2. Finalize the promotional posters.
3. Book a classroom.

To be completed 1 week prior:

1. Raise students' interest and awareness about the recruitment of sub-committee members through social media such as email and Instagram promotion.

Procedure:

1. Conduct information sessions in early October before the first meeting to let participants have a glimpse of the instructions.
2. Organize the first sub-committee meeting for participants to familiarize with each other and brainstorm ideas for the function.
3. Elaborate on the sub-committee's role and offer assistance and guidance to the members.
4. Promote the activity via social media such as email and Instagram.

Rummikub Competition

Person in Charge: CHEUNG, Wang Hei (Dicky)
Proposed Date: November 2024
Proposed Venue: Classroom
Proposed Time: 19:00-23:00
Proposed Fee: Non-member:\$10
Language: English, Cantonese
Expected Number of Participants: 16 - 24

Objectives:

1. To promote Games Society to HKUST students.
2. To provide students with an opportunity to meet other Rummikub players and make new friends.
3. To foster logical and strategic thinking amongst students.

Preparation:

1. Prepare at least 4 Rummikub and prizes (preferably borrow from exco).
2. Book a classroom at least two weeks in advance.
3. Finalize and release the registration form by using Google Forms.
4. Inform participants via WhatsApp, IG, email 3 days before the event as a reminder.

Proposed Rundown:

Time	Action
19:00-19:15	Set up the venue and check if there are any technical problems
19:15-19:30	Registration
19:30-19:50	Explain the rules of competition
19:50-22:00	Competition
22:00-22:15	Result announcement
22:15-22:30	Prize presentation
22:30-23:00	Tidy up the classroom

Remarks:

1. Walk-in may be possible according to availability at the time.
2. Make sure there are at least 3 Executive Committee members during the event.
3. Games Society reserves the right to make final decisions on all the matches.

Chess Competition

Person in Charge: CHING, Chun Man (Jeffery)

Proposed Date: November 2024

Proposed Venue: Classroom

Proposed Time: 19:00-23:00

Proposed Fee: Member: \$50
Non-member: \$70

Language: Cantonese/Mandarin/English

Expected Number of Participants: 16

Objectives:

1. To promote Games Society to HKUST students.
2. To promote and strengthen chess skills amongst students.
3. To provide students with an opportunity to meet other chess players and make new friends.
4. To foster logical and strategic thinking amongst students.

Preparation:

1. Inform participants via WhatsApp, IG and email 3 days prior to the event as a reminder.

To be completed 2 weeks prior:

1. Prepare required items: Chess boards & clocks.
(Optional) Refreshments.
2. Prizes (Sponsor)
3. Book a classroom at least 2 weeks in advance.
4. Finalize and release the registration form by using Google Forms.
5. Finalize tournament details (i.e. time control) and register players.
6. Find an arbiter and ask them to take record of the games.
7. Finalize and release the promotional posters.

To be completed on the day:

1. Bring items to the venue at least 1 hour prior.

Procedure:

Time	Action
18:30 - 19:00	Ex-Co briefing & Set up the venue
19:00 - 19:20	Registration
19:20 - 19:30	Participants' briefing
19:30 - 22:30	Competition
22:30 - 22:45	Result announcement
22:45 - 23:00	Prize presentation

Remarks:

1. Walk-in may be possible according to availability at the time.
2. Make sure there are at least 5 Executive Committee members during the event.
3. Tournament will be held in Swiss Tournament format.
4. Games Society reserves the right to make final decisions on all the matches.

Christmas Party

Person in Charge: Chan, Ka Ming (Kame)

Proposed Date: December 2024

Proposed Venue: Common Room 5&6

Proposed Time: 13:00-23:00

Proposed Fee: Members: \$100

Non-Members: \$120

Language: Cantonese

Expected Number of Participants: 30 - 50

Objectives:

1. To promote Games Society to HKUST students.
2. To gather members and celebrate Christmas together by playing board games with each other.
3. Deepen the relationship between society members and Executive Committee members.
4. To introduce different kinds of board games.

Preparation:

To be completed 2 months prior:

1. Search for sponsorships.
2. Prepare dinner for all participants and Executive Committee members
3. Assign duties for all Executive Committee members

To be completed 3 weeks prior:

1. Book Common Rooms 5&6.
2. Book an alternative venue
3. Borrow equipment.

To be completed 2 weeks prior:

1. Inform students about the event
2. Finalize the registration Google Form and IG post photo.
3. Finalize posters for promotional purposes.
4. Arise students' interest and attention

To be completed 1 week prior:

1. Confirm the sponsor's products
2. Prepare lucky draw prizes.

Procedure:

Time	Action
13:00 - 15:00	Briefing & set up the venue
15:00 - 15:15	Registration
15:15 - 19:00	Games Gathering
19:00 - 21:30	Dinner
21:30 - 22:00	Lucky Draw
22:00 - 23:00	Games Gathering

Remark:

1. Divide the venue into “Gaming Area” and “Dining Area” during the setup session.
2. Take attendance for participants when they arrive, meanwhile call them to follow sponsors’ Instagram accounts
3. Walk-in at the last minute is acceptable if participants are willing to pay directly.
4. The fee for walk-in participants may be increased.
5. Assign participants to a proper table and lead them to play board games, especially in the beginning.
6. Food and drinks should be prepared at 18:00 if there are no sponsors.
7. Prevent participants from acquiring any foods before the dinner session, drinks are acceptable.
8. Participants should not bring any games into the “Dining Area” nor any food into the “Gaming Area”.
9. The timing of the lucky draw session is flexible, it can be processed with board games simultaneously. If so, loudspeakers are required to announce the prize winner
10. Alternative venues can be used if necessary.

Regular Board Game Gathering (Fall Sem)

Person in Charge: CHING, Chun Man (Jeffery) &
YAU, Wang Chi (Winson)
Proposed Date: September 2024 – December 2024
Proposed Venue: Classroom
Proposed Time: 19:00-23:00
Proposed Fee: Free of Charge
Expected Number of Participants: 10 - 20

Objectives:

1. To promote Games Society to HKUST students.
2. To provide a platform for HKUST students to play board games together in person.
3. To promote board games in general to HKUST students.
4. To introduce different kinds of board games.

Preparations:

1. Book at least 1 classroom at least 2 weeks before.
2. Design a poster for promotional purposes.
3. Prepare the Google Form for registration.
4. Inform participants via WhatsApp, email before a day of the event as a reminder.
5. Prepare for teaching specific board games.

Procedure:

1. Bring the board games and chess from lockers to the venue at least 30 minutes prior to the gatherings.
2. Participants will be asked to record their personal details when they attend the gathering.
3. Invite members to play board games, introduce and teach them how to play if necessary.
4. Put all the games back in the lockers after the gathering.
5. Non-members are also welcome to walk in if there are spaces available and they will be invited to join Games Society.

Remarks:

1. Make sure there are at least 3 Executive Committee members during the gathering.

Welfare Plan:

Borrowing Board Games:

1. Games Society holds more than 200 board games. Only those with red markings are allowed for loaning.
2. All members can only borrow 2 games within 2 weeks. The name and contact detail will be marked when the game is lent to prevent missing any contents of the board game.
3. Executive Committee members will record all the borrowing, returning with note(s).
4. No member is allowed to hold the loaned games for more than 2 weeks.

Society products:

Society products excluding packages are sold for all HKUST students and members (including full members, associate members, life members and honorary members) while packages are sold only for full members.

Society File:

Society File will be designed as a product of welfare packages. It will be a carriage holding society products. It will only be ready for selling starting from Orientation Week individually or combined with the package.

Price: \$10

Society Keychain:

Society Keychain will be designed as a product of welfare packages. It will only be ready for selling starting from Orientation Week individually or combined with the package.

Price: \$30

Society Paper:

Society Paper will be designed as a product of welfare package. It will include the full name of Games Society. It will only be ready for selling starting from Orientation Week individually or combined with the package.

Price: \$20 per pack (100 pieces of paper)

Society T-shirt:

Society T-shirts will be designed as a product of welfare packages. It will be ready for selling starting from Orientation Week individually or combined with the package.

Price: \$70

Packages:

One package will be provided.

The package will provide Society File, Society Keychain, Society Paper, and Society T-shirt with 15% discount.

Proposed Promotion and Selling Period:

Welfare products will be promoted through social media such as email and Instagram promotion. Products will be up for ordering to members and nonmembers during regular gatherings and counter periods.

Proposed Year Plan prepared by: Proposed Year Plan approved by:



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ACE, The Nominated Cabinet of
Games Society HKUSTSU,
Session 2024-2025



SIU, Tsz Kwan (Kate)
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